

EAST NEGRESH

WHAT'S INCLUDED

This release we explore the storied brutal history of East Negresh, showing off their martial prowess with a few pieces:

- The Drill Core, a filled out Organization Template, along with a blank version for GMs to use when prepping new guilds and other such groups!
- Wings of the Vanguard, an 8th level conjuration spell that lets you launch up to 100 living creatures into the backline of a battlefield.
- The Hearthfinder's Charm, a magic item that provides a balanced, reliable way to find your way to a particular location.
- The Linebreaker Fighter, a subclass of fighter trained in piercing enemy lines and striking through multiple enemies at once.

CARNITHRA

Some time after the Sovereign people migrated from Negresh to Tricath, those who stayed behind attempted to resolve their differences with the Negreshians of Verant. During this period, a kingdom known as Carnithra emerged. The settlers in this kingdom were primarily of human and dwarvish descent, and they retained the religious practices of the Sovereign people who had departed. Their goal was to establish cities and villages where the Sovereign people had once lived and to foster a relationship with the Verantians, who remained faithful to the Chronicle Pantheon.

Over time, several townships were established along the eastern coast, and one city stood out among them: the city of Winlon, named in honor of the most influential human family remaining in Carnithra.

HOUSE WINLON

House Winlon was one of the dissenting voices in the decision to migrate eastward and settle in Tricath. They firmly believed in the strength and ingenuity of the human species and sought to share the gift of resilience with the people of Verant. During the early years of Carnithra, Evandra Winlon led

the economic growth of the newly formed capital. She was celebrated as both a ruthless businesswoman and a charismatic leader. Due to the fragmented governing body that initially led Carnithra, it was almost effortless for her to garner public support and become Carnithra's first monarch.

While Evandra was beloved among her own people, the people of Verant viewed her as a tenacious expansionist. Her aggressive stance on trade and integration created uneasy relations with her allies. Nevertheless, during her reign, conflict was avoided, and the nation of Carnithra expanded to encompass most of the eastern half of Negresh, maintaining peace throughout her time.

TIMES OF PEACE

Over the next few centuries, the Winlon family continued to oversee Verant, upholding Evandra's beloved policies. As time passed, the population of Negresh became nearly half human, leaving many of the other species on the continent feeling increasingly outnumbered. The peace in Negresh was built on a complacent acceptance of the status quo; people had grown accustomed to being part of a mixed majority and gradually relinquished more of their influence. The unity between humans and dwarves became so dominant that opposing it felt insurmountable.

FIRST CONFLICT

Roughly one thousand one hundred years ago, nearly a millennium into the reign of the Winlon family, the kingdom of Carnithra began to grow ambitious once more. Many of the forests in central Negresh were occupied by the elven population of West Negresh. These forests, due to the elves' ancient druidic practices, also became the most fertile and abundant lands on the continent. Neighboring Carnithran villages saw large migrations as word spread of these dense hunting grounds, drawing people seeking opportunity. Humans began encroaching on these lands, hunting in areas the elves held sacred to amass wealth for those bold enough to venture westward. However, the dwarves of Carnithra saw little benefit in these riches, as their practiced trades were ill-suited to the work required in these regions.

As humans pushed deeper into the elven territories, the elven villages retaliated. They fought to protect their cultivated lands by setting traps, poisoning game, and spreading diseases and infections among the beasts. These minor acts of resistance escalated over the years into armed skirmishes, with clashes in the forests between Verantians and Carnithrans. This rising conflict led to increasing tensions between the two empires. Meanwhile, the dwarves of Carnithra felt increasingly alienated, wanting no part in the brewing conflict.

LUNAR WINLON'S RULE

After years of conflict, the Carnithran people once again felt a thirst for expansion. Their society was built on ambition, and the threat of war was not enough to deter them. During this time, the kingdom was ruled by King Oryndelle Winlon, a renowned philosopher and scientist. Unfortunately, he was ill-suited for war, and his push for peace among the noble congregates was met with widespread disdain and disapproval. Carnithra had never faced a situation where the monarch stood against the people, and no protocols existed for the forceful removal of a king.

Through numerous delegations, even Winlon's own family grew impatient with his obstinance. His son, Lunar Winlon, the heir to the throne, strongly aligned himself with the ideals of the noble class. Believing he had no other choice, Lunar assassinated his father and assumed the throne.

Over the next decade, Lunar escalated the conflict. He established war camps along Carnithra's western border and began seizing small portions of land from the elven people, evicting anyone who opposed his plans. This included nearly the entire dwarven population, leaving only a handful behind.

COLD WAR

As history tells it, the monarchs of the other species inhabiting the west came together to put an end to the war. The western peoples were not united enough to survive an all-out conflict with the east, so they enacted a powerful magical ritual. In a final act of sacrifice, they gave their lives to raise mountains between the two countries and placed a curse upon the ocean to isolate both sides from the outside world. Thus, the war was brought to a standstill.

ENDLESS MONARCHY

While the other Negreshian monarchs had put an end to the war, Lunar knew it would eventually begin again. He vowed that his people would be armed and ready to unleash hell upon the west when the opportunity arose. Determined to rule forever, Lunar pursued two paths. First, he commissioned the country's greatest mages to create a relic that would grant him eternal life. Second, he sought the counsel of the most devious and cunning entities he could find, one of whom was a man named Ceras Brightmane, the scorned brother of King Garvand Brightmane, the new ruler in the west.

Ceras guided him, teaching Lunar how to deceive his people into believing their monarchs were changing hands. He advised using the relic to maintain his youth while artificially appearing to age over time. When the current persona "died" of old age, Lunar would then assume the identity of a younger, politically trained individual, ready to reclaim the throne as the King of Carnithra. To this day, the people of Carnithra believe they have been ruled by many kings, while Lunar has secretly been steering his people toward his ultimate goal.

CURRENT DAY

Over his time as ruler of Carnithra, the country became known to most as the Winlon Empire, abandoning the name given by its founding members. Lunar transformed the Winlon Empire into a war machine, shaping the country's culture around combat. Its art, architecture, and design were all driven by Lunar's burning desire for war. While the freedoms granted to its people appeared broad, they were deceptively restrictive. Many believed they were free to pursue art and other creative endeavors, but the empire's culture compelled them to create works that served the war effort.

Every aspect of Winlonian life was influenced by the war machine. Aesthetics were used to boost morale, and nutritious artisanal foods were designed to strengthen warriors. The machinery of war was endless, seeping into every corner of the empire's existence.

TEMPLATES

This template is intended to be used by GMs to lay-out an organization with a small outline of a basic quest in order to provide a jumping off point for players to interact with a new guild or organization. A free, markdown copy of this template for use with Obsidian and other markdown editors will be available on my patreon labelled "Organizations (Free Template)".

THE DRILL CORE

The Drill Core is one of many sub-divisions within the Winlonian military. Upon graduation in East Negresh, scholars are scouted for various programs, such as the military, research, or civil service. Among these, the Drill Core is a prestigious division to be offered a position in, as it occupies a unique middle ground between all three branches. Its members are highly respected and find themselves in good company almost anywhere they go within their home country.

BASIC INFORMATION

TITLE	INFORMATION
Location	Winlon, the Capital City of East Negresh
Allies	The Winlon Empire, The Fairlight Academy
Enemies	West Negresh, more specifically The Crimson Guard.
Purpose	Developing and implementing methods of combat that allow breaking enemy front lines. This includes armed combat, traversal and siege warfare.
Current Goal	The Drill Core is working on ways to successfully infiltrate the Crimson Guard and dismantle the military in the Capital of West Negresh.

NPCs

ROLE	NAME	DESCRIPTION
Primarch	Severus Mantell	Human, Male, 58 years old. Lean and tall, receding curly gray/silver hair. Enforces all the rules to a T. Thrives in environments of creativity so long as procedure is followed.

ROLE	NAME	DESCRIPTION
Pathfinder (Touchstone)	Ferron Bale	Human, Male, 35 years old. Muscular and short, combed back brown hair. Derives great pleasure from helping new folk achieve their goals, genuinely friendly and well known for being the groups best recruiter.
Initiate	Drusilla Keel	Human, Female, 24 years old. Toned and tall, tied up black hair. Came to the core looking for a way to legitimise herself in the eyes of her family. Very aggressive and sure of herself.

MEMBERSHIP

JOINING REQUIREMENTS

In order to join the Drill Core you must first pass basic training for the Imperial Military of the Winlon Empire. After which you can apply for the Drill Core and demonstrate what you believe makes you a good fit in such an outfit.

BENEFITS OF BECOMING A MEMBER

There are three types of benefits to becoming a member, choose one or more for your party members to attain when they succeed at initiation.

BENEFIT TYPE	DESCRIPTION
Item Benefit	You gain a Drill Core emblem to append to your uniform that you may use as a seal stamp to request research funds from the Royal Winlon Bank.
Combat Benefit	You have advantage on Survival or Nature checks made to identify a creatures type or location of origin.
Social Benefit	You gain access to the Drill Core barracks which contains an armoury, bunks and a medical facility along with study rooms and practical science fields for testing potential breakthroughs.

STRUCTURE

RANK	TITLE	DESCRIPTION
1	Initiate:ad	New members who haven't completed their first quest with the group.
2	Piercer	An individual who has proven useful to the group and has completed work as an initiate more than once.

RANK	TITLE	DESCRIPTION
3	Pathfinder	Experts in navigation and survival, this rank is the highest you can achieve based on pure skill, otherwise you must indicate a capacity for leadership.
4	Strike Captain	Often included in decisions regarding direction of the guild as well responsible for leading any field tests of a new technique.
Leader	Drill Core Primarch	Leader of the guild. Primarch is a title shared across all of the Imperial Army and signifies you are the leader of any given project.

RANK UP REQUIREMENTS

RANK	REQUIREMENT
1 to 2	Successfully complete three officially sanctioned missions handed out by an officer of Pathfinder rank or higher
2 to 3	Prove you have reached the upper echelons of skills in your given field. This usually comes in the form of a quest given that tests your specific talents.
3 to 4	First gain a recommendation from a Strike Captain, then prove to the Primarch you hold qualities befitting a leader by taking a group of initiates out on their first combat mission.

QUESTS

QUEST TITLE	DESCRIPTION
The Banshee Cave	A day's walk from the barracks lies a cave inhabited by a lone banshee. Deep within that cave grows a rare plant called Shademoss, known for its alchemical properties that prevent death. However, the Shademoss only grows if the banshee is allowed to roam free, bringing sorrow to feed the plant. Each month, the Drill Core sends initiates to the cave to extract the moss. Should harm come to the banshee, the mission is failed, and you are demoted to standard military service.

SPELLS

WINGS OF THE VANGUARD

8th-level conjuration

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell instantly teleports up to 100 willing creatures of your choice that are medium or smaller that you can see within range to a point 100 feet above a destination you select within 10 miles.

Upon arrival, each creature becomes immune to fall damage for one round. When a creature reaches the ground, it can use its reaction to make one melee weapon attack against an enemy within 5 feet of its landing point.

Classes: Bard, Sorcerer, Wizard

MAGIC ITEMS

HEARTHFINDER'S CHARM

Wondrous item, rare

These charms come in various forms, but each shares the same function. Sometimes they take the shape of a symbol dedicated to one's deity; other times, they bear the royal seal of a city.

When this item is created, it is bound to the location where it was enchanted, storing that location within it. The stored location is permanently locked inside the charm and cannot be changed.

While holding a Hearthfinder's Charm, you can use an action to cast the *find the path* spell, targeting the location stored within, without expending a spell slot or requiring concentration. The stored location is treated as a valid target for the spell, even if you are not familiar with it. Once the charm has been used to cast a spell, it cannot be used again until the next dawn.

SUBCLASSES

LINEBREAKER FIGHTER

A Linebreaker is a martial specialization that members of the Drillcore are often trained in. Their primary focus is breaking through enemy formations and positioning themselves behind enemy lines.

They achieve this by practicing arcane teleportation and illusory spells, and by intensely focusing on replicating these effects without the broader discipline normally required for spellcasting. While this training grants them considerable arcane prowess, it remains limited in its flexibility.

INFILTRATION BY FORCE

Starting at 3rd level, you draw on the magic taught to you by the Drill Core to infiltrate the enemy backlines. When you take the Attack action on your turn and are wielding a melee weapon that deals piercing damage, you can replace one of your attacks with a Blink Strike. Choose a creature you can see within 20 feet of you. You teleport to an unoccupied space within 5 feet of the target and make a melee weapon attack against it. On a hit, half the damage dealt to the target is also dealt to up to two creatures of your choice in a straight line between your original position and the target.

You can use this ability once and regain your use of this ability when you roll initiative.

FINDING THEIR FORCES

Additionally, your walking speed increases by 10 feet and you gain proficiency in the Survival and Nature skills.

FACE MADE FAMILIAR

At 7th level, you can magically alter your appearance in order to better blend in with enemy forces. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including coloration, hair length, and sex. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this ability. You stay in the new form until you use an action to revert to your true form or until you die.

Additionally, you can substitute the ability score modifier of any skill check made to conceal your identity for your Wisdom modifier.

PIERCE DEEPER

At 10th level, Infiltration by Force's range increases to 30 feet, you can target an additional enemy and can use this ability twice, regaining all expended uses upon completing a long rest.

RETALIATORY MOVEMENT

Starting at 15th level, when a creature makes an opportunity against you, you can, as a special reac-

tion which you can use on every turn, make a melee weapon attack against the triggering creature. If your attack hits, it deals half its total damage, and you gain temporary hit points equal to the damage dealt. These temporary hit points last until the end of the next creature's turn in initiative.

UNSTOPPABLE BLADE

At 18th level, Infiltration by Force's range becomes equal to your current walking speed and you can now target any number of creatures between yourself and your original location.

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