

# CHANNEL DIVINITY: SEHANINE ARROWS FROM THE MOONBOW

By Claudio Pozas

Illustration by Chuck Lukacs



Every night, as the sun sets, the world plunges into another period of darkness. For lovers, it is an embracing cloak that hides them from unwanted eyes. For thieves and tricksters, it is a partner in their sneaky endeavors. However, the night would be filled with nothing but horrors were it not for the pale silver light that shines down on the world. The moon is not the fierce, judgmental gaze of the sun, but rather the knowing eye of an accomplice, of a partner, of a lover. That gleaming eye belongs to Sehanine, the Moonbow.

The core of Sehanine's teachings—forging one's own destiny—makes her popular among folk from all walks of life. Whether rural or urban, martial or arcane, every mortal can relate to this empowering credo. Even so, some rise to a position where they can lord over their lessers and deny these poor souls the ability to write their own history. It could be a tyrant enslaving peasants to toil the fields, an overzealous father forbidding a daughter's true love, or a righteous ruler instituting a strict martial law over a community. No matter how justified or well meaning, some try to exert undue power over the lives of others. And when these dark ambitions become too threatening

to be ignored, heroes arise to give them battle. Rebels, outsiders, tricksters—their names are legion. But they are all arrows shot from the Moonbow.

## SERVING SEHANINE

The common folk have reasons aplenty to honor Sehanine. She marks the passing months, encourages love and friendship, and teaches self-reliance. But those heroic few who come to dedicate their lives to the Moonbow are cut from a different cloth. Most of Sehanine's champions have experienced loss in their lives. The backgrounds below are examples of how one might come—voluntarily—to the service of Sehanine.

**Lost Love:** You have lost a loved one, and it had a profound impact on you. Was it a romantic partner, a family member, or a good friend? Was someone responsible for the death or departure of your loved one, or was it a cruel trick of life? Do you use this empathy to prevent others from suffering the same fate? How do you react to those who steal away loved ones, such as kidnappers or a mischievous fey? Do you favor bounties and quests aimed at

rescuing relatives, or do you undertake those missions expecting no reward?

Regardless of how you lost a loved one, your heart guides you and helps you understand and appeal to the hearts of others.

*Associated Skills:* Diplomacy, Insight

**Runaway:** You are on the run from a harsh authority. Did you commit an actual crime, or were you falsely accused? What might happen if you were found out? How do you react to authority now? Do you try not to draw attention to yourself, for fear of being recognized, or do you boldly challenge anyone with a badge? Would you ever return to face those who accuse you, perhaps once you've found evidence of your innocence? Or do you plan on taking revenge on corrupt officials who framed you?

Did the authorities put a bounty on your head? If so, do you seek to evade the bounty hunters, or do you face them head-on, hoping to discourage others from trying their luck against you?

Stick to the shadows and keep your ears open to any rumors of your pursuers' whereabouts.

*Associated Skills:* Stealth, Streetwise

**Persecuted:** You lived under a regime that hunted those like you. Was it because of your race or faith? Was it because of your power source? Was that regime always in place, or was it a recent development? Perhaps you adventure in hopes of finding the means to topple the authorities that persecute you and your kind. Or maybe you're searching for a haven or sanctuary, so you can lead those like you to a new, welcoming home.

To survive, you learned to hide your true identity or heritage and to notice when someone might be tracking you.

*Associated Skill:* Bluff, Perception

**Pledged Scout:** You found Sehanine's teachings to your liking from an early age, and after your coming-of-age you joined the ranks of the Pledged Scouts, consummate explorers and wanderers devoted to the Moonbow. Are you specially pious, seeing omens everywhere? How did your family and friends react to your choice of career? Were you indoctrinated by another Pledged Scout, or were you a self-taught mystic? As a Pledged Scout you tend not to stay put for long. Do you have a hard time making friends, or do you leave behind a network of acquaintances that make you feel welcome whenever you return? Do you dream of one day crossing the forest paths of the Feywild, or perhaps reaching Arvandor?

You are at home in the wilderness, wondering what's over the next horizon.

*Associated Skills:* Nature, Perception

**Freed Slave:** You toiled under harsh masters until you were freed by one of Sehanine's champions. After years of suffering, your deliverance—whether by force of arms or by subterfuge—inspired you to repay the favor. Who enslaved you? Were they regular masters, hailing from the common races, or were they supernatural overlords, such as mind flayers, drow, or vampires? Do you seek to eradicate slavery altogether, or do you focus on freeing one slave at a time? Do you see slavery as another facet of a harsh world, trying not to think too much about those still in chains?

Are you afraid of returning to the site of your forced labor? Maybe your old masters might recognize you and try to take away your freedom again. Or perhaps you still have friends or family among the slaves there?

Enduring years of labor has made you strong and resilient, the better to face the challenges ahead.

*Associated Skills:* Athletics, Endurance

## OMENS AND RITES OF SEHANINE

Sehanine sends messages to her faithful through several means. Some are widespread and witnessed by an entire region, while others are private and seen by a single mortal. Her omens (and their connotations) include the following:

- ◆ Blue moon (good omen, marks an auspicious event);
- ◆ Red moon (bad omen, heralds bloodshed);
- ◆ Dead tree with a single gold leaf (good omen, encourages hope);
- ◆ Shadows moving on their own (bad omen, heralds betrayal);
- ◆ A person who briefly casts no shadow (bad omen, marks a bringer of misfortune);
- ◆ An archer's arrow turns to silver (good omen, marks a bringer of justice);
- ◆ A candle's flame glows with silvery light during prayer (good omen, marks a heard prayer).

Priests of Sehanine are called upon to officiate several events, depending on the community they preach to. But the most common are these:

- ◆ Marriages (especially secret ones);
- ◆ Naming ceremonies;
- ◆ Archery contests;
- ◆ Harvest festivals.

## FEATS

Consider choosing one or more of the following feats for any character who worships Sehanine.

### HEROIC TIER FEATS

Any feat in this section is available to a character of any level who meets the prerequisites.

#### ARGENT FALCON [FAMILIAR]

**Prerequisite:** Familiar, must worship Sehanine

**Benefit:** The *argent falcon* feat power replaces one of your 6th-level or higher utility powers.

#### Argent Falcon

#### Feat Power

*Your familiar transforms into a silver falcon, and shines with pure moonlight.*

**Encounter ♦ Divine**

**Minor Action Personal**

**Effect:** Your familiar sheds bright light in its square and each square within 3 squares of it until the end of your next turn. Until the end of your next turn, enemies grant combat advantage while within 3 squares of your familiar.

#### MOON SIGHT

**Prerequisite:** Bard, Virtue of Prescience class feature, must worship Sehanine

**Benefit:** When you use your Virtue of Prescience, the triggering enemy takes psychic damage equal to your Wisdom modifier.

#### MOON STRIKE

**Prerequisite:** Must worship Sehanine

**Benefit:** While an enemy grants combat advantage to you, your attacks against that enemy count as silvered (*Player's Handbook*, page 220).

#### MOONBOW DEDICATE

**Prerequisite:** Must worship Sehanine

### SEHANINE AND THE NONDIVINE WORSHIPER

Sehanine is a popular deity with heroes from all walks of life, and each follower seeks to emulate or honor his or her deity. Below are suggestions of how a nondivine character can reflect devotion to the Moonbow.

#### CLASS BUILDS

**Martial:** Tempest fighter, archer ranger, artful dodger rogue, resourceful warlord.

**Arcane:** Prescient bard, ensnaring swordmage, wild magic sorcerer, fey pact warlock, orb of deception wizard.

**Primal:** Whirling barbarian, predator druid, panther shaman, wildblood warden.

#### WEAPONS

Bows of all qualities are favored by Sehanine, but shortbows are held in special regard, being easier to hide. Crossbows are frowned upon as Lolth's weapons.

**Benefit:** You gain proficiency with the shortbow, plus you can use a shortbow as an implement for divine and arcane powers. In addition, you gain a +1 feat bonus to weapon and implement damage rolls with the shortbow. Increase this bonus to +2 at 11th level and +3 at 21st level.

#### MOONBOW STALKER

**Prerequisite:** Rogue, must worship Sehanine

**Benefit:** You gain proficiency with the shortbow. In addition, you can use a shortbow with Sneak

Daggers, kukris, scimitars, falchions, and kopeshes are common in the hands of Sehanine's followers, because their curved blades are reminiscent of a crescent moon.

#### SKILLS

Stealth and Thievery are probably the most common skills among Sehanine's worshipers.

#### POWERS

Powers that deal cold, psychic, and radiant damage are favorites, and fire-based powers are avoided. Poison is frowned upon as Zehir's weapon.

#### COMPANIONS

Arcane followers of Sehanine take falcon familiars that have sparkling silver wings and leave a trail of stars behind as they fly. Spiders and snakes are avoided.

Beastmaster rangers favor raptor companions and use bows to strike from afar. Serpents and spiders are avoided.

Attack and with any rogue power that normally requires a crossbow.

## SERENE ARCHERY

**Prerequisite:** Wis 13, must worship Sehanine

**Benefit:** When you make a ranged basic attack using a bow with which you are proficient, you can use Wisdom instead of Dexterity for the attack roll and the damage roll.

## SILVERY GLOW

**Prerequisite:** Must worship Sehanine

**Benefit:** You gain a +2 feat bonus to damage rolls with cold powers and radiant powers. Increase this bonus to +3 at 11th level and +4 at 21st level.

## SWIRLING LEAVES OF AUTUMN

**Prerequisite:** Warlock, Fey Pact class feature, must worship Sehanine

**Benefit:** When your Misty Step pact boon triggers, the square you leave and each square adjacent to it become lightly obscured until the start of your next turn.

## PARAGON TIER FEAT

The feat in this section is available to any character of 11th level and above who meets the prerequisites.

### MOONBOW PRELATE

**Prerequisite:** 11th level, must worship Sehanine

**Benefit:** When you use a shortbow as an implement for a ranged or area divine attack power or ranged or area arcane attack power, you can extend the power's range by 5 squares.

## NEW PARAGON PATH

Those who worship Sehanine might want to affect the lives of others in a positive fashion by ensuring that each person has a chance to make his or her own destiny. For these people, the Arrow of the Moonbow paragon path is an excellent choice.

## ARROW OF THE MOONBOW

*"The moon aims at the darkness, and we are the arrows."*

**Prerequisite:** Channel Divinity class feature, proficiency with a bow, must worship Sehanine

Under the cloak of night, tyrants and murderers grow restless. They sense an intent gaze upon them, like a bird of prey circling in for the kill. Sometimes this unease is enough to discourage despicable acts. But far too often, a more direct course of action needs to be taken, and the silvered head of an arrow puts down evil.

The Arrows of the Moonbow are a scattered sect of sworn brothers and sisters who dedicate their lives to ensuring that each mortal has a fair chance at writing his or her own destiny and changing his or her own stars. The Arrows travel far and wide, seeking no reward but that which they confiscate from the corpses of their targets. All sorts of divine heroes work among their ranks but, regardless of inclination, they all come to favor subterfuge, trickery and, above all, stealth.

### ARROW OF THE MOONBOW CLASS FEATURES

**Moonkissed Action (11th level):** When you spend an action point to make an attack using a bow, you can roll one attack roll twice and take either result.

**Walker in Twilight (11th level):** You gain training in Stealth and also gain low-light vision. If you

already have training in Stealth, you gain the Skill Focus feat for Stealth.

**Break the Bonds (16th level):** You gain the *break the bonds* Channel Divinity power.

### Channel Divinity: Arrow of the Moonbow Feature Break the Bonds

*You will not bow to an outside force.*

**Encounter** ♦ **Divine**

**No Action**      **Personal**

**Trigger:** You are dominated, immobilized, petrified, or restrained

**Effect:** The triggering effect ends.

### ARROW OF THE MOONBOW PRAYERS

#### Three Moonbeams      Arrow of the Moonbow Attack 11

*Your arrows glow with moonlight, bathing your targets with a cold radiance and granting your allies a chance to reposition themselves.*

**Encounter** ♦ **Cold, Divine, Radiant, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a bow.

**Target:** One, two or three creatures

**Attack:** Wisdom or Charisma vs. AC

**Hit:** 1[W] + Wisdom or Charisma modifier cold and radiant damage per attack, and each ally adjacent to the target can shift 1 square as a free action. If you target only one creature, the attack deals 1[W] extra damage.

#### Moon Eye      Arrow of the Moonbow Utility 12

*No darkness can blind you when you carry the moon in your heart.*

**Daily** ♦ **Divine**

**Minor Action**      **Personal**

**Effect:** Until the end of the encounter you gain darkvision and cannot be blinded.



**Moon Shot** Arrow of the Moonbow Attack 20

*You gather the moon's white light around your arrow and fire it at your enemy, chilling it to the bone. To your ally, the light becomes a healing balm.*

**Daily** ♦ Cold, Divine, Radiant, Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a bow.

**Target:** One creature

**Attack:** Wisdom or Charisma vs. AC

**Hit:** 5[W] + Wisdom or Charisma modifier cold and radiant damage.

**Miss:** Half damage.

**Effect:** Each ally adjacent to the target can spend a healing surge.

## SEHANINE'S PRAYERS

Sehanine's champions favor subtlety and trickery when fighting, regardless of the character's original role. Prayers that deal actual damage can assault the mind of the target (dealing psychic damage) or to use the light of the Moonbow (dealing cold and radiant damage). In addition to Wisdom, these prayers rely on Dexterity, Intelligence, or Charisma, showing the deity's favor for stealth, ingenuity and emotion.

## AVENGER PRAYERS

## LEVEL 6 UTILITY PRAYER

**Cloaked Steps** Avenger Utility 6

*Shadows cling to you whenever you move, like a lover's embrace.*

**Daily** ♦ Divine, Stance

**Minor Action** Personal

**Effect:** Until the stance ends, if you move more than 2 squares on your turn, you gain concealment until the start of your next turn.

## LEVEL 7 ENCOUNTER PRAYER

**Dark Moon Strike** Avenger Attack 7

*You mark a foe as your sworn enemy and you disappear from the minds of all other foes.*

**Encounter** ♦ Divine, Illusion, Implement

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier damage, and the target becomes the target of your *oath of enmity*, replacing the current target. You become invisible to all enemies other than the target until the end of your next turn.

## LEVEL 9 DAILY PRAYER

**Shadow Tricks** Avenger Attack 9

*Your brilliant strike against your sworn enemy causes its allies to cast long shadows, creating openings in their defenses.*

**Daily** ♦ Divine, Radiant, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 3[W] + Wisdom modifier radiant damage.

**Miss:** Half damage.

**Effect:** If the target is your *oath of enmity* target, each enemy within 5 squares of you other than the target grants combat advantage until the end of your next turn.

## CLERIC PRAYERS

## LEVEL 1 AT-WILL PRAYER

**Silvery Arrow** Cleric Attack 1

*Your arrow bites deep into your opponent. The next time the enemy is hit, the arrow shatters into a shower of light.*

**At-Will** ♦ Divine, Radiant, Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a bow.

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage, and the next ally to hit the target before the end of your next turn deals extra radiant damage equal to your Charisma modifier.

## LEVEL 3 ENCOUNTER PRAYER

**Lost Love** Cleric Attack 3

*You call upon Sehanine to place great love in your enemy's heart . . . and then yank it away.*

**Encounter** ♦ Divine, Implement, Psychic

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wisdom modifier + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

## LEVEL 15 DAILY PRAYER

**Full Eclipse** Cleric Attack 15

*Your shot carries the light of the full moon and the darkness of the new moon to your foe.*

**Daily** ♦ Cold, Divine, Radiant, Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a bow.

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom + Charisma modifier cold and radiant damage, and the target is blinded (save ends).

**Miss:** Half damage, and the target grants combat advantage until the end of your next turn.

## INVOKER PRAYERS

## LEVEL 3 ENCOUNTER PRAYER

**Falling Leaves** Invoker Attack 3

*Autumn leaves of golden light fall into the world from the mighty trees of Arvador, clinging to your enemies and allies. They carry the echoes of summer and the preludes of winter.*

**Encounter** ♦ Divine, Implement, Radiant

**Standard Action** Area burst 1 within 10 squares

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier radiant damage, and if the target ends its next turn adjacent to an ally, it takes 5 radiant damage.

## LEVEL 5 DAILY PRAYER

**Howl at the Moon** Invoker Attack 5

*You call upon the inner beast of all creatures, entrancing them with the moon's radiance.*

**Daily** ♦ Divine, Implement, Psychic

**Standard Action** Area burst 1 in 10 squares

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wisdom + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn. If the target is a shapechanger, it is instead dazed (save ends).

## LEVEL 9 DAILY PRAYER

**Bestowed Lunacy** Invoker Attack 9

*Moon madness spreads through your foes, as they strike their former comrades to avert the pressure in their minds.*

**Daily** ♦ Divine, Implement, Psychic

**Standard Action** Area burst 1 within 10 squares

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wisdom modifier psychic damage, and at the start of the target's next turn, the target takes a free action to make a basic attack against its nearest ally. If it cannot do so, it takes another 5 psychic damage and becomes dazed until the end of its turn.

**Miss:** 1d8 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.

## PALADIN PRAYERS

## LEVEL 3 ENCOUNTER PRAYER

**Night's Mantle** Paladin Attack 3

*Your shot leaves your allies concealed by faint shadow.*

**Encounter** ♦ Divine, Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a bow.

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage, and you subject the target to your divine sanction (*Divine Power*, page 82) until the end of your next turn.

## LEVEL 7 ENCOUNTER PRAYER

**Crescent Moon** Paladin Attack 7

*You cut a wide arc with your glowing weapon, drawing a crescent moon of light that careens toward your foe.*

**Encounter** ♦ Divine, Radiant, Weapon

**Standard Action** Ranged 5

**Special:** If you are wielding a heavy blade, the range is 10 squares.

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 2[W] + Strength modifier radiant damage, and you subject the target to your divine sanction (*Divine Power*, page 82) until the end of your next turn.

## LEVEL 16 UTILITY PRAYER

**Stave Off Winter** Paladin Utility 16

*Death's cold chill threatens your allies, but as autumn holds back winter, so shall you hold back the final fate.*

**Daily** ♦ Divine, Healing

**Immediate Interrupt** Close burst 5

**Trigger:** An ally within 5 squares of you drops to 0 hit points or fewer

**Target:** You and each ally in burst

**Effect:** You can spend a healing surge but regain no hit points from it. When you spend a healing surge, the triggering ally regains hit points equal to his or her healing surge value. In addition, you can spend up to three additional healing surges but regain no hit points from them. For each surge you spend, choose an effect below (you cannot choose the same effect twice):

1. Each target gains resist 20 cold until the end of the encounter.
2. Each target gains resist 20 necrotic until the end of the encounter.
3. Each target ignores difficult terrain until the end of the encounter.

## MAGIC ITEM

**Moonbow** Level 13+

*This slender bow is made of white wood so polished it looks like pearl, and its string is almost invisible. As you draw the string, a gleaming arrow of light appears, nocked and ready.*

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 radiant damage per plus

**Property:** Sehanine worshipers can use this weapon as an implement for divine and arcane powers.

**Property:** Weapon and implement attacks made with this weapon count as silvered (*Player's Handbook*, page 220).

**Property:** This weapon creates its own ammunition when drawn. It can still be used with ammunition, if desired.

**Power (At-Will):** Minor Action. This weapon sheds bright light or dim light in a 5-square radius, or ceases to shed light.

*About the Author*

**Claudio Pozas** is a hybrid artist/writer multiclassed as a jack-of-all-trades. In the past 10 years, he worked on dozens of RPG products, usually doing both text and art. His credits include Fiery Dragon's *Counter Collection* and *BattleBox* series. He lives in his native Rio de Janeiro, Brazil, with his wife Paula, son Daniel and their pet dire tiger Tyler. His art can be seen at [www.enworld.org/Pozas](http://www.enworld.org/Pozas).