

EN OBSCURUS

Clan Arrowheart

THE FOLLOWING IS PART of *En Obscurus*, a series focusing on clandestine organizations that can be dropped into a campaign with minimal preparation. Much like its sister series *Brute Forces* and *Collegia Magia*, each article in the series offers benefits to member PCs, and tools for the GM to incorporate the faction into the campaign. This installment features Clan Arrowheart, a smuggler's guild with penchants for decadence and vigilante justice!



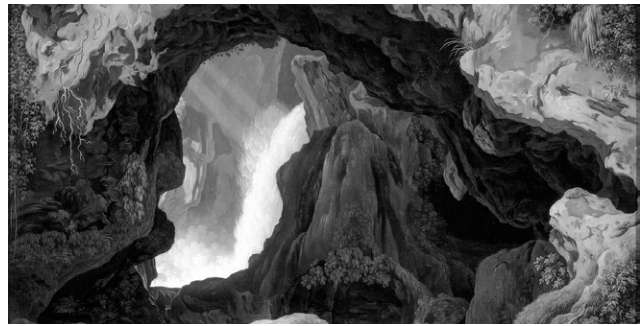
WRITING JOSH GENTRY
COLOR ART KIM VAN DEUN
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

INTRODUCTION

It is said that in remote Moonbright Lagoon, there is a shrine to a goddess who will bring good luck to couples daring enough to consecrate (or consummate) their vows before her. Other tales say that to visit this lagoon is to invite the wrath of nature and brigands alike. The truth, of course, is somewhere between: The lagoon's cave is home to smugglers known as Clan Arrowheart, who spit on all laws but that of Love. Their patron goddess, the nymph who presides over the lagoon, protects Clan Arrowheart in their less-than-legal businesses. In turn they enact Moonbright's holy justice against violators, abusers, slavers, and any defiler of Love!

CLASS RELATIONSHIPS

- ▶ **Bard.** Minstrels throughout the land sing an occasional song about this guild, be that for their heists, rare lagoon, exotic proclivities, or heroics in the name of love. For their talents and infinite mischief, bards in the guild find themselves much adored.
- ▶ **Monk.** Most monks reject the wanton Clan Arrowheart outright. However, some contemplators—drawn by radical promises of liberation—embrace the guild's most profound transcendent practices. They defend love because it is the purest truth of the multiverse.
- ▶ **Ranger.** Even though most rangers prefer isolation from society over criminal activity, many find Clan Arrowheart a welcoming home. On raids they practice both their preferred fighting styles, and at home they connect deeply to nature.



- ▶ **Rogue.** Clan Arrowheart would be little more than a remote bacchanal without its thieves and plunderers. Lawless though these rogues may be, they still prefer not to kill anybody... Besides those designated by the goddess for punishment.
- ▶ **Warlock.** The nymph will gladly enter into a pact with seekers worthy enough to join Clan Arrowheart. Depending on the terms of their contract, Moonbright may function as a celestial, an archfey, or even a Seducer*.
- ▶ **Divine classes.** Even though most divine classes focus on major deities, any cleric, druid, or paladin who devote body and soul in service to the nymph Moonbright will find fulfillment and power. Her portfolios include romance, nature, nighttime, freedom, excess, and justice.

BACKGROUND EXPANSION

Members of Clan Arrowheart can take the following trait options, replacing the normal trait from your background. Additionally, you can replace one your background's proficiencies with an optional proficiency below.

Optional Proficiencies: Shortbow, longword, thieves' tools, Stealth, Persuasion

* Josh Gentry, "Friends Close, Enemies Closer," EN World EN5ider, <https://www.patreon.com/posts/friends-close-3880329>

Open Game Content

The game rule information in this article is designated Open Game Content. All of the other material in this article, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text, character and place names, trade dress, "EN Publishing," "EN World," "EN5ider," EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.



OPTIONAL BONDS AND FLAWS

d6 Bond

- 1 Our families would never accept our union, but my lover and I found new kindred with Clan Arrowheart.
- 2 My heart and body are as free as a breeze gently caressing the cheek of a distant land.
- 3 Clan Arrowheart rescued me from attack, abuse, or servitude. This is a debt I now repay in kind.
- 4 Every full moon, I celebrate in the most excessive and exotic manner I can contrive.
- 5 I don't need to marry; Clan Arrowheart is all the family I need.
- 6 In spite of whatever you've heard about Clan Arrowheart, I'm not like that! I'm ... still on the lookout for my one true love.

d6 Flaw

- 1 I don't open up to others until I see what I have to gain.
- 2 I'm loud and bawdy, and I don't care who knows it!
- 3 People are my playthings, and I speak to them as such. Isn't that right, my pet?
- 4 I'm prone to giving verbose speeches about whatever I feel strongly about.
- 5 I'm a braggart and a showoff. Look what I can do!
- 6 When someone crosses me, all I can think about is revenge.

NEW FEATS

Arrow-Fist Style

Prerequisite: Character level 4th, proficiency with shortbows and the Acrobatics skill

Using a shortbow and holding arrows in your off-hand, instead of drawing constantly from your quiver, increases your close-quarters and acrobatic archery. You gain the following benefits:

- ▶ You can make a single shortbow attack as a bonus action.
- ▶ You can make an opportunity attack using your shortbow when a creature leaves your

melee reach. You can do so a number of times equal to your proficiency modifier, and regain all uses when you complete a short or long rest.

- ▶ You can hold up to four arrows and your shortbow simultaneously. Doing so does not inhibit your ability shoot your shortbow or interact with objects.

Mirror-Blade Style

Prerequisite: Character level 4, Strength 13, Dexterity 13

Training each side of your body equally increases your two-weapon fighting capability. You gain the following benefits:

- ▶ When using two-weapon fighting, your off-hand weapon need not have the Light property.
- ▶ You can use this feat to use two-weapon fighting during an opportunity attack, making both attacks as part of your reaction. You can do so a number of times equal to your proficiency modifier, and regain all uses when you complete a short or long rest.

Vigilante's Smite

Your personal sense of justice fills you with the power to hunt and destroy criminals. You gain the following benefits:

- ▶ As an action, you can declare one creature you see within 60 feet to be a defiler. During the next hour, as another action, you can detect the defiler's general direction and distance from you. This effect ends if the creature dies or if you two are no longer on the same plane. You can use this ability once between long rests.
- ▶ When you hit the defiler with a weapon attack on your turn, you can deal extra radiant damage to it. The extra damage is a number of d6s equal to your proficiency bonus. You can apply this extra damage once between long rests.

SIGNIFICANT NPCs

Moonbright, Lagoon Goddess (Chaotic Good)

The nymph who oversees her namesake lagoon and its nearby caves. Some report her as having opaline skin, elfish ears, and ivy for hair. She has also appeared as a vision with onyx flesh and seafoam locks. She only reveals herself on the full moon, though she makes her will known to worshipers through omens and whispers.

- ▶ **Trait:** Each time she appears, she dons a different guise based on the diverse elements of her lagoon.
- ▶ **Ideal:** Transcendent love. "Love takes many forms, and I condone them all. Wage love in my name."
- ▶ **Bond:** She will join receptive worshipers she deems worthy in acts of compassion, justice, and revelry.
- ▶ **Flaw:** Moonbright does not tolerate and will never forgive abusers of nature and humanity.

Captain Colter Swailes, Guild Master (Chaotic Neutral)

This amber-complected human of stout build has short graying hair and goatee. Being in his mid-forties, this former corsair joined the guild when his high seas bounty grew too large. He is now the de facto guildmaster who plans major raids, handles contracts, and allocates Clan resources.

- ▶ **Trait:** Gruff. He speaks in a bit of a growl, and his tone seems irritated even when he's pleased.
- ▶ **Ideal:** Professionalism. "Name a good and it's yours, for a price. If you want slaves or assassins, best not even ask."
- ▶ **Bond:** The orgiastic worship of Moonbright amuses him and he tolerates it as an act of alliance. (He even joins in sometimes.) He holds no personal loyalty to the nymph.
- ▶ **Flaw:** Unlike the rest of the Clan, he has no compunction against taking lives of those who get in his way.

Rumors

1. The arrow to the heart is a common enough tattoo, but mind where it appears. It's the guild's calling card. (True.)
2. Stamp a letter with the arrow-to-the-heart, and pass it to someone in the know... It'll reach the Clan. (Typically true.)
3. Tell the Clan your woes in love. They even serve as a matchmaking service! (False.)
4. Clan Arrowheart? Pft. Hooligans in an orgy cult. (True, but they are nonetheless professionals.)
5. The sacred lagoon of Clan Arrowheart is especially gorgeous on a full moon night... If you can even find it, and live to tell the tale. (True.)
6. The Arrowhearts think they're so righteous, but they still deal in deadly poisons! (False.)
7. To join the Arrowhearts, I heard you have to perform... human sacrifice! (False.)
8. The notorious Captain Swailes famously died in the naval battle against his rival Captain MacKensey*, after both ships sank! (Mostly true; both survived.)

QUEST HOOKS

Moonbright Lagoon is a safe harbor for decent people against the law and the forces of evil. PCs may seek refuge here on an illicit mission of their own, to receive the goddess's blessing, or upon the rumor of exotic delights. Conversely, the enemies of Clan Arrowheart would be happy to raid their base, if only they knew its hidden location. GMs can also use the following prompts to connect the party, Clan Arrowheart, and the larger campaign world.

In general, the NPC who issues a given quest will give it their own twist. Quests issued by the guild master will naturally focus more on theft and the safe transportation of illicit goods. On the other hand, quests issued by the lagoon goddess will emphasize the defense of the innocent and vengeance against those who violate the laws of

* Josh Gentry, "Collegia Magia: Granspire Seminary," EN World ENsider, <https://www.patreon.com/posts/collegia-magia-7901247>

love. Additionally, Clan Arrowheart's extensive network of couriers ensures that letters addressed to the guild arrive; such letters often petition the guild for help in acquiring goods or in resolving relational conflicts.

Low-level: The Delivery

This quest begins in one of two ways: either Clan Arrowheart instructs the PCs to accompany a cargo shipment safely to town, or else the PCs receive a vision of Moonbright instructing them to a fated location (where they will prevent the cargo shipment from certain doom). In any case, the characters must safeguard the shipment to its destination, and likewise ferry the return shipment to safety.

Clan Arrowheart rewards PCs for any letter deliveries and cargo shipments they make on their own initiative. If any of these shipments involve slave trade or deadly poisons, Clan Arrowheart would be pleased to hear of that shipment's disruption. Punishing evildoers is too frequent to entail monetary reward, but it always carries favor with Moonbright's.

Mid-level: The Orcish Princess


The local Willowskar orc tribe are relatively peaceful and druidic, but their chief's daughter Ukthina has been kidnapped by the human noble Challyn family. The Willowskar now prepare for war, but they can be pacified if their princess is returned before the full moon. She is held at Challyn family estate, which is ripe with fine goods fit for plundering.

Mid-level: The Chalice of Seals

An ally of the PCs reveals a great sadness in their life: that he or she is barren. In turn, Moonbright reveals to the PCs, in a vision or in person, the secret location of the fabled Chalice of Seals. The Chalice has the power to grant or revoke fertility from whatever being drinks from it. It may be in a sunken palace, an ancient witch's shrine, or the dread Festung.*

A BRIEF HISTORY

For hundreds of years, smugglers and pirates who knew about the elusive Moonbright Lagoon have used it as a base of operations. Nearly as long has been the use of its cave and the worship of its goddess. Knowledge of the lagoon has passed from faction to faction and from ship to ship, causing periodic bloody skirmishes over control of the lagoon.

That is, until the earliest days of Clan Arrowheart. A ship of smugglers found favor with the nymph, whose bond with the crew allowed her to reshape the lagoon into a luscious, hidden paradise. Her new extended family defended the location from invaders, until the location became but a whisper among the well-informed. That Captain Swailes became stranded on the Lagoon's beach is either sheer luck, or a miracle Moonbright won't admit to enacting. 

* Josh Gentry, "Collegia Magia: The Festung," EN World EN5ider, <https://www.patreon.com/posts/collegia-magia-12612341>