

Sen's Deck - Items

Sen's Deck is a seemingly simple deck of cards. Each card corresponds to an Ascendant active in the workings of the world. Seers and magicians can craft decks of cards that link to the true deck, allowing them to attempt to scry the current or future workings of the gods.

It is said that a true "Master Copy" of the deck exists, granting the powers of the card to its bearer. Possessing such a card results in gaining powers of the Ascendant it is aspected to.

Card of Whistling Winds

A card of Sen's Deck, the Card of Whistling Winds is a wooden card that cannot be bent, burnt, cut, or harmed in any way. It is a large card (3.5 inches by 2 inches). One side is rimmed with a golden edge, with an image of a blowing gale in the center. The back bears a complex golden pattern that draws in the eye.

Abilities

Requires attunement and physical touch.

Guiding Breeze (1/day)

A gale roars past you, guiding aim and accelerating ranged attacks for the next five turns.

+1d10 to attack rolls

+2d4 to damage rolls

Swirling Vortex (1/day)

Summons a small tornado on a single target within 25 feet, lifting them and removing them from combat until the start of your next turn. When released, the target strikes the ground, taking 4d6 + 4 bludgeoning damage on a failed DC 16 Dexterity save.

Kithloth's Kiss (1/week)

The bearer gains the attention of the Ascendant Kithloth, granting a bonus ranged attack against any target within long range, with advantage. The attack deals double damage if it hits.

All other player characters feel a minor blessing of Kithloth on their own turns, granting an additional 1d6 damage on their first successful attack.

Passive Abilities

Ranged attacks crit on a roll of 19 or 20.

+1 Dexterity (maximum 22).

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