

CARD SHARP'S DECK



The smell of a Faria's smoke permeates this orujo-stained deck of cards.

While holding this deck, you can use the following properties:

- **Deadly Deal.** As an action, you can throw a card to make a ranged spell attack using Dexterity for the attack roll. The card has a range of 120 feet and deals 1d8 force damage on a hit.
- **Spray of Cards.** As an action, you can shuffle the deck and cast the Spray of Cards spell at 3rd level (spell save DC 15). Once the deck has cast the spell, it can't cast the spell again until the next dawn.

WONDROUS ITEM, UNCOMMON

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WONDROUS ITEM, UNCOMMON

EBONROSE




A skull-gripped greatsword bound in thorned vines, its blade hums with the Worldtree's cycle of death and renewal.

You have a +1 bonus to attack and damage rolls made with this magic greatsword. When you hit with an attack roll using this magic greatsword, the target takes an extra 1d6 Necrotic damage.

WEAPON (GREATSWORD), VERY RARE
REQUIRES ATTUNEMENT

EBONROSE



The sword has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a creature with an attack using this weapon, you can expend 1 charge to unleash its primal magic, making both of the following effects occur:

- **Wither:** The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, it takes 2d6 necrotic damage, or half as much damage on a successful one.
- **Bloom:** You or one ally within 10 feet of you can choose to spend one Hit Die, roll it, and regain hit points equal to the roll plus your Constitution modifier.

WEAPON (GREATSWORD), VERY RARE
REQUIRES ATTUNEMENT

KNOT



Anaar's sacred weapon; appears to be a mace, however, its head is able to separate from the body. The holy power of Amaunator runs through this weapon.

Finesse, Reach

On a hit, you deal 1d4 bludgeoning damage as well as an additional 1d4 radiant.

As an action, you can change the tip of the whip as long as you have another in your possession. Switching the tip changes the 1d4 additional damage to the corresponding tip damage.

WEAPON (WHIP), VERY RARE

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WEAPON (WHIP), VERY RARE

MANA POTION (REGULAR)



A faint blue light radiates from this vial of blue fluid, like an aura of magical light. Crafted from the unstable, refined essence of mana crystals, these potions can recharge a magic wielder's spell slot.

As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical blue fluid in this vial regains 1d2+1 spell levels.

POTION, UNCOMMON

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POTION, UNCOMMON