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| **Rarity** | **Character Level** | **Value** |
| Uncommon | 1st or higher | 101-500 gp |
| Rare | 5th or higher | 501 -5,000 gp |
| Very rare | 11th or higher | 5,001 - 50,000 gp |
| Legendary | 17th or higher | 50,001+ gp |

1. **fiery wand of life:** +2 to any healing spell, once per long rest may be used as healing word spell(120ft)(for free), works as focus item(druid, wizard, sorcerer, priest)
2. **Daarh’s Ring:** +2 to wisdom, -1 to intelligence, once per short rest you may grant yourself an advantage on perception check
3. Blood sword - +2/+2 , make const save DC15 take 1d4
4. Staff of astral summoning: creates portal to astral at any point of space it targeted to