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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. 1st Ring of Hadar(\*): +2 to wisdom, -1 to intelligence, once per short rest you may grant yourself an advantage on perception check, catalyst for staff of astral (serpent like ring with purple eye on it)
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, can cast only with 1st Ring of Hadar
5. Ring of dispel – dispel 1 spell per long rest
6. 2nd ring of Hadar: +2 to dex, -50% hp, once per short rest you may give yourself an additional action point (looks like 2 serpents eating eachother)
7. Fire rapier – after successful attack roll deal 1d4 fire dmg
8. Ritual warlock casting knife(\*) and Ritual vampiric knife – 1d4 healing
9. Dead ringer – once per long rest can be used to save owner from death, can activate by bonus action and cannot use action while active
10. Chronos’s hourglass – sand from hourglass can return one mortal creature’s organism back in time for 1d4 years.
11. Staff of many eyes: there are 4 eyes on the staff (red – evocation or abjuration, yellow – illusion or transmutation, black – necromancy or enchantment, violet – divination or conjuration) for each eye you can choose the position, depending on it staff grants caster buff to this school of magic (+2\*(Wisdom modifier) to each effect).
12. Hadar’s coat/uniform: you can negate one curse
13. Viper’s fang - +1d6 poison dmg, poison causes the target to see world differently
14. Circlet of chaos – after each attack roll wild magic
15. Traders ring: you have advantage on charisma throws during trade
16. Pact of the spring – requires attunement
    1. Tree life: your body gradually transforms, making your connection with nature and druidcraft stronger and your skin tougher: +1AC and +1 to level of casted druid spell.
    2. Wooden fortitude - If damage would reduce you to 0 hit points, you may make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.
    3. Siege of the spring: Once per month, as an action, you can summon a treants of the spring: 3 treant units units
    4. Once there were trees: once per year you can summon trees from the ancient days that once grew on this place. Dealing 75 dmg to every 5ft square in 100ft circle, centered at the point you choose in 500ft range

Hadar’s items :

1. Minor buff to one stat for the price of another as well as +1/+1 to basic stats
2. (If \*) Unlocks warlock spellcasting for the price of health (level\*level\*level + 1d6 hp per cast)

Spells:

1. Darkness
2. Break curse (Each time you roll d20 + (times you used this spell)d20, if one of the dices is lower than 10 you can no longer cast this spell)
3. Tongues
4. Hellish rebuke
5. Last will (level 10 homebrew: you can cast any spell with 10th level effect, then you die, and your soul is shattered)