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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. 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).
11. Hadar’s coat/uniform: you can negate one curse

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\*2 + 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)