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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
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 sword – after successful attack roll deal 1d4 fire dmg

Hadar’s items:

1. Minor buff to one stat for the price of another as well as +1/+1 to basic stats
2. Unlocks warlock spellcasting for the price of health