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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
17. Ring of mind of Yogsoloth – light blue ring, curses on you do not work, while you are wearing it, sentient
18. Ring of body of Yogsoloth – light red ring, curses on you do not work, while you are wearing it, sentient
19. Tempting goblet – drinking from it will lead to wonderous effect (curse/blessing deck)
20. Staff of flesh - +1/+1, once per long rest cast way of flesh
21. Crystalline shard – dagger +1/+1 +1d6 psychic dmg, before each attack roll d20 upon Nat 1 you become stunned and receive 1d8 psychic dmg
22. Sword of light - +1/+1 , can emit light in 30ft range
23. Котел великого супа – 1d8 +3/+3, материализовывает за 5 минут 100 градусный суп
24. Crystalline items take extra 1d4 psychic dmg while not bloodied:
    1. Spear - +1d4 psychic dmg, every 3rd hit charges up a battery for 1 hour
    2. Heart – active (+1d4 temporary hp for 1 hour), every 3rd hit taken charges up a battery for 1 hour
    3. Head – active (images of the events to come: roll d20 to determine the outcome:
       1. 1-5 - deal psychic dmg equal to 75% of your max hp
       2. 6-10 – deal psychic dmg equal to 50% of your max hp
       3. 10 – 15 - Gain 1 battery charge
       4. 15-19 – gain 1 battery charge for 1 hour and immunity to being surprised
       5. 20 – gain the Vizier effect and fully charge up a battery)

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)