

Common Items	Usefulness	Attunement	GP Value	Comments
Potion of healing	5		340	Healing in a vial is always nice to have around when your healing kits run dry and your spell slots dry up.
Spell scroll (1st level)	4		280	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Spell scroll (cantrip)	4		280	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Potion of climbing	2		160	Now you can scale tall buildings at a very reasonable pace, and impress all your friends with your rock climbing prowess.
Uncommon Items	Usefulness	Attunement	GP Value	Comments
Instrument of the bard (Doss lute)	7	*	4,520	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Instrument of the bard (Fochlucan bandore)	7	*	4,520	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Instrument of the bard (Mac-Fuirmidh cittern)	7	*	4,520	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Weapon of warning	7	*	4,520	Say goodbye to being surprised and sleeping through a fight for you and your whole party, unless you really spread out at night, and there's advantage to your initiative rolls. Did I mention that you don't even need to have this item equipped for all of these nice bonuses? Make sure someone has one of these before you leave home.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Ammunition +1	6		3,850	These are awesome if you can get your hands on them. No reason not to have them. However, they're not gold because as magic items, they're not easily accessible. Sadly, once you use them they are not magical anymore.
Bag of holding	6		3,850	Now this is the bag you want. Mandatory if you plan of carrying alot of loot. Just don't put a bag of holding inside a bag of holding. Or do, and watch insanity ensue.
Boots of elvenkind	6		3,850	Non-attunement boots that give you advantage on stealth checks. Everyone wants these.
Broom of flying	6		3,850	This a great item. As long as you don't mind looking silly riding a broom, it provides permanent flying with no drawbacks.
Cloak of protection	6	*	3,850	This item is very similar to it's ring counterpart. Just as good too.
Gloves of thievery	6		3,850	If you're a rogue you really want these. And even if you arent, you can still probability make use of them.
Goggles of night	6		3,850	Darkvision is nice to have, considering that the world is dark and full of dangers, it's nice to be able to see them coming. This is mostly for the races without darkvision, but an extra 60 feet of vision isn't bad for everyone else.
Javelin of lightning	6		3,850	Great for all the strength-based characters who use javelins. A strong magic weapon back-up option, which doesn't require attunement.
Rod of the pact keeper +1	6	*	3,850	Better attack rolls and DCs on your spells is a strong effect, and getting back spell slots as well makes for quite a powerful combination. The potential to stack this with a Wand of the War Mage makes it a very appealing option.
Sentinel shield	6		3,850	Advantage on initiative and perception is great. If you want to be first and not surprised this is a no brainer.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Winged boots	6	*	3,850	A fly speed from an uncommon item is tempting, and when there's a built in feather fall effect it becomes downright great.
Bracers of archery	5	*	3,180	Extra damage is always good. If you are a bow archetype, you probably want these. Too bad they require attunement.
Circlet of blasting	5		3,180	Basically you get to cast scorching ray once per day for free. I'm almost inclined to rate it a 6 since it doesn't require attunement. However, that depends on if your DM rules you can wear more than one head slot item (DMG pg.141).
Cloak of the manta ray	5		3,180	This is similar to the Cap of Water Breathing, but better since it gives you a swim speed. No attunement.
Dust of disappearance	5		3,180	Sadly, you lose invisibility as soon as you attack or cast a spell, and its consumable. Its not great in combat, but for skill checks this could be useful.
Elemental gem	5		3,180	I'm getting sick of rating ways to use the conjure elemental spell. This one is pretty much identical, aside from it's consumable nature.
Eyes of minute seeing	5	*	3,180	Free advantage on investigation checks. Just remember to take your glasses off before you get into a brawl.
Gauntlets of ogre power	5	*	3,180	Setting your strength to 19 is a strong effect, especially for casters that want to wade in the fray. This would be rated more highly if it weren't outclassed by several belts.
Headband of intellect	5	*	3,180	A 19 intelligence can help anyone become a more knowledgeable investigator, but wizards will only want this for a handful of levels. For eldritch knights and arcane tricksters this becomes a 6.
Helm of comprehending languages	5	*	3,180	DM: "What languages do you know?" You: *chuckles* "All of them."

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Mithral armor	5		3,180	For subtle, stealthy, heavy armor users.
Pearl of power	5	*	3,180	Extra spells each day are very useful, and having the ability to choose which one you get is great. One use a day and attunement hold this item back a bit though.
Philter of love	5		3,180	Charming is a nice effect, and who wouldn't want to live like some amorous french skunk.
Pipes of haunting	5	*	3,180	Mass fear effects are good, and friendly ones are hard to come by.
Potion of greater healing	5		3,180	Healing in a vial is always nice to have around when your healing kits run dry and your spell slots dry up.
Shield +1	5		3,180	Higher defenses are always nice, and the amount of damage prevented at higher levels can be staggering.
Wand of magic missiles	5	*	3,180	Magic missile never misses, and this doesn't require attunement. Did I mention it's uncommon?
Wand of the war mage +1	5	*	3,180	Spellcasters like landing their attack spells, and this is a great way to make sure that happens. If you're a Warlock this becomes a 6 as you can stack it with Rod of the Pact Keeper.
Weapon +1	5		3,180	Hitting more often for more damage is always nice.
Alchemy jug	4		2,510	This is a strange utility based item. It doesn't require attunement which is great, however, it is somewhat unwieldy. This can be used in combat. It can be used to make acid or poison, but this seems to have limited utility. You'll need something to put the acid in if your gonna throw it (used potion of healing vials ahem). And if you want to poison your weapon/ammo it takes an action to apply poison (do it before the fight). As a side note, this is also, the first time in D&D history that mayonnaise has been officially printed. Finally, characters can enjoy sandwiches.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Amulet of proof against detection and location	4	*	2,510	If being detected by divination magic is your biggest problem you've got some interesting challenges. Hopefully your DM will allow this to keep you off the radar.
Bag of tricks	4		2,510	Definitely, a neat item and slotless! It comes in three flavors: Grey, Rust, and Tan. Each one better than the last. It takes an action to pull out a creature and throw it (but you did that before combat right?) and a bonus action to tell the creature what to do. Alternatively, you could just throw one adjacent to an enemy and watch them get mauled, letting the animal do its thing, without using a bonus action. I'm all about having three tigers attack my enemy. Or if you need a mount, just reach into your pocket and roll the dice.
Decanter of endless water	4		2,510	Never worry about being thirsty again. This item doesn't really have any drawbacks. That being said, I've never played in a game where the DM tracks how much water is in your waterskin.
Hat of disguise	4	*	2,510	I've always thought this was a cool item in any edition. Great for social interactions. It's a little worse, since you have to keep it attuned. Really depends on your campaign how broken it is.
Immovable rod	4	*	2,510	This item requires a lot of creativity by the player, and a lot of leeway from the DM.
Pipes of the sewers	4	*	2,510	I feel like this should summon an Italian plumber or a bunch of turtles, but rats will have to do. The usefulness of the pipes will be directly linked to the number of cats in the area though, so hopefully you don't find yourself in ancient Egypt.
Spell scroll (2nd level)	4		2,510	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Spell scroll (3rd level)	4		2,510	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Trident of fish command	4	*	2,510	Everyone wants to be Aquaman right? Right? Well, if you're near water a lot this can be pretty handy.
Adamantine armor	3		1,840	This armor is not awful. And it does provide protection against critical hits. However, this seems kind of narrow, and you'll usually want your armor slot to do more for you. Also, it does not apply a +1 or +2 bonus, which is another check against it. The only real upshot is that it doesn't require attunement.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Boots of striding and springing	3	*	1,840	These aren't awful. If you are a small creature you might want to rate these a 5. No encumbrance is nice, as is the jumping boost.
Boots of the winterlands	3	*	1,840	Somewhat campaign dependent, but resistance is always nice. They could be amazing or they could be decent.
Cap of water breathing	3		1,840	If you plan on taking a swim, bring this with you. No real drawback, unless you already have a helm on, in which case you must take the time to doff the helmet. But if you are interested in non-attunement swimming items, you should be looking at the Cloak of the Manta Ray.
Cloak of elvenkind	3	*	1,840	Essentially this is a poor man's Cloak of invisibility, since as long as you successfully make your stealth check, you are hidden anyway. Unfortunately it takes an action to hide, so it has limited usefulness in combat, unless you are a rogue with cunning action when I'd rate is a 5, or something like that. Also, since it takes an action to put your hood up, you should simply keep your hood on all the time. It looks more awesome anyway.
Eyes of charming	3	*	1,840	Charmed is a powerful condition to impose, but you have to waste valuable attunement slot and it scales poorly (DC 13). Weak. A 5 at lower levels its not so bad, But as you get more powerful it becomes a 1, sell it.
Gem of brightness	3		1,840	You can leave those torches at home for a while. Blinded is a good condition to impose and a DC 15 is nothing to scoff at. But then again, its probably just better to kill the creature instead.
Gloves of missile snaring	3	*	1,840	For ranged characters I might rate these 5, but overall there better gloves out there.
Keoghtom's ointment	3		1,840	This is a better potion of healing, but it does count against your magic item total until you use it up.
Lantern of revealing	3		1,840	Good for finding filthy little hobbitses who are trying to steal our precious.
Mariner's armor	3	*	1,840	Hey. It doesn't require attunement and underwater fights can happen.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Oil of slipperiness	3		1,840	If your character is a greco-roman wrestler you've found your ideal oil. Grease yourself up and get ready to go to town, for more oil.
Potion of animal friendship	3		1,840	If you're in a forest, jungle, or a zoo, this can be great. Raising a squirrel army never seemed so attainable.
Potion of fire breath	3		1,840	This may be what happens when you eat ghost peppers. It's not a lot of damage, but it is a bonus action for a few good tries.
Potion of giant strength (hill giant)	3		1,840	These remind me of gummi berry juice from the Gummi Bears cartoon. If that show taught me anything it's that superhuman strength is great, but you don't want to be holding a boulder over your head when the effects wear off.
Potion of growth	3		1,840	This gets better if you mainly try to grapple your enemies, or if you are small and would like to make a mount of your owl.
Potion of poison	3		1,840	If you can get your enemies to drink it, this is quite handy. If you have a particularly tricky DM you may want to check your potion supply.
Potion of resistance	3		1,840	Resistance is always nice, and if you find a potion that grants it you may need it soon.
Quiver of Ehlonna	3		1,840	If you're not strong enough to carry a ton of items in your regular pack this may be right up your alley. Make sure you have plenty of items in all three holes.
Ring of jumping	3	*	1,840	Now everyone can have the warlock evocation for jump.
Ring of warmth	3	*	1,840	Enduring the elements is a nice effect, but wouldn't it be easier to just make a campfire? That being said, resistance on an uncommon item is nice.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Saddle of the cavalier	3		1,840	For the adventurer who can't afford to fall off a mount and doesn't want to invest in mounted combat, especially those flying mounts.
Slippers of spider climbing	3	*	1,840	If you're a thief, or want to recreate spiderman-like skills, these are for you, just watch out for slick surfaces.
Staff of the adder	3	*	1,840	If you want a non-magical staff to attack with this is a decent option, but the staff can be attacked and destroyed relatively easily.
Staff of the python	3	*	1,840	Snakes are interesting creatures, but they are a bit fragile. It can be fun to intimidate people with, or have a mount on demand though.
Stone of good luck (luckstone)	3	*	1,840	Bonuses to saving throws and ability checks is always nice, and you don't even have to hold it.
Wand of web	3	*	1,840	Extra spells per day are always nice to have, but there may be a limit to the number of times that web will be useful in a day, maybe.
Wind fan	3		1,840	A risk free casting of gust of wind every day is nice, and it doesn't require attunement, but how many fog clouds do you really need to disperse?
Driftglobe	2		1,170	This only casts situational spells. But you can keep it in your pocket as a flashlight.
Dust of dryness	2		1,170	Honestly, besides fighting water elementals, I can't think of a use for this item.
Eversmoking bottle	2		1,170	I could see rogues who are trying to hide making use of this. Unfortunately it takes an action to open, and usually the advantage you would gain will be negated from the disadvantage imposed by not being able to see your target.

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Eyes of the eagle	2	*	1,170	Perceptions checks are really important, but having to keep this item attuned is a drag.
Figurine of wondrous power (silver raven)	2		1,170	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Gloves of swimming and climbing	2	*	1,170	These seem really narrow and don't have much combat utility.
Necklace of adaptation	2	*	1,170	Very narrow item that you have to keep attuned. Eh.
Periapt of health	2		1,170	Now you can enjoy dockside bars with impunity. Just make sure you keep this on if you've made some questionable decisions earlier in your adventuring career.
Periapt of wound closure	2	*	1,170	There are some spots where this can be useful, and they mostly coincide with a potion of vitality. Short of a combination of items this won't be great, and it eats an attunement slot.
Potion of water breathing	2		1,170	This can be useful in a pinch, but it's entirely dependent on how often your DM has you in the water.
Ring of mind shielding	2	*	1,170	Finally a tinfoil hat you can wear without looking crazy, but it will only be as useful as the amount of Mindflayers you encounter.
Ring of swimming	2		1,170	If you're near a lot of water this could be nice, but how often are you going to be swimming laps around the rest of your party?
Ring of water walking	2		1,170	For when you want to impress your friends or walk the plank with impunity. The real question is how often will this come up?

Uncommon Items	Usefulness	Attunement	GP Value	Comments
Robe of useful items	2		1,170	The homeless vagrant's dream coat. You may be better off just buying the items rather than modifying your patchwork cloak.
Sending stones	2		1,170	Walkie-talkies had to start somewhere, but I'd rather not be there for the early stages of development.
Sword of vengeance	2	*	1,170	It's a +1 weapon with a drawback that you have to attune. It can be fixed though.
Wand of magic detection	2	*	1,170	Apparently unlimited use of detect magic was too powerful, so this toned down version is the wand we get. It does give detect magic to the masses, for the parties who refuse to have it prepared. [
Brooch of shielding	1	*	500	This is very narrow and there are better uses for your attunement slots.
Deck of illusions	1		500	I just don't see a use for this item when there are magical ways to actually summon creatures, not just illusions. You can only throw it 30 ft and it takes an action to use. Pass.
Dust of sneezing and choking	1		500	This item is for DM's who like to mess with their players. At first a PC thinks this item is Dust of Disappearance, but as soon as they employ it, they become incapacitated.
Helm of telepathy	1	*	500	I know how much you wanted to be Charles Xavier, but this isn't the way. First, the helm has a pretty low spell save DC and it requires an action to those cast spells. Second, in order use suggestion, your enemy has to fail two spell saves instead of one. Third, you gotta keep this helm attuned. Frankly, there are better head slot items out there.
Medallion of thoughts	1	*	500	A worse version of the Helm of Telepathy. Pass.
Rope of climbing	1		500	This is what you get for Christmas when Santa is out of coal.
Wand of secrets	1	*	500	It's uncommon, doesn't require attunement, and can be drained dry without disintegrating. It also does the same thing that as a perception check. Pass.

Rare Items	Usefulness	Attunement	GP Value	Comments
Amulet of health	7	*	45,200	This item is phenomenal! Every character wants this. Constitution is such a vital stat. It will raise your max hit points and improve your con saving throws. If you get this item never take it off.
Belt of giant strength (hill giant)	7	*	45,200	First off, if your strength score is already 21 or higher, you are either doing something very wrong, or very right. Secondly, WOW! This item is nuts. if you are a strength based character, you dream about this item every night. And even if you aren't, you still kind of want it. Regardless of which type you find, it's amazing. Use it. Love it. Never take it off.
Instrument of the bard (Canaith mandolin)	7	*	45,200	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Instrument of the bard (Ciljyre)	7	*	45,200	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Ammunition +2	6		38,500	These are awesome if you can get your hands on them. No reason not to have them. However, they're not a 7 because as magic items, they're not easily accessible. Sadly, once you use them they are not magical anymore.
Belt of dwarvenkind	6	*	38,500	Definitely a solid item. And who doesn't want a beard? The con bump alone is great, but it also gives you darkvision, resistance to poison, and another language. Pity it requires attunement.
Cape of the mountebank	6		38,500	This is an awesome item. For an action, a free teleport once a day. It also lightly obscures wherever you are teleporting to. Great for those times you are surrounded and can't move. Everyone wants one. Also, depending on your DM you may be allowed to wear more than one cloak.
Cloak of displacement	6	*	38,500	I like this! Enemies take disadvantage to attack you. "If you take damage, this property ceases to function until the start of your next turn." So what!? If you are a ranged character I'd rate them a 7 as you shouldn't be on the front lines anyway. And even if you are on the front lines, this is still pretty strong. Ostensibly this is a +5 to AC.
Cloak of the bat	6	*	38,500	Advantage on stealth checks, a fly speed in dim light and darkness, and the ability to polymorph into a bat while retaining your Intelligence, Wisdom, and Charisma once a day. This is pretty great. If you can cast darkness on yourself you have a poor man's fly spell. Also, you can now start becoming the hero that the realms need.

Rare Items	Usefulness	Attunement	GP Value	Comments
Figurine of wondrous power (ivory goats)	6		38,500	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Figurine of wondrous power (serpentine owl)	6		38,500	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Helm of teleportation	6	*	38,500	Tactical teleportation when you need it. You can also use it to teleport a troublesome item away.
Heward's handy haversack	6		38,500	Extra storage is always nice, and now you can finally sell your old backpack for the deluxe model.
Iron stone (protection)	6	*	38,500	Not exactly as good as the Ring of Protection, but hey, beggars can't be choosers.
Iron stone (reserve)	6	*	38,500	For the layperson you can store 3 first level spells, 1 second level spell, or 1 third level spell. Other spellcasters can store their spells in the stone for you to use, but you must have a free spell slot of the equivalent level for you to cast that spell. So load it up with extra castings of shield.
Necklace of fireballs	6		38,500	Free castings of fireball. No attunement. I'm not seeing a drawback.
Oil of etherealness	6		38,500	Walking right into a vault or the lair of a powerful enemy undetected is stylish and powerful considering you can pre-buff yourself.
Periapt of proof against poison	6		38,500	Immunity to poisonous effects, the poisoned condition, and poison damage is a pretty nice combination.
Portable hole	6		38,500	When you want to bring all the loot, but don't want to worry about the weight this is what you want to have in your back pocket.

Rare Items	Usefulness	Attunement	GP Value	Comments
Potion of superior healing	6		38,500	Healing in a vial is always nice to have around when your healing kits run dry and your spell slots dry up.
Ring of protection	6	*	38,500	Increased defenses and saving throws is always nice when you're trying to prevent yourself from getting trounced by team monster, or the local authorities, depending on how you decide to interact with the townsfolk.
Ring of spell storing	6	*	38,500	Five slots worth of stored spells is nice, and it can be refreshed whenever you want.
Rod of the pact keeper +2	6	*	38,500	Better attack rolls and DCs on your spells is a strong effect, and getting back spell slots as well makes for quite a powerful combination. The potential to stack this with a Wand of the War Mage makes it a very appealing option.
Sun blade	6		38,500	Swords made of light that pop out of a bare hilt seem fun to me. It has the finesse property, deals radiant damage, and has an adjustable light source. The only downside is that it's only a +2 weapon.
Wand of fireballs	6	*	38,500	Know what's better than fireball? Extra castings of fireball for free.
Wand of paralysis	6	*	38,500	If only there was a DC for this. It makes sense that it would be 15, but it does depend on your DM as it stands. Spell save aside, one minute of paralysis is very strong.
Armor +1	5		31,800	Its hard to go wrong with non-attunement magic items, especially ones that bump your AC.
Bead of force	5		31,800	Great item, too bad it's rare. If you need to take some enemies out of the fight, just throw one of these bad boys. Slotless!
Boots of levitation	5	*	31,800	I like flying at-will. Keep in mind that levitate does have component costs, so bring a focus if you use them. Requires attunement.

Rare Items	Usefulness	Attunement	GP Value	Comments
Boots of speed	5	*	31,800	These don't blow my skirt up. Requires attunement and rare. They do force enemies disadvantage on opportunity attacks and they double your speed, which is nice. Altogether though, I think there are better feet slot items.
Bowl of commanding water elementals	5		31,800	A solid pickup. Nothing wrong with CR 4 monsters beating up baddies once per day. No attunement!
Bracers of defense	5	*	31,800	Oh hi there Monks, Barbarians, and spellcasters. You thought we forgot about you. We didn't. These are for you.
Brazier of commanding fire elementals	5		31,800	If you are cool with carrying around a brazier everywhere you go, you have a solid item. Weighs about the same as the Bowl of Commanding Water Elementals and is functionally the same item.
Censer of controlling air elementals	5		31,800	Really!?! Another way to cast conjure elemental spell? Someone at WOC really wanted ensure people would conjure elementals. See Bowl of Commanding Water Elementals.
Daern's instant fortress	5		31,800	A portable fortress that does damage and is immune to knock. Cool.
Dragon slayer	5		31,800	Not bad if you are in the market for +1 weapons. It doesn't require attunement and it can really mess up a dragon.
Elven chain	5		31,800	Non-attunement ways to bump your AC are good. Normally, chain shirt armor is just a stopover before breastplate. But this one is usable for any character even if they lack proficiency with medium armor. Also, most DMs will allow you to wear this in addition to your normal armor, since that seemed to be the precedent set by previous editions. Then again some may not. Ask your DM.
Figurine of wondrous power (bronze griffon)	5		31,800	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.

Rare Items	Usefulness	Attunement	GP Value	Comments
Gem of seeing	5	*	31,800	Invisible creatures giving you a hard time? Shapeshifters constantly messing with you? Want to automatically detect visual illusions and succeed on saving throws against them? Or maybe you just want to see into the Ethereal Plane? Well look no further (pun intended).
Giant slayer	5		31,800	Not bad. A +1 magic item that doesn't require attunement. It's sucks the save is Strength. Giants tend to excel at those.
Glamoured studded leather	5		31,800	For those of you that need to feel fabulous. +1 bump, no attunement.
Horn of valhalla (silver or brass)	5		31,800	Having more allies is always great. The more the merrier. Just remember to have your Fighter do the summoning.
Mace of disruption	5	*	31,800	Not having a +1 bump hurts this item. But all considered, this definitely can put a hurt on undead. You can also leave that lantern at home.
Mace of smiting	5		31,800	Not bad, but its no +3 magic weapon...unless you're in a campaign with a lot of constructs. Then this rates a 6.
Mantle of spell resistance	5	*	31,800	This has the potential to stop a lot of damage. Always make Dex throws. Resist dominating Wis save effects.
Potion of clairvoyance	5		31,800	Never walk into an ambush again, once. Hopefully you find a jug of this.
Potion of giant strength (fire giant)	5		31,800	These remind me of gummi berry juice from the Gummi Bears cartoon. If that show taught me anything it's that superhuman strength is great, but you don't want to be holding a boulder over your head when the effects wear off.
Potion of giant strength (frost or stone giant)	5		31,800	These remind me of gummi berry juice from the Gummi Bears cartoon. If that show taught me anything it's that superhuman strength is great, but you don't want to be holding a boulder over your head when the effects wear off.

Rare Items	Usefulness	Attunement	GP Value	Comments
Potion of heroism	5		31,800	Concentration free bless and 10 temporary hit points is a helpful combination. If the hit points weren't extremely temporary it would be a bit better.
Ring of evasion	5	*	31,800	Being able to auto save dexterity saves is nice, but it is limited to a few uses per day. The original version was amazing, but this toned down version is still a handy item to have, and I'd make it a 6 if you have the evasion class ability.
Ring of free action	5	*	31,800	At first glance this seems pretty weak, but not being paralyzed or restrained is nice. Feel free to walk through webs and laugh at the surprised look on all eight eyes.
Rod of rulership	5	*	31,800	Once a day you get to a mass charm for everyone you can see within 120 feet. If you got to use it more often it'd be much better, but it's still no slouch.
Scroll of protection	5		31,800	Protecting yourself from an entire type of enemy is nice, but a DC 15 charisma check may be easy to overcome depending on the monster. If you have hex on a creature, or another way to increase the chances of maintaining your protection I'd rate this a 6..
Shield +2	5		31,800	Higher defenses are always nice, and the amount of damage prevented at higher levels can be staggering.
Staff of charming	5	*	31,800	Charm person, command, and comprehend languages are nice effects and, in addition to scaling with your spell save DC, it lets you succeed a save that may be turned against your opponent. Enchantments are almost useless against you now, except for multi target ones.
Staff of the woodlands	5	*	31,800	Magic quarterstaves that can be disguised as trees are hard to come by, and it comes with some interesting spells built in. Crazy hermits pretty much need one.
Stone of controlling earth elementals	5		31,800	Earth elementals are good summoned creatures and you only have to touch the ground to summon one.
Wand of binding	5	*	31,800	Hold person and hold monster are both great spells, but there aren't many castings available per day. The bonus to avoid being grappled, restrained, or paralyzed is nice but it does cost a charge.

Rare Items	Usefulness	Attunement	GP Value	Comments
Wand of fear	5	*	31,800	Limited use of command is good, and a mass fear effect is nice, but it's no wand of fireballs.
Wand of lightning bolts	5	*	31,800	Lightning bolt is a good spell, but there are better options for wands.
Wand of the war mage +2	5	*	31,800	Spellcasters like landing their attack spells, and this is a great way to make sure that happens. If you're a Warlock this becomes a 6 as you can stack it with Rod of the Pact Keeper.
Weapon +2	5		31,800	Hitting more often for more damage is always nice.
Wings of flying	5	*	31,800	An hour of 60 ft fly speed is good and the refractory period isn't too long, but there is the issue of plummeting back to the ground at the end of an hour which holds this item back a bit.
Cube of force	4	*	25,100	Basically a portable barrier generator. The barrier is centered on you, moves with you, and lasts for 1 minute. It also takes an action to activate each face. 2-5 actions is a huge investment in a fight. If your DM lets you press the faces before the fight breaks out, it moves up to a 5, otherwise its a 1.
Folding boat	4		25,100	"A boats a boat, but a mystery box could be anything, even a boat. You know how much we've always wanted one of those" - Peter Griffin
Spell scroll (4th level)	4		25,100	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Spell scroll (5th level)	4		25,100	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Wand of wonder	4	*	25,100	Is the wild magic sorcerer making you jealous with all his random magical effects? Are you a wild magic sorcerer who really wants to randomly cast a fireball that isn't centered on you? Do you just like rolling percentile dice? If you said yes to any of these questions you've found your wand. If not, you can just pass on this.

Rare Items	Usefulness	Attunement	GP Value	Comments
Armor of resistance	3	*	18,400	This one is similar to the armor of invulnerability, but having no immunity effect and only resisting one damage type make it worse.
Chime of opening	3		18,400	This item is for parties who can't cast knock. It does pretty much the same thing, except it can only be used 10 times.
Elixir of health	3		18,400	Not bad, similar to the effects of the lesser restoration spell.
Figurine of wondrous power (ebony fly)	3		18,400	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Figurine of wondrous power (golden lions)	3		18,400	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Figurine of wondrous power (marble elephant)	3		18,400	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Flame tongue	3	*	18,400	I like the concept and it looks cool as hell, but it just doesn't measure up against other swords. It doesn't get a +1 bump, its rare, it requires attunement, and it uses fire (one of the more common resistances). The extra 2d6 is something though.
Horn of blasting	3		18,400	This doesn't scale at all. But hey, can't complain about freebies. Much better at lower levels where I'd give it a 5.
loun stone (awareness)	3	*	18,400	I always hated getting surprised. Out of all the stones, this is one of the worst.

Rare Items	Usefulness	Attunement	GP Value	Comments
Iron bands of bilarro	3		18,400	Restraining a creature is awesome and it sets them up for the beating of their lifetime. However, as soon as any creature succeeds on a Strength check to break out, the item is destroyed. That's right. Destroyed. So much for that rare wondrous item. I guess there is nothing wrong with having your rogue hold onto to these. And while he's at it, see if he can clean off some of that rust.
Mace of terror	3	*	18,400	Compared to other magic maces this stinks. No +1 bump, requires attunement, frightened which they get to save against end of turn.
Necklace of prayer beads	3	*	18,400	Overall, unimpressive. You can get: planar ally, branding smite, bless, cure wounds, lesser restoration, greater restoration, and windwalk. This would be a lot better if it didn't require attunement. But all considered, the spells just aren't powerful enough to warrant an attunement slot.
Potion of diminution	3		18,400	Make sure you replace the label on this to say enlarge, or just hide your pocket sized gnome wizard in your backpack.
Potion of gaseous form	3		18,400	If you want to sneak in through the vents this can be good, just make sure there isn't a strong breeze blowing.
Potion of invulnerability	3		18,400	Resistance to all damage is hard to come by. It's too bad this only gives you a minute of protection.
Potion of mind reading	3		18,400	DC 13 is not very high, but detect thoughts can be very useful in the right situations.
Ring of animal influence	3		18,400	How else are you going to keep a wise talking dog around on your adventures?
Ring of feather falling	3	*	18,400	If you ever find yourself on an airship or a flying castle this will let you make a very impressive exit, but the rest of your party may be up a creek without a paddle. Hopefully you can grapple them all and become the party parachute.
Ring of resistance	3	*	18,400	Damage resistance is good, but these are rare, require attunement, and only give you one damage type.

Rare Items	Usefulness	Attunement	GP Value	Comments
Ring of the ram	3	*	18,400	Great for when you want to push someone into something, and it can provide you with a distraction sometimes.
Ring of x-ray vision	3	*	18,400	This may or may not irradiate whatever you're looking at, but like some super people, lead is just too good to see through.
Robe of eyes	3	*	18,400	If you want to look like a strange Dali painting and have a great field of vision this is for you. Just make sure nobody you face can cast light or daylight.
Shield of missile attraction	3	*	18,400	Damage resistance is nice, but having to take all the ranged attacks might make that a bit less useful. If you've got a way to make your AC high enough this could be the best kind of curse.
Staff of healing	3	*	18,400	Extra healing is nice to have, and mass healing on a stick is a great tool to have access to. There aren't a lot of charges on this, but it gains most back each day.
Staff of swarming insects	3	*	18,400	Being able to cast two decent spells is nice, but you only get one casting of insect plague with no risk per day.
Staff of withering	3	*	18,400	A magic quarterstaff with a little extra kick is nice. Although it's not as good for those who already have shillelagh.
Sword of wounding	3	*	18,400	A cumulative d4 of necrotic damage is nice, but most enemies will have a good constitution score, so it's not quite as good as it could be.
Tentacle rod	3	*	18,400	Hentai jokes aside, this can be useful to someone who wants to take down a tough enemy.
Arrow catching shield	2	*	11,700	This is all right for those ranged characters who use shields. If you do happen to be one, this is an option. +2 is nothing to scoff at. The downside is that it requires attunement and it only applies to ranged attacks. Also, the strange defender-esque reaction is a little out of line, if you are staying in back, trying to AVOID getting shot.

Rare Items	Usefulness	Attunement	GP Value	Comments
Berserker axe	2	*	11,700	As far as cursed items go, this one isn't bad. As long as you are a melee character and stay in the fray, this item may be usable. With all that being said, there are better weapon choices out there.
Dagger of venom	2		11,700	Another underwhelming item. It's rare, so there's a mark against it. And as a dagger it only deals 1d4 of damage. You can do better than that. Also, the poison utility can only be used once per day, making it worse.
Dimensional shackles	2		11,700	Normally when fighting someone strong enough to teleport away, I just kill them, but thats me. However, I suppose there are those rare instances when prisoners need to be taken.
Figurine of wondrous power (onyx dog)	2		11,700	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Horseshoes of speed	2		11,700	Eh. These don't get my rocks off.
loun stone (sustenance)	2	*	11,700	This IS the worst of the loun stones. I've never played in a campaign where the DM worries about your character's meal plan.
Quaal's feather token	2		11,700	These tokens can be interesting, but none of the effects are particularly strong.
Wand of enemy detection	2	*	11,700	Having a variation on the paladin class feature is interesting, but is this really something you want to attune?
Armor of vulnerability	1	*	5,000	No thanks, I'll pass on the cursed magic item. Same problems as above. And its rare too, so you can't even trade it away. Did I mentioned it's cursed?
Bag of beans	1		5,000	This is really an item for the DM to create plot hooks. Characters who like to survive should avoid using this item. Let the DM think of ways to kill you without your help.

Rare Items	Usefulness	Attunement	GP Value	Comments
Rope of entanglement	1		5,000	Oh, look...some rope.
Sword of life stealing	1	*	5,000	On a crit you get some extra damage and temporary hit points. Seems underwhelming.
Vicious weapon	1		5,000	If you've got no other options it's worth using, but there's better magic items. Actually, almost every other magic item is better.
Very Rare Items	Usefulness	Attunement	GP Value	Comments
Belt of giant strength (fire giant)	7	*	452,000	First off, if your strength score is already 21 or higher, you are either doing something very wrong, or very right. Secondly, WOW! This item is nuts. if you are a strength based character, you dream about this item every night. And even if you aren't, you still kind of want it. Regardless of which type you find, it's amazing. Use it. Love it. Never take it off.
Belt of giant strength (frost or stone giant)	7	*	452,000	First off, if your strength score is already 21 or higher, you are either doing something very wrong, or very right. Secondly, WOW! This item is nuts. if you are a strength based character, you dream about this item every night. And even if you aren't, you still kind of want it. Regardless of which type you find, it's amazing. Use it. Love it. Never take it off.
Instrument of the bard (Anstruth harp)	7	*	452,000	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
Manual of bodily health	7		452,000	Extra hit points and better con saves are great. All you have to do is some reading, probably on ways to lower your cholesterol.
Manual of gainful exercise	7		452,000	Before there were bodybuilding forums there was the manual of bodily health. Who wouldn't want to be stronger?

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Manual of quickness of action	7		452,000	Being quicker and more flexible is just a few chapters away. You can read while stretching, right?
Ring of regeneration	7	*	452,000	Regeneration is awesome and this let's you gain between 144 and 864 hit points in a 24 hour period. It even regrows body parts.
Tome of clear thought	7		452,000	So reading books can increase your Intelligence. Libraries are relevant again.
Tome of leadership and influence	7		452,000	Who doesn't like a permanent bonus to their charisma that can increase their maximum score? Elves may get a couple uses out of it.
Tome of understanding	7		452,000	Wisdom increases are hard to come by, and this is a permanent boost that increases your maximum score. It may take a while to read, but it's worth the wait. While you're waiting, if you have a hundred years to spare, you can use it again. Nice.
Ammunition +3	6		385,000	These are awesome if you can get your hands on them. No reason not to have them. However, they're not a 7 because as magic items, they're not easily accessible. Sadly, once you use them they are not magical anymore.
Arrow of slaying	6		385,000	For those monsters that absolutely, positively, need to die, look no further. Sadly, since its very rare, you will probably never see one. But if you do, and you find yourself fighting the BBG, whip this out of your quiver to ruin his day.
Carpet of flying	6		385,000	This item is very similar to the broom of flying (but much more awesome IMO). It comes in 4 sizes. The smaller the size, the faster it can fly, but the less weight it can carry. No attunement!
Dwarven plate	6		385,000	Really great armor option that doesn't require attunement and gives a +2 bump. The forced movement negation is just gravy.
Dwarven thrower	6	*	385,000	Its hard to go wrong with +3 magic weapons . But this one gives a better ranged option for martial characters. Non-dwarves needn't apply.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Efreeti bottle	6		385,000	It takes an action to open the bottle, but you have a 90 percent chance of having a strong effect. I think the possibility of getting three free wishes, at a level when you normally wouldn't have access to it, makes this item powerful.
Helm of brilliance	6	*	385,000	Fantastic item. You get more fireballs, a slew of other spells, and it makes your weapon more powerful. Sadly, the helm is consumable. But playing with the same item your entire career would be boring right?
Horn of valhalla (bronze)	6		385,000	Having more allies is always great. The more the merrier. Just remember to have your Fighter do the summoning.
Ioun stone (agility)	6	*	385,000	Dexterity bumps are hard to come by. Rogues would kill for this (pun intended).
Ioun stone (fortitude)	6	*	385,000	Yes I would like more hit points and better con saves.
Ioun stone (insight)	6	*	385,000	Clerics pray the the goddess Ioun for this.
Ioun stone (leadership)	6	*	385,000	Warlocks would sell their soul for this. And honestly, so would Paladins and Bards.
Ioun stone (strength)	6	*	385,000	This would also be rated more highly if not for certain belts. But its still good.
Oil of sharpness	6		385,000	As far as temporary buffs go this is one of the best. Hopefully you find a warehouse full of these.
Potion of giant strength (cloud giant)	6		385,000	These remind me of gummi berry juice from the Gummi Bears cartoon. If that show taught me anything it's that superhuman strength is great, but you don't want to be holding a boulder over your head when the effects wear off.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Potion of speed	6		385,000	Haste is great, and concentration free haste is even better. This is what energy drinks want to be.
Potion of supreme healing	6		385,000	Healing in a vial is always nice to have around when your healing kits run dry and your spell slots dry up.
Rod of absorption	6	*	385,000	You can store up to 50 spell slots worth of energy over the course of this rod's existence as a reaction. But only spells that target you, and then you can use that stored energy to save your spell slots. Not bad, but it is a consumable like an Ioun Stone.
Rod of the pact keeper +3	6	*	385,000	Better attack rolls and DCs on your spells is a strong effect, and getting back spell slots as well makes for quite a powerful combination. The potential to stack this with a Wand of the War Mage makes it a very appealing option.
Spellguard shield	6	*	385,000	Protection from those pesky mages is always nice, especially when even their attack rolls have disadvantage against you.
Staff of power	6	*	385,000	This has got a lot of options. You get a +2 bonus to AC, saving throws, spell attack rolls, attack rolls and damage rolls while getting the ability to cast spells and expend charges to deal extra damage while you're swinging with it. Just be careful of domination effects, as you may end up breaking it and taking a few points of damage.
Staff of striking	6	*	385,000	If you've always wanted a staff without spells to hit people with and you can't hold the staff of power, look no further. It even lets you throw a bit of damage on top of each hit.
Wand of polymorph	6		385,000	Polymorph is one of the best spells in the game, and this lets you cast it for free. Sign me up.
Armor +2	5		318,000	Its hard to go wrong with non-attunement magic items, especially ones that bump your AC.
Dancing sword	5	*	318,000	This is an interesting item. It is great for characters who don't make use of their bonus action. And It gives melee characters a better ranged option.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Iron stone (absorption)	5	*	318,000	Free counterspells are pretty powerful. The only things holding this item back are that it uses your reaction to counter the spell and that the spell must target only you. Also it gets a little worse at higher levels.
Iron stone (intellect)	5	*	318,000	Wizards your research is done, you've found the droids you're looking for.
Nine lives stealer	5	*	318,000	Definitely strong. Too bad the life stealing property doesn't recharge and it requires attunement.
Oathbow	5		318,000	When I first read this item I was ready to rate it 7. But after reading it more closely, I realized that the sworn enemy feature only recharges once per day, at the next dawn. So the whole premise of the bow is kinda shot. You can only use its feature for one big fight per day. Don't get me wrong, its still strong. Just not as strong as if the the sworn enemy feature would recharge after you killed each creature. Also doesn't provide a +1.
Potion of flying	5		318,000	Fly is a great spell to have in your back pocket when you need it, just remember to take the potion out of your back pocket before sitting down.
Potion of invisibility	5		318,000	For when you need to sneak or make a subtle retreat this is pretty sweet.
Robe of scintillating colors	5	*	318,000	Making yourself hard to hit with a multi stun effect is hard to beat, until you consider the fact that your allies will be stunned as well. If you're in a place where your allies can't see you, or are more than thirty feet away when you activate it this robe can be very good.
Rod of alertness	5	*	318,000	Perception and initiative are both important checks, and having all the detection spells is nice too. You can even give you and your allies a boost to AC and saving throws once a day. If you've got it, use it.
Rod of security	5	*	318,000	When you really need a rest for you and 199 of your friends this can't be beat.
Scimitar of speed	5	*	318,000	Getting a free bonus action attack every turn with a +2 weapon is nice, but most characters are already using their bonus actions.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Shield +3	5		318,000	Higher defenses are always nice, and the amount of damage prevented at higher levels can be staggering.
Staff of fire	5	*	318,000	Fire resistance is good, and being able to cast fireball three times a day is a nice bonus. Ten charges is a bit limiting though, and the value of the spells will go down as you level up, the exception being your ability to decimate large groups of kobolds.
Staff of frost	5	*	318,000	Resistance and cone of cold are a great combination, ice storm isn't too bad either. It'd be great if there was a few more charges, but you can still get both of the better spells off in one day, so it's still pretty strong.
Staff of thunder and lightning	5	*	318,000	A +2 weapon is nice and there's a bonus spell once a day. Seems like a good choice.
Wand of the war mage +3	5	*	318,000	Spellcasters like landing their attack spells, and this is a great way to make sure that happens. If you're a Warlock this becomes a 6 as you can stack it with Rod of the Pact Keeper.
Weapon +3	5		318,000	Hitting more often for more damage is always nice.
Candle of invocation	4	*	251,000	This is a really hard item to rate. Depending on the circumstances it could be a 6 or a 1.
Crystal ball	4	*	251,000	This item comes in 3 types, all of which do different utility based things: read minds, communicate telepathically or spy on people. Seems ok. Attunement makes it a little more unwieldy.
Nolzur's marvelous pigments	4		251,000	Not a lot of combat utility here. I guess if you had 10 minutes to set up a trap, you could paint a pit or something.
Potion of vitality	4		251,000	The usefulness of this will be very dependent on your campaign, but it can be invaluable if you're in a pinch for time and trying to push your character to the limit.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Spell scroll (6th level)	4		251,000	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Spell scroll (7th level)	4		251,000	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Spell scroll (8th level)	4		251,000	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Animated shield	3	*	184,000	This shield is OK, but it doesn't really stack up to other shields IMO. It requires attunement and it requires a bonus action to animate. Compared to a +1 magic shield, which doesn't require attunement, it just seems worse to me. The main reason characters might want it is if they need both hands free to cast spells or heavy-weapon fight where I'd give it a 6
Cloak of arachnida	3	*	184,000	Poison is a common damage type. And free web spells are nice. But overall I think there are better things to do with attunement slots.
Dragon scale mail	3	*	184,000	Kind of the same problem as the Demon Armor. Usually, you can get better than a +1 with other magical armor, which won't require attunement. The resistance to typed damage is nice, but normally, by the time you start finding magic items, you want a better armor option than scale mail (i.e platemail).
Figurine of wondrous power (obsidian steed)	3		184,000	Some of these are more powerful than the others and some are better in combat, such as the Bronze Griffon or Ivory Goats. The fly as a mount is ok but its fragile. The lions are overrated. The owl has flyby and is a great option to grant you the help action in combat. The steed is very hearty but won't do anything other than defend itself. And the raven has limited utility as does the dog.
Frost brand	3		184,000	Similar to the flame tongue with it's problems. It does grant fire resistance which is nice. Still not as good as other sword options though.
Horseshoes of a zephyr	3		184,000	What kind of Zephyr doesn't fly? I feel cheated. I guess there is utility overall. But everything about this item seems vanilla.

Very Rare Items	Usefulness	Attunement	GP Value	Comments
Manual of golems	3		184,000	And my mom always said I couldn't make friends locked away in my room. This would be a lot better if you could use it to make more than one golem, but as it stands, the book is destroyed as soon as you make one. Also, the DM chooses which golem type you get to make.
Potion of longevity	3		184,000	This is what people in power have been chasing for since the dawn of time. Find a way to barter with this, or just use it to really sell your false identity.
Ring of shooting stars	3	*	184,000	Faerie fire is good, but the ball lightning and shooting star effects aren't that great.
Ring of telekinesis	3	*	184,000	Now moving treasure out of a vault is as easy as putting on your jewelry.
Robe of stars	3	*	184,000	Tactical retreats, magic missiles, and a bonus to saving throws. This is great for the adventurer who needs to make well timed trips to the astral sea a lot, and for everyone else, it's decent.
Sword of sharpness	3	*	184,000	There is no bonus to hit, but if you start rolling crits it gets interesting. You also save some money on torches.
Amulet of the planes	2	*	117,000	This item is not horrible, but you certainly have better things to do with valuable attunement slots (see above). With that being said, I don't see any reason a character can't keep it in their back pocket, just be able to cast plane shift out of combat. Just roll a 61 or higher. Also, it is important to note that you still must pay the component costs for casting plane shift. Moreover, there is a gold component cost which you cannot use your focus to pay for.
Mirror of life trapping	2		117,000	This is a lair item which doesn't work in combat, since it has to be on a vertical surface to activate it. Note to self, be wary of mirrors.
Bag of devouring	1		50,000	Don't ever put your stuff in this bag. ITS A TRAP! With that being said, you may be able to use this in combat to capture enemies.
Demon armor	1	*	50,000	The extra language is ok and I like the concept, but this armor doesn't do much for characters who'd use it. At first the +1 to bump to AC looks ok, until you consider you can get +3 platemail that doesn't require attunement. Then, the magical weapon properties of unarmed strikes sounds good, but you realize that monks and druids don't wear armor, so it stinks. Then, you find out its cursed, so you can't even take the darn thing off. All considered, its a trap.

Legendary Items	Usefulness	Attunement	GP Value	Comments
Belt of giant strength (cloud giant)	7	*	Priceless	First off, if your strength score is already 21 or higher, you are either doing something very wrong, or very right. Secondly, WOW! This item is nuts. if you are a strength based character, you dream about this item every night. And even if you aren't, you still kind of want it. Regardless of which type you find, it's amazing. Use it. Love it. Never take it off.
Belt of giant strength (storm giant)	7	*	Priceless	First off, if your strength score is already 21 or higher, you are either doing something very wrong, or very right. Secondly, WOW! This item is nuts. if you are a strength based character, you dream about this item every night. And even if you aren't, you still kind of want it. Regardless of which type you find, it's amazing. Use it. Love it. Never take it off.
Holy avenger	7	*	Priceless	Suck it fiends or undead. The paladin is back in town. Oh and he brought some friends who are also stronger thanks to him.
Instrument of the bard (Ollamh harp)	7	*	Priceless	I usually hesitate to give items a gold rating, but all of these instruments earn it. Right off the bat you get fly, invisibility, levitate, and protection from good and evil. All of which are useful. But then each item gives the user even MORE spells which don't require use of spell slots. Granted some spells are situational, but hey, they're free. And to top it all off, the item imposes disadvantage on charmed saving throws. Bards. Start serenading your DMs to convince them to give you these items.
loun stone (regeneration)	7	*	Priceless	"What are hit dice? I just use this floating stone here." But seriously, this has the potential to regain 360 hit points per day. You don't even need to rest. Just walk around and heal for free.
Luck blade	7	*	Priceless	Wish on a stick?! This item would be amazing if just for that property. But It also has the luck property, which lets you reroll an attack, saving throw or ability check. And if that wasn't enough, it's also a +1 magic weapon which gives you +1 to saving throws!
Ring of three wishes	7		Priceless	The only issue is if your DM will let you wish for more wishes.
Rod of lordly might	7	*	Priceless	This might be the master of versatility. There's piercing, slashing, and bludgeoning damage, a ladder, a flametongue, and a few powerful daily effects with a decent DC. It's too bad there's no button for it to throw a kitchen sink.
Cloak of invisibility	6	*	Priceless	This item is for all you rogues out there. Invisibility: check. Advantage on attack rolls: check. Carte blanche to steal mercilessly: check.

Legendary Items	Usefulness	Attunement	GP Value	Comments
Defender	6	*	Priceless	Any +3 magic sword is ok in my book, but this lets you alter your AC for fights when you think need a bump.
Horn of valhalla (iron)	6		Priceless	Having more allies is always great. The more the merrier. Just remember to have your Fighter do the summoning.
Ioun stone (greater absorption)	6	*	Priceless	The absorptions stone's bigger, stronger brother. Wouldn't want to run into this guy on the playground. A little better since it hits spells of almost every level.
Ioun stone (mastery)	6	*	Priceless	Do you like to hit more consistently? Or maybe you like to do more damage? Or maybe you're a skill monkey? Whatever the case, you want this item.
Potion of giant strength (storm giant)	6		Priceless	These remind me of gummi berry juice from the Gummi Bears cartoon. If that show taught me anything it's that superhuman strength is great, but you don't want to be holding a boulder over your head when the effects wear off.
Ring of djinni summoning	6	*	Priceless	Djinn are pretty strong, and this allows you to summon one without any risk of it turning on you. Just don't let it die, or you'll only have a nice piece of jewelry.
Robe of the archmagi	6	*	Priceless	A bump to spell save DCs, advantage saves against magic, and a better AC. Finally you don't have to waste a spell slot on mage armor. [
Staff of the magi	6	*	Priceless	If you're able to use this staff you want to use it. It doesn't disintegrate if the charges are expended, it can absorb spells to regain charges and negate single target effects. There's 50 charges to use with over a dozen different spells. You even get advantage on spell saves and +2 to attack, damage and spell attack rolls. If you overcharge it, or decide to break it, there is a bit of fallout, but it's pretty easy to avoid that.
Sword of answering	6	*	Priceless	A +3 weapon with an enhanced reaction attack that ignores resistance and immunity. Extra attacks are always nice.
Talisman of pure good	6	*	Priceless	This is the ultimate talisman for good clerics and paladins and there are a couple chances to eliminate a few bad apples.

Legendary Items	Usefulness	Attunement	GP Value	Comments
Talisman of ultimate evil	6	*	Priceless	This is the ultimate talisman for evil clerics and paladins and there are a couple chances to eliminate a few good apples.
Tome of the stilled tongue	6	*	Priceless	Free slotless spellcasting is good, and spells as bonus actions is even better. You can also erase all your spells, if you feel like being secretive. The only downside, if you can call it that, is Vecna spying on you and leaving you messages. Isn't Vecna always spying on important adventurers? If you use a spellbook it doesn't get much better than this.
Vorpal sword	6	*	Priceless	A +3 weapon that ignores resistance is really good. Having the chance to instantly decapitate your target or deal an extra 6d8 damage is a pretty sweet effect. Slashing weapons don't get much better than this.
Apparatus of Kwalish	5		Priceless	Congratulations, you just found a tank. And a swimming tank no less. Just bring along some allies to help you pilot it.
Armor +3	5		Priceless	Its hard to go wrong with non-attunement magic items, especially ones that bump your AC.
Cubic gate	5		Priceless	Definitely a strong item. You can use it cast gate to jump around the multiverse or to plane shift enemies into hell. Still gotta pay the component costs. No attunement!
Efreeti chain	5	*	Priceless	+3 armor is good and fire damage is a common damage type. The extra language and walking on lava are plus. Attunement holds this item back.
Plate armor of etherealness	5	*	Priceless	Who says guys in plate can't be sneaky? This isn't quite as good as it could be since you can't barge in with your whole team in tow, but there are plenty of creative uses to make this worth it.
Ring of invisibility	5	*	Priceless	Being invisible is nice, but the cloak is better since you can't cast spells or attack with the ring and stay invisible.
Ring of spell turning	5	*	Priceless	Advantage on only single target spells is decent, but being able to reflect spells on a natural 20 is pretty nice.

Legendary Items	Usefulness	Attunement	GP Value	Comments
Rod of resurrection	5	*	Priceless	Strong healing and resurrection on a stick is powerful, just make sure you bring people back sparingly, unless you want to risk trading it in for a pile of dust.
Scarab of protection	5	*	Priceless	Autosaves are nice, and advantage on spell saves is a pretty good backup. Only having autosaves against undead and necromancy is a bit limiting, but it could be amazing in the right campaign
Deck of many things	4		Priceless	Nope. Not gonna comment on the Deck of Many Things. There's just too many things.
Iron flask	4		Priceless	This item depends on what, if anything, you find in the flask. If you don't find a creature, the flask has limited utility and is a 3. Generally, if you do get a creature, it will be powerful and a lot of help so rates a 5. It also, depends on how mean your DM is. Just keep in mind that the creature only obeys you for 1 hour. After that, you're probably gonna have to fight it. Good luck!
Spell scroll (9th level)	4		Priceless	These are as useful as the spell on them and your character makes them. Wizards might like them a bit more, but they may end up with a pile of useless paper if their arcana check goes poorly.
Talisman of the sphere	4	*	Priceless	Having better control over a sphere of annihilation is nice, but finding one might be a bit tough.
Well of many worlds	4		Priceless	Instant travel is always nice, but it is very dm dependent. Use with compliments, perhaps bribes.
Armor of invulnerability	3	*	Priceless	Non-magical damage resistance is pretty good. Damage immunity is great, but it can only be used once a day, and it requires attunement.
Sovereign glue	3		Priceless	f you've ever had to go to the emergency room because you glued yourself to something you should have a good idea about the kinds of fun you can have with this.
Universal solvent	3		Priceless	For when you get into a sticky situation. How often does that happen to you anyway?

Legendary Items	Usefulness	Attunement	GP Value	Comments
Ring of elemental command	2	*	Priceless	If you spend a lot of time on the elemental planes the variations of this ring are very nice to have at it rates a 5, if not, it can be a bit lackluster.
Sphere of annihilation	2		Priceless	Hopefully you're the smartest guy in the room, or there may be some issues in your near future. This may be tough to take with you as well, considering that it doesn't play nice with portable hole.
Hammer of thunderbolts	1		Priceless	At first blush it seems powerful and lets be honest, awesome. But it has a lot of critical flaws. The most obvious of which is the giant's bane. You must have both the Gauntlets of Ogre Power and the Belt of Giant Strength.