Chest Loot

Supreme Potion of Healing (Level 11)

Potion of Vampirism (Level 5) (Deal damage to a player to gain health points equal to the damage inflicted. (Melee attack damage)

Spell Scroll of Cube of Darkness

Nit Trick Tonic If thrown it becomes a 10d6 fireball in a 10ft radius and fixed dc15 reflex save (Level 10)

2 normal healing potions

600 gold

1200 silver

2400 Bronze

Erica

Rapier

100 Gold

200 Silver

400 Bronze

1 Deep Scroll

Ryan

1 Abyssal Scroll

2 Health Potions

108 Gold

200 Silver

400 Bronze

Gord of Travel (Once every 48 hours can travel 60ft in a battle every 3 battles.)

Hunter

105 Gold

225 Silver

400 Bronze

Half a Health Potion

Trent

1 Primordial Scroll

100 Gold

200 Silver

400 Bronze

Zach

115 Gold

200 Silver

400 Bronze

Ring of Contrary

Gridz

105 gold

200 Silver

400 Bronze

Bag of Beans w/ Spade Allows player to spawn 2 monsters in dirt with a 75% chance of being on your team and a 25% chance to spawn against an enemy. You can choose to use just one or both together.