

DWARF LORD'S BROAD AXE Dmg: 1d8 Brawn: 7/5 Brawn † Axe	DWARF LORD'S BATTLE AXE Dmg: 1d6 Brawn: 5/4 Brawn † Axe	WELL-BALANCED RAPIER Dmg: 1d8 Brawn: 7 Cunning † Fencing	BLESSED MACE Dmg: 1d8 Attack: +1 Brawn: 8/6 Brawn † Mace	ENCHANTED SHORTSWORD Dmg: 1d6+1 Attack: +1 Brawn: 6/(4) Br/Cn † Swd/Fnc	ORCSVANE BROADSWORD Dmg: 1d8 +2 Atk/Dmg v. orcs Brawn: 8/6 Brawn † Sword
HUNTSMAN'S SPEAR Dmg: 1d8 +2 Atk/Dmg v. beasts Brawn: 8/6 Brawn † Sword	ANCIENT GLADIUS Dmg: 1d6 Brawn: 5/3 Br/Cn † Swd/Fnc	ENCHANTED DAGGER Dmg: 1d4+1 Attack: +1 Brawn: 4 Cunning † Knf/Fnc	POTION OF HEALING Heals 1d6 HP Instantly Consumable	POTION OF HEALING Heals 1d6 HP Instantly Consumable	POTION OF HEALING Heals 1d6 HP Instantly Consumable
FOOTPAD'S LEATHER ARMOR Dmg Taken: -1 +1 to Hide or Sneak Brawn: 6 Worn on Body	ELVEN CHAINMAIL Dmg: -3 Brawn: 7 Worn on Body	ELVEN CHAINMAIL Dmg: -3 Brawn: 7 Worn on Body	GREEN KNIGHT'S PLATE ARMOR Dmg: -6 Brawn: 11 Worn on Body	MAGE'S BUCKLER Def: +1 Spellcasting: -0 Brawn 5	ENCHANTED TARGE Def: +3 Spellcasting: -2 Brawn 7
GIRDLE OF OGRE MIGHT +1 Brawn Modifies Brawn Worn on Waist	LIGHTFINGER GLOVES +1 Cunning Modifies Cunning Worn on Hands	SORCEROR'S RING +1 Savvy Modifies Savvy Worn on Hands	HOLY TALISMAN +1 Nerve Modifies Nerve Worn on Neck	TROLL'S TOE FETISH Recover 1 HP each Reset Worn on Neck	POTION OF THE ZEPHYR +1 AP each Reset Consumable † Temp
RING OF PROTECTION Def: +1 Dmg Taken: -1 Worn on Hand	RING OF PROTECTION Def: +1 Dmg Taken: -1 Worn on Hand	CLOAK OF PROTECTION Def: +1 Dmg Taken: -1 Worn on Back	CLOAK OF PROTECTION Def: +1 Dmg Taken: -1 Worn on Back	BOOTS OF STRIDING +1 Free Step each Reset Worn on Feet	BOOTS OF STRIDING +1 Free Step each Reset Worn on Feet
TREASURE 25 gold coins	TREASURE 25 gold coins	TREASURE 25 gold coins	TREASURE 50 gold coins	TREASURE 50 gold coins	TREASURE 100 gold coins