**The Chest: (tier 4-5)**

* six potions of cure light wounds
* four flasks of alchemist’s fire
* two suits of masterwork studded leather
* two masterwork longbows with 40 arrows
* two masterwork longswords
* Wand of cure light wounds (20 charges)
* a quarterstaff
* a spell component pouch
* 12 trail rations
* six waterskins
* seven tindertwigs
* a traveling spellbook containing all 0-level wizard spells, as well as the following 1st-level spells:
	+ alarm
	+ burning hands
	+ chill touch
	+ color spray
	+ mage armor
	+ magic weapon
	+ sleep
	+ true strike

spellbook and the following 2nd-level spells:

* + acid arrow
	+ blur
	+ bull’s strength
	+ daze monster
	+ false life
	+ protection from arrows
	+ scorching ray
	+ see invisibility