**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