**The Chest: (tier 1-2)**

* six potions of cure light wounds
* four flasks of alchemist’s fire
* two suits of masterwork studded leather
* two longbows with 40 arrows
* two longswords
* 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