***Book*** – Leads to feathered cap of Disguise. Disguise can be activated for (Number of days since last use) times 1d6 hours. Is completely indistinguishable from reality unless specifically magically inspected.

The book is Book 4 of Homer’s Odyssey, and has a title written on it “Journey of Eight Seas”.

Leads to a lighthouse on a small island in the sea which is guarded by Proteus, the Old Man of the Sea. Party gets shipwrecked on the island, and only by catching Proteus can they open the door to the lighthouse. This will let them signal passing ships to escape. Proteus will give Manny the (soaking wet!) feathered cap of Disguise.

***Box*** – Leads to Hand and Foot wraps of Hermes. Will increase movement speed and create platforms relative to time spend meditating since last use:

1 hr: +5 movement speed till next rest & 1 floating platform lasting 5 seconds

2 hrs: +10 movement speed till next rest & 2 platforms lasting 5 seconds each

4 hrs: +15 movement speed till next rest & 3 platforms lasting 5 seconds each

Sifu will begin to warn Archie that they will have to go home. Slowly elaborates that home is south of the Gathundush Mountains, and on the edge of the frozen tundra. It is a large training facility for elite assassin warriors who fought without blades against the fey in the great war.

Archie will be teleported away because of the Sifu in his head. Sifu was an almost god-tier entity, and must return to his domain once every 200 years. When the party finds Archie, Sifu will be controlling him. Party must kill Archie & resurrect him with Vial.

Upon resurrection, the Vial will shatter & reveal an old chapel sitting in a calm valley among the Sentinel Peaks. Box will open magically. Leads to Vial quest.

***Vial*** – Plot is started only by accomplishing Archie’s plot.

Inside of the box is inscribed:

Oh do the great ones ever watch

O’er the maker of the greatest catch

Up in the stony bosom’s heart is

A secret deeply guarded

Villain = A necromancer who creates superfast and agile undead. Is only a shade left guarding these artifacts against the non-magical. Shade uses a dagger to teleport around the room to attack heroes.

Will find a dagger of teleportation on the shade, which Trym can use to jump silently up to 200 ft once per long rest.