

A magical, glowing vault entrance carved into a rocky cliffside. The entrance is framed by ancient, glowing blue runes and symbols. The scene is set in a dark, forested area with mossy rocks and glowing mushrooms. The overall atmosphere is mysterious and arcane.

Arcane Vault Hunt: Series 1

The Vault has awakened. Twelve relics have scattered across the realms. Only the sharpest seekers will find them.

The Opening of the Vault

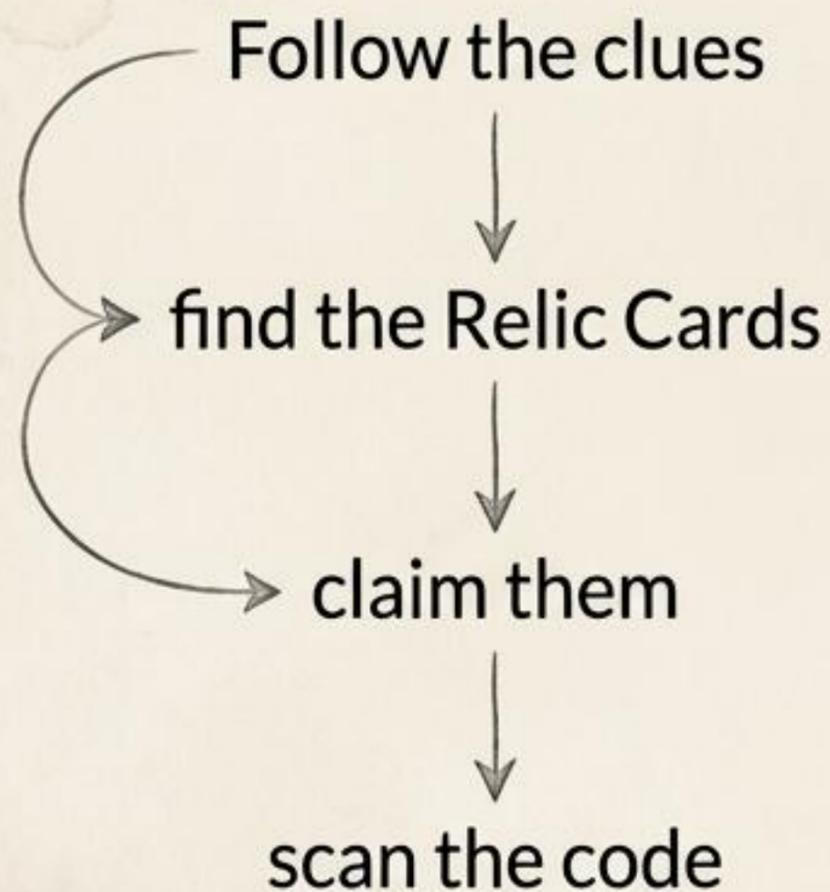


At the turning of the lunar cycle, the Arcane Vault releases fragments of ancient magic. These relics, imbued with immense power, are now hidden across the Grand Deals World Shop. Seek them. Claim them. Bring honor to your House.



Your Sacred Mission & Its Spoils

Objective



Rewards



+100 Points: Legendary Relic



+50 Points: Sponsored Relics



+25 Points: House Relics



+10 Points: Mystery Relics

Also Unlocks: Special badges + exclusive quests

The Four Houses Compete

Each House has 3 powerful relics hidden within the Vault's reach. The first House to secure all three of its assigned artifacts will earn a powerful monthly advantage for all its members.

**HOUSE
EMBERGUARD**



**HOUSE
AETHERION**



**HOUSE
NIGHTWHISPER**



**HOUSE
STORMVEIL**





The Trials of House Emberguard



Relic 1: “Flame of the First Ember”

“Seek where fire sleeps quietly beneath crimson cloth. Look not at the brightest flame, but the warmest one.”



Relic 2: “The Charred Sigil”

“A relic once touched by dragon heat lies near the tools of protection. Search where courage and craftsmanship meet.”



Relic 3: “Trial of the Ember Lantern”

“Light reveals truth. Find the item that glows without flame, yet carries the heart of fire.”



The Trials of House Aetherion



Relic 4: "The Crystal of Knowing"

Clue: "Wisdom gathers in quiet places. Seek the gem that sees without eyes."



Relic 5: "The Spellmaker's Fragment"

Clue: "A torn page from an ancient grimoire... Find the cloth that maps the sky when the moon is silent."



Relic 6: "Aether Breath"

Clue: "Energy flows where mind and intuition meet. Look where the pendulum swings."



The Trials of House Stormveil



Relic 7: "Lightning's Whisper"

Clue: "The storm hides itself in steel and speed. Seek the relic shaped like a strike frozen in time."



Relic 8: "Stormrunner's Echo"

Clue: "The wind speaks through patterns. Find the cloth that dances like rain on glass."



Relic 9: "The Silent Thunder Rune"

Clue: "Not all storms are loud. Search where shadows and blue light meet."



The Trials of House Nightwhisper



Relic 10: "Moonshadow Token"

Clue: "Where dreams are caught in feathers and threads, there hides the whisper of the Moon."



Relic 11: "Lantern of the Quiet Path"

*Clue: "Seek the item that glows softly, not to illuminate, but to soothe."**



Relic 12: "The Owl's Oath"

*Clue: "At the edge of night and intuition, find the charm that watches in silence."**

Special Bounties: The Merchant's Call

Keep a sharp eye for merchant logos on relic cards. These rare, sponsored relics offer unique rewards for those who find them.

Rewards Breakdown



- +50 House Points



- Exclusive Merchant Badge



- Entry into the Merchant Prize Wheel

This Cycle's Sponsors



Round Guys Brewing



Local Coffee Shop



Boutique or Salon



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The Legendary Relic: The Crown of the First Seeker

**“Where all colors meet yet none stand alone,
the Relic hides behind the shadow of choice.”*

Legendary Rewards



+100 House
Points



The “First
Seeker” Badge



A Physical
Mystery Gift



Unlocks a Secret
Legendary
Quest Chain

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The Seeker's Codex: How to Play

1



Read the clues.

2



Search the **Grand Deals World Shop**.

3



Find a hidden **\$0 Relic Card**.

4



Claim it.

5



Scan the QR code.

6



Complete the unlocked quest.

7



Earn **House Points**.

8



Boost your House in the monthly ranking.

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The Ultimate Prize

The first House to find all 3 of their Relics wins...



The House Blessing for the Month



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The Vault opens only
for those who seek.