

Vecna Unleashed Easter Egg/Secret Hunt

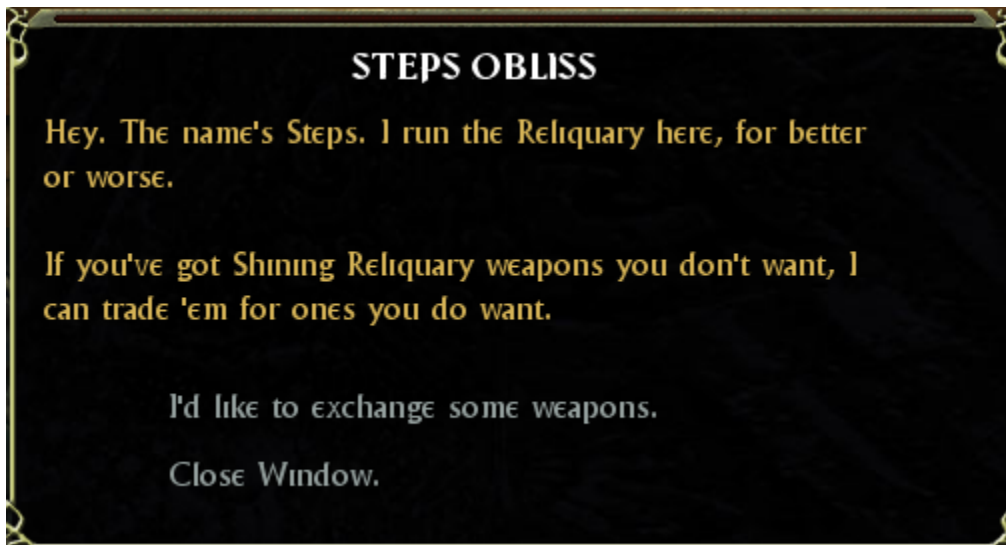
For tracking clues and information about the hidden secrets found in the Vecna Unleashed expansion.

Known steps to complete

1. Talk to Steps Obliss for 13 days. Time resets at midnight utc, aka, 8pm eastern.
2. Day 13, find a book in Turn the Page
3. Day 14, acquire special goggles from Steps Obliss
 - a. Use goggles to discover dust.
 - i. Known locations
 1. Vecna Denied - Red Dragon Optional
4. Use Dust to make Defiled Weapons

Steps Dialogue

Day 1



STEPS OBLISS

Oh hey, it's you again.

If you've got Shining Reliquary weapons you don't want, I can trade 'em for ones you do want.

I'd like to exchange some weapons.

Close Window.

Day 2

STEPS OBLISS

Hello again. You must really like trading in weapons or something.

If you've got Shining Reliquary weapons you don't want, I can trade 'em for ones you do want.

I'd like to exchange some weapons.

Close Window.

Day 3

STEPS OBLISS

You keep coming back! I'm going to start trying to guess your name. It's... Sledward? No, Stabrietta. Tormund?

Anyway, if you've got Shining Reliquary weapons you don't want, I can trade 'em for ones you do want.

Day 4

Guesses your Name

STEPS OBLISS

Okay. I asked around campus, and I think I've figured out your name. It's Tallrene, right? I AM right, aren't I?

Well, Tallrene, you know the drill: If you've got Shining Reliquary weapons you don't want, I can trade 'em for ones you do want.

You could have just asked my name, you know.

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

That... never occurred to me.

Well, for that matter, you could have told me!

Fair enough. Can I still exchange some weapons?

Close Window.

Day 5

STEPS OBLISS

Hey, it's Tallrene! How's today treatin' ya?

You know the drill: If you've got Shining Reliquary weapons you don't want, I can trade 'em for ones you do want.

Though at this point, it's startin' to feel like you're mostly coming here to talk to me!

Day 6

STEPS OBLISS

Hey, it's Yaman! Good to see ya!

Listen, you don't need me to keep repeating the other part, right? Gets boring after a while, and I know you know what I do! Let's talk about something different!

Like what?

➡ Close Window.

STEPS OBLISS

I'm an open book! Ask me anything.

What's the story behind your name?

Why are you working here?

What's your... favorite book?

I'd really just like to exchange weapons.

Close Window.

STEPS OBLISS

What's wrong with Steps Obliss?

I'd tell you it's the name my parents gave me, but we'd both know that wasn't true. Sometimes, an old name isn't working out anymore and you can't go back.

Steps is the name I've got now, and I quite like it. Steps forward and all that, you know?

Why are you working here?

What's your... favorite book?

I'd really just like to exchange weapons.

Close Window.

STEPS OBLISS

I like relics! Got a long history of findin 'em, for better or worse. These days, I'm enjoying the quiet life of managing the University's Reliquary. These weapons aren't the only thing we keep, just the only things I'm allowed to trade out.

You seem like something of a relic hunter yourself, you know.

What's the story behind your name?

What's your... favorite book?

I'd really just like to exchange weapons.

Close Window.

STEPS OBLISS

Can I pick something I haven't even read yet? There's this book I'm obsessed with finding... It divulges the kind of magic used by really despicable types to keep their truly foul objects hidden. Dark stuff. Compelling, right?

What's the story behind your name?

Why are you working here?

I'd really just like to exchange weapons.

Close Window.

STEPS OBLISS

Can I pick something I haven't even read yet? There's this book I'm obsessed with finding... It divulges the kind of magic used by really despicable types to keep their truly foul objects hidden. Dark stuff. Compelling, right?

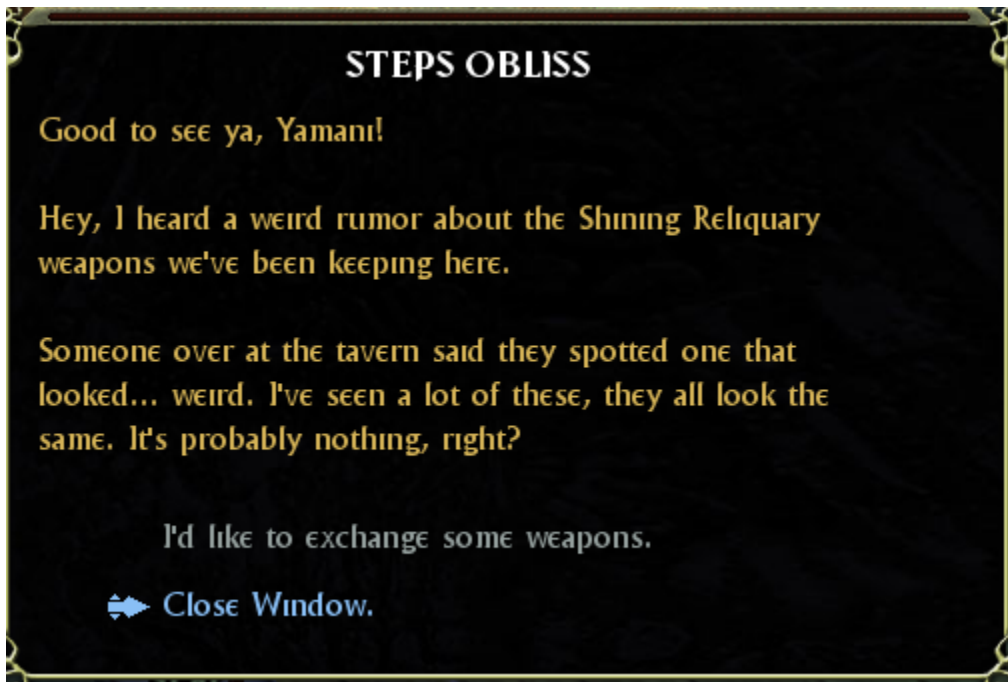
What's the story behind your name?

Why are you working here?

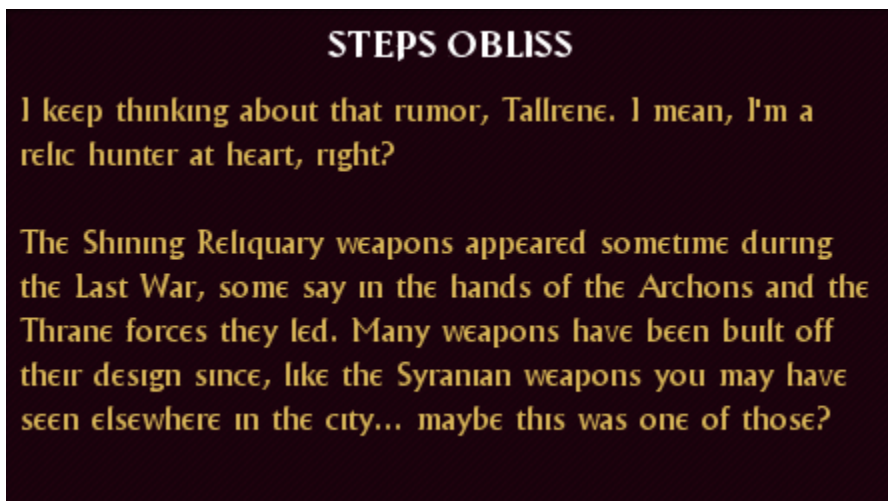
I'd really just like to exchange weapons.

Close Window.

Day 7



Day 8



Day 9

STEPS OBLISS

I'm completely sure this is something new now, Yamani. A Paladin friend of mine saw someone walking around with a Shining Reliquary weapon that looked WRONG. And said they felt some kind of weird evil comin' off of it. The owner gave them the slip.

So that's not much to go off of, but that's gotta be somethin', right? Paladin senses are rarely off.

I'd like to exchange some weapons.

➡ Close Window.

Day 10

STEPS OBLISS

Exciting news! Brick tracked down that guy with the weird weapon!

Brick's my Paladin pal. Pal-adin. You get it. They were headin' home from the Tavern again last night and spotted him slippin' into the shadows.

Anyways, this time Brick decided to shoot first and ask questions later, and nailed him.

Did they find out anything?

STEPS OBLISS

He was one of those Hidden Hand cultist creeps! They've been a headache around here lately for sure.

He didn't have the weapon on him, but Brick told me he said somethin' about "Even if you could see what was hidden, you'd never dare defile these relics!"

Gonna do some thinkin' about what he could have meant by that.

Day 11

STEPS OBLISS

I'm thinkin' about the second part of what that cultist said today. Somethin' about defiling relics.

The Shining Reliquary weapons are the only weapons in that shape I know of that're truly Relics... Do you reckon they're made from the Shining Reliquary weapons? If they are, maybe we could make them ourselves!

You want to try and make them?

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Yes! Look, I feel like you're a little like me. You're intrigued, and aren't going to let a few morals get in the way of finding something brilliant.

I've got a past. It's messy. I try to do right by people, but sometimes that means ruffling more than a few Owlbear feathers, y'know?

I feel like we could make something truly interesting here.

I'd like to exchange some weapons.

Close Window.

Alternate Day 11 Dialogue

based on divine levels and our alignment

SteelStar — Today at 11:45 AM

Thanks!

IIRC, the differences there are like...

Has Divine levels (or is Bladeforged/Sun Elf Morninglord) and is Good

Has Divine levels (or is Bladeforged/Sun Elf Morninglord) but is not Good

Has no Divine levels (/not bf/sun elf) and is Good

Has no Divine levels (/not bf/sun elf) and is not Good

STEPS OBLISS

What, because they're evil?

...Look. I get that you have more than a passing connection to the Divine, But me? I've got a past. It's messy. I try to do right by people, but sometimes that means ruffling more than a few Owlbear feathers, y'know?

I'd still love your help. Maybe we can put them to a good use.

I'd like to exchange some weapons.

Close Window.

Day 12

STEPS OBLISS

Alright, alright. Now I'm thinking about the first part of what that cultist said. "Even if you could see what was hidden" or somethin' like that. It's making me think of... somethin'. But I can't put my finger on it. It can't be as obvious as a True Seem' spell, right?

There's somethin' here. Let me stew on it for a day and get back to you.

↔ I'd like to exchange some weapons.

Close Window.

Day 13

STEPS OBLISS

I'm havin' a breakthrough here, Tallrene!

It's that book I was tryin' to tell you about way back, the one I can't seem to find! It's called "Seeing The Impossible: Behind the Dark Curtain".

I'm stuck here working behind the desk, but if you find that book I bet it'll tell us exactly what we're missing!

Where should I look for it?

STEPS OBLISS

That's the thing, I'm not sure! It's a scholarly book, but it's not a common one. I'm afraid that part's up to you now, but let me know if you find it!

Seeing the Impossible: Behind the Curtain

Found in the quest, Turn the Page. Right at the start you go around the first shelves and its in the corner. No fights required. Can just grab and recall.



Dialogue after turning in the book:

STEPS OBLISS

By the thirteen planes, Yaman! You found the book!

Can I have it? I bet I can find what the Hand's been hiding from us!

→ Give Steps the book (this will remove it from your inventory).

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Thanks!

...Oh, this looks perfect! Listen, I'm a fast read, but even I need a little time. Come on back tomorrow, and hopefully I'll have something for us to work with!

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Oh good, you're here!

I finished the book! It was incredible! And I really think this is going to help us find whatever the Hidden Hand is using to change the Shining Reliquary weapons!

I stayed up all night, but I made you something!

➡ What did you make?

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

This pair of goggles! I'm calling them... oh, what to call them...

Just a minute, naming items is really difficult...

Let's go with... Goggles of Perception!

I'm afraid that name's already taken.

I'd like to exchange some weapons.

Close Window.

555555

STEPS OBLISS

Really? Alright, can't be havin' that... let's go with...

Shadowsight! Because they let you see dark cultist things.

That's also taken.

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Dusk Lenses?

Taken as well, I'm afraid.

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Aw, COME ON!

Fine, these are called Steps' Lenses of Seem' Hidden Hand Secrets, alright? Is THAT one taken?

As far as I know, that one's free.

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Fantastic. Here's the goggles.

I'm afraid that's as far as I go for now though. I've gotta hold down the fort here, you're my best customer but not my only one. Use the goggles, see if you can figure out what to do with them.

And... let me just say, I've really liked getting to know you. Thanks.

The feeling's mutual, Steps. (Take the goggles).

(Take the goggles.)

I'd like to exchange some weapons.

Close Window.

STEPS OBLISS

Hey, Yamani! Always good to see you. Hoping you find some secrets soon with those Goggles!

Do you need another set? Or maybe to exchange some weapons?

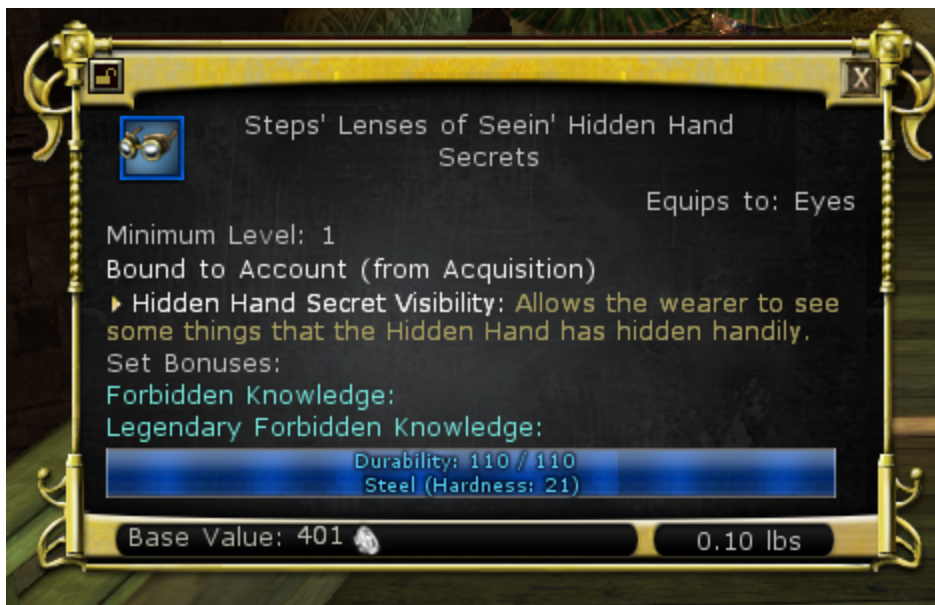
I need another set of Goggles.

I'd like to exchange some weapons.

Close Window.

Goggles

can be obtained once per day.



Steps After Showing a Defiled Weapon



S



STEPS OBLISS

No kiddin'. Well. I hope what we found serves you well in whatever adventurin' you're up to next, and whenever I get a break from this desk I'm gonna need to check that out for myself!

I can't thank you enough, Tallrene!

Be well, Steps.

Close Window.

Deflied Items

Crafting Altar only visible with goggles.



Has heroic and legendary versions of the Shining Reliquary weapons plus upgraded Goggles and Belts that are artifacts.



12 of each dust for Legendary
6 of each dust for the Heroic

 **DDO_Steelstar:** (I will tell you that the taint-of-evil removing recipe works on weapons - And not on the Artifacts. Might be able to swing that for the future.)



Desolation Spectacles
Minor Artifact (XP: 0)

Equips to: Eyes

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ **Quality Intelligence +3:** Passive: +3 Quality bonus to Intelligence
- ▶ **Quality Potency +28:** Passive: +28 Quality Bonus to each individual Spell Power. (Universal Spell Power is a different statistic.)
- ▶ **Insightful Spell Lore V:** Passive: All of your spells gain a +5% Insight Bonus to their chance to Critical Hit.
- ▶ **Utter Disintegration Guard:** This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

The knowledge of Morgrave's library, defiled to a new purpose; what you can see through them is power, and how to get it.

Base Value: 1

0.10 lbs



Eyes of Defilement
Minor Artifact (XP: 0)

Equips to: Eyes

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ **Quality Wisdom +3:** Passive: +3 Quality bonus to Wisdom
- ▶ **Quality Potency +28:** Passive: +28 Quality Bonus to each individual Spell Power. (Universal Spell Power is a different statistic.)
- ▶ **Insightful Spell Lore V:** Passive: All of your spells gain a +5% Insight Bonus to their chance to Critical Hit.
- ▶ **Utter Disintegration Guard:** This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

Absolute truth pales in comparison to making the impossible a reality. You can see that now.

Base Value: 1

0.10 lbs



Misery Monocle
Minor Artifact (XP: 0)

Equips to: Eyes

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ Quality Charisma +3: Passive: +3 Quality bonus to Charisma
- ▶ Quality Potency +28: Passive: +28 Quality Bonus to each individual Spell Power. (Universal Spell Power is a different statistic.)
- ▶ Insightful Spell Lore V: Passive: All of your spells gain a +5% Insight Bonus to their chance to Critical Hit.
- ▶ Utter Disintegration Guard: This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ Taint of Evil: Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

You've seen what lies at the hearts of those who oppose you; now you see how to break them.

Base Value: 1

0.10 lbs



Beltstrap of Forbidden Tomes
Minor Artifact (XP: 0)

Equips to: Waist

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ **Quality Dexterity +3:** **Passive:** +3 Quality bonus to Dexterity
- ▶ **Insightful Doubleshot +5%:** +5% Insightful bonus to Doubleshot chance.
- ▶ **Cannith Combat Infusion:** Your ranged and melee attacks have a chance to cause this item to inject a Cannith Combat Infusion into your bloodstream. For the next ten seconds, this will grant a +4 Alchemical bonus to Strength, Constitution and Dexterity, as well as a 5% Alchemical bonus to your chance to doublestrike and a +2 Alchemical bonus to Armor Class.
- ▶ **Utter Disintegration Guard:** This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

Were the covers of the books that make up the strap truly too worn? Or were they simply books too wrecked for the weak to weather?

Base Value: 1

0.10 lbs



Buckle of Assimilation

Minor Artifact (XP: 0)

Equips to: Waist

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ **Quality Strength +3:** Passive: +3 Quality bonus to Strength
- ▶ **Insightful Doublestrike +8%:** +8% Insight bonus to Doublestrike chance.
- ▶ **Cannith Combat Infusion:** Your ranged and melee attacks have a chance to cause this item to inject a Cannith Combat Infusion into your bloodstream. For the next ten seconds, this will grant a +4 Alchemical bonus to Strength, Constitution and Dexterity, as well as a 5% Alchemical bonus to your chance to doublestrike and a +2 Alchemical bonus to Armor Class.
- ▶ **Utter Disintegration Guard:** This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

What good is transformational power if it isn't used to create the world you want?

Base Value: 1

0.10 lbs



Blade-Barbed Bandolier
Minor Artifact (XP: 0)

Equips to: Waist

Ingredient Type: Defiled Reliquary Artifact

Binds to Character on Acquire

- ▶ **Quality Constitution +3:** Passive: +3 Quality bonus to Constitution
- ▶ **Vitality +52:** +52 Vitality bonus to Hit Points.
- ▶ **Quality Physical Sheltering +9:** Passive: +9 Quality bonus to Physical Resistance Rating
- ▶ **Utter Disintegration Guard:** This item has a dark, insidious power deep within. Occasionally, this power lashes out violently at enemies that strike you and attempts to disintegrate them. This disintegrate is incredibly powerful, and will utterly destroy weaker foes.
- ▶ **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Green Augment Slot: Empty

Yellow Augment Slot: Empty

Blue Augment Slot: Empty

Set Bonuses:

Legendary Forbidden Knowledge:

- 3 Pieces Equipped:
+30 Profane Bonus to Physical Resistance Rating
- 4 Pieces Equipped:
+3 Profane Bonus to all Ability Scores
+4 Profane Bonus to Attack and Damage
- 5 Pieces Equipped:
+15 Profane Bonus to Melee and Ranged Power
+25 Profane Bonus to Universal Spell Power
+3 Profane Bonus to Spell DCs

Durability: 100 / 100
Steel (Hardness: 20)

Pain and suffering. All must feel it, yours will be used to control it all.

Base Value: 1

0.10 lbs

Has all versions of the Reliquary Weapons



Legendary Defiled Reliquary Longbow

Long Bow

Accepts Sentience

Equips to: Main Hand

Ingredient Type: Defiled Reliquary Weapon

Martial Weapon Proficiency

Binds to Account on Acquire

Base Damage Rating: **101.40**

Damage: $5[1d8+2] + 15$ Pierce, Evil, Magic

Critical Roll: (10%) 19-20 / x3

Attack Mod: DEX (+37)

Damage Mod: DEX (+37)

► **+15 Enhancement Bonus:** Weapons and Shields: +15 Enhancement Bonus to Attack and Damage rolls. Armor and Shields: +15 enhancement bonus to Armor Class.

► **Improved Destruction:** On Hit: Your target gains a stack of Armor Destruction. (-1 penalty to Armor Class, -1% of its Fortification. 20 Second Duration. Stacks up to 15 times.) This effect may trigger once every second.

► **Unholy 6:** This weapon is used by the wicked to smite the pure, dealing an additional 6d6 evil damage on each hit. This effect makes the weapon evil aligned.

► **Evil Blast 6:** This weapon is a sinister implement of evil deeds, dealing 6d6 Evil damage on a successful hit, and an additional 6d6 Evil damage on a critical hit. This effect makes the weapon evil aligned.

Good characters wielding this weapon will suffer one negative level.

► **Legendary Vile Grip of the Hidden Hand:** Attacks and offensive spells have a small chance to deal massive evil damage.

► **Taint of Evil:** Good aligned characters equipping this item suffer a temporary negative level until the item is removed.

Augments:

Orange Augment Slot: Empty

Purple Augment Slot: Empty

Durability: 80 / 80
Adamantine (Hardness: 10)

The shine of this weapon is gone; there is now only malice within it.

Base Value: 7 5

3 lbs



Defiled Reliquary Longbow
Long Bow

Equips to: Main Hand

Ingredient Type: Defiled Reliquary Weapon

Martial Weapon Proficiency

Binds to Account on Acquire

Base Damage Rating: **58.20**

Damage: 1.50[1d8] + 5 Pierce, Evil, Magic

Critical Roll: (10%) 19-20 / x3

Attack Mod: DEX (+37)

Damage Mod: DEX (+37)

► **+5 Enhancement Bonus:** This item has been magically enhanced. Armor with this quality gains a +5 enhancement bonus to AC. Weapons with this quality gain a +5 enhancement bonus to attack and damage.

► **Improved Destruction:** On Hit: Your target gains a stack of Armor Destruction. (-1 penalty to Armor Class, -1% of its Fortification. 20 Second Duration. Stacks up to 15 times.) This effect may trigger once every second.

► **Unholy 4:** This weapon is used by the wicked to smite the pure, dealing an additional 4d6 evil damage on each hit. This effect makes the weapon evil aligned.

► **Evil Blast 4:** This weapon is a sinister implement of evil deeds, dealing 4d6 Evil damage on a successful hit, and an additional 4d6 Evil damage on a critical hit. This effect makes the weapon evil aligned.

Good characters wielding this weapon will suffer one negative level.

► **Vile Grip of the Hidden Hand:** Attacks and offensive spells have a small chance to deal massive evil damage.

Augments:

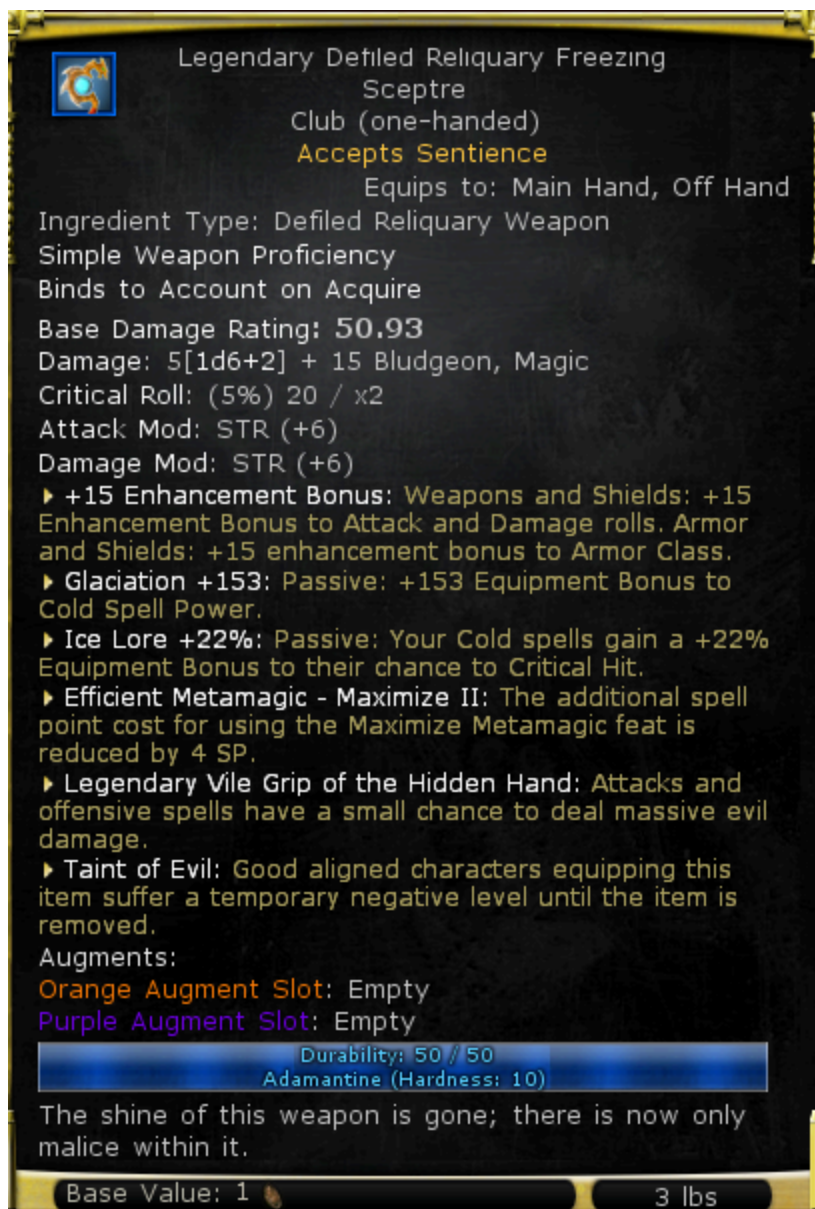
Red Augment Slot: Empty

Durability: 80 / 80
Adamantine (Hardness: 10)

The shine of this weapon is gone; there is now only malice within it.

Base Value: 7 5

3 lbs



Dust Location

Vecna Denied

- Red Dragon Optional



The Hand in the Eyes

- Near the end before the beholder fight.



Taken in Hand



The Evil We Know



Raid

Dialogue

Main quest

(Dungeon Master): It's the night before a ceremony honoring your defense of Morgrave. But the Dean has summoned you to the celebration location early to discuss a troubling development.

(Dungeon Master): You've arrived at Morgrave the night before the ceremony, summoned by Dean Stormleaf's urgent message. You doubt this is about the seating arrangements.

(Dungeon Master): It looks like the preparations for the grand event are underway. Yet the servants stand idle, clearly nervous. An ominous hush blankets the night.

(Dungeon Master): The Dean stands on the podium, gazing at a strange light that flickers at the edge of the platform. It looks like the air itself has been torn, as if it were a piece of paper.

(NPC): Capri Stormleaf d'Phiarlan to Thexsoloist, 'Thank you for coming on such short notice, but there's been a disturbing development. While preparing for your ceremony, we found a... tear, for lack of a better word, at the end of the platform. It appeared an hour ago.

I've asked Flamewind to investigate. She agreed - which itself indicates this thing is significant. After all, that Sphinx couldn't be bothered to leave the library for the Great War.'

(NPC): Thexsoloist to Capri Stormleaf d'Phiarlan, 'Anything else you can tell me?'

(NPC): Capri Stormleaf d'Phiarlan tells you, 'I'm afraid not. You probably know better than I - this is probably related to your recent adventures.

... Hold on! Flamewind is asking to make contact. The old Sphinx likes to use telepathic communication, but due to an earlier misunderstanding she only does so with express permission.

Do you give permission?

(Dungeon Master): A calm voice projects itself into your minds. "It is I, Flamewind. I cannot leave the library. But I will observe and advise you in the struggle ahead."

(Dungeon Master): "It seems that this part of Morgrave is becoming coterminous with ... some plane I cannot yet identify. Fascinating. Please approach the Tear. What will be, will be - but haste may help you."

(Dungeon Master): As you approach the tear in space, a chill envelops you. A dark presence looms.

(Dungeon Master): The ethereal form of Vecna towers over you. "Early to your own party? And here I was hoping to surprise you. No matter. Let us commence with the ... festivities.

(Dungeon Master): The tear in space begins to widen. It's a portal, a kind you've never seen before. You feel a blast of heat as something very large steps through. Something ... familiar.

(Say): Capri Stormleaf d'Phiarlan says, 'By the Host - that's a Balor!'

Dungeon Master): The Balor's voice booms, "I return to finish what I started. This realm will burn!"

(Dungeon Master): Vecna purrs, "Yes. And this thrice-cursed University will provide the kindling. I've enchanted your blade to allow it to cut a wider path for your army. Begin your conquest. And let no one stand in your way!"

(Dungeon Master): The Balor needs little convincing. The battle is joined!

Dungeon Master): "Fly, you fools! You cannot win!"

Dungeon Master): As these strange, bird-like Demons chant and dance, your body clenches in pain. These creatures seem to be able to inflict great harm at a great distance.

(Dungeon Master): "I have not known defeat for thousands of years! You will be no different than the last fools to oppose me."

(Dungeon Master): The Balor teleports - but is still close by. You can hear its guttural chant as more rifts begin to form.

(Dungeon Master): The Sphinx makes contact again: "You must keep close to the Balor. Keep pressure on him to prevent him from opening more rifts. As for the Demon's fire ..."

(Dungeon Master): "I will summon spheres of Risia ice. Get close, strike them and they will quench your flames. Pace yourself. I can only create them so fast."

(Dungeon Master): "I grow impatient, Demon. Why is this taking so long? Were the reports of your battlefield skills exaggerated?"

(Dungeon Master): The Balor snarls, "Watch your tongue, godling. I will crush them in my own time."

(Dungeon Master): The Balor calls for reinforcements, and his request is answered with more Demons.

(Dungeon Master): The reckless Dretches glow with barely contained Demon fire. They look quite ... explosive.

(Dungeon Master): The Balor falls back to the first portal to make its final stand. "Aid me, Vecna, and I will serve you for centuries more! I swear it!"

(Dungeon Master): Vecna chuckles. "Oh, I have something much more immediate in mind for you, General." With a gesture, the rifts fade from this reality.

(Dungeon Master): "Traitor!" screams the Balor. Cracks in its skin form, venting the heat of its barely-contained fury.

(Dungeon Master): Flamewind touches your mind again. "Heroes! A Balor's body is a cage for the uncontrolled maelstrom of its rage. This Fiend is about to explode. It will cause great destruction!"

(Dungeon Master): The building shakes as furious Demon fire releases below you. But the foundations of Morgrave's tower hold true. You stand unscathed, gazing upon the intact airships across the span which you just saved.

(Dungeon Master): Vecna hisses in disgust as he fades. "Savor your victory while you can, worms. In time, all will be mine. You can only postpone the inevitable!"

Death

(Dungeon Master): "They told you to fly. But you didn't fly, did you? Now you get an eternity to think about it."

(Dungeon Master): "Yes, yes! Fall to your death. Finally, you see things from my point of view."

(Dungeon Master): Vecna says, "Oh, no no no. You get to watch. With me."

(Dungeon Master): "Why don't you stick around, and keep an eye on things?"

(Dungeon Master): "But wait! This is my favorite part. The one where you die."

(Dungeon Master): "Dearly departed, where do you think you were going?"

(Dungeon Master): "The first step on the path of undeath is accepting your fate, and ceasing this squirrely squeamish squirming."

Other

Prestart:

Flamewind

(Say): Flamewind says, 'Such vicarious stories, so little time. Here comes the end, on wings of brass.'

Professor in library

(Say): Professor says, 'Shh. This is the library. Your ceremony is upstairs.'

Student

(Say): Student says, 'Does anyone know what IT is yet?'

(Say): Student says, 'The Dean's concerned. Whatever it is, it can't be good.'

(Say): Graduate says, 'If this turns out to be a prank, heads will roll! Metaphorically speaking, of course.'

(Say): Assistant Professor says, 'Simply fascinating! I wish the Dean would let me get closer.'

(Say): Freshman says, 'Horses are nice, but they can't teach me how to do THIS.'

(Say): Parent says, 'Maybe your mother was right. We should have sent you to school in Valenar.'

(Say): Caterer says, 'The main course will be here later.'

(Say): Caterer says, 'Do you know what's going on? We're never going to be ready for tomorrow at this rate.'

(Say): Janitor says, 'Just waiting till they send me home, or tell me to start working again. All the same to me!'

Professor at ceremony

(Say): Professor says, 'With all this Codex business, I fear the worst.'

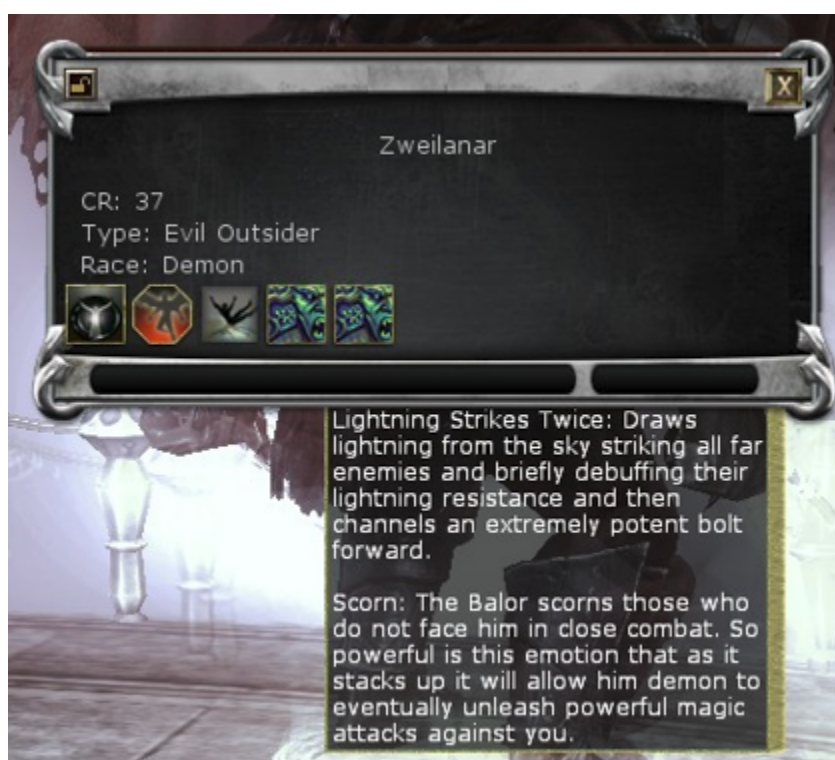
Balor Attacks

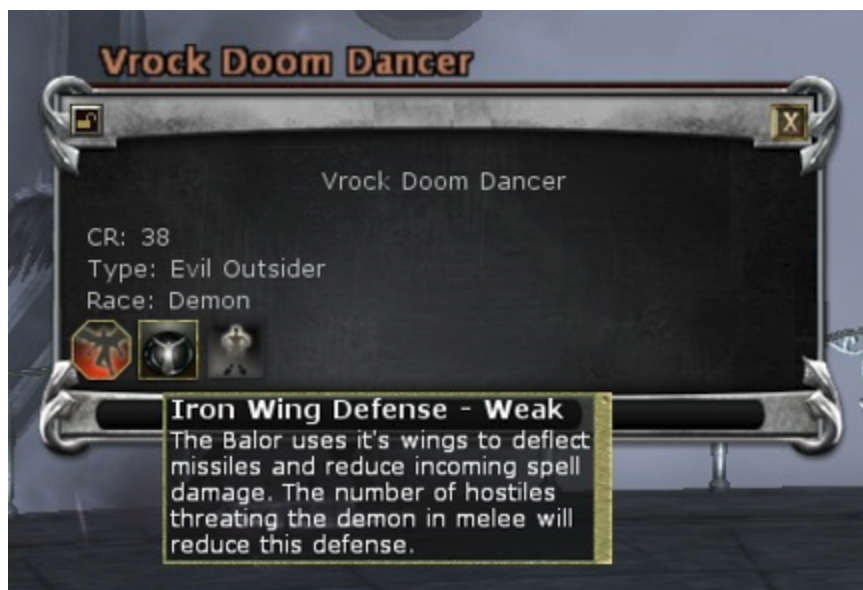
(Dungeon Master): "This realm will burn!"

(Dungeon Master): "Bah! Pathetic insects!"

(Dungeon Master): The Balor falls back to the first portal to make its final stand. "Aid me, Vecna, and I will serve you for centuries more! I swear it!"

Effects





Easter Eggs

Turn the Page - Draconic Text

With Vecna Unleashed quests being previewed, we noticed some writings on the various chalkboards in Turn the Page.

What we see is the lokharic script for the Draconic Language.

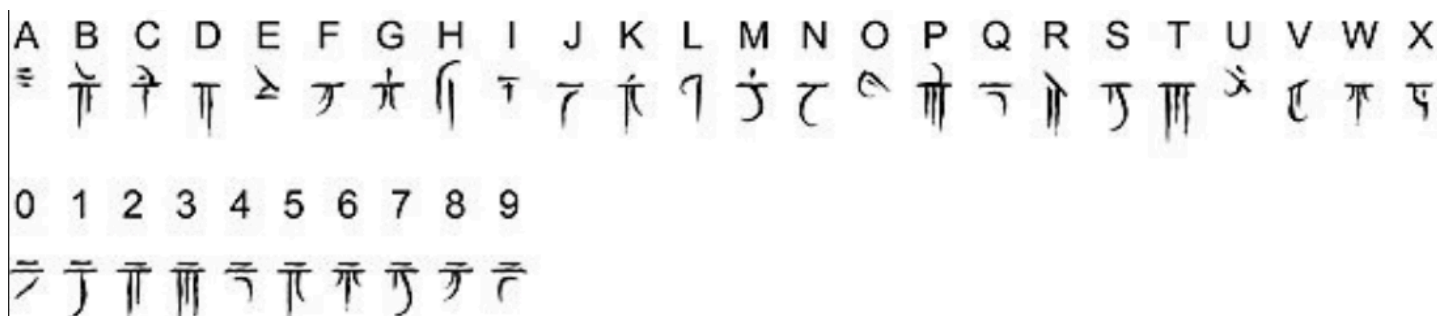
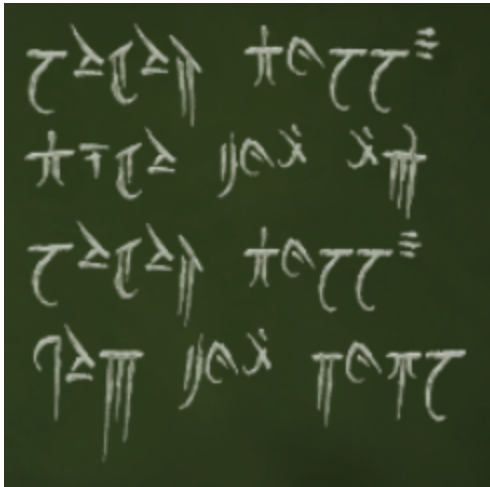
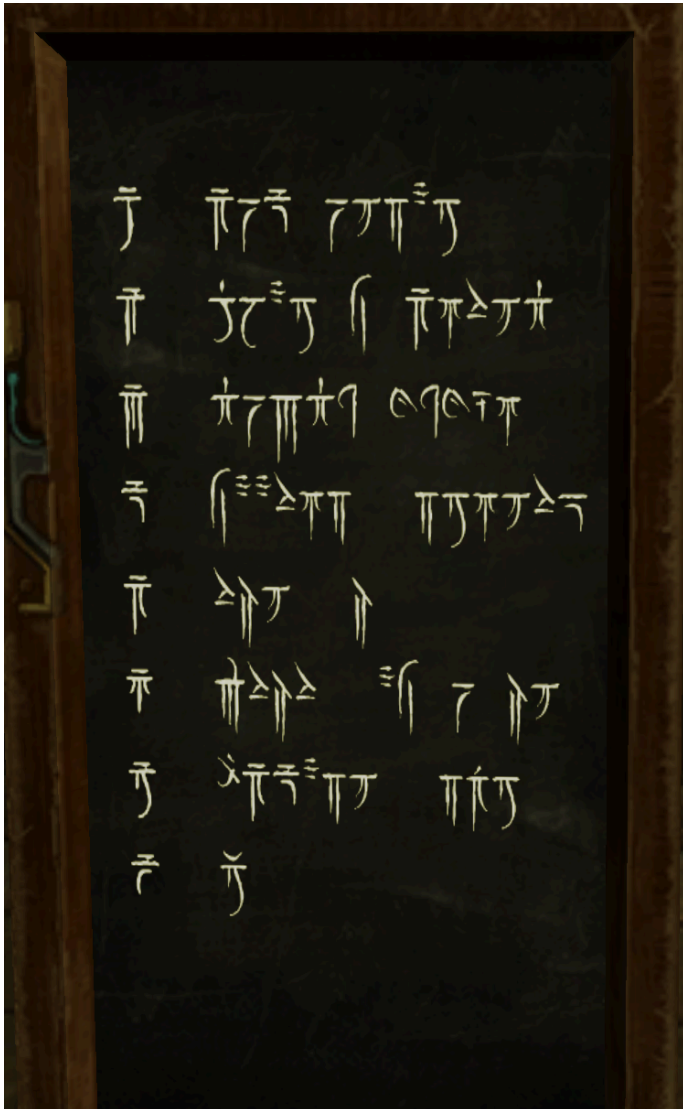


Image	Translation
	Draconic

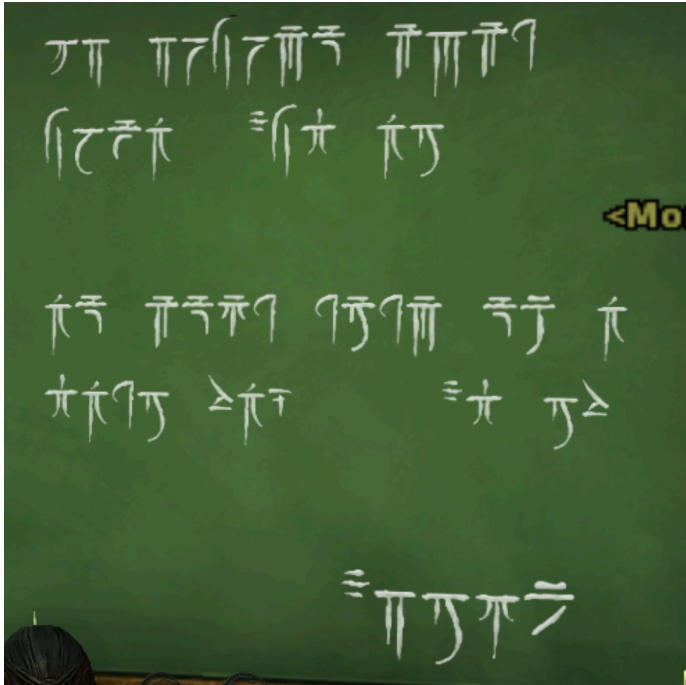
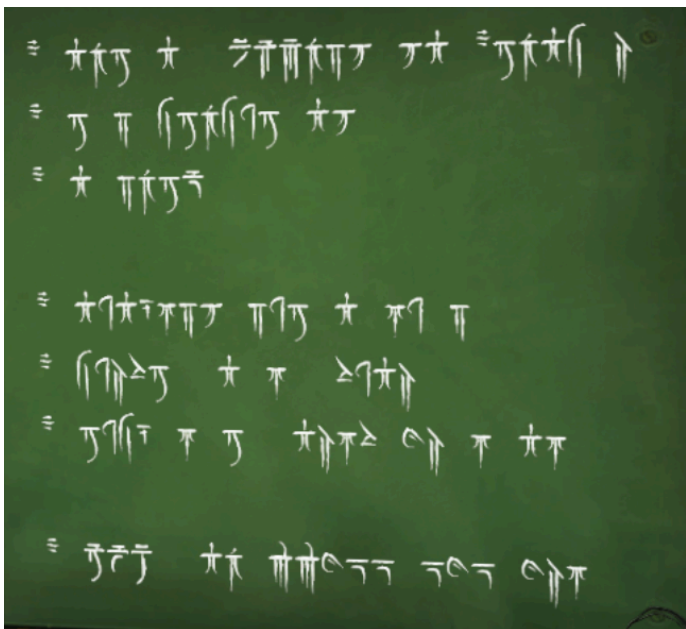


[Never gonna
give you up
Never gonna
let you down](#)

*Devs rick rolled us... a rick roll in 2023! Imao



1 5J4 JQDAS
2 MNAS H 56EFG
3 GHTGL OLOIW
4 HAAEWD DSWFEQ
5 ERF R
6 PERE AH J RF
7 U54ADF DHS
9 Z

	FD DJHH34 2T2L HN9K AHG KS K4 246L L7L3 41 K GKLS EKI AG SE ADSW0
	A GKS G 023KDF FG ASKGH R A S D HSKHLS GF A G DKS4 A GLGIWDF DLS G WL D A HLRES G W ELGR A SLHI W S GRWE OR W GW A 741 GK PPOQQ QOQ ORW

While the first two are great and the rick roll was hilarious... the other 3 so far seem to be complete gibberish.

Attempts to decode them aren't going well at the moment. (which a rick roll being a part of it could mean that we aren't supposed to).

Issues:

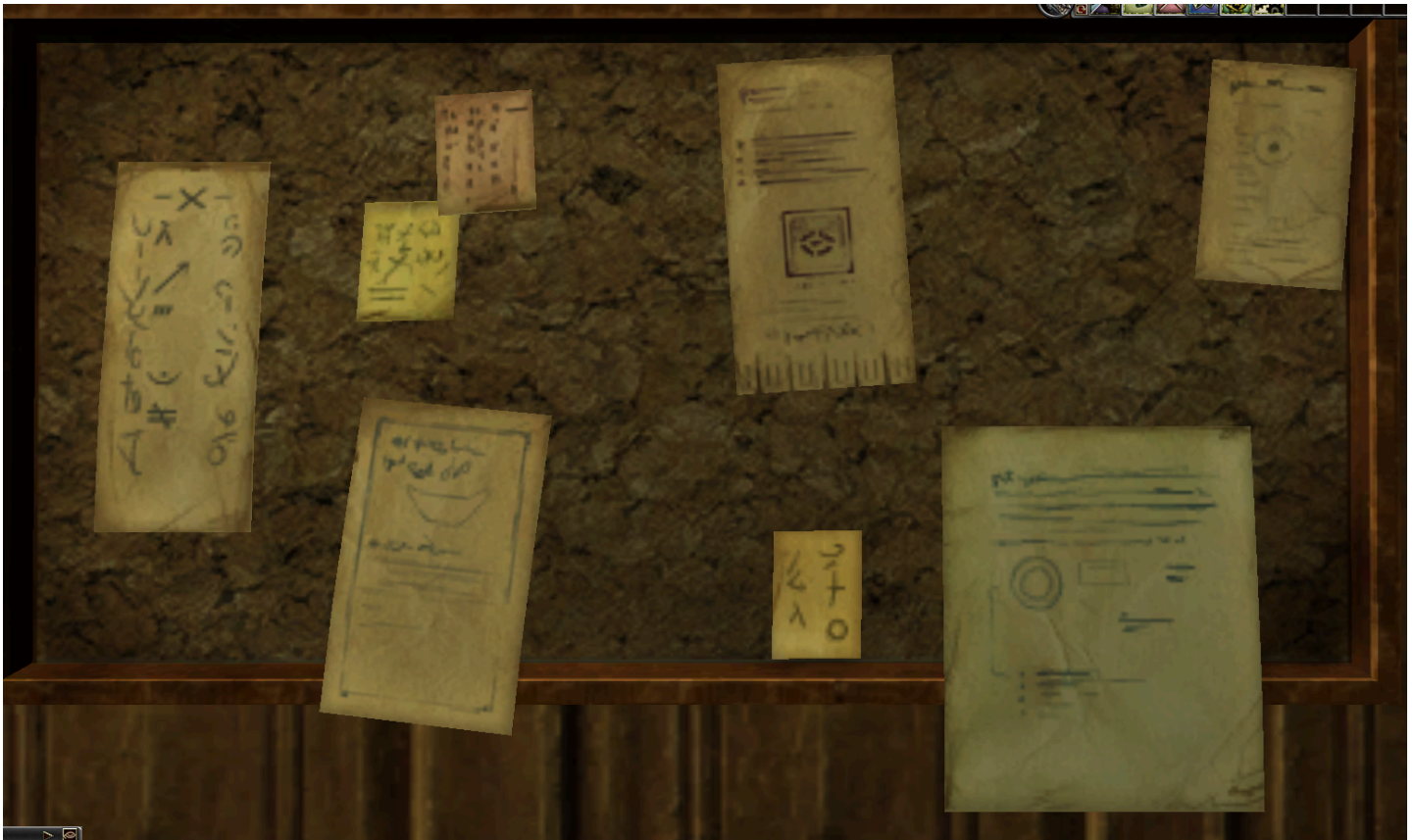
- There are several letters representing single letter words. (so they could actually be numbers?)
- The mixing of letters and numbers eliminates all common ciphers that detection software can detect.

Possible solutions

- A progressive aristocratic cipher. In simpler terms. That a character won't always decode to the same output character. G won't always mean T, but could sometimes mean Z. If that's possible, we need some sort of key and more direction.
- We're using the wrong set of symbols to translate. Seems unlikely, but would love to find an official draconic symbols chart just in case the letters we did translate successfully just happened to be correct.
- Its preview content so this may be deliberate to make sure we don't figure out anything too early. Which... fair.
- Something else. Barely scratched the surface.

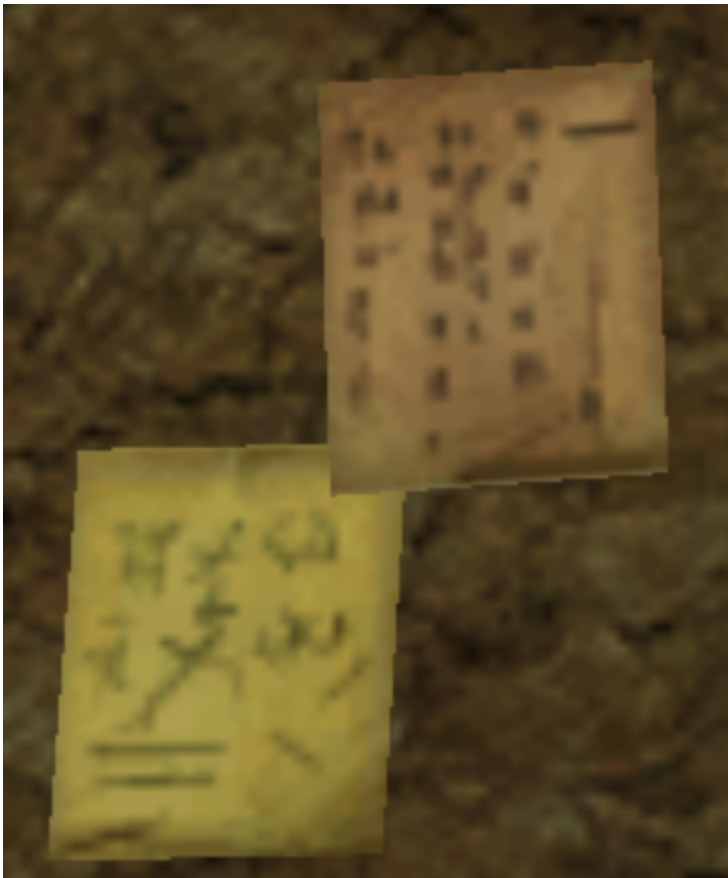
Bulletin Board

Still seeking to identify these symbols



Handwritten text in a cursive script, possibly a signature or a short note, written on a piece of aged, yellowed paper.

Handwritten text in a cursive script, possibly a signature or a short note, written on a piece of aged, yellowed paper. The text is oriented vertically and includes a small mark resembling a cross or 'X' at the top.



Other Decorations

Still seeking to identify these symbols



ገጽ ስምጽጽ ስምጽጽ
ስምጽጽ ስምጽጽ

ስምጽጽ ስምጽጽ ስምጽጽ ስምጽጽ
ስምጽጽ ስምጽጽ ስምጽጽ

ስምጽጽ

ስምጽጽ ስምጽጽ

ስምጽጽ ስምጽጽ

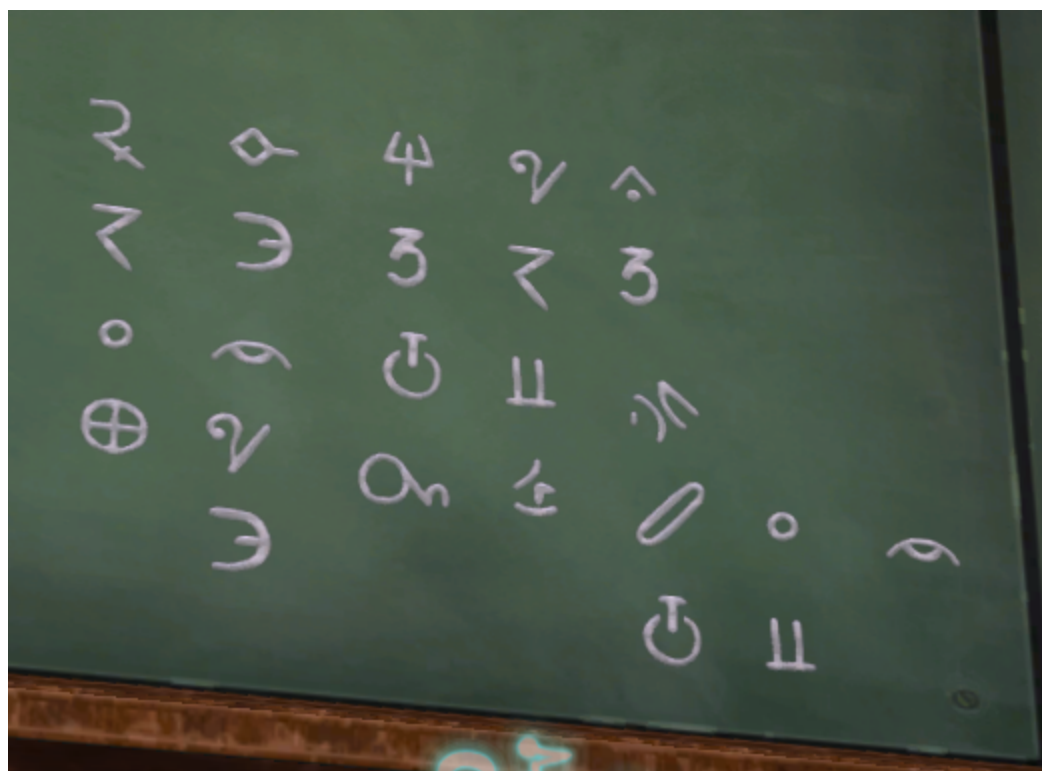
ስምጽጽ

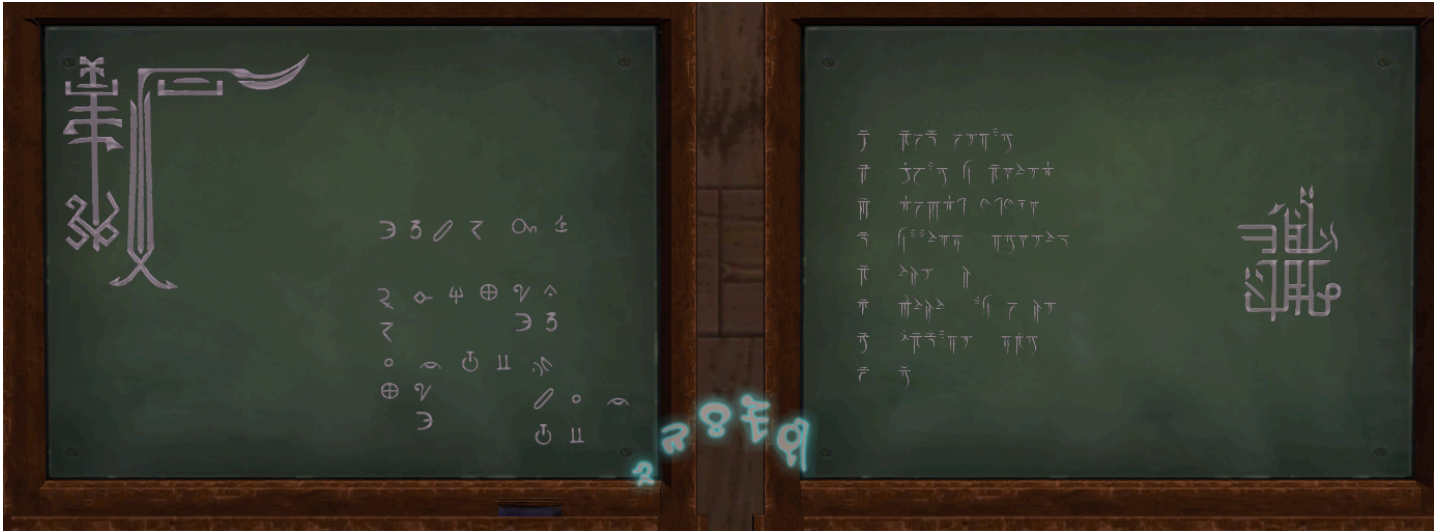
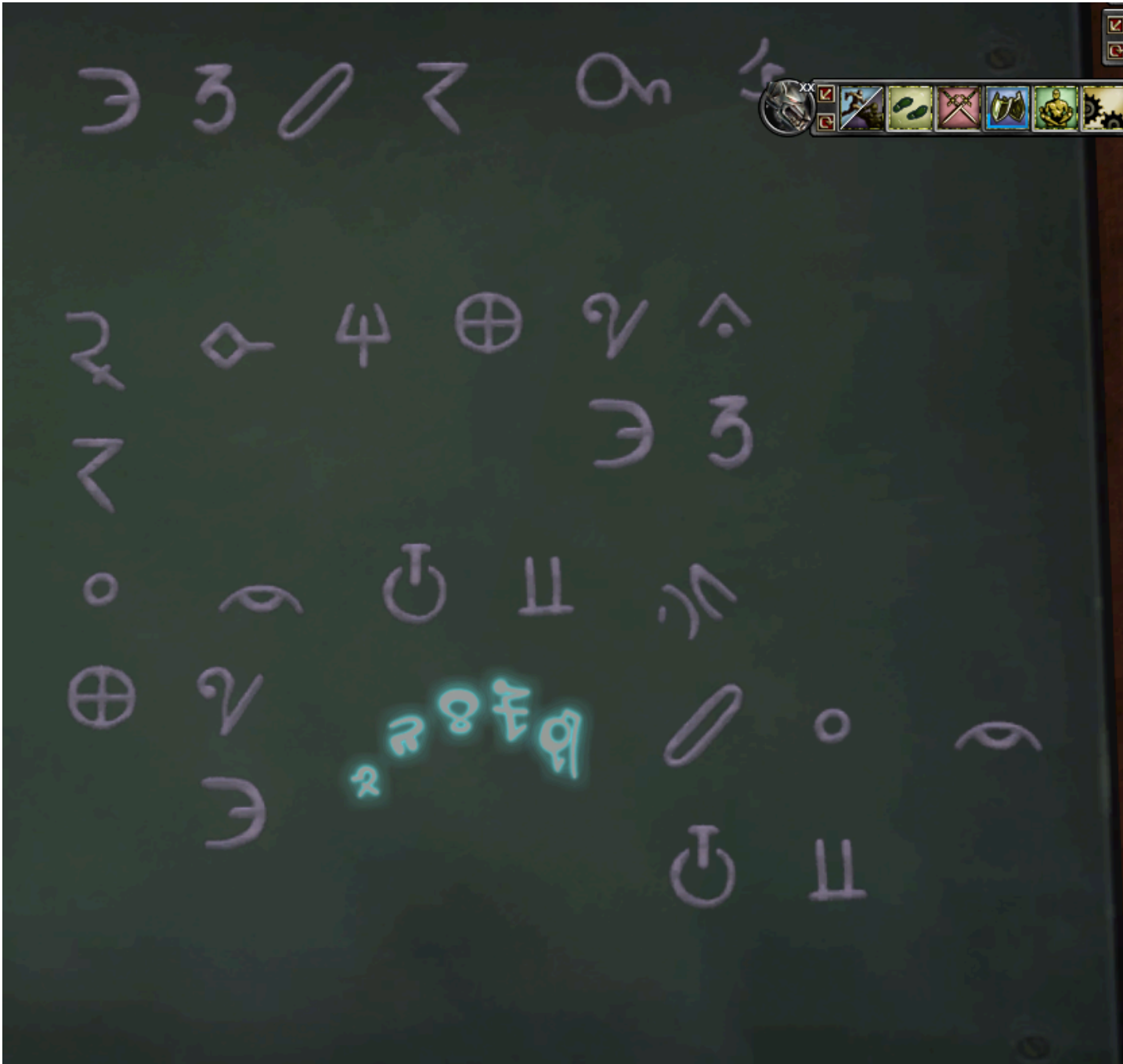
ስምጽጽ ስምጽጽ

ስምጽጽ ስምጽጽ

聖賢の道

二 礼 儀



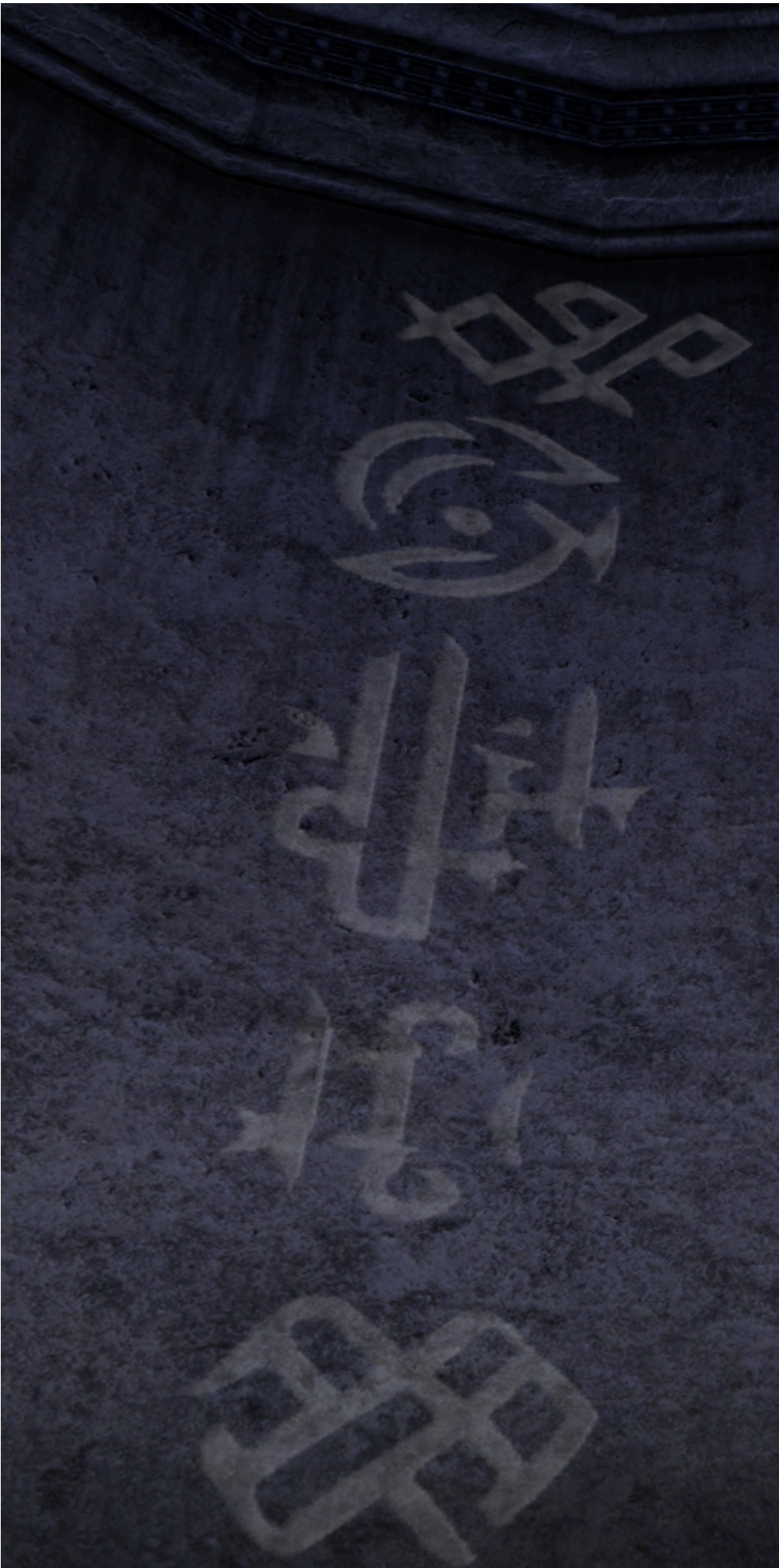


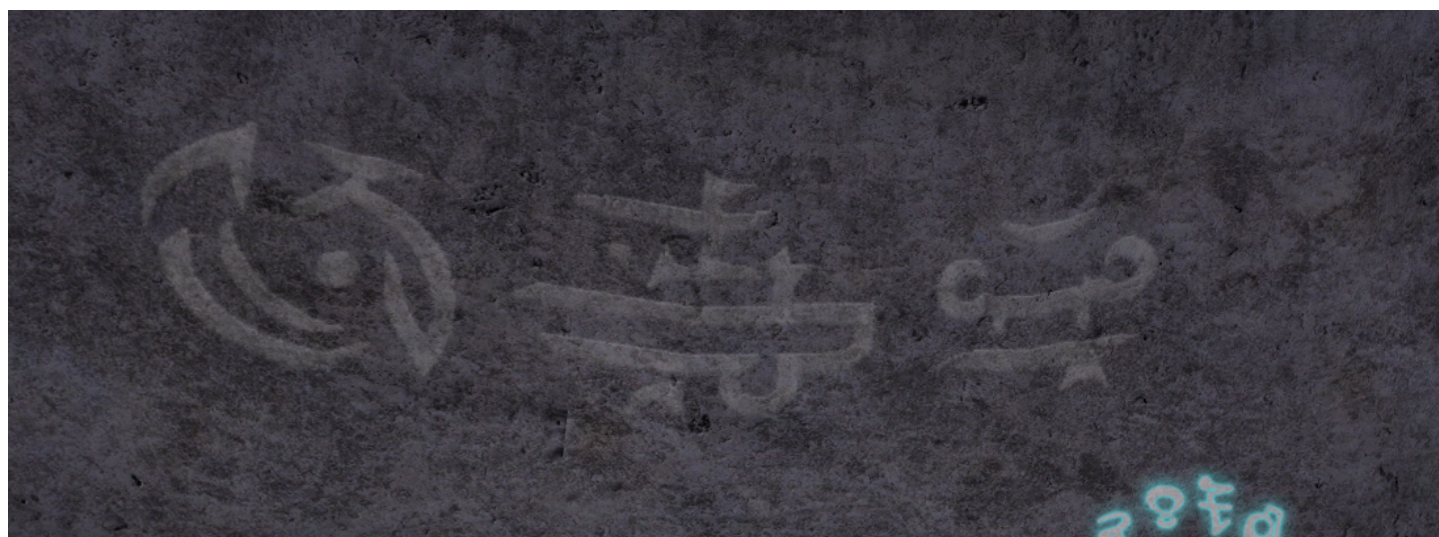
ABANDONED MESSAGE

L -> R

3 1 2 4

➡ Close Window.

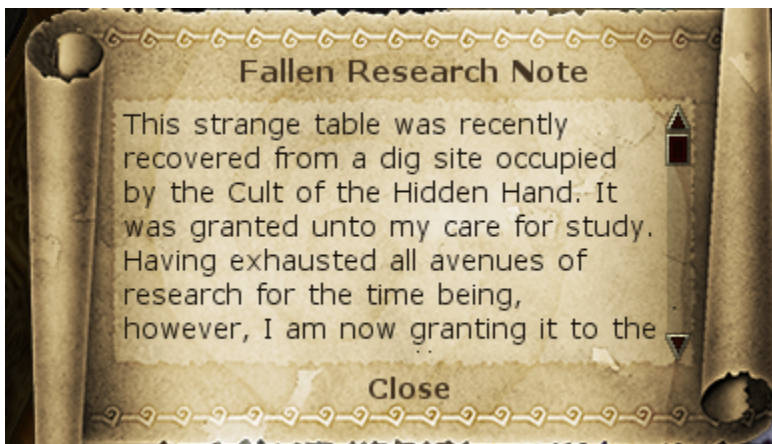








Fallen Research Note



Fallen Research Note

Morgrave University library.

It appears to react strongly to the Esoteric Relics that our team has been finding of late, but everything else it requires is a mystery to me.

Close

Fallen Research Note

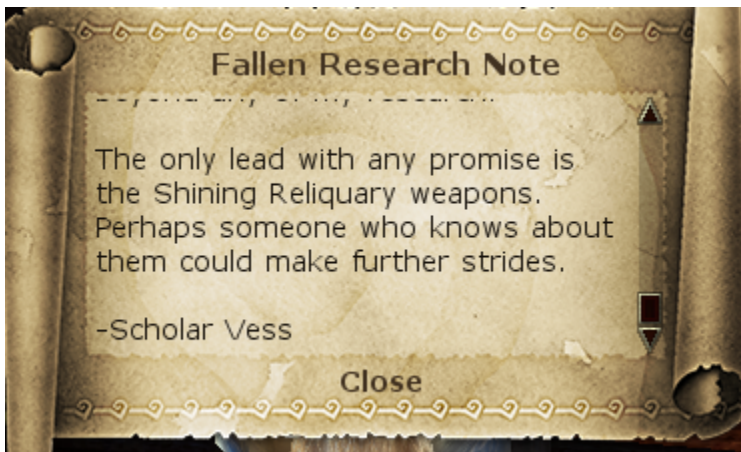
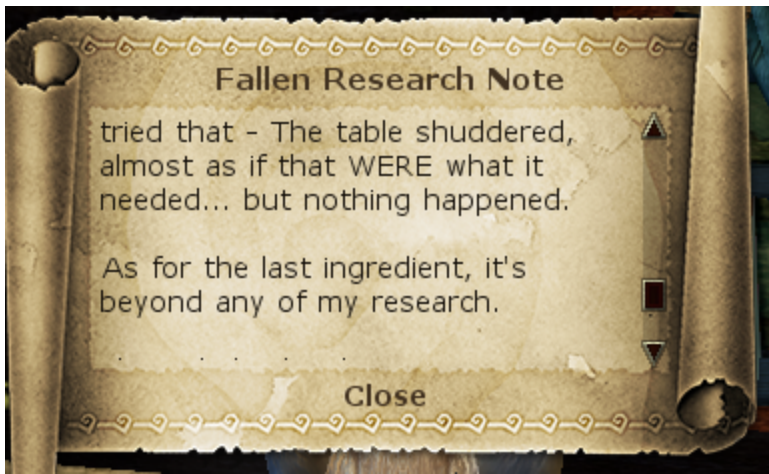
There appear to be small chambers on it for some ritual involving a powder or dust, but nothing in my stocks worked. Frankly, the residue on it is unlike any I've ever seen. Perhaps it's something the Hidden Hand made themselves?

Close

Fallen Research Note

Then there's the recess in the top of the table itself. My current theory, based on the placement of scratches, is that a weapon is meant to be here. I carry a Shining Reliquary dagger on my person (for reasons of safety, of course) and

Close



Old Legacy INFO

Old information that is no longer relevant.

FAQ

Do I expect to find a secret as big as the alt ending to Skeletons in the Closet?

No. At least not yet. We're only previewing content and the Dark Secret puzzle wasn't even meant to be found until after the raid was implemented.

Do I think there will be one?

Yes. Well, I think there will be something super cool to find from the expansion. Basically since Feywild, each expansion has had some extra cool thing involving some sort of secret loot that was hidden from all previews. As well as the methods of finding them. And honestly they're a pretty big highlight for the community and the last one being as epic as it is... I'd be surprised if there wasn't something to discover.

So why bother looking now?

For fun. While I'm not expecting to find a big one, the little details are interesting too. Who knows, maybe they'll play a bigger part in the puzzles ahead.

