



Scenario Goals

The scenario may be complete only at the end of the same round when one of the five episodes is overcome. At the end of that round, you may read **177.5**. Or if all five episodes have been overcome, read **188.3**.

Introduction

The peculiar invitation was too interesting to pass up. Clearly, the only way to resolve the mystery of the letter from this “Ventillion” is to see it through and search for the fanciful estate.

At the apron of the Whitefire Woods, you follow the map’s instructions to the letter: await the fading sun, square yourself to the four cited landmarks, and then look for the shadows of the nearby peaks to converge on a supposed path through the foothills. You enter the brush, first seeing nothing other than the dead bracken you’d expect this time of year.

But then, something peculiar! It is well camouflaged by untold years of fallen branches and detritus, but a man-made path is undeniable—bricks laid out in a beckoning order, winding and twisting into the mountains. It takes many hours of hard-fought traipsing, requiring an even mix of hurdling, crawling, and the occasional axework, but the energy is not hard to find because you know you’re onto something.

In the fading light, you find yourselves at a plateau. The brick path opens into a wide, crescent-shaped courtyard on surprisingly level ground. The floor is a colored stone mosaic in the style of the Southern Kingdoms. At the center of this crescent is a towering marble block with an inset door made of bronze. It features a golden knocker shaped as the letter V. You dust yourself off, shake out the cold, and rap the knocker.

From a brass pipe just above the door echoes a tinny voice: “Welcome, my friends! I knew you’d come. I’ve waited so very long for you. My apologies that I can’t

meet you directly, but please see yourself in and the festivities will begin. I shan’t be long. Oh, and do bring your weapons.”

With that, the bronze portal unlocks and swivels open. A well-cut marble stairway leads down into the darkness. You enter, unwilling to turn back after coming so far. The air is musty and dank. Nobody has been through here in a long, long time.

Magical lamps blaze to life and you find yourself in a grand chamber with vaulted ceilings. It’s expertly hewn out of rock and bedecked with ornate fixtures, grand mosaic tiles, and sprawling crimson velvet drapery along the walls. A servant’s bell hangs from a velvet rope in the center of the room.

Special Rules

Door **1** is locked.

Throughout the scenario, there will be five episodes. Whenever any episode is overcome, you may choose to complete the scenario at the end of that round. If you do not, the scenario continues as normal and cannot be completed again until another episode is overcome.

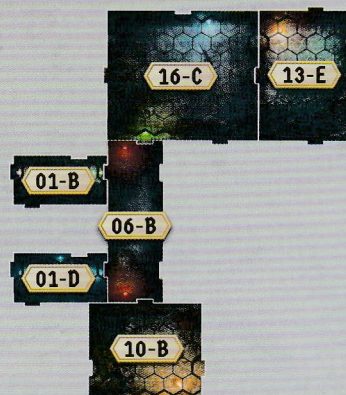
If all five episodes are not overcome, whether the scenario is completed or lost, it can be attempted again after returning to Frosthaven.



Section Links

The first time any character enters **a**, read **168.4**.

Map Layout



Loot

- x10
- x3
- x3
- x1
- x1
- x1
- x1

Scenario Key

- Flaming Bladespinner
- Living Bones
- Living Doom
- Living Spirit
- Robotic Boltshooter
- Ruined Machine
- Steel Automaton
- Dungeon Door **3**
- Metal Corridor **2**
- Bookshelf **2**
- Metal Cabinet **2**
- Sarcophagus **2**