



the Wedding Itinerary table) and makes sure everyone understands that they are not free to wander the enclave at will.

If asked about the construct, Rizwin calls it the slaughterstone eviscerator, and explains that it's there to protect Horn Enclave. "Moradin help anyone who crosses us," she says, laughing. The construct can be activated by Ironbeard or Rizwin, or by anyone who accesses the control panel in its belly and succeeds on a DC 20 Dexterity check using thieves' tools. If the check fails by 5 or more, the construct animates and attacks.

The slaughterstone eviscerator is a deadly wild card, which might serve as a frightening distraction or be woven into the characters' outrageous plans. It uses the stat block of a **stone golem**, but its slam attack is a blade attack that deals slashing damage.

When all other business is done, Rizwin addresses the wedding party one last time.

"Your vault awaits, ready for the gifts each family has brought for the wedding. As instructed, we will safeguard these gifts until Gwendolyn and Tannus are ready to receive them. For today only, keys will be given to Thoman Dhargun and Gorat Thunderwind, for the storage of any additional gifts during the celebration. After that time, Thoman Dhargun will retain one key and Horn Enclave shall retain the other."

Rizwin then grows suddenly stern. "Please remember that Horn Enclave is a secure location. As we are responsible for our other clients, you are expected to remain at all times with your group in the areas indicated for your itinerary. Now, let us proceed together to the vaults."

Beyond the double doors is an enormous rectangular hall, easily fifty feet wide and over a hundred feet long, with smaller double doors set into the other three walls. Every surface of the walls, floor, and ceiling is exquisitely carved with runes and bas reliefs depicting dwarves at war. Grand pillars shaped like stone dwarves hold up the ceiling.

The floor is intricately carved and appears to be inset with stone tiles that can shift, lift, and rotate. Five dwarves are in the process of moving tiles around, as if shaping a massive mosaic. Not far from the dwarves is a large metallic construct with a terrifying number of appendages ending in blades and saws. It is thankfully unmoving.

A female dwarf with sharp eyes and deep red hair tied in braids calls out a greeting as she approaches the caravan. "Welcome, guests and friends of Clan Dhargun and Clan Thunderwind! Horn Enclave is at your disposal for the wonderful occasion of your wedding!"

Rizwin (LG female dwarf **knight**) personally greets and congratulates Gwendolyn and Tannus, inquiring about their trip and wishing them a wonderful day. She reviews the itinerary with all members of the group (see

Rizwin leads the wedding party through the double doors to the north, through the corridor leading past the barracks where dwarf guards can be seen lounging and training, and to the vaults. The double vault indicated with an "X" on the map is the vault for the wedding gifts, the largest and most valuable of which are deposited at this time. (Characters with a solid background in company history might recall that this is the same vault that the core members of Acquisitions Incorporated once robbed.)

**Vault Doors and Keys.** Each vault door is covered in iron bands, lined with lead to prevent scrying, is air- and watertight, and features layers of locks that make opening a vault without its keys nearly impossible. Two keys are required to open a vault door, with one typically held by the enclave and a second by the owner of the vault's contents. When both keys have been turned in multiple locks, the door opens. While the wedding is in progress, Gorat and Thoman each have one of the keys for the wedding vault.

The vault holding the orrery component has one of its keys held by Ironbeard. The other key is with Lottie at the end of this episode. See "Orrery Vault" below for more information.