

Ironworks caravan, posing as last-minute wedding guests, or masquerading as others making a vault deposit. They might attempt to convince the guards that their appointment time was somehow overlooked, pay someone off to learn the song of the day that is the password into the enclave, or any other plan they dream up.

If another plan is hatched, Flabbergast successfully seeks out the components for the astral transmogrification ritual by himself, strictly as a backup plan for the characters. He's been ordered to journey to the enclave with the party and watch over the operation, and provides one of the characters with a small stone token bearing the symbol of Acquisitions Incorporated.

If the characters need the ritual performed in an emergency, they can activate the token by speaking the command word "Whippoorwill." Flabbergast then uses a crystal ball to locate them and perform the ritual. By possessing the bodies of dwarf guards and Clan Horn operatives, the characters should be able to successfully defend their own magically slumbering bodies and get them out of the enclave safely. And possessing the token also puts the characters in a position where the ritual might be cast accidentally if they don't use it to enter the enclave, strictly for your amusement.

## TRAVELING TO HORN ENCLAVE

The Dhargun Ironworks caravan bound for Horn Enclave is set to reach the main gates in the morning, then depart again that evening. With the characters able to enter the enclave in the bodies of the caravan's wedding party, they can locate the vault, secure the orrery component, and leave when the caravan departs at the end of the day. Should be easy, right?

With their mobile headquarters, the characters should have a straightforward time traveling from Phandalin to the mountains northeast of Silverymoon. Or if the players are dying for some action, you can use wandering monsters to liven the journey up. Once close enough, the characters can set their franchise down in a safe location away from prying eyes, then approach the wide dirt road leading to Horn Enclave. From the safety of cover alongside the road, Flabbergast casts his ritual when the Dhargun Ironworks caravan is spotted. See "Flabbergast's Ritual" in the "11:00 AM" section below.

## DHARGUN IRONWORKS

The challenges in this section of the adventure arise from the goals of the caravan members and how they intersect with those of the characters. Once Flabbergast's ritual is activated, each character possesses one of the NPCs in the caravan. However, each NPC has a secret goal that remains dormant until the goal is triggered during a specific scene. When the secret is triggered, the DM tells the player the secret and informs them that their character is compelled to fulfill that secret goal. For maximum entertainment value, wait until the triggering scene to tell the players about any secret goals.

### THE CARAVAN

The caravan is made up of three horse-drawn carriages and bears sixteen dwarves to Horn Enclave for a wed-

ding that will unite the Dhargun and Thunderwind clans. Both dwarven families are quite different, with the Dharguns favoring commerce and the Thunderwinds dedicated to warfare. But the unlikely love between Gwendolyn Dhargun and Tannus Thunderwind has brought them together.

The reason for holding the wedding at Horn Enclave is that the caravan also bears valuable gifts provided by both families, which will be placed in a vault until Gwendolyn and Tannus complete their honeymoon and decide where they'll spend their lives as a couple. (The pressure from both families to choose one clan over the other is huge.) Gifts include furniture, art pieces, and other large items, along with adamantine bars worth 5,000 gp, a suit of *+1 mithral half plate* inscribed with the insignia of Dhargun Ironworks, and a *belt of dwarvenkind* bearing the insignia of the Thunderwind Clan.

### WEDDING GUESTS

Each of the guests in the wedding party is a dwarf, including the happy couple, their family members and wedding party attendants, and various retainers to both clans. Except for Rala, each guest uses the NPC stat block noted below with the following racial traits:

- Their speed is 25 feet.
- They have darkvision out to a range of 60 feet.
- They have advantage on saving throws against poison and resistance against poison damage.
- They speak Common and Dwarvish.

You should familiarize yourself with the key NPCs detailed below. Any of the information that isn't secret can be shared with characters when they first possess an NPC through Flabbergast's *ritual of astral transmogrification*.

**Gwendolyn Dhargun.** Gwendolyn (LG female dwarf **veteran**) is the cherubic overseer of Dhargun Ironworks, having recently taken over from her aging mother, Amara. Gwendolyn is an excellent metallurgist and runs the business with superb aplomb. She worries that her professional success overshadows her betrothed, Tannus, who until recently was a raving barbarian bent only on war. She believes that Tannus has changed. Her goal is to convince him that she believes in him and is proud of the person he has become. Gwendolyn carries no weapons with her for the wedding.

Gwendolyn's secret revolves around wanting to prove that she believes that Tannus has truly changed, but that she still respects his past. During the celebration, she asks Thoman, her family's head of security, to go to the vault and bring out the suit of armor as a gift to her husband.

**Tannus Thunderwind.** Tannus (CG male dwarf **berserker**) is a reformed barbarian. His only love used to be the battlefield, but that changed when he met Gwendolyn. Everything about her was peaceful, tranquil, and better than him. He has since sworn to give up violence, become a partner to Gwendolyn, and help grow the ironworks. His goal is to convince Gwendolyn's family that he is good enough for her, and that he has given up his violent ways. Tannus carries no weapons with him for the wedding.