



MAP 5.1: HORN ENCLAVE

ing attention to the wedding's schedule makes it easier to find times when they can more easily reach the vaults.

#### 11:00 AM—ARRIVAL

The Dhargun Ironworks caravan rolls up the mountain and approaches the gates to Horn Enclave. Excitement runs high among the dwarf wedding guests, both for the coming events and for their first trip to the storied enclave. Read or paraphrase the following:

On a gray morning with cloudy skies, three horse-drawn carriages roll up the mountain, heavy with cargo. Dwarves can be seen steering the carriages and peering out of windows, and their voices carry a sense of excitement and wonder as they approach Horn Enclave.

The stronghold is indeed awe-inspiring. A massive arched stone entrance—a marvelous work of art in and of itself—leads into the mountain. Four sets of heavy iron portcullises stand fast before the caravan's approach, with a set of stone doors taller than a giant set behind them to mark the interior entrance to the enclave. The caravan stops and waits as a dwarf with bagpipes steps forward before the portcullis gates.

**Flabbergast's Ritual.** Flabbergast casts the *ritual of astral transmutation* as the caravan comes to a

stop. As the magic takes effect, each character's consciousness departs its normal body and enters that of a named caravan NPC. Go down the list of caravan NPCs in the order presented in the "Wedding Guests" section above, assigning each guest to a random player until each character has an NPC. (If your group has more than seven players, you'll need to come up with additional NPCs and secrets.) Describe the NPCs and their relationships to all the players, but do not divulge any NPC's secret until it is triggered as described in each itinerary section.

While the ritual is in play, characters have full control of their host bodies and enjoy all capabilities of their new forms, including weapon and skill proficiencies, vision, languages, and spellcasting. They can also apply proficiency bonuses or expertise for skills their characters have, albeit using the ability scores of their new form. However, any spellcasting characters discover that they have left their original magic in their original brains.

Let each player refer to the entry in the *Monster Manual* for their NPC's stat block, so that they can familiarize themselves with their new capabilities. The ritual's magic lasts until nightfall, which is after the caravan's departure. It can be ended before that time for any character with a *dispel magic* spell (DC 20).

**Bagpipe-Activated Doors.** Once the dwarf with bagpipes has identified the caravan properly, they play the song of the day. (This can be whatever tune you think has appropriate comedic value.) As the bagpipes fill the cavernous entranceway with sound, the portcullises rise. The enormous stone doors are pulled open by two **iron golems**, allowing entrance to the Hall of War.

The carriages remain outside the Hall of War, and dwarves of Clan Horn approach to help with the cargo and lead the guests to the vault. If the characters have a different plan, they can execute it now. The party can contact Flabbergast to have him perform the ritual at any time.

**Secrets.** No secrets specifically activate at this time. However, several NPCs have secrets triggered by events rather than a specific time. For example, you would provide Tannus's player with the groom's secret if at any time Tannus is about to swing a weapon to damage a creature. (You can decide whether to allow Tannus to fight to protect himself or others, but should encourage the player running him to think about creative nonattack ways to influence the fight.) Provide Amara her secret if she sees her daughter Gwendolyn in danger. Provide Jormun his secret if he sees Gwendolyn or Tannus in danger.

#### 11:15 AM—HALL OF WAR AND THE VAULTS

The caravan is met in the Hall of War by Rizwin Horn, daughter of Lady Kira and Lord Zardak. Rizwin is a capable diplomat and negotiator, and she expects the wedding guests and caravan servants to stick to the areas indicated by the itinerary. She despises Acquisitions Incorporated, and brings the full force of the enclave down upon the characters if she learns they are members of a franchise.