

**Picking the Locks.** Three consecutive successful DC 20 Dexterity checks using thieves' tools are required to open an outer vault door. Failing any check requires restarting the process. After three overall failures, the door to the vault gives off a loud ringing noise and four guards come to investigate. The DC is reduced to 10 if the character has one of the vault's keys. Any character who has read the vault records (found in Ironbeard's quarters or Lady Kira and Lord Zardak's quarters) has advantage on checks to open a vault door.

**Vault Walls.** Despite how strong the doors and magic of the vaults are, the walls between adjacent vaults are relatively thin. Dealing 40 bludgeoning or force damage to an inner wall creates a hole wide enough for a character to enter another vault. (What kind of attention doing so attracts is left to your determination.) Other means of entering might be possible, including some of the scrolls carried by Two Dry Cloaks the tabaxi (see "11:30 AM").

**Double Vaults.** Some vaults are set up as two rooms, with the magically locked door of the second room also requiring a password to be spoken before the door can be opened. The wedding vault is a double vault, with the password set as seen at "Ironbeard's Entrance" below.

**Orrery Vault.** The single vault holding the orrery component is immediately northeast of the vault marked "X." This vault is further detailed in the "Orrery Vault" section below. Discovering which vault holds the component is an important bit of business that the characters must accomplish at some point during the day. Rizwin knows the location, as does Ironbeard, Lady Kira, and Lord Zardak. The contents of all vaults are also noted in the vault records, a copy of which is kept in Ironbeard's quarters, with another copy in Lady Kira and Lord Zardak's quarters. A character who has studied the records has advantage on checks to open any vault door.

**Ironbeard's Entrance.** As the gifts from the families are being placed in the wedding vault, a dwarf wizard with a steel-gray beard appears. Ironbeard (LN male dwarf **mage**) introduces himself and wishes the happy couple well. He then inspects the vault, carefully examining everything with the help of a *glass jeweler's eye* (a magic device that functions as a *gem of seeing*).

When he's convinced that all is well, Ironbeard asks the couple to set the password they wish to use for the inner door. For the duration of the wedding, the inner door will remain open so that Gorat and Thoman can access the vaults. But Ironbeard explains that afterward, even someone with both keys cannot open the inner vault unless Gwendolyn or Tannus speaks the password.

If the characters are running Gwendolyn and Tannus, they can set the password as they wish. If the characters are not possessing the wedding guests but are present in the vault, things can get potentially interesting.

**Plan B.** If the players are not running the wedding party at this point—and if they're up for even more of a roleplaying and improvisational challenge—Gwendolyn and Tannus look to one another and whisper, "Whippoorwill." They laughingly explain that a whippoorwill flew overhead when they first met. Ask any characters within earshot (as they will be if they're acting as tag-along wedding guests) to make Wisdom (Percep-

tion) checks, with the highest check overhearing the password. That character gets a moment's warning of what's coming.

In an amazing coincidence, "Whippoorwill" is the phrase Flabbergast set on the stone token to trigger casting the ritual. If the players have come up with a savvy approach to entering the enclave that didn't make use of the ritual, you don't need to use this option. But if your group will have fun with it, Flabbergast hears the word spoken and casts the ritual, so that the characters' bodies slip into a state of slumber as they possess the bodies of the wedding party. What approach the possessed dwarves—now run by the players—might take to explain the characters' sudden unconsciousness, then safely hide those slumbering bodies away, is up to the players and you.

**Secrets.** No secrets specifically activate at this time. However, Thoman and Gorat now each have a key to the vault that allows them to act on their secrets later.

#### 11:30 AM—THE TAVERN

Rizwin leads the caravan party back through the barracks, then north, west, and north again to the tavern.

Great tree trunks have been cut in half to form a series of long tables in this drinking hall. The northern wall behind the bar is formed entirely of kegs of ale, all of them tapped. Busy servers pour frothy mugs and serve them to the multitude of dwarves already here. As Rizwin steps into the tavern, she claps her hands once and several dwarves quickly clear two central tables for the wedding party and guests. Tall mugs of amber beer are served, while platters loaded with skewers of roasted meat and root vegetables are brought to the table. Drinks and food are on the house!

For the next two hours, the caravan party enjoys ale and food, toasts Gwendolyn and Tannus, and swaps tall tales. Guests can visit other tables to meet Clan Horn dwarves, so the characters can move around without drawing attention to themselves. Ironbeard and Rizwin are both here, and the characters can speak to them to try to pick up clues as to the location of the orrery component. (Attempts by any characters to hit on Rizwin are made with disadvantage.)

Many of the Clan Horn dwarves have been drinking heavily. Targeting the heavier drinkers can grant advantage on checks made to pry information from them. While in the tavern, the dwarves are relaxed and won't react negatively to a failed Charisma check. However, continued failures result in guards being called. Those guards issue a warning against bothering folk not in the wedding party, and might eventually search or incarcerate any individual who continues to cause trouble.

**Tabaxi Merchant.** Sticking out like a sore thumb is a lone merchant at the end of one of the long tables. Two Dry Cloaks (N female tabaxi) wears a bandolier of magic wands and watches over a number of small chests beneath her table. She passes herself off as an