

on the vault. Rala's disappearance might complicate things, but she can reappear just as everyone is entering their chambers. Depending on how the player handles the scene, Rala might not admit to having already been in the wedding vault (and likely has the *belt of dwarvenkind* hidden upon her person). It takes a number of successful ability checks (possibly group checks) to leave the guest quarters, cross the barracks, and reach the vault. Use the same DCs and options provided for Rala in the previous itinerary section as guidelines.

Once the characters reach the vaults, they must decide how to proceed. See the "11:15 AM" section for information on breaching the vaults and the "Orrery Vault" section below for information on what is found within that vault.

**Secrets.** No secrets specifically activate at this time.

#### 4:00 PM—TEMPLE

Dressed in their finest, the members of the Dhargun and Thunderwind families head to the temple. Rizwin leads them south through the Hall of War and east past dwarven residences. Ironbeard exits his quarters to join them, revealing the location of that area if the characters haven't sussed it out already. The temple is beautifully carved to depict the Mordinsamman (the dwarven pantheon), including fine statues of Moradin, Clangeddin Silverbeard, Berronar Truesilver, and Haela Brightaxe.

After initial pleasantries, Rizwin indicates to Jormun that he may climb the steps to the dais to begin the ceremony. At this time, Thoman's secret triggers.

**Thoman's Secret.** As the ceremony begins, Thoman gets an odd feeling as he recalls hearing Amara worrying about the vault and what might happen to the still-fractious relationship between the families if anything were stolen from it. To appease Amara, he wants to check the vault and report to her if all is not well. This requires borrowing Gorat's key, which Gorat lends willingly (whether run by a player or not). The mercurial Thunderwind has no concerns that a Dhargun lackey would dare do anything to jeopardize the wedding. However, if Gorat's key is still missing after being stolen by Rala, the doppelganger will need to quickly arrange to have it found to avoid a sudden catastrophe.

Thoman won't return in time to see the vows, so he plans to meet everyone at the celebration in the dining hall. He feels compelled only to report missing items (such as the *belt of dwarvenkind* or anything taken by the characters). If under a player's control, he need not mention anything else amiss (such as a hole in the wall) as long as the vault's contents are intact.

**The Ceremony.** Jormun would normally provide a fiery ceremony on the virtues of the Mordinsamman, with an emphasis on Clangeddin's battle prowess. If a character is controlling him, that character can be put on the spot to describe the ceremony and how the dwarves reconcile the different elements of the pantheon (in particular, the balance between gods of war such as Clangeddin and those of marriage and home, such as Berronar Truesilver). Clan Dhargun is pleased by an emphasis on the hearth, while Clan Thunderwind appreciates an emphasis on battle.

#### SECRET? WHAT SECRET?

Though most players should embrace the mayhem and roleplaying opportunity created by their NPCs' goals, some might have trouble reconciling these goals with their desire to accomplish their franchise mission. Downplaying a secret goal can feel like the best path to securing the orrery component and winning, while some players might blurt out their secret goal with the excuse that their character would try to do so.

Encourage players to embrace the roles and enjoy the concept of momentarily placing their NPC's secret goal as a top priority. Players might be more willing to take this on if you let them know that the scenario takes their conflicting priorities into account. Indeed, these scenes place an emphasis on situational comedy over numerical challenge. So players should think of the role as their challenge—can they succeed at playing someone they're not?

The hall then grows quiet. Look to the characters inhabiting the wedding couple, letting them know everyone is staring at them. If they don't guess what's happening, one of the guests leans forward and reminds the couple to join Jormun on the altar. The guests have a good laugh at the couple forgetting the ceremony details, chalking it all up to the pair being nervous.

Once at the altar, Jormun asks for the couple's vows. This is a fun opportunity to see if the two players want to improvise vows, since they were supposed to have memorized them. After the vows, Jormun pronounces them a married couple and the hall erupts in cheers.

After allowing everyone to receive the couple, Rizwin thanks Jormun for the wonderful ceremony (even if it left much to be desired) and leads everyone back the way they came and north to the dining hall. Characters could try to make their way to the vault at this time, though anyone doing so runs into Thoman, and are likely to be noticed arriving late to the celebration.

#### 4:30 PM—DINING HALL

The dining hall has been festooned with colored streamers and lit with huge braziers. Long tables in the center include platters of food and seats for guests, while a table nearby holds gifts from attendees (including a few from Clan Horn). Servers bring ale and spirits, and the mood is festive. Ironbeard, Rizwin, and even Two Dry Cloaks are all here, though Lady Kira and Lord Zardak are not.

**Gorat's Secret.** Gorat's secret is the first to activate in this section. His goal is to come up with a toast that calls Tannus to battle, to see once and for all whether his friend has changed. Encourage the player whose character possesses Gorat to make up a toast that urges Tannus to tell a story of his prowess at war. Secretly, Gorat hopes that Tannus turns down the challenge. How Tannus responds could determine whether his clan has an easier or harder time calming down once chaos erupts. A good battle tale leaves them eager to fight!

As the challenge is being resolved, Thoman returns from checking the vault and heads to Amara to report his findings.

**Gwendolyn's Secret.** When Thoman arrives, Gwendolyn asks him to borrow Gorat's key (if he doesn't