

accomplished mage and merchant, though she's actually a career rogue—and a member of an Acquisitions Incorporated franchise. After looting the treasury of a religious order she was formerly affiliated with, Two Dry Cloaks has come to Horn Enclave to deposit her ill-gained goods and lay low for a while. Whether her franchise is known to the characters (and whether her recent theft was done for the franchise or as a solo job) is left up to you. Naturally, Two Dry Cloaks has made sure that the dwarves of Clan Horn know nothing of her company affiliations.

To use Two Dry Cloaks as an NPC, give her the stat block of a **spy** with these changes:

- She has the following attack option: **Claws. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) slashing damage.
- She has the following racial trait: **Feline Agility.** When the tabaxi moves on its turn in combat, it can double its speed until the end of the turn. Once it uses this ability, the tabaxi can't use it again until it moves 0 feet on one of its turns.
- She has the iconic hoardsperson feature (see "Iconic Faction Features" in appendix B).

(More information on the tabaxi can be found in *Volo's Guide to Monsters*.)

Two Dry Cloaks is a wild card, placed in the adventure to help the characters gain information. She can share details about the vaults in general, where vault records are stored, and the like. Intimidation and trickery work

on her well enough, but a friendly attitude wins her over to the characters more strongly. If the characters stay on her good side, she might become a valuable ally and resource.

Two Dry Cloaks's wands pulse with magical light, though only two of them have actual useful properties. The first is a *wand of binding* that glows purple. The second wand blinks with blue and green light and is a failed experiment at combining a *wand of fireballs* and a *wand of lightning*. It functions as a *wand of fireballs*, except it has only two charges per day and casts either a green-flamed *fireball* or a blue *lightning bolt* at random. Two Dry Cloaks also carries a scroll tube with three *spell scrolls*: *prayer of healing*, *silence*, and *stone shape*.

**Lady and Lord Horn.** Lady Kira Horn and Lord Zardak Horn (NG female and male dwarf **veterans**) arrive halfway through lunch. Zardak is half-blind and periodically confers with his wife to make sure he is speaking to the correct person. Both are pleased to have a wedding in their halls, and they engage in small talk to ask polite questions of their guests. Many of those questions involve the business operations of Dhargun Ironworks and the military history of Clan Thunderwind. Thankfully, neither Kira nor Zardak appear to mind if a character isn't too sure about the answer.

At a time of your choosing, Lord Zardak appears to notice something odd about one of the characters or the body they inhabit, but this ends up just being his bad eyesight. Fifteen minutes after they arrive, the two take their leave.

**Rala's Secret.** Rala's secret triggers during this scene, and the character inside Rala's body is momentarily overwhelmed by the doppelganger's personality. Stealing Gorat's key requires a Dexterity (Sleight of Hand) check contested by Gorat's Wisdom (Perception) check. Gorat has disadvantage on the check from the distraction of the festivities—or, if controlled by a character, he could decide to just hand over the key. Rala must then decide whether to also try to steal Thoman's key (if he isn't possessed by a character inspired to give it to her). Having two keys makes opening the door effortless, but the security chief is a cagey and suspicious sort.

Once she has at least one key, a DC 10 Dexterity (Stealth) check allows Rala to exit the tavern without being drawn back into the general merriment by one of the guests. She must then succeed on a DC 12 Dexterity (Stealth) check to make it past the barracks without notice and reach the vaults. Rala could instead do away with stealth and attempt to talk her way past the guards, given that she's a known member of the wedding party and has the vault key in her possession. Combat is a poor option, however. Each barracks room holds ten dwarves (use the **guard** stat block, with the modifications noted for dwarf members of the wedding party).

#### 1:30 PM—GUEST QUARTERS

Rizwin directs the guests out of the tavern and to the guest quarters. Here they can relax, take a nap (and sober up as necessary) before changing into the formal wedding attire waiting for them in their rooms.

This time off is a perfect opportunity to figure out where the orrery component is stored and make a move

TWO DRY CLOAKS

