

Layout. The Horn Enclave map shows the layout of the fortress and its described locations. Guest quarters are located in the northwest, near the tavern. The vaults are located to the northeast. The chambers of the enclave's lady and lord are located to the east, beyond the great halls. To the south stand residences, forges, and the enclave's temple.

Entrance. Entrance to the hold is through a long passage secured by four sets of portcullises and by fortified doors. The doors are opened by iron golems, who do so only when they hear a set of bagpipes play the song of the day that is the passphrase into the enclave. A dwarf outside the main doors plays this song each time an approved caravan arrives. The doors lead to the Hall of War, a large room containing a terrifying construct—the aptly named slaughterstone eviscerator—ready to defend the enclave in times of need. See the “11:15 AM” section of the wedding itinerary for more information.

Guards. Scores of dwarf guards can be called upon to defend the enclave, with most occupying the barracks adjoining the vaults. Patrols are infrequent due to the overall security level of the enclave, but a group of four guards is dispatched if an attempt to pick a vault's locks is detected. If the guards find trouble they can't handle, they summon more guards and raise a general alarm, summoning Ironbeard, Rizwin, Lady Kira, or Lord Zardak. In true emergencies, Ironbeard activates the slaughterstone eviscerator in the Hall of War (see the “11:15 AM” section of the wedding itinerary).

Alarm Response. If an alarm is raised, the dwarves cordon off sections of the enclave by accessing levers in hidden chambers, each of which drops a portcullis along a major hallway. The lever chamber north of the Hall of War controls the main gates and the two portcullises north of the Hall of War. The lever chamber east of the forge controls the portcullis south of the Hall of War. The lever chamber west of the war room controls two portcullises east of the dwarven residences. Other defenses are noted in relevant sections of the episode.

Vaults. Details of the famed vaults of Horn Enclave are provided in the “11:15 AM” section of the wedding itinerary.

WEDDING ITINERARY

The Wedding Itinerary table provides an overview of the day's events, which are part of your recipe for hilarity and disaster. At the appointed times, guests move from one location to another and begin a specific event. If an NPC has a secret, it activates during the appropriate event. Take the player of an NPC aside and inform them of their secret goal, and explain that the importance of the goal to the body they inhabit means that they are compelled to try to accomplish this goal. Players can share their secret goal with other individual players once they learn it, as long as sharing it would not contradict that goal. For example, the player running Gwendolyn should not share their goal with the player running Tannus, because the whole point is for Gwendolyn to surprise her new husband with the gift. Likewise, the player running Rala does not share her goal with anyone having an interest in what's in the vaults.

In any free time between events, or by sneaking away from events, the characters can try to realize their primary goal of finding the final orrery component. The time of each event in the itinerary is known to all members of the caravan, so the characters can plan when to perform their heist. Of course, the secret goals of the wedding guests might impact those plans.

Unlike a typical dungeon infiltration, the layout of the enclave is not as important as the itinerary. Players are not expected to turn this into a dungeon crawl, if only because Horn Enclave is teeming with guards and other dwarves. Any wedding guests seen in private chambers or away from the events of the wedding itinerary are given a warning the first time, then questioned more carefully and searched each time thereafter. Evidence of theft or other lawbreaking could result in a guest being supervised by a guard until the caravan departs.

If the dwarves of Horn Enclave somehow find out that the characters are members of Acquisitions Incorporated, permanent incarceration or execution are among the best possible outcomes. Ideally, the players coming up with hilarious ways to escape will allow them to prevent such fates. Even if the characters have not used Flabbergast's ritual, it should be clear to them that pay-

WEDDING ITINERARY

Time	Event	Summary
11:00 AM	The caravan arrives at Horn Enclave.	Flabbergast performs the ritual, or the characters can otherwise infiltrate the stronghold.
11:15 AM	Gifts are placed in the vault.	Thoman and Gorat are both given keys to the vault.
11:30 AM	Drinks and lunch in the tavern.	Rala steals Gorat's key, then sneaks off to steal the <i>belt of dwarvenkind</i> from the vault.
1:30 PM	Change and relax in guest quarters.	Free time.
4:00 PM	Ceremony and vows in the temple.	Thoman borrows Gorat's key and heads to the vault to check that everything is there. Jormun performs the ceremony.
4:30 PM	Celebration in the dining hall.	Gorat gives his toast. Thoman returns from checking on the vault, informing Amara of its status just as the toast ends. Gwendolyn asks Thoman to go to the vault and bring the suit of armor to the celebration.
6:00 PM	The caravan departs from Horn Enclave.	Guests prepare to depart. Ironbeard takes Gorat's key and deposits any last gifts in the vault. Flabbergast's ritual ends after the caravan departs.