

Tannus's secret involves wanting to prove himself to Gwendolyn. He must abstain from violence all day long, no matter what happens.

**Rala Dhargun.** Rala (NG female dwarf spy, to all appearances) is Gwendolyn's cousin, lifelong best friend, and attendant of honor for the wedding ceremony. Having lived a life of adventure herself, she is supportive of Gwendolyn marrying someone different. She stays at Gwendolyn's side, encouraging her and ensuring that she has a wonderful day. Rala carries a shortsword as well as a set of thieves' tools and mason's tools.

Rala's secret is that she isn't actually Rala. The dwarf was recently kidnapped and is currently held by agents of the Zhentarim. This version of Rala is a **doppel-ganger** on a secret mission to steal the *belt of dwarven-kind*, which the Zhentarim plan to sell to an eager buyer. Rala's plan is to pickpocket the vault key held by Gorat, one of Tannus's attendants. She'll then access the vault while everyone is having drinks in the tavern. One of the gift boxes present at the celebration has her crossbow hidden within.

Rescuing the true Rala might make an interesting side quest for further development, depending on how and if the characters interact with the dwarves in the wedding party.

**Amara Dhargun.** Amara (NG female dwarf **bandit captain**) is Gwendolyn's mother—a crotchety old dwarf with serious doubts regarding Tannus Thunderwind. However, Amara loves her daughter and is willing to trust her judgment. She carries no weapons at the wedding.

Amara's secret concerns a pledge to ensure that her daughter's marriage goes off without a hitch. If anything gets in the way of a successful ceremony, she plans to cut that thing to pieces with a family heirloom battleaxe that she's hidden inside a gift box present at the celebration. (The battleaxe uses the same statistics as the bandit captain's scimitar attack.)

**Thoman Dhargun.** Thoman (LN male dwarf **priest**) is head of security for Dhargun Ironworks. He cares little for weddings or love. All that stuff just gets in the way of business and creates security risks. Thoman carries a warhammer that uses the same statistics as the priest's mace attack.

Thoman's secret involves his professional devotion to Amara. To make sure nothing goes wrong with the ceremony that might upset Gwendolyn's mother, he plans on checking the vault while Gwendolyn and Tannus are saying their vows, and must report any disturbances or thefts.

**Gorat Thunderwind.** Gorat (CN male dwarf **berserker**) is Tannus's cousin and oldest friend, and bears many scars from the battles they've fought together. He loves battle still, and is struggling to understand and support Tannus's change of heart and mind. Gorat carries no weapons for the wedding, but he's resourceful enough to turn anything he grabs into a weapon. Such improvised weapons use the normal berserker attack statistics.

Gorat's secret involves his goal to deliver a toast during the dining hall celebration that will call Tannus to battle, to see once and for all whether his friend has

changed. Gorat does not do this out of malice, but out of love. He wants to ensure that his friend is on the proper path.

**Jormun Thunderwind.** Jormun (NG male dwarf **priest**) is Tannus's father, and will conduct the ceremony to marry his son to Gwendolyn. He carries a warhammer and a shield.

Jormun's secret involves relief that his son has changed his ways. Though he has not confessed this to anyone, he hopes that Tannus can leave his days of battle behind and find love and peace with Gwendolyn. If a battle breaks out, Jormun stands by Tannus or Gwendolyn (whoever is in greater danger).

**Other Guests.** Nine other dwarves representing both families have come to see the wedding—and to underline the fact that the two families really don't trust one another. The Dharguns see the Thunderwinds as uncouth and violent, while the Thunderwinds see the Dharguns as uppity and boring. None of the guests carry weapons, for the safety of all attending.

## CHARACTER-BUILDING EXERCISE

If the characters use an alternative plan to gain access to Horn Enclave, they might not play out the NPCs' secret agendas. However, these secrets can still be relevant factors in the episode. While the characters are in Horn Enclave, they will likely interact with members of the wedding party, and might even be invited to join the festivities or ride in the caravan when the group departs. At opportune moments, an NPC might befriend a character and ask them for help with their secret goal. And, of course, if things start going badly at any point, the characters can say "Whippoorwill" into the stone token given to them by Flabbergast to have him perform the ritual—or they might have the ritual cast for them whether they want it or not. See "Ironbeard's Entrance" in the "11:15 AM" section of the wedding itinerary for more information.

## HORN ENCLAVE

Horn Enclave is a legendary dwarven stronghold run by Clan Horn, wealthy shield dwarves whose estates and holds spread across the Spine of the World mountains. The enclave's business is the leasing of secure vaults to wealthy patrons, with nigh-impregnable defenses designed to keep each vault's contents safe from thieves. Map 5.1 shows the layout of Horn Enclave.

### WITHIN THE ENCLAVE

Horn Enclave is a fully inhabited living space, workshop, and stronghold.

**Residents.** The enclave is home to more than one hundred dwarves, with nearly half of those working as guards. Clan Horn is led by Lady Kira Horn and Lord Zardak Horn. Zardak is getting on in years, nearly blind, and increasingly defers to Lady Kira's decisions. Rizwin Horn, their daughter, is a capable diplomat and negotiator who greets all guests to the enclave. The head mage for the enclave is a dwarf known as Ironbeard, responsible for security and charged with inspecting all deposits to the vaults. (The stat blocks to be used for these NPCs are found when they first appear in the adventure.)