

NO TROUBLE HERE

If the players were lucky, clever, showed amazing restraint, or somehow failed to have their characters access the vaults at all, it's possible that Thoman didn't find anything missing. If he reports to Amara that all is well, the celebration is uneventful and the ending could feel a bit flat. If you want to shake things up a bit, you could activate the tabaxi merchant. In this option, Two Dry Cloaks is a thief who hits the vault before the first or second time Thoman checks it. This act achieves the desired chaos, and should give the characters opportunities to notice Two Dry Cloaks. Perhaps she looks guilty, has some cuts and bruises, or has a bulge under her shirt from concealed treasure. Once the tabaxi is identified as the culprit—and especially if the characters out her as an Acquisitions Incorporated franchisee—the chaos dies down.

still have it), then go to the vault and bring the suit of armor to the celebration. Depending on what Thoman has found, it's possible that he's in the middle of telling Amara about missing items.

Amara's Secret. If an item has been stolen, Amara's secret triggers and she races to get her battleaxe from the gift table. She then begins searching for the culprit and screaming about thieves and saboteurs. The items in the vault are meant to bind the fractious families, and if any are missing (presumably taken back by one family or the other), the wedding might be considered invalid.

Missing Items. News of any trouble at the vault spreads like wildfire, and members of both families begin accusing each other. Chaos erupts! Thankfully, the guards of Horn Enclave know that any dwarven wedding comes with a certain amount of chaos, and are keen to let the two families sort their problems out before getting involved. As such, this scene is a great opportunity for the characters to explore their NPCs' personalities and backstories as things get heated. By focusing on the humor of potential conflicts, you can avoid having the guards rush in as a first response.

The characters have many options here. They could use the opportunity to escape (or head to the orrery vault if they haven't already). More than likely, they'll be inside NPC bodies and need to defuse the situation so they can reach the caravan departure phase in one piece.

The characters could try to save the marriage, perhaps resolving the crime by pinning it on one person (or convincing Rala to take the fall). Let the players develop a plan and add reactions from the crowd (including Clan

INNOCENT BYSTANDERS

If the characters have already accessed the orrery vault, they could decide they don't care what happens and sit on the sidelines to watch. In this case, take the events directly to them so that they're encouraged to react. An effective technique is to couple an NPC approaching them with a surge of emotions within one of the controlled NPCs. For example, Ironbeard could call for everyone to be searched, just as Amara (and the character controlling her) begins to contemplate what might befall her daughter if the families decide the wedding is invalid.

Horn NPCs) as needed. Accusations and turmoil prompt Ironbeard and several guards to inspect the wedding vault, which could lead to the discovery of any breach into the orrery vault.

Tannus's and Jormun's Secrets. If violence breaks out between the families (or between Horn Enclave and any possible thieves), Tannus finds that he really wants to avoid being violent. This might be his last chance to prove his love to Gwendolyn! Jormun's secret causes him to protect the married couple at all costs. His actions could help bring the warring families together by example.

6:00 PM—DEPARTURE

Once the chaos dies down, the guests can go back to merrymaking until the evening comes. If the chaos doesn't die down, the dwarves of Clan Horn eventually order the warring Dhargun and Thunderwind families to leave the enclave and sort out their problems on their own.

Guests are led—or driven at spear point—through the Hall of War and out the main doors to their waiting carriages. (Characters who triggered the ritual within the enclave will need to juggle getting both their dwarven hosts and their original bodies out.) Rizwin, Ironbeard, Lady Kira, and Lord Zardak all come to say appropriate goodbyes. Ironbeard takes Gorat's key, then returns to the dining hall with several guards to take any last gifts from the celebration to the vault. By the time he does so, the caravan has safely departed.

The characters can say any final words. If they stole any treasure, they can attempt to drop it over the side of the caravan for later retrieval. As the sun dips below the horizon, Flabbergast's ritual ends and the characters return to their normal bodies. Continue with the section "Battle in the Skies" as they travel toward Lottie's domain.

ORRERY VAULT

At some point during the wedding itinerary, the characters attempt to breach the vault containing the *wheel of stars*. See the "11 AM" section for information on the wedding vault, the vault doors, and other defenses. When the characters enter the orrery vault, read:

Statues of human-sized brass dragons stand at the center of the vault, their heads pointed at a globe of light hovering in the air between them. A circular clockwork device floats within the light, recognizable even at a distance as one of the components of the *Orrery of the Wanderer*.

CLOCKWORK DRAGONS

Each of the dragon statues in this area is a **clockwork dragon** (see appendix B), and is indistinguishable from a metal statue until it moves. If the characters are possessing the bodies of the dwarf wedding guests, two