

The hallways of **LORD ASHFORD'S** manor are warmly lit by orange torchlight. A helmeted guard in ornate armor brings you to the Lord's quarters, where he sits at a wide desk with his back to you. Lord Ashford (dignified, skeptic) turns and gives you a scrutinizing look.

*"Thank you for joining me on such short notice. Arvus, you may leave us. Your task concerns a delicate matter regarding Lord Julian Penderyn: you see, he and I share a deep... fondness. Alas, an alliance to the Byrd family matters more to him than love. His marriage to Lady Byrd will take place tomorrow—a gaudy, pretentious affair at the **BYRD ESTATE**."*

Lord Ashford scoffs before revealing a single crumpled wedding invitation.

"The first time I showed him how much I cared for him, I gave him my grandfather's gold timepiece as a token of affection. Now, it's just another humiliation to my name. Stealing it back is not only about returning to me my precious family keepsake but about returning my dignity. And doing so on the day of Julian's wedding, well, that's about sending a message."

APPROACH & OBSTACLES

APPROACH: official invitation — catering staff — servant disguise — musicians — performers spectators (no invitation) — gardeners — hedge-maze south entrance — private gondola pier

Each area of the estate contains possible challenges and opportunities.

MARRIAGE SUITES: Lord Penderyn and Lady Byrd prepare for the wedding.

- ❖ Attentive staff and guards
- ❖ Map of the hedge-maze
- ❖ Locked doors

BALLROOM: The reception takes place in the opulent Byrd House ballroom.

- ❖ Electric chandeliers
- ❖ Bustling crowd of guests
- ❖ Hidden garden passage

BYRD GARDENS: The wedding ceremony takes place at the center of a hedge-maze.

- ❖ The maze only has two exits
- ❖ Exchange of vows
- ❖ Guard dogs patrol the lawn

"He's planning to give Lady Byrd the timepiece during their vows. Do not let that happen."

SCENES & COMPLICATIONS

"Handsome stranger, come dance with me!" A smiling woman in a swan hat grabs your hand and sweeps you onto the dance floor.

- ❖ You bump into a noble, spilling their drink
- ❖ Your dancing draws the crowd's attention
- ❖ She mistakes your gestures for romantic interest and pulls you towards the **GARDENS**

Between the topiary, Lady Byrd walks down the aisle toward her groom-to-be, who yelps: "Wait, where's the timepiece? I just had it!"

- ❖ Guards begin searching every guest
- ❖ Dogs sniff guests and servants, raising the alarm on any illicit alchemical substances

A guard spots you. "Hey! This area is off limits to guests. Wait, I don't recognize you."

- ❖ He demands to see your invitation
- ❖ The guard grabs you by the arm, and begins to march you to a guard station
- ❖ He calls over more guards. *"We have un-invited guests! Verify the guest list!"*

*A **HULL** stops gardening to face you. "Aren't you supposed to be attending the wedding?"*

- ❖ The Hull isn't convinced by your excuses and demands a bribe to look the other way
- ❖ *"Guards! Guards!"* The Hull grapples you
- ❖ It swipes at you with a huge pair of shears

Lord Ashford crosses his arms, but nevertheless flashes you a thin smile.

"It's not every day that things work out exactly the way you want. Arvus, pay them."