**Story**

* Act 0 – Motivation
  + Each PC is traveling to the town where Marshal John is, either seeking him directly, or for other reasons. They arrive in a town along the road, and each go about whatever business is worth it to them, when they witness the altercation that Grant is getting mixed up in
  + After the dust settles, Grant is wheezing and coughing, and takes some meds to relieve it. He tells the PCs he’s seeking the Kavalry (maybe as part of his Aasimar Wunderjahr to achieve his Celestial Awakening), and reveals that he stole some intel off of one of the Kavalry members you were just fighting (this was part of why he charged in so heedlessly) that details a meeting place. He wants to go raid it, and asks you to join him.
    - This is when his magic backpack gets introduced
  + At the end of the raid, you find an office that seems to have a lot of documents and plans in it, as well as in a few different places an icon of a green rose. Grant says he has never heard of it.
  + When you leave, a Marshal arrives, and eventually shackles all of you.
    - Maybe you talk to him a bit, or maybe you end up trying to fight him.
    - If you fight him, have everyone roll Initiative, then roll all their attacks and damage as if their attacks hit – in initiative order, have them tell you what they rolled, and how they attack, one by one. Then describe how the Marshal basically just shrugs each attack off before describing the sound of the chains emanating from his staff
  + The Marshal has business elsewhere, so he gets a couple of his goons to put you in physical shackles (the chain spell only works within a certain proximity), and take you to jail. On the way, Grant is unable to take his meds, and the guards won’t let him craft what he needs, so he dies (actually he’s just using Feign Death) and the goons just toss him off the side of the road.
  + You eventually get to jail
* Act 1 – Jailbreak
* Act 2 – The Road to the Green Rose Tavern
  + With Grant, the PCs head for the city they were originally heading to, where they will be exposed to Marshal John, and find The Green Rose Tavern. Grant will leave them, because he will have gotten his wings (in fact he’s had them the whole time), and says he needs to go home for a ceremony that’s supposed to be private.
    - Grant gets his wings
      * As soon as he sees the Marshals, Grant immediately goes into a rage and starts charging at them, screaming “YOU FUCKERS!!!!”. It is not long before, in classic Grant fashion, he has sent himself flying through the air…literally…two massive wings have sprouted out of his back and swooped him up over the person he was charging at as he flails downward, trying to reach them. His bag is also reaching for the ground and it’s strap fingers just kind of graze the face of the Marshal Grant has gone after.
* Act 0 – Kidnap
  + Opportunity to be introduced to Marshal John/the Marshals in general, and introduce them as very powerful and perilous.
  + The PCs start out in a village that the Marshals, or some affiliated group/movement are antagonizing – when they get involved, they get sent to jail.
    - They’re in a town, the Marshals/people associated with the Marshals start to be dicks, the PCs get directed towards a local Marshals HQ that they go and raid with the help of Grant,
    - Maybe Marshals are just law enforcement, and the antagonistic group is like the Seventh Kavalry from Watchmen – so there are Marshals that are members, but the Marshals themselves are not the fascist organization
      * Grant is the son of Marshal John, and he is branded against the rose, meaning he wronged Sadie, but that doesn’t necessarily mean he’s an ally of John
      * Grant is either a member of the “Kavalry” trying to sabotage its enemies as a spy (so he “aids” them to the HQ knowing they’ll be captured), or he is waging his own resistance against the cavalry)
      * Probably makes the most sense that Sadie and Grant both hate their dad, and the Kavalry, but their falling out had to do with an irreconcilable difference of opinion about how to deal with it
      * So then say that:
        + The PCs all have different reasons for not liking the Kavalry. Eventually, they come across some Kavalry members antagonizing Grant (or someone else, who Grant steps in to save), and they jump in to save him. Grant tells them he’d been trying to find a nearby Kavalry HQ when these guys got wise to him, but now he’s got the intel (either cus now he just knows it, or cus one of them stole a map or journal he had about it, and now he can take it back off of their bodies) and he asks the PCs to help him infiltrate it. It would really help the townspeople, and he’d split the loot. After or while raiding the HQ, the PCs find documents or see markings related to The Green Rose, which Grant pretends are meaningless to him. After the final battle there, either when leaving or standing in the aftermath, they’re confronted by a Marshal, who chains them all immediately. (this will demonstrate the power of the Marshals, so that the road to The Green Rose involves being afraid of/stealthing around them as much as possible, so that Sadie is a massive buff when she shows up). On the way to the jail, Grant seems to die after either purposely creating a situation where a guard beats him up so he can hit his head on a rock or something, or faking a medical condition. In fact, he is using “Play Dead,” and he will come back to the players on the road to The Green Rose pub – when they’re confused, he’ll say “oh what you mean this?” and seem to die again, but then get back up. (Maybe he is actually what allows them to begin their jailbreak). He will leave the PCs before they get to The Green Rose Pub – in reality, his brand means he can’t enter, and he has actually been using the PCs as a part of his search for Sadie and attempt to get intel on The Green Rose. Marshal John, who has never agreed to undertake a quest for the rose in the first place, has never been branded, and so can enter the pub. How do you get the PCs to the town with The Green Rose Pub without it seeming like too much like an obvious “coincidence”? Maybe they jail they’re taken to is in the town where the pub is.
* Act 1 – Jailbreak
* Act 2 – Path to the Green Rose Tavern (PCs will hear whispers and see signs of The Green Rose throughout Acts 0-2 that will ultimately guide them to The Radiant Citadel and the Green Rose Tavern)
  + A. Road to the Main Town
    - After breaking out of jail, the PCs will head to the Main Town and meet Grant, who will rescue them from something or other on their path. He speaks like his nose is clogged, which is real because it’s been really fucked up, as well as with a HEAVY lisp, which is fake. He will be a very useful allies to the PCs, and charm them into a trusting friendship, but will leave them before they reach the Main Town, or just say he has business somewhere else. He will return after the Madussa stone has been recovered, again stepping in at a crucial moment, but PCs will then notice that he bears the brand. When he returns in this moment, he will act like he doesn’t notice the roses or the brands, and the PCs will think he doesn’t. He will always find a way to keep going with the PCs, and ideally make them feel really conflicted about their mistrust of him, until at a pivotal moment he will confront them as pathetically as possible, eventually saying “I don’t understand why you don’t trust me, and it really hurts my feelings. Why don’t you trust me?” Give the PCs a bit of time to start responding, and then say, dropping the lisp “Is it because of this?” and Grant points at the brand. Maybe in this moment as a sort of toss-off follow-up he also reveals that he’s Sadie’s brother.
  + B. The Green Rose Tavern
    - Walking through the Main Town, PCs receive an offhand mention of The Green Rose tavern. Because of other details of the story up to this point, they should be very motivated to check it out.
    - The PCs will eventually get tangled up in a bar fight, either because someone at the bar is a dick to them directly, to someone else they want to defend, or they notice an inmate from the jail who was a real piece of sh\*t (maybe they did some Brandon Holdridge sh\*t – “split” an escape plan between two different groups who didn’t know about the other group, or used a number of escape plots as a smokescreen for his own escape). The fight will last a couple rounds, specifically for the purpose of building up the chaos, until eventually Marshal John, who has been searching for Sadie, enters and attempts to shackle everyone in the bar. Sadie, hiding in a corner, then rescues the PCs using Time Stop, her reflection spells, and The Madussa Mirror. (*Crooked Still* – *Little Sadie*)
      * Extended Time Stop takes a toll on Sadie, and in this first display she pushes herself beyond her limit in order to convince the PCs that she is an ally. When she finishes the setup that ends with the chaining of John and the Marshals, her nose starts to bleed, and she faints.
      * Mechanically, Sadie allows the PCs to fight Marshal’s, who up to this point have been unstoppable and dangerous enemies owing to their imprisonment spell
  + C. Eranger Animal Sanctuary
  + D. Oath of the Rose and Departure
    - Sadie will have all the PCs take an oath to the rose, which, once they recover the Madussa stone, will give them the mark, and allow them to see the mark on other people
* Act 3 – Recovering the Madussa Stone
  + The PCs take off from the Eranger Animal Sanctuary on Griffs
  + When the PCs are attacked along the way, Lon makes a heroic last stand (*Carter Burwell – One Against Four*) with his custom-made wings, but goes down, seemingly dead. The PCs will later rescue him from a caravan of prisoners
  + The Madussa Stone
    - Throughout the infiltration of the gaol, Sadie will repeatedly say “this is the easy part” – when fighting the gaol incarnate she will budge to the “medium part”, but with her last breath will say “this is the hard part”
    - Sadie leads the PCs to the vault of the Madussa stone – a small white stone, barely larger than a pebble. (How is it protected? Illusory wall or creature? Seemingly innocuous pile of rubble in some kind of room that is on every floor? Pile of stones that look exactly like it?)
    - When Sadie takes the stone, maybe:
      * everything seems to go quiet, and the gaol seems to kind of “stop” – it is a prison labor camp. Then the PCs begin to hear faint screams. Taking the stone has triggered a hex that torments all of the inmates of the prison, and causes them to see the PCs as the source of the pain. They will attack the PCs in a rage.
      * The gaol incarnate is immediately summoned
  + Death of Sadie (*Jon Hopkins – Abandon Window*)
    - When the gaol incarnate is nearly destroyed, it attempts to nuke the players. Sadie then stops time for an enormous radius, and creates a super powerful beam by casting a spell into a feedback loop of mirrors. She starts and stops time repeatedly to allow the beam to build up, replacing the mirrors every time, as the incarnate seems to get closer and closer. This takes a fatal toll on her, and she noticeably deteriorates before the eyes of the player, until eventually she’s laying on her back panting, pale, bloody-nosed, bloodshot eyes. She raises her hand to restart time, but as she’s bringing her thumb and forefinger together she has a big bloody coughing fit, and her hand falls to her side. Eventually her breathing steadies, and with her last breath she says “this…is the hard part” – time resumes, the beam hits the mirror spells for a final time, and lances straight through the “eyes” of the gaol incarnate.
  + Escape from the gaol
    - When the incarnate dies, the entire gaol begins to flood with lava, which swallows up Sadies body immediately. The players think the stone she stole has been lost, but really she slipped it into one of the PCs backpacks or pockets or something when she vaulted over them for her final attack.
* Act 4 – Road to the Radiant Citadel
  + Why will the PCs seek the Radiant Citadel?
  + Once outside the evergaol, as soon as one PC starts talking to another, describe, either to that PC or to the one theyre talking to, the mark of the rose on the others face. Then say that the other one sees it on the first one, and so on. Don’t tell them what it is, but on the road to the Radiant Citadel, they will meet someone with the brand.
* Act 5 – Return of the Madussa
  + Surrounded by guards in the Radiant Citadel, the Madussa stone, which is in one of the players backpacks, floats out, begins to oscillate and expand into what increasingly looks like flowing robes that seem to resemble snakes, until it eventually erupts vertically into a spire that is the Madussa. Her robes hold mirrors all around her in concentric cirlces, which she uses to look all over the place, including at the PCs. A terrified guard takes a shot, which causes her to go berserk on all the soldiers in the square in an awesome display of her power.
    - (*Electric Light Orchestra – Return to Stone*)
  + The PCs get a chance to do battle with her, and when it’s all done, she asks “Where is Sadie?” When they tell her, she says “take me home” and returns to her stone form. (unless that’s an imprisonment form? Maybe she turns into a garment, which is what the goblin sees that convinces her to let you into the house of yes, but then how is it that at this moment the Madussa is released from the stone form? Maybe she’s just a shapeshifter, and had turned into a stone to protect herself – but still then, what triggers her emergence from that form? - )
* Act 6 - The House of Yes
  + The House of Yes has many entrances, but the one the PCs use will be at a club in The Radiant Citadel.
  + The waiting room of the club is a very baroquely furnished ante-room with a very elegant but severe goblin woman sitting behind a desk, calling up parties and admitting them to a door beside her desk. There are paintings all over the room of various idyllic baroque scenes, including one behind the desk which shows a golden-framed gazebo in a garden. Two people are sitting in the gazebo. You’ll describe a number of the paintings, including this one, so that it doesn’t seem particularly special. When the PCs approach the goblin, she’ll ask if they have a reservation, and be curt with them when they say they don’t. When she gets annoyed enough to look up, she notices their mark, though she doesn’t have one, and they don’t notice one on her. She hasn’t completed a quest of the rose, and isn’t really part of the company of the rose, but she is a warden of the House of Yes, which is sympathetic to/allied with the guild of the rose, so she can see the PCs marks, but they can’t tell that she’s had any change of heart. Unless the Madussa is now in some kind of garment form, in which case that’s what the goblin notices. She doesn’t seem affected by it when she looks at the PCs, but before she blows them a kiss she’ll say something like “that is a lovely scarf by the way”.
    - “Look…” she sets her quill down in the most elegant display of exasperation you’ve ever seen, puts her hands together in front of her, and looks up at you with – again – a glare that is the most elegant middle finger you’ve ever seen. “If you’re really so determined, I can put you on the waitlist in case there are any no shows”
  + Over the course of an hour, she admits numerous people into the door, including some people who its clear actually don’t have reservations, that she either just lets waltz in or accepts a bribe or favor from. Eventually, once the room has been clear for a few minutes, she starts rummaging around in her desk, pulling out a bunch of different things to do her makeup. If seeing this causes the PCs to try to leave, the entrance door has vanished. She puts on some gloves, pulls out a mirror of the Madussa, and does her lipstick, which spreads a beautiful array of light jewelry across her. Once she’s done, she asks the PCs how she looks – she looks amazing, and when the PCs say so, she blows them a kiss, which transports them into the painting behind the desk. This is the “tram” to the House of Yes.
* Act 7 – The Green Rose
  + The Green Rose is a medium/small-sized embroidery hanging among a number of other magical items which look like decorations on the wall of the **front** staircase of The Reading Room (the spirit of the Reading Room at some point will say “It’s actually pronounced Redding for some reason”).

**Characters**

* Little Sadie (Halfling, Rogue: Arcane Trickster)
* Madussa
* Marshal John (Human, Warlock: Celestial Familiar) – No inciting incident or trauma, just makes evil choices to get what he wants.
* Grant (Bard: College of Lore, Masquerading as a Wizard: Illusionist) – while he’s with the PCs, you’ll secretly roll against their enemies using things like Bane or Vicious Mockery, and narrate it as if the enemies are just messing up – the PCs wont know that these are actually Grant’s Bard abilities that he’s casting in secret
  + Vicious Mockery
  + Feign Death
* Lon Eranger (Dwarf-Goliath Ranger: Beast Handler)
  + Silver the Griff
* Pauline Eranger (Goliath, Druid: Circle of the Moon)

**Locations**

* Starting jail
* Main Town (should be something of a backwater, not a huge city)
* Radiant Citadel
* The Green Rose Tavern
  + Cliché shabby Prancing Pony type place
  + Mentioned offhand in a narration
* The Eranger Animal Sanctuary
* The Evergaol
  + Inmates all have a brand over the left eye, and you’ve heard multiple times through legend that no one has ever escaped the evergaol, so it’s crazy the first time you see Sadie that she has the brand of the evergaol
* The House of Yes – home of the Madussa, there are many points of access, but the ones the PCs will go to is a club in the Radiant Citadel
* The Reading Room – a three-story row-house with a basement sitting alone in an isolated corner of the astral plane. The Green Rose is a medium/small sized embroidery that hangs from the wall of the front staircase.

**Other Events**

* Rescuing Lon – happens either on the road to the Radiant Citadel, or the path to the Reading Room (ideally the latter, since hopefully by this time the PCs are the most likely to have given up and forgotten about any kind of hope for his return)
* Return and revelation of Grant – Grant will either burst back onto the scene unexpectedly, or the PCs will rescue him from a prison caravan he’s been planted in. They’ll recognize him by his voice first, but then sees that he bears the brand of the Green Rose.

**Backstory and Relationships**

* Marshal John is the father of both Sadie and Grant. Madussa was his familiar, who he managed to imprison to his will, and who Sadie managed to free. Grant eventually helps John track them down, and John throws Sadie and Madussa into the evergaol. Sadie manages to escape, but not with the Madussa stone.
* After freeing Madussa, Sadie goes on adventures that lead to her induction into the order of the Green Rose
  + Sadie/Madussa flashbacks (*Perfume Genius* – *Slip Away*)
* Grants capture of Sadie is what gives him the brand.

**The Green Rose**

* Maybe it’s a utility technology, like a server or something, that enables some kind of traversal, connection to, or communication with or across otherwise impossible distances/planes