

# Prayers of Intercession

By Jasper Evans-Klock

A trickster (I chose Olidammara) has secretly been corrupting the prayers of a new priestess of benign deity (Pelor perhaps) to help her small village by answering them literally, sowing chaos; the arrival of adventurers is but the latest granted wish, and their decisions and actions will determine the fate of its unlucky inhabitants.

An independent scenario to encourage players to think creatively about chaos, and carefully about consequences. Overview:

The town faces three dilemmas, all outcomes of a prayer gone awry, each has no set solution, but three types of solutions, one straightforward but difficult "dungeon crawl" and two more creative options: one destructive, one constructive, which requires pieces from other problems to become the solutions to the current one.

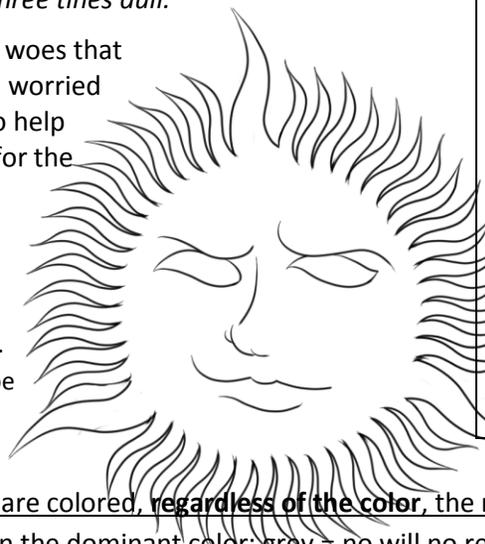
**One shot:** introduce the characters, or have them introduce themselves, with short description of an average day, interrupt at a suitably dramatic or comedic time with the queasy lurch of a teleportation, they hear a faint voice call out:

## "Pelor, send to me heroes to fulfill your will"

*An attractive young woman kneels before you, startled she looks up through tears and awe fills her voice:*  
*"At last! Angels! A prayer has been answered"*  
*You see around you a humble small town shrine, though a massive, and somewhat ugly, mural stands to the benevolent god behind you, its three tines dull.*

Julianna informs them of the three woes that have befallen the befuddled town, worried that her prayers have done little to help the townsfolk thus far, she pleads for the adventurers to intercede

As constructive (C) destructive (D) or straightforward solutions (S) are completed, the tines of the mural light up in **white**, **black** or **grey** respectively. Deaths from each destructive should be a random 20% of population plus two named characters as indicated in (I).



## "Pelor, fill the fields with your nourishing rain"

After a month of rain followed seasons of drought the fields have flooded, dangerous shocker lizards have moved into the fields, dykes previously used to keep water in, now stop them from draining.

S1: Wade into the pools and kill the lizards, which get larger and more numerous as the adventurers climb the hillside terraces of water.

D1: Break the fragile irrigation levees and flush out the lizards. Sadly the flood waters or lizards find their way to town and claim many lives.

C1: Using the Countess' rubberized suit, and the hillfolks' rice, the villagers can plant a whole new crop in safety.

## "Pelor, grant the countess the means to cure our ill"

The Countess' slow decline to madness has stopped her from curing the disease currently afflicting many of the villagers, but now it has gotten worse: on stormy nights folk go missing and strange laughter echoes.

S2: storm the manor, blunder through its traps, and defeat the countess in her lightning chamber.

D2: convince the sheriff to arrest the countess, unfortunately the meddlesome midwife Mariana sneaks in to steal undefended medicines and unleashes a further plague, claiming many lives.

C2: convince or deceive the brigands into attempting a raid on the manor, capture a shocker lizard for the countess to experiment on them with,

## "Pelor, put an end to these bandit raids"

Poor harvest in the hills led hillfolk to banditry, worse yet, they have now taken over the town inn, moved in their families, and terrorize the locals for food and supplies as their rice supplies fail.

S3: Epic Bar Fight with the bandits

D3: Get them drunk on the miller's best brew. Unfortunately this sends them on a rampage or more, many are left dead.

C3: The brigands can be lured into field or mansion, the families will stay for the promise of food if they work in the fields on the rice, if not they leave without their protection.

The Villagers :

Countess Tchevorga

Somewhat deranged elderly doctor

Sheriff Andrej (2)

Overwhelmed veteran

Juliana the Cleric

naïve supplicant of the divines

Rolf the Blacksmith (1)

Burly concerned parent

Ol George (1)

Wiley fisherman/trapper

Johann Müller (3)

The miller

Maxwell the Peddler (3)

Merchant of foul or fair fortune

Borlosk the Brute

Belligerent brigand boss

Marianna Lumosk (2)

Hillfolk midwife and elder

21 Men of ages 18-58

21 Women of ages 18-67

30 Children of all ages and genders

20 Hillfolk and brigands, including families and warriors

Frederick the Fool

Purveyor of helpful hints couched in mad babblings

Insights into constructive solutions are delivered in a sad or paranoid tone

Insights into destructive solutions are given joyfully or jovially

VICTORY: when all three tines are colored, regardless of the color, the mission is over and the trick is up, because of the wording of her latest prayer, the adventurers reward depends on the dominant color: grey = no will no reward, Black = ill will, the characters/quest suffer, white = good will, each get a wish

Note: if players attempt to leave the town, allow them a day's worth of travel before they wander back in from a different direction, one ordinary villager has succumbed to one of the many dangers yet unresolved, repeat as necessary. <http://creativecommons.org/licenses/by-sa/3.0>