

Roadside Shrine Trouble

- 1 A cracked shrine bell rings whenever someone speaks a false destination aloud.
- 2 A pilgrim begs the party to carry one sealed prayer onward.
- 3 Fresh blood stains the offering bowl, but every footprint leads away.
- 4 A merchant hides stolen icons beneath blankets marked for temple delivery.
- 5 Crows gather on the roof, repeating one player character's name softly.
- 6 A roadside saint statue points toward smoke nobody else can see.
- 7 Two rival priests argue over which god owns this broken place.
- 8 Someone left warm bread, fresh flowers, and a warning about wolves.
- 9 The shrine door opens only when travelers promise something inconvenient aloud.
- 10 A sleeping knight blocks the path, clutching a rusted pilgrim badge.
- 11 Offerings vanish mid-conversation; one missing item briefly answers a prayer.
- 12 The shrine's shadow falls north, revealing buried bones and a map.