

Our Lady

Play a year in the life of three children who have been visited by a divine spirit. What would you do?

Who would you tell? Who would believe you? Are you ready for when She returns?



A #FolkLoreJam Game
by Jess Go

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a storytelling game
by Go_JG



Winter

*Winter is when Our Lady said She would return and deliver Her final miracle. The game ends as soon as someone draws the *She Has Returned* card. If it is not drawn after everyone has had their turns, you must make a decision. In your story does She return, or not?*

1. You know She will return soon. Are you afraid?
2. You know She will return soon. Did She speak of taking any of you with Her?
3. She told you a secret She did not tell the others. What was it?
4. Her return is drawing near but Her final miracle hasn't happened yet. Do you still believe?
5. Do you try to escape your fate? How?
6. Many people believe you now but someone close to you still does not. How does this hurt?
7. What sacrifice do you make for Her? Do you gain anything in return?
8. You do something you claim was in Her name. Would She approve? Do the others know?
9. Have you done enough to please Her? Do you have regrets?
10. *She Has Returned*

Our Lady

Stories of visitation and prophecy exist all throughout the world of legend and lore. Our Lady is a three player game that encompasses a year in the life of three children who have been visited by a divine spirit.

What would you do? Who would you tell? Who would believe you? Are you ready for when She returns?

Interpret each card you get individually and then discuss and build a rich world together. Play to tell your story. Answer the questions you get on your turn. Ask questions of the other players when they have finished their prompt. Play out a scene as it would happen with the player who drew the card getting final say on interpreting their card.

Use a classic setting or make up your own fantastical backdrop. Tell the story as you think it would unfold in the modern day, in the past, in a world completely different from our own. Take a moment before you begin the first season to decide together what framework you'd like to use. What ambiance would you like to evoke? Whose story do you want to tell?

Play through the seasons knowing that in one year's time, She will return.

Start in the Spring when The Lady first visits and continue through each subsequent season, Summer, Fall, and Winter until you draw the *She Has Returned* card. Then determine how you think your story would end. You've built this story together and you should end it together. Is there a conclusion that seems to fit the story you have created? What is dramatic, what is engaging? Discuss until you come to a conclusion that embellishes the mythology you've shaped.

You can make the game as long or as short as you want simply by changing how many prompt cards you use per season (2 cards per person each season is recommended for a few hours of play)

If you don't have a printed Our Lady deck, you can use a tarot or playing card deck to draw your prompts. Simply remove the face cards leaving Ace through 10 to match to each season's 10 prompts. Sort the cards into their suits and use a different suit for each season. Alternatively you can roll a d10 to simulate drawing the prompt cards. Reroll duplicates.

Fall

Fall is the season of change. How will you handle it?

1. She has not shown Herself to you in a while. How does this pain you?
2. The gifts She gave you have changed, how? What do you think this means?
3. People have begun calling you by new names. What are they?
4. People stop and stare at you in the streets. Is it with admiration or fear? Do you enjoy it?
5. People ask for your help. What are you able to do now you weren't before?
6. She appears to just the three of you again. What new request does She make? Is it too much?
7. An outside authority questions you. Do you explain what you've seen, or lie? What comes of it?
8. What questions do you have for Her? Does She answer them?
9. What physical form does your worship take? What do you hate about it?
10. A community leader tells you your actions are causing suffering. Are you fearful or emboldened? Do you defend Her?

Summer

In the summer, the visitation is revealed. Some people may have even seen miracles of The Lady for themselves. This is a time of wonder and revelation, gifts and worship.

1. The gifts She gave you persist, how? What do you think this means?
2. What miracles does She say are to come? Will there be a price?
3. She performs a miracle that a few others see, what was it? How does this help your cause?
4. She performs a miracle that a few others see, what was it? How does this hinder your cause?
5. Who now believes you? How does this embolden you?
6. Who doesn't believe you? How do they threaten you?
7. People start to present you with gifts, what are they? What do you do with them?
8. People ask you to share the Lady's words with them, what do you say? How does it help them?
9. What physical form does your worship take? What do you love about it?
10. What visions does she give you? Why do they matter to you?

Use safety tools to pre-plan what things you don't want in your world and remove unwanted content that come up. Lines and Veils can be used to outline things you don't want in your story or things you don't want to look at too closely. X,N, and O cards can be used to check in during play. Put a card with the letter "X" down on the table and simply tap it to remove any content you don't want. You can also put your arms up in an X to communicate the same thing. You can do this for unwanted story, plot points, or even to say you don't like a particular question for your story and want to draw again.

Check out the TTRPG toolkit to find the best tools for your table.

The TTRPG Safety Toolkit is a resource co-curated by Kienna Shaw and Lauren Bryant-Monk.

The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at bit.ly/ttrpgsafetytoolkit

Cards

Alternate play: Our Lady is based on a story of 3 kids but that does not mean you must play it exclusively with 3 players. Play it as a solo journaling game, or play it as a larger group. Use it to build lore of your campaign game, to design a god for your cleric or patron for your warlock.

Special thanks to the hosts of the #FolkloreJam for the event that encouraged me to make my first game. Jordan and Alex for help with layout and art. To all my friends who did the first round of reading and testing; Dustin, Jordan, Q, Jason, Cate, Meghan, Derek and all my Patreon backers.

Spring

Spring is when you three are first visited. It's something just between you. Everything is new and exciting. It's breathtaking, dramatic, intoxicating.

1. What form did She first take when She appeared? How did this amaze you?
2. What gifts did She give you? Why had you never seen anything like it?
3. What does She do that makes you feel stronger? How are you better from meeting Her?
4. How is She beautiful? Why does She make you want to be more like Her?
5. Who saw Her first? What brought you to Her?
6. What does She teach you? What does She ask of you in return?
7. What good news does She bring? Are you allowed to share it?
8. What does She ask you to do every day? What good will come of it?
9. How many times has She visited you? What was different every time?
10. What boon of hers do you all share? What is uniquely yours?