

# LONG LONG ROAD

## QUEST REFERENCE SHEET

### THE HERO

#### NAMES

Preston, Lily, Canter, Aveline, Smith,  
Cat, Wily, Tarun, Cruz, Lou.

#### ASSETS

KINDNESS, ALWAYS

NEVER BREAK  
YOUR WORD

UNCANNY CALM

DEADEYE

BIG. REAL BIG.

CHANTRELLE,  
THE TRACKER

HOPWOOD,  
THE TRADER'S CHILD

MARY,  
MY BEST FRIEND

KAY,  
MY BELOVED

VANCE,  
THE INVENTOR

### CLOTHO

#### START OF SCENE

Establish the scene by narrating where it takes place, who's present, and what the current situation is. After the challenge, create a Thread.

#### BARGAINS

The Hero can ask you to create things for her. You choose whether or not to do so. When you create something for the Hero, there's always a catch to the thing you create that complicates the Hero's life.

### LACHESIS

#### DURING THE CHALLENGE

Establish the parameters of the challenge with the Hero. Decide what success looks like, and what the Hero risks. Roll the challenge dice. After the challenge, ask the question. Use the list below as inspiration.

#### BARGAINS

The Hero can ask you to change things for her. You choose whether or not to do so. When you change something for the Hero, you always change something else, too, to complicate her life.

### ATROPOS

#### DURING THE CHALLENGE

Use the challenge dice to choose consequences. Establish what each consequence means.

#### BARGAINS

The Hero can ask you to destroy things for her. You choose whether or not to do so. When you destroy something for the Hero, its destruction always has unforeseen complications.

### PEOPLE

Bandits or raiders  
People in need  
Carson, from Hospice  
Trader Fallow  
The Broadcastle Boys  
A rural sheriff  
A mysterious stranger  
An angry mob  
A wild beast  
A dangerous mutant

### PLACES

The deep woods  
Off the road  
A cliff overlooking a settlement  
In the clink  
At a crossroads  
Town square  
The Road  
The desert  
An isolated hovel  
Under the night sky

### SITUATIONS

An inch away from violence  
Pointed fingers, who's to blame?  
Missing supplies  
Night came two hours early  
Do you recognize that tree?  
A mournful howl on the wind  
You just escaped. Now what?  
Keep your head down  
Storm just rolled in, need shelter  
A flare, off in the distance

### OBJECTS

An urn full of ashes  
A gun  
A sacred text  
A letter  
A bloody-handled knife  
A pouch of jingle  
An old motorcycle  
A great big rock  
A makeshift gibbet  
A key on a string

### QUESTIONS

Why are you afraid?  
Who takes the blame?  
When do they catch up?  
Who do you believe?  
Who resents your decision?  
Why did they lie to you?  
How many do you kill?  
Which one gets fed?  
Why won't they recover?  
How do you explain yourself?

### BARGAIN COSTS

It already belongs to someone  
Someone else dies  
They find out  
Stronger now, weaker later  
Collateral damage  
It's tainted or wrong  
Someone's attitude changes  
Nobody wants it  
Something dangerous here  
Unwanted attention