

# THE WITCHING HOUR

## QUEST REFERENCE SHEET

### THE HERO

#### NAMES

Mason, Astrid, Raul, Chelsea, Amir,  
Tamyka, Lenny, Lin, Antonio,  
Maria.

#### ASSETS

FAMILY IS EVERYTHING

THE WORLD MAKES  
SENSE

LOCAL LEGEND NERD

AT HOME IN THE  
OUTDOORS

DON'T LET THEM DOWN

ALEJANDRA GOMEZ,  
KNOWS THESE WOODS

JANE FORRESTER,  
OFF-DUTY COP

AHMED MALOUF,  
SIGNIFICANT OTHER

MARIE JARVIS,  
USGS

MARK RANDALL,  
OCCULT BUFF

### 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 (AND THINGS)

Campers in danger  
Local troublemakers  
A shadow in the brush  
A bear  
Martin, the old hermit  
A mysterious woman  
A silent watcher  
An apparition  
Someone you know to be dead  
A pack of wolves, watching

### PLACES

By the lake  
A river crossing  
A ruined campsite  
An ancient graveyard  
An abandoned cabin  
The deep woods  
Hangman's Point  
An old footpath  
The remains of a town  
A cave

### SITUATIONS

Voices all around  
Out of food  
"Does that tree look familiar?"  
No cell signal, no GPS  
A moonless night  
It's been raining for days  
Somebody's injured  
"We're being followed."  
"It's your fault!"

### OBJECTS

An old child's doll  
A grave marker  
Some kind of fetish  
A piece of dried flesh  
An old axe-head  
A diary  
A pile of bones  
A rock covered in symbols  
A bloodstain

### QUESTIONS

How long have you been lost?  
Who gets the last of the food?  
Where did the medicine go?  
Who's at fault?  
Why won't you turn back?  
What are you really afraid of?  
Who's your biggest liability?  
What are you willing to risk?  
Who do you kill?  
Who do you leave behind?

### BARGAIN COSTS

It uses up a lot of resources  
It makes a lot of noise  
Someone will get hurt  
You'll only get to use it once  
Someone's going to feel betrayed  
It takes a long time  
You have to take it by force  
You'll get separated  
You'll have to wait till dark  
You can only use it once