

OLD GODS OF APPALACHIA ROLEPLAYING GAME

# All Your Gods Are Dead

# The Appalachia woods are deep and dangerous...

A GM's aid for the Old Gods of Appalachia game master, this book is chock full of the kinds of entities and items you love to put in your games. Creatures of great promise and power. NPCs your players will love to love (and maybe grow to hate). Cursed artifacts that promise powerful magic but at a powerful cost.

Great GM advice, and some cool new optional rules, make it easy to create the darkest, scariest Old Gods of Appalachia experience at the table.

If you're ready to go deeper into alternate Appalachia, this supplement will take your hand and guide you through the dark woods. And better this book than, say, pretty much anything else you might find out there in the shadowed hills and hollers...

- Filled with tips and inspiration for running terrifying, atmospheric RPG sessions—for Old Gods or any game.
- Mechanics, too: new rules for rituals, possession, and poor choices ramp up the dread. Plus GM intrusions, cyphers, cursed artifacts, and NPCs!
- ◆ Loads of creepy and disturbing creatures—always a GM favorite for a never-ending supply of frightening encounters.
- ◆ The enormously popular Old Gods of Appalachia Roleplaying Game remains a top seller, and more new releases are on the way!

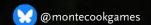


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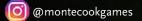
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More info about the Cypher System at www.cypher-system.com











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