

OLD GODS OF APPALACHIA

COME HELL OR HIGH WATER

HEARTH, HOME, AND HORROR—ADVENTURES AND SITES FAMILIAR, EERIE, AND EERILY FAMILIAR...

You know the rule of three, don't you? Well, this book brings you three adventurous additions to your Old Gods of Appalachia game: several complete adventures ready to pick up and run; a handful of new sites that conveniently bring Appalachian detail to your campaign; and an in-depth look at some of the locales you know and love from the podcast, written by the creators themselves! And, like all rules of three, there's a little surprise tucked in as well: a chapter all about crafting your own adventures, filling them with chills, engaging twists, and the haunting authenticity your players will love.

Each of these sections is full of dangers and delights, sure to entrance and enthrall your players—and maybe, possibly, (dare we say almost certainly) give them a scare or four!

- ◆ Fans will go crazy for sites from the podcast, like the Walker House, the Clutch, and the Devil's Divide—written by Old Gods creators Cam Collins and Steve Shell themselves!
- ◆ Three complete adventures will keep Old Gods players gaming (and buying! for months).
- ◆ Plus advice for building homebrew adventures, and additional detailed, atmospheric sites to use in those adventures.
- ◆ The enormously popular Old Gods of Appalachia Roleplaying Game remains a top seller, and the podcast will be deep in Season Six as this title comes out!



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