



OLD GODS OF APPALACHIA™  
ROLEPLAYING GAME

# BEST LEAVE THEM GHOSTS ALONE



 **CYPHER™**  
SYSTEM



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## Land Acknowledgment

We would like to acknowledge the many Indigenous peoples who are the original inhabitants of the lands in which this game is set, including the nations of Eriechronon (Erie), Haudenosaunee (Iroquois/Six Nation), Iswa (Catawba), Kanien'kehá:ka (Mohawk), Lenni Lenape (Delaware), Onödowá'ga: (Seneca), S'atsoyaha (Yuchi), Shawandasse Tula (Shawanwaki/Shawnee), Susquehannock (Conestoga), Tsalaguwetiya (Cherokee/East), Wyandot (Huron), and others. We pay our respects to those true stewards of these hills and hollers who left their mark on this land before it was taken from them.

For additional information, visit the Native Land website and app at <https://native-land.ca/>



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# BEST LEAVE THEM GHOSTS ALONE

Going to the funeral of a childhood friend is never an easy thing, but when it's the funeral of someone you accidentally killed and then brought back to life years ago, well . . . you all have owes, and this one's about to come due. "Best Leave Them Ghosts Alone" is an Old Gods of Appalachia horror adventure set in a small town full of memories, ghosts, and promises unpaid.

## BACKGROUND: BEFORE YOU WERE DEAD

When the player characters (PCs) were children—somewhere between 8 and 12 years old—they either lived in the town of Dismal, Pennsylvania, or visited it for a summer. That summer they all became fast friends, spending much of their time secreted away in a special place they discovered in the woods outside of town. They built it into their own space, with bones and stones they found, beloved toys and stolen trinkets, with flower crowns and sticks woven with vines and logs leaning into each other to whisper secrets. They called it the fort.

What they didn't know was that their special, secret hideout was far more secret and special than they realized. It was created and protected by a powerful creature of myth and bedtime stories that the locals called Rabbit Rabbit. Long ago, Rabbit Rabbit lost the first life of his many lives to an entity of the Inner Dark in that location. He won the fight despite losing a life, and afterward used the entity's remains to create a powerful artifact in the form of a large rabbit-shaped rock that sat in the middle of the clearing. The artifact protected the space and hid it

from the rest of the world. It was surprising to Rabbit Rabbit that the kids found it, and he could sense a shared spirit in these children that felt familiar, so he let the children stay, and play, and be safe.

The Old Gods of Appalachia Roleplaying Game is a horror game, and as such, is full of things that might disturb your dreams, follow in your footsteps, and haunt your waking hours. This adventure in particular has content warnings for child death, grief, funerals, ghosts, and hauntings.

Please use appropriate consent tools and exercise necessary caution when playing this game. Be sure to run the list of content warnings by your players before the game starts to make sure that this is the right game for them. You can also download a copy of the Consent Checklist at:

[mymcg.info/ogoa-ghosts](http://mymcg.info/ogoa-ghosts)



This adventure includes page references to various subjects accompanied by this symbol. These references are to the *Old Gods of Appalachia Roleplaying Game*, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in that book; doing so is an optional way to learn more about the setting and provide additional information to your players.

*This adventure is designed to be played at a convention or other setting with up to six players in about a four-hour time slot. Thus, you'll notice sections about keeping track of time or hurrying things along.*



*Consent tools, page 14*

*Rabbit Rabbit, page 9*



*Artifact, page 330*

*Rabbit-shaped rock, page 5*



Come due, page 331

*Bang snaps are tiny firecracker-like toys where an explosive is wrapped in paper and thrown onto the ground.*

*You can download PDFs of the pregenerated characters for this adventure at [mymcg.info/ogoa-ghosts](http://mymcg.info/ogoa-ghosts).*

*The PCs have been given names that are generally gender-neutral so each player can choose the gender of their character. If a player feels like the given name doesn't match the gender they've chosen for their character, encourage them to change it, come up with a nickname, or just use their initials.*

*While this adventure is set in a specific location for ease of a convention game, it could easily be set anywhere in the setting. If you're running a long campaign and want to slide this adventure into it, just choose a place that the PCs visited or grew up in when they were younger.*

*The adventure is best when one member of the group plays the character of Ossie's ghost. If none of the players are comfortable with that, it's possible for the GM to run Ossie as an NPC.*

But eventually the artifact **came due** and released a powerful wave of darkness from Rabbit Rabbit's fallen foe that affected each of the characters in a unique way. To the kids, it just seemed like something had exploded in the center of their hideout, something that threw out shade and shadow the way a **bang snap** explodes in sound and light. One of them—Ossie Birch—was struck by the magic and died almost instantly.

Hearing the children's panic, fear, and grief, Rabbit Rabbit arrived. He offered to bring Ossie back to life, but told the others that there would be a cost, an owe that would come due on the day that Ossie died for real. Everyone agreed, because of course they did—Ossie was their friend—and they didn't really know what it meant, anyway, with this scary rabbitlike creature showing up to talk about owes.

The rest of the summer was hard and strange. Ossie had been *dead*—they knew it in their hearts if not their heads—but now they were alive again, all of the kids were having weird effects from what had happened in the woods, and beyond that, the fort had disappeared when the artifact exploded. As often happens, the group drifted apart, and by fall of that year, most of them didn't even talk.

Now, twenty-some years later, Ossie is dead. Again. For real this time. And all of the characters know they must return. If not for the funeral, then for the owe that they know is waiting for them in their once secret and special place in the woods. Even if they don't remember everything that happened that summer, they remember this: they made a promise and that promise has now come due.

## GM TIP

Because this adventure is set in the 1930s and the characters are in their late twenties, the childhood section took place in the early 1900s. It's okay if the players aren't that familiar with that era, especially since most of the background takes place in the woods. Have them focus more on their emotions and experiences than on any time period concerns.

## SYNOPSIS: WELCOME HOME, YOU LIVING

"Best Leave Them Ghosts Alone" starts after the players have returned to Dismal for Ossie's funeral. The funeral is over, and each of them has found themselves back in this place, this spot in the woods, as if drawn to it. They probably don't even remember coming here—last thing they remember, they were reading the notices of Ossie's death, and now they're here. They all remember the funeral, but as if it too was in the far past and not something that just happened. In fact, they don't even remember seeing each other there.

But now they're all here, in these woods, at this place.

The characters aren't there very long before they realize that they can hear something. Something that sounds an awful lot like their dead friend. It turns out that Ossie's ghost is here, as they need to be present to help the group fulfill the owe. As Ossie's ghost grows stronger, the other players can hear and see them.

Shortly after the appearance of Ossie's ghost, Rabbit Rabbit also arrives and explains that the characters have all been drawn here because it's time to pay their owe. In order to do this, they need to help Rabbit Rabbit and some other powerful entities stop a dam from being built along a river that's about 50 miles (80 km) north of this place. If the dam is placed where the Langley Coal & Navigation Company proposes, it will wipe out Langley, a once-prosperous mining town (that LC&NC built and then abandoned) and destroy a large natural habitat. Worse—so much worse—it will also create a doorway for something ancient and powerful to enter the world.

Rabbit Rabbit and some other entities are doing their best to deal with LC&NC, trying to get them to stop the dam or at least build it elsewhere, but they need the river itself to reject it too. For ages, the river has protected itself against such incursions, mostly by working side by side with the Mander Witch, a powerful witch of water and wind, but she has gone missing from her protected place along the water and Rabbit Rabbit fears something has happened to her. The water is the purview of the Mander Witch, and Rabbit Rabbit says the characters must find

out what happened to her so she can once again help the river protect itself.

The characters need to travel north to the Mander Witch's land, a journey that is filled with dangers of its own. When they reach the area, they discover that the witch was, indeed, captured by powerful magic and taken from her home. They also see that the river, without her guidance, is attacking everything that it deems a threat, whether it is or not.

By following clues, the characters can find the Mander Witch held captive deep in a dangerous and abandoned mine. She has been stripped of her magic, bound to this new place and made unable to leave by Cyarn, a being that was once a man and is now something else. He works for LC&NC and comes back every night at moonrise to renew her binds. The Mander Witch offers to help the characters prepare a ritual that will allow her to regain her powers and leave this place. However, Cyarn offers the characters a different deal—help him permanently bind the Mander Witch and LC&NC will make them powerful.

If the characters help the Mander Witch, they must find a way to defeat Cyarn, who wishes to prevent them from returning to the river.

If the characters help Cyarn, they must find a way to rebind the Mander Witch.

Whatever choice they make, whatever the outcome, they are drawn back to the fort when it is done to hear Rabbit Rabbit's final words.

## STARTING THE ADVENTURE: WHAT CAME BEFORE

Begin the adventure by setting the scene from the summer they were kids. Read the description of the fort to them to start out.

### ◉ READ ALOUD: THE FORT ◉

*Here, in this clearing in the woods, you sense something deeply special, something that calls to your blood and bones, the promise of eternal summer, eternal childhood, eternal joy. It's a sweet promise and together you agree to answer its call. Here, in this small clearing where the trees circle 'round you like arms and the ground is soft as gran's quilts and this rabbit-shaped rock holds everything together at its center. Here, in*

### GM TIP

This first section of the adventure is heavier on the storytelling aspect than the rest of the game. As the game master (GM), you might want to practice some of the read-aloud sections ahead of time, or listen to a couple of episodes of the Old Gods of Appalachia podcast to get a sense for how to weave this part of the story for your players.

Because players might not be used to this style of play in a Cypher System game, you could give them a heads up that the opening will be different than they're used to and that the gameplay style they're expecting will come afterward.

*this place you have found and built together, you are safe, you are unseen, you are free. Here, in this place where the wind moves soft through the leaves and the bark bears the marks of your letters and a rabbit kicks up its heels and runs not in fear but in joy, you are best friends and nothing will ever come between you.*

Invite the players to talk briefly about their experiences here when they were kids. What did they do at the fort? Did they name the rabbit-shaped rock? How often did they gather? Invite each player to add something they contributed to the fort and why. This could be a favorite toy or a stolen trinket, crowns made of flowers and feathers, a lean-to of sticks and stones, seats made of fallen logs, and so on. They can use the information on their character sheet under the heading THAT SUMMER as inspiration. Especially important is the connection that they had with one or more of the other players when they were younger.

Once the fort is developed and the characters have a good sense of each other and their childhood friendships, it's time to tell the story of Rabbit Rabbit and their friend Ossie's first death.

### ◉ READ ALOUD: THE FIRST DEATH OF OSSIE ◉

*Toward the end of that summer, as you were all spending time together in the fort, something happens. It's like a bomb went off in the middle of the fort, but a bomb made of shadow and the*

*You don't actually have to read the Read Aloud text as it's written. It's just there for you to use if you want it. You can always put things into your own words and embellish.*

*All of the read-aloud sections in this adventure have been recorded by the Old Gods of Appalachia team for your use. If you'd like to play them for your players, download the audio files here: [mymcg.info/ogoa-ghosts](http://mymcg.info/ogoa-ghosts).*

*The change that happens to the characters from the artifact coming due is that they receive the various powers from their foci abilities.*

night. The sounds, like flash bangs going off. The smell of sulfur and burn. Each of you feel it sweep over you, like sharp-edged feathers, and you can feel yourself forever changed. For a moment, your world and your vision darkens, and you find yourself somewhere or someone else. And then you come back. When you do, you see that the rabbit-shaped stone that had marked the very center of the fort has shattered into nothing but ash and smoke.

And then you see something else: Ossie on the ground. Still. Silent. Each of you has seen death before, in the smallest things and the larger things, in the bee and the robin and the rabbit. And so you know death when you see it, resting inside your friend.

A moment later, a cottontail appears next to your friend. But it is no ordinary rabbit. It is Rabbit Rabbit, a creature long-told in your bedtime stories and your campfire horrors.

There is a living rabbit as Rabbit Rabbit's heart, small, big-footed, and big-eared, but upon and around that brown beating heart are layered a thousand ghosts of rabbits that were. Torn and tattered, teeth grown too long and nails sharpened to talons, each rabbit ghost tells their own story of luck gone wrong. Together, they form the shape of a cottontail too large to be believed, one ear torn and drooping, blood of the many upon its muzzle, back feet poised to drum even the dead to waking.

Rabbit Rabbit speaks, and his voice is the drying grass of fall whispering in the chill.

"This nest is my doing, and although I should not have let you borrow it, for I knew it to be dangerous, I did. It gladdened my heart and I allowed it to continue for far too long. I can return your friend to the life from which they came, to be full and true and beating of heart once again. However, if I do this for you, you will each and all have an owe, to be paid together, as a single warren, upon your friend's next and final death. Do you say yes?"

### GM TIP

Allow the players an opportunity to say yes here. Although this might seem like you're forcing their action, this is, in fact, part of their past, and you're giving them the opportunity to experience it as a way of creating their characters. The gameplay—and all of their "now" choices—will happen in the present timeline.

Ossie breathes, as though they had never stopped. Rabbit Rabbit bows his many heads and is gone. The fort you once loved is destroyed. You are not sure what you have said yes to, and already the entirety of it begins to fade, a dream of friendship and death already unraveling.

After that, you all drift apart. Even if you stay in the same town, you go your own ways. It is like with the loss of the fort and the loss of Ossie, there is nothing holding you together anymore. You are forever changed, each of you, in some way that you have only begun to explore. You do not truly come together again until one summer, years later, when you get the message that your childhood friend Ossie has died, and you understand that you must return to the woods, that you must gather at the fort, that there's something you must do.



### TIME CHECK

Don't hurry the players through this retelling of the past, as it's important to establish the relationships of their characters when they were younger. However, don't let it drag on too long either. Fifteen or twenty minutes is a good amount of time for them to do all of this exploration of the past.

### GM TIP

This retelling of the past could have a big impact on the players. This is a good opportunity to take a quick five-minute break and let everything sink in, give the players a chance to reconnect with their characters now that they understand where they've come from, and prepare to jump into the next section of the game.

### OSSIE AS A GHOST

Although Ossie's adult character is currently a ghost, the player has instructions on their character sheet to talk about their childhood character as though they are still alive (because they were back then). Ideally, the characters will not know that Ossie is going to come back as a ghost until they appear in the current timeline.

If you want to make something special happen with Ossie's ghost, you can work with Ossie's player to have them stay away from the table until you're ready to reveal the ghost to the other players. Instead, you (the GM) read Ossie's *THAT SUMMER* text. When the current characters are in the woods and start to hear the sound of their friend, Ossie's player can join the table.

*And, of course, you remember Ossie. Even more so, because it feels like you can still hear their voice out here in these woods. Not singing now, but saying something. Saying your names, saying hello. And how can that possibly be?*

**Ossie's Ghost.** It likely doesn't take long for the characters to realize that the sound they hear actually is Ossie. Or at least, Ossie's ghost. The PCs can see Ossie just as they saw their picture at the funeral, as an adult. Ossie knows they are a ghost, but for the most part, they seem substantial. They can carry items, use cyphers, and use abilities. The other PCs can touch them, hear them, and see them, as can powerful entities like Rabbit Rabbit, the Mander Witch, and Cyarn. Most people can't sense Ossie, unless they're specifically looking and have some abilities to sense or talk to the dead. (Ossie is a unique type of ghost, created because of the owe.)

## WHAT COMES DUE

### GM TIP

The rest of the adventure moves away from the GM as storyteller toward the group telling the story together.

### ◉ READ ALOUD: THE FUNERAL ◉

*The funeral for your friend Ossie is finished, and it was mostly exactly as you thought it would be. What you didn't expect was to hear their voice during the event, recorded and played back, a voice lifted in song, accompanied by the haunting tunes of a fiddle. Ossie always did have music in their blood, even when they were little, and their voice had grown beautifully over the years. It was as if Ossie was right there with you, singing songs like they used to in the clearing in the woods.*

*Each of you left the funeral moved by this music in your own way, drawn by something you could feel but couldn't name. It was both surprising and inevitable that you ended up right here, in this clearing, with these friends of your childhood who are no longer children and perhaps no longer even really friends. But you know why you're here. You remember the rabbit that wasn't a rabbit. You remember the promise you made. You remember your owe.*

**Rabbit Rabbit.** Shortly after, Rabbit Rabbit appears, looking exactly as he did when the characters saw him last. The PCs can learn the following from talking to him.

- They have all been drawn here because their owe is now due.
- Ossie's ghost is here temporarily because the pact they made requires them all to complete it together.
- A corporation called the Langley Coal & Navigation Company is getting ready to construct a dam about 50 miles (80 km) north of here. If construction begins, it will destroy not just the mining town of Langley (a town that LC&NC created and then abandoned) but also a large natural habitat. Worse, it will also create an opening for something ancient and powerful to enter the world.
- Some powerful entities (including Rabbit Rabbit) have been dealing with LC&NC to get them to stop building or at least move the dam elsewhere. But it's not enough—they also need the river itself to reject the project.
- For ages, the river has protected itself against such incursions, mostly by working side by side with the Mander Witch, a powerful witch of water and wind, but she has gone missing from her protected place along the water,

and Rabbit Rabbit fears something has happened to her. The water is the purview of the Mander Witch, and Rabbit Rabbit says the characters must find out what happened to her so she can once again help the river protect itself.

- The characters need to travel north to the Mander Witch's domain—a small house along the river—and find out what happened to her. It's likely that she's in grave danger. Rabbit Rabbit says there's no time to waste, as it will take them at least a few days to reach her home.

**An Owe Unpaid.** If anyone asks what happens if they don't pay their owe, Rabbit Rabbit tries to convince them not to pursue that line of questioning. If anyone does, however, they each get the same horrifying vision: of a creature similar to Rabbit Rabbit but much, much larger, with branching antelope-like horns, all dripping with blood and viscera. Each of the characters sees

the creature coming closer and closer until its horns begin to enter their bodies, not stabbing, but scooping, taking away some part of themselves that is vital to their very humanity. Everyone who fails a level 5 Intellect defense roll also takes 3 points of Intellect damage from the vision.

**Through the Doorway.** If anyone asks about the ancient and powerful thing that could come through into the world, Rabbit Rabbit goes still for a long, long time. Then he says, "Do not ask about that, for not only do I not know, I do not wish to know. And neither do you."

## THE TRIP NORTH

For this adventure, the town of Dismal isn't detailed. If the characters want to do anything before they leave, such as buy supplies, visit family, and so on, you can just narrate that experience and say that (within reason) they can talk to who they wish,





## RABBIT RABBIT

6 (18)

*The tales tell that if you say "rabbit rabbit" first thing in the morning before you speak to anyone else, you will have good luck.*

If you catch a glance from the corner of your eye, Rabbit Rabbit looks like a typical Appalachian cottontail, his brown and white coat the perfect blend of fall grasses gone to sleep.

But dare to look at him full on, and you begin to see the true nature of what stands before you. Yes, there is a living rabbit in there, small, big-footed, and big-eared, but upon and around that brown beating heart are layered a thousand ghosts of rabbits that were. Torn and tattered, teeth grown too long and nails sharpened to talons, each rabbit ghost tells their own story of luck gone wrong. Together, they form the shape of a cottontail too large to be believed, one ear torn and drooping, blood of the many upon its muzzle, back feet poised to drum even the dead to waking.

**Motive:** Purveyor of luck and protector of wilds of the world

**Environment:** The woods and wilds

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 3 (from the ghosts of the rabbits that surround his heart)

**Movement:** Long

**Combat:** Rabbit Rabbit prefers to stay out of combat unless it is absolutely required.

Instead he attempts to bargain, make a deal, or otherwise convince the other party not to engage.

If that fails, he engages in one of the following ways:

- Inflict 6 points of damage with a powerful kick, knocking his foe prone if they fail a Might defense roll.
- Shake his head, sending drops of blood that fly off his ears and muzzle and land on up to three characters in short range. The warm blood sinks into their skin, inflicting 3 points of damage.
- Project a true vision of something that has a chance of happening to the character. If the vision is horrifying, damaging, or otherwise negative, it inflicts 6 points of damage. If the vision is soothing, happy, or otherwise positive, it restores 6 points to the character's Pools (or 6 points of health to an NPC).
- Go tharn for two rounds, seeming to disappear from sight and sound. Rabbit Rabbit can move up to a long distance each round while he's gone tharn. It's a level 6 Intellect task to be able to perceive him.

**Interaction:** Rabbit Rabbit is a creature of luck, but not all luck is good. Those who get on the bad side of luck (even if through no fault of their own) might find him to be a fearsome opponent. If Rabbit Rabbit comes to like you, though, he may bestow a favor. A favor that must be repaid, of course.

**Use:** Many children hear stories of Rabbit Rabbit as bedtime tales, ghost stories, and cautionary tales. Some say they have seen him at the bedside of those who are dying, but others say that Rabbit Rabbit never leaves the wild places of the world.

**GM Intrusions:** As part of another action, Rabbit Rabbit thumps his hind feet rapidly to the ground, calling forth a warren of nearby rabbits to confuse the situation.

Rabbit Rabbit screams inside the mind of a character, the sound of a rabbit caught in a trap, unnerving them for an hour on a failed Intellect defense roll, hindering their actions for that time.

*If the PCs attempt to fight Rabbit Rabbit, he does not engage for very long, but instead reminds them of their owe and, if needed, leaves the scene.*

purchase any items they want, and wrap up any last-minute business. The town doesn't matter that much to the adventure, and it's okay to handle it through narration so the group doesn't get stuck there overly long.

The same is true with the traveling part of this adventure. The location of the witch's home isn't a secret, and the characters shouldn't have a hard time heading in the right direction.

It's also okay to skim over the parts that aren't interesting, saying things like, "You head through the woods for most of the day without anything unusual happening" or "You hitch a ride, but they can only take you about the first 15 miles or so." You do want to make sure at least a couple of interesting encounters or complications happen along the way. This is a great place to adjust your time schedule a bit. Running behind? Include one encounter and one GM intrusion. Got extra time and the players seem interested? Include a couple of encounters and a couple of GM intrusions.

The characters don't have a map for the trip, although they've been around the area enough to know the following:

**The Road.** There's a road that goes north for about 30 miles (50 km) before it turns toward the east. The characters could try to persuade, intimidate, or pay someone to give them a lift that far, although there's not a ton of traffic through this area.

**The Cargo Train.** A cargo train runs every morning around 9 a.m., heading north. It doesn't take passengers, but the characters can try to hop the train. If they find a train route map or talk to someone in town, they can learn that if they hop off after an hour, it will put them a half-day's walk from where they need to go.

**The Woods.** Much of the area between the fort and the domain of the Mander Witch is thick woods, in full summer bloom.

## WHITE THING ENCOUNTER

At some point while the PCs are moving through the woods, ideally as evening begins to fall, one or more of them might get the sense that something or someone is following them.

One or more characters hears an almost human scream far off in the woods. One of them might smell rotten eggs. Soon, a large white shaggy beast appears out of the woods.

As this happens, have the sounds, scents, and sights bring back a memory for the PCs, one that they'd mostly forgotten, of running through the woods from this creature once when they were exploring as children. This is a white thing, and it terrified them so badly they stopped coming to the fort for a time.

### GM TIP

The PCs may decide to fight the white thing, hide from it, or do something else. You don't have to make it attack the PCs—it might just continue to watch and follow them. Or maybe it's not hunting them at all, and this just turns into an opportunity to deepen the PCs' connections as they rediscover a memory.

## JESSE

The PCs might encounter this character anywhere along the way. Perhaps they give the PCs a ride, encounter them on the train, or meet them while walking. They're heading down south to get a shipment of moonshine to bring back to Langley, and are a bit nervous about talking to or helping the PCs at first. The PCs might learn some of the following from them:

- Langley's mostly a quiet little town, although lately there's been a lot more activity, due to all the people coming into the area to get started on the dam. People there are pretty divided, with some saying the dam will bring all kinds of industry to the area and others saying that the entirety of Langley's going to get swept away by the change in the river. (It's clear Jesse doesn't 100 percent believe the latter, but they're not saying it's not possible.)
- Jesse clearly has no love for LC&NC, saying the company's brought in people from out of town to try to keep the dissenters in line in ways that seem wrong and probably not entirely legal.
- The past few weeks, the river around Langley has been wild, tipping boats

**Jesse:** level 3, seeing through deception and defending against mental attacks as level 4; carries a bedroll, pocket knife, harmonica, and deck of playing cards

*If the characters choose to walk the entire way, about 50 miles (80 km), it will likely take them at least two days, and possibly three.*

**Hitching a ride:** level 3

**Train hop GM intrusion:** Another train hopper is already on the train and at first, reacts negatively to one or more of the characters, believing they've come to steal something.

**Ride GM intrusion:** Two men stop to pick up the PCs. It turns out they're running moonshine illegally.

**Walk GM intrusions:** Soft ground falls away under the character, sending them tumbling into an unseen hole. Someone has left a baited trap in the woods and the character is about to walk into it.

## WHITE THING

6 (18)

This creature, also known as a devil dog, is covered in long, shaggy hair, matted and unkempt. Its head is somewhat doglike, with glowing red or yellow eyes, and has been seen with or without goat or ram horns. Its body has been variously described as being like a bear, large dog, cow, wolf, or huge badger. It smells like rotten eggs, and when it detects possible prey, it's known to release an unnerving scream that sounds almost human.

White things are bloodthirsty and aggressive, attacking without provocation. However, although the wounds from their bite and claws feel real, those who survive an attack by a devil dog are surprised to find they have no physical marks from it. Despite this strange quirk, a white thing is quite capable of killing and leaves behind mutilated, bloodless corpses.

**Motive:** Inspire fear, hungers for blood

**Environment:** Isolated woods, roads, and cemeteries

**Health:** 18

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Long (see below)

**Modifications:** Attacking from surprise as level 7

**Combat:** A white thing attacks three times per round, once with its bite and twice with its front claws, inflicting **Intellect damage**. These attacks leave no physical wounds on its target—the character vividly feels the pain and shock of the assault, but when the fight is over, they realize they are physically unharmed.

Despite this, any creature killed by a white thing immediately gains physical cuts and punctures where the beast struck them, as if the psychic shock of its claws and teeth finally manifests in their flesh. When the white thing feeds on a dead foe, it sucks out all of its prey's blood and laps up every last drop that was spilled, leaving behind a drained corpse with no blood in the vicinity.

A white thing normally moves up to a long distance each round, but when chasing something fast—such as a horse, car, or train—it can fly and **keep up with its target** for a few rounds before returning to the ground and its normal speed.

**Interaction:** Devil dogs are aggressive beasts and can't be reasoned or bargained with.

**Use:** A family reports hearing strange screams in the woods, followed by finding bloodless, mutilated corpses of their domesticated animals. A white, furry mass charges out of the shadows at a traveler.

**Connection:** The character knew someone who saw a white thing at a cemetery, and within a few days they were dead (supposedly from some other cause). The character survived an attack from a white thing when they were younger, although at the time they thought it was just a nightmare.

**GM Intrusions:** The character is very sensitive to the white thing's stench, hindering their actions by two steps when within immediate range of it and by one step when within short range.

The white thing screams, unnerving the character for an hour on a failed Intellect defense roll, hindering their actions for that time.

*In some tales, a white thing or devil dog is said to run on two legs. In others, it seems to have six legs instead of four.*

*Unlike most attacks that inflict Intellect damage, damage from a white thing does not ignore Armor.*

*A typical train or racing horse might reach 40 or 50 miles (65 to 80 km) per hour.*



**River GM intrusions:** *The river's attack also knocks the character prone or sweeps them out into the water.*

and making it hard for the workers to get started on the dam. But the last day or so, it's been oddly quiet.

- They don't recall hearing about anyone called the Mander Witch, but they've heard rumors of someone who can talk to the river. They've always thought it was just folk tales.



## TIME CHECK

When the travel is finished, you'll likely want at least two and a half hours left for the rest of the adventure.

## THE MANDER WITCH'S HOME

The Mander Witch lives in a small house along the widest part of the river. The woods stretch right up to tiptoe against the water, and inside that green rests her home, its long dock stretching out over the river like a tongue. When the PCs arrive, the river is roiling, deep in protective mode after seeing the witch get stolen away.

If the characters attempt to go into the Mander Witch's house, the river reacts, attacking them. It talks with the voice of the wind and tells the PCs that it will destroy them for taking away its friend and protector. If the characters convince the river that they have come to help the witch, the river will calm and offer to help them track her down.

Here is what the PCs can learn by exploring the Mander Witch's domain:

- The door isn't just busted off; it's as if something far too wide and tall for the doorway just walked through it, making the doorway itself even larger.
- The interior of her house shows signs of a struggle. Shelves and bottles are smashed, there are what look like whip marks across some of the furnishings, tables are overturned, and so on.
- A difficulty 3 perception task reveals three intact cyphers: a charm on a red thread, a conjure card with a moth on it, and a wooden-handled brush.

**The river:** *level 3, resists attempts to persuade or be calmed as level 4 since it is incensed; attacks with waves and wind, inflicting 3 points of damage to all creatures within short range of its shores*

- Outside, there's a faint trail to follow north along the riverbed. It's a level 4 task to find and follow it. If the PCs have a good relationship with the river, they can ask it to show them the trail.

## CHARM OF REVERSAL

**Level:** 4

**Form:** Charm crafted of a carved stick from the "sunny" side of an oak, strung on a red thread

**Use:** Wear the charm around your neck. The next time you're attacked, the charm protects you from the damage and attempts to inflict it back upon your attacker instead.

## CONJURE CARD (MOTH)

**Level:** 6

**Form:** Single card from a conjure card deck, portraying a giant cecropia moth

**Use:** Bend the card with the moth facing out, and then "fly" it to touch yourself and up to five creatures within immediate range. All of you gain +3 to Armor against magical damage for one hour.

## CHICKEN FEATHER BRUSH

**Level:** 6

**Form:** Handmade chicken feather brush with a turned maple handle

**Use:** Brush the feathers across an object, such as a building, cypher, or weapon, while asking for permission to know it. You learn two important and useful things about the object.



**Following the Trail.** The trail follows the riverbank north for a while, then turns off into the woods, toward some high mountains. Once the characters leave the river, it can no longer assist, but the trail here is easier to follow (a level 3 task). It looks like something very wide and large (perhaps the same something that went through the door in the Mander Witch's house) has walked along here, snapping branches and leaving large, heavy booted footprints.

The woods are abuzz with flying insects, and there are thick tawny brown mushrooms underfoot. The PCs likely see a deer bounding off and hear various birds calling sounds of alarm at their intrusion.

## THE DESERTED MINE

After about 20 minutes of walking, the trail leads to an adit of what looks like an abandoned mine. The adit is fairly large, wide enough for at least three people to walk abreast. If the PCs peer inside, the shaft is absolutely pitch black and the only sound is a faint whistling (a level 3 perception task to hear).

**Ghosts of the Deserted Mine.** Two ghosts have been magically compelled by Cyarn to warn him if someone shows up in the mines and to try to keep people from reaching the location where the Mander Witch is being held. They might show up together or separate, at the mine entrance or anywhere along the shaft.

Although the ghosts are compelled to do their duty to Cyarn, the PCs might find a way to get one or both of the ghosts to talk to them and/or work with them within these constraints. For example, the ghosts might tell the PCs that they're compelled to contact Cyarn (which will lend a sense of urgency to what happens next), they might hold off on telling Cyarn for as long as they can (which will give the PCs a sense of reprieve), or they might do something else that the PCs can come up with (as long as it doesn't break the compulsion they're under to help Cyarn at the same time).

Ossie can see, hear, and talk to the ghosts, but no one else can (unless they have a cypher or ability that allows them to interact

with spirits and ghosts). If Ossie tells the others where the **ghost guards** are and what they're doing, it prevents the guards from attacking using surprise.

### GM TIP

At this point, the PCs won't know Cyarn by name, so have the ghosts describe him rather than say his name. This way, when they get to the witch, and she talks about Cyarn, they will already know what he looks like.



### TIME CHECK

By the time the PCs arrive at the mine, there should be about an hour and a half to two hours left. It's okay to move them along the trail quickly if you need to. If you're way ahead of schedule, you can introduce a GM intrusion or two to make things interesting.

## THE MINE SHAFT

There is only a single shaft to follow, so there's no real chance of the PCs getting lost. However, the shaft is pitch black, the walls and floor are rocky and jagged, and there are odd dips and hollows, so it's slow going, especially if the PCs don't have a light source.

## THE BOUND WITCH

After just a few minutes of walking, the PCs reach a place that seems to have been hollowed out, as it's much taller and wider than the shaft. An oil lantern sits against the far wall, casting light and shadows through the space. In the middle of the room on the ground sits the Mander Witch, wrapped in what looks like an old and decaying blanket or piece of leather.

The Mander Witch recognizes the PCs, saying softly, "I remember you, from when you were young." She specifically looks at Ossie and says, "You—you are the one who died and lived again. Ah, now I understand. Rabbit Rabbit has sent you all to pay your owe. He always was the cleverest among us."

**Ghost guards:** level 4, surprise as level 6; attack using surprise whenever possible; inflict 4 points of Intellect damage with their ghostly touch and can touch up to two characters within reach as a single action; take half damage from mundane physical sources, but full damage from any magical attacks and cyphers

**Deadly webcap mushrooms:** These tawny brown mushrooms have thick yellow stems and are very poisonous, even to the touch. They can be all around the entrance to the mining shaft. Level 3; inflict 3 points of damage if touched with bare skin; inflict 3 points of damage and knock a character down the damage track if ingested.

An adit is the horizontal entrance to a mine.

**Mine shaft GM intrusions:** A character trips over a jagged bit of ground. A red wolf lopes out of the darkness; its sudden appearance startles the character, causing them to drop their weapon or fall.

**Red wolf:** level 3, perception as level 4

## THE MANDER WITCH

6 (18)

The Mander Witch is a tiny, unassuming woman, perhaps just past middle-aged if you take in the reading glasses that hang around her neck, the way her skin seems to have gone to paper, and the slight stoop in her shoulders that never goes away. She often wears her long chestnut hair in two large buns at the nape of her neck, and when she goes to the market in town, as she sometimes does, no one looks at her as if she might be full of power. Which, of course, she is.

**Motive:** Protect the river

**Environment:** Along the shore of the river, where she makes her domain

**Health:** 24

**Damage Inflicted:** 6 points

**Armor:** 2 (when using Call Maelstrom as armor)

**Movement:** Short

**Modifications:** Uses and defends against magic as level 7

**Combat:** The Mander Witch rarely attacks physically, although she sometimes carries a long, carved stick with a sharply pointed end that can be used as a weapon.

She does not have command over the river or its creatures, but as long as she's within a mile of water of some kind, she can ask it for aid and it will most likely answer. She can use its power to heal herself or others, call forth a maelstrom of salamanders to aid her, and create a ward of protection. Her abilities include but are not limited to:

*Call Maelstrom:* She calls forth a group of hellbender salamanders that assists her as she requests. They may aid in her attack, swarm about and hinder all opponents' tasks, or work as armor to protect her.

*Going Under:* A creature within long range is afflicted with the sensation that they are drowning for two rounds, taking 6 points of Intellect damage (ignores Armor) on a failed Intellect defense roll.

*Hear the Wind:* She spends an action listening to the wind over the water, hearing what it has to say. She can learn answers to her questions this way, hear about dangers to the river, and many other things.

*Wash Away Wounds:* She calls the water to aid her in healing herself or someone else.

She can heal herself for 6 points of health, restore 6 points to a Pool of the character's choice, or move a character one step up the damage track.

*Water Ward:* She spends one hour placing protective magic in a large area, hindering actions against her for one day.

**Interaction:** The Mander Witch lives a quiet life for the most part, happy in her domain next to the river. It is usually only when the river or her safety is threatened that she intervenes in the affairs of humans. She isn't a misanthrope—if someone comes to her asking for help, she will at least hear them out before she says no.

**Use:** The Mander Witch can help soothe rough waters or learn about dangers coming down the way. She vows revenge on someone or something that has damaged the river in some way.

**Loot:** In addition to a handful of cyphers and other witching implements, the Mander Witch has a *conjure deck* artifact.

**GM Intrusions:** The Mander Witch is able to affect two characters at once with her *Going Under* attack. Something in the water is stirred by the Mander Witch's magic and attempts to harm the character or hinder their actions.

## CONJURE DECK

**Level:** 1d6

**Form:** Deck of handmade tarot cards, with each card drawn by a different artist

**Use:** This deck functions as a normal tarot deck. However, once per day, you can shuffle the deck and draw a card for yourself, gaining a special benefit for the next day. The GM randomly determines which type of card you draw by rolling a d6 on the following table.

**Come Due:** 1 in 1d20 (check each time you draw a card to gain a magical effect)



### d6 Effect

- 1-2 *Creature.* You take on the aspects of a creature of your choice. You gain an asset in two noncombat tasks relevant to the creature. For example, if you choose a catamount, you could gain assets in stalking and running.
- 3-4 *Tool.* You become mighty. You gain +1 to your Might Edge and ease all noncombat Might tasks, including smashing, breaking, and carrying.
- 5 *Joker.* You become a delight. You gain +1 to your Intellect Edge and ease all positive social interactions.
- 6 *Death.* You become death's weapon. All of your attacks are eased.



*There is no other way out of this hollowed-out room beyond the shaft that the PCs arrived by.*

**Breaking the bind:** level 7

The PCs can learn the following from her:

- She was captured and brought here by a being known as Cyarn who works for the Langley Coal & Navigation Company. Cyarn, she says, was a man long ago, but something got into him, and now he is something else. He wears his torn and tattered years like so many coats, and with each one, he can bind a being to a place and strip away their power.
- She knows a ritual to unbind her so she can leave this place, and she can teach it to the PCs, but first they need to gather some ingredients for her.
- She is afraid of Cyarn and imparts upon the PCs how dangerous he is.
- If the PCs know that the ghosts have informed Cyarn of their presence, she urges them to move quickly, saying it won't be long until he's here. If the PCs don't know that Cyarn has been informed, she might ask them if they encountered any ghosts. If they say yes, she will urge them to move quickly, saying it won't be long until he's here.
- If Cyarn wasn't alerted before, he will be alerted once the binding breaks.

## THE RITUAL

The ritual to break the bind calls for three things: the Mander Witch's conjure deck, a handful of deadly webcap mushrooms, and a shared memory.

**Conjure deck:** The Mander Witch has this on her, hidden in a pocket. She says the ritual won't be as powerful because the deck is missing a card. (If the characters still have the conjure card cypher, they can add it to the deck to complete it, even if they've used the cypher.)

**Deadly webcap mushrooms:** These can be found all around the entrance to the mining shaft.

**Shared memory:** The memory must be important and must be shared by at least two people. The more people who share the same memory and the older the memory is, the more powerful the ritual will be. Those who give up their memory will not get it back, nor remember that they gave it up. The PCs

can make up a new memory from childhood or from more recent events, or they can recount one that was part of the introduction to the adventure.

In order to perform the ritual, the cards must be spread facedown in a circle around the witch. The mushrooms are placed in the Mander Witch's hands. The PCs who have agreed to give up a memory stand inside the circle of cards in front of the witch and retell the memory (with each of them telling part of the story) while she creates a special magic paste with the mushrooms. This part of the ritual takes about ten minutes.

After this, one person that the group chooses must eat the paste (the mushrooms do not inflict damage in this form) and then attempt to **break the bind**. This is very difficult. Eating the paste doesn't provide any assistance—it just allows someone who is less powerful to try to complete the ritual. However, having the whole conjure deck provides an asset, as does giving up a memory shared by three or more people. The other PCs can offer help, and of course, any cyphers, skills, or abilities can come into play.

If the ritual fails, the PCs can try again but they must use Effort. However, there is a cost. Each time they attempt the ritual and fail, part of the death and decay from Cyarn's skin wrapping leaches into them. They each have a shared vision of some dark horror that befell them during that year and take 3 points of Intellect damage. Ask the players to describe the horrific visions. If you and/or the players are familiar with the Old Gods of Appalachia podcast, encourage them to use their favorite horrible moments from the show for inspiration.

If the ritual works, the bind is broken. The Mander Witch has her powers back and can leave this place. The skin disintegrates around her, almost as if watching a time-lapse video of something decaying into dust.

## CYARN APPEARS

If Cyarn was alerted by the ghosts, he likely arrives just at the ending of the ritual. If he was alerted by the binding being broken, he will likely meet the group at the entrance to the mine shaft.

He is not willing to let them leave and tries to convince the PCs to help him rebind



the Mander Witch. He says his employer doesn't want her dead, but if they fight him, she—and all of them—are likely going to end up that way.

If the PCs help him instead, he promises to take care of their owe and provide them with a big reward from the Langley Coal & Navigation Company. "Power," he says, "beyond what you can imagine. That's what the Langleys can give you." He is telling the truth.

If asked about the doorway that the dam will create, he says he doesn't believe in such things and the PCs shouldn't either. "Foolish child's tales for foolish children," he calls them.

### GM TIP

Both the Mander Witch and Cyarn are powerful entities. Whichever side the PCs choose to align with, be sure to have that entity help them by taking actions each round. Having assistance is likely the only way that the PCs won't get badly hurt or even die.

### CHOOSING SIDES

The PCs can choose who they wish to side with.

**The Mander Witch.** If they side with the Mander Witch, she helps them fight Cyarn. Because she's not at her full power, she mostly does this by using Hear the Wind and Wash Away Wounds instead of her combat abilities.

**Group GM Intrusion:** Early in the fight, have Cyarn specifically attack the Mander Witch, although it's clear he doesn't want to, because he knows his employers want her kept alive. He attacks using the devil's lash to send two rocks toppling down on top of the witch. While she's trapped, she can't take any actions and she takes 4 points of crushing damage each round. One of the rocks can be moved with a difficulty 4 Might task, but the other is a difficulty 6 task, so whomever is moving it could likely use some help from another character.

**Cyarn.** If the PCs side with Cyarn, he helps them fight against and rebind the Mander Witch, using all of his abilities.

**Group GM Intrusion:** Early in the fight, have the Mander Witch specifically attack Cyarn by using Call Maelstrom. The salamanders work together to steal one of his year skins and run off with it. He says he needs it back in order to bind the witch again.



## CYARN

6 (18)

Before Cyarn became what he is now, he was just a man. But that was long ago, and now he wears the decaying years like skins, each one a new layer over what was once human. His body is bulked up like a pile of leathers, thick and slow moving, but powerful all the same.

**Motive:** To have a purpose, currently one given to him by the Langley Coal & Navigation Company

**Environment:** Wherever LC&NC sends him

**Health:** 20

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense and stealth as level 5 due to size and speed; persuasion and intimidation as level 7

**Combat:** Cyarn attacks by punching, kicking, or body slamming. In addition, he carries an artifact called a *devil's lash*.

He also has the ability to bind a creature in place and subjugate their magic powers by literally shedding off one of his year skins and wrapping the creature in it. If Cyarn succeeds with an attack using the skin, the target cannot use any magical abilities and all its actions are hindered. Breaking free requires an action and a successful Intellect roll.

**Interaction:** Cyarn is willing to listen to new invitations for a purpose. Over his long years, he has been given purpose by various churches and sects, powerful individuals, at least one creature of the Inner Dark, and now LC&NC. He is not interested in much else.

**Loot:** The devil's lash. In addition, Cyarn's year skins could be used to craft powerful cyphers or an artifact.

**GM Intrusions:** One of Cyarn's powerful punches or kicks causes damage to a wall or other structure, and it begins to come down. The devil's lash wraps around a character's leg.

### DEVIL'S LASH

**Level:** 6

**Form:** Whip of thin cord, inscribed metal points, and thorns of devil's crown, supposedly once wielded by the devil himself

**Use:** This whip is a light weapon that inflicts 2 points of damage. Against magical creatures such as witches, spirits, ghosts, and so on, it inflicts 4 points, even if the entity is insubstantial. It also gives an asset on the attack roll.

**Come Due:** 1 in 1d6 (check at the end of each combat encounter)

The PCs may also try to convince the two of them to work together or come to some other solution that will allow each to get what they want without fighting. This is very difficult because they are deeply at odds in their goals and beliefs.

If they help the Mander Witch and win, she thanks them and says they are always welcome at her domain and in her river. She promises to convince the river to reject the dam. She gives the PCs her conjure deck to remember her by. If they help her and seem to be losing the fight against Cyarn, she tells them to run and she'll keep him from killing them. A few minutes later, as they are running through the woods, they suddenly appear back in the clearing in the woods and see Rabbit Rabbit there.

If they help Cyarn and win, he says he will deal with their owe for them, and that they should go up north to the Langley Coal & Navigation Company to see about their rewards. If they help Cyarn and seem like they're losing the fight against the witch, he pulls off a large year skin from his body and wraps it around all of them, temporarily binding them to the clearing in the woods.

## ENDING THE ADVENTURE

If the PCs helped (or tried to help) the witch, they arrive in the clearing to find Rabbit Rabbit there, injured and on his final life. Rabbit Rabbit thanks them for fulfilling their owe (this is true even if they failed, for their owe was about trying). Rabbit Rabbit offers, as his final gift, to give Ossie the choice to "live" on as a ghost or to pass on to what's next. After Ossie chooses, Rabbit Rabbit disappears, the rabbit-shaped rock reforms in the center of the clearing, and the fort is returned to what it was when they were children, as if it has been pulled forward through time. (Depending on what memory the PCs gave up, they may or may not remember this.)

If the PCs helped (or tried to help) Cyarn, they arrive in the clearing to find Rabbit Rabbit, injured and on his final life. Rabbit Rabbit says he must release them from their owe, although they did not complete it as was intended.

After saying this, Rabbit Rabbit fades away. Ossie's ghost does too. The clearing stays as it was. For a moment, all the characters suddenly look and feel like the children they were, standing over Ossie's dead body. Far off in the distance, an earth-shaking crack sounds, and the ground beneath their feet begin to shake.

## EXPERIENCE POINTS

The PCs earn 2 XP each for finding and unbinding the Mander Witch. They earn 2 additional XP each if they fulfilled their owe in a way that feels satisfactory to them.

- If they care about fulfilling their owe to Rabbit Rabbit and preventing the doorway from opening, helping the Mander Witch is the answer.
- If they care more about what LC&NC can offer them and don't care about the doorway, that's the way to go.
- If they came up with another solution, such as somehow getting the witch and Cyarn to join together to solve the problem, that also works.



*Old Gods of Appalachia is a horror setting and thus contains harrowing and scary elements that are inherent to gameplay. If going through this form makes you realize horror settings aren't for you, it's okay to step away and play a different type of game.*

GM Name: \_\_\_\_\_

Player Name: (or leave blank) \_\_\_\_\_

Planned Game Theme: \_\_\_\_\_

If this game were a movie, its movie rating would be: G PG PG-13 R NC-17 Other: \_\_\_\_\_

Mark the color that best illustrates your comfort level with the following plot or story elements.

- Green** = Enthusiastic consent; bring it on!
- Yellow** = Okay if veiled or offstage; might be okay onstage but requires discussion ahead of time; uncertain.
- Red** = Hard line; do not include.

	G	Y	R
<b>HORROR</b> .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Animal endangerment.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blood .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Body horror .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Child endangerment .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demonic possession .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dismemberment.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eyeballs.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gore.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mind control .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mines/underground scenarios.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mutilation.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rats.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Situations involving literal darkness.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Snakes .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spiders .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Witchcraft.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	G	Y	R
<b>RELATIONSHIPS AND FAMILY</b> .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Romance .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fade to black .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Explicit.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs and NPCs .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sex .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fade to Black.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Explicit.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs and NPCs .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between my PC and another PC/NPC ...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Family .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Abandonment .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death of a caretaker/parent.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death of a child.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death of a spouse .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	G	Y	R
<b>ADDITIONAL TOPICS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	G	Y	R
<b>SOCIAL AND CULTURAL ISSUES...</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bullying.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cults .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun violence .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Homophobia .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kidnapping.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Racism.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Real-world religion .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Religious trauma .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexism .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slavery .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Transphobia .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other cultural issues.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	G	Y	R
<b>MENTAL AND PHYSICAL HEALTH</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Abortion .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Abuse .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cancer .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Claustrophobia .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gaslighting.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Genocide.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hanging/strangulation .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Miscarriage .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Natural disasters.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paralysis/physical restraint.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Police, police aggression.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Self-harm .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Severe weather.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexual assault.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Starvation .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Suicide.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Terrorism.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thirst.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Torture (physical).....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Torture (psychological).....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Do you want the GM to follow up with you to clarify any of these responses? If so, which ones?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ADVANCEMENT**

- INCREASE CAPABILITIES**  
+4 points into stat Pools of your choice
- MOVE TOWARD PERFECTION**  
+1 to the Edge of your choice
- EXTRA EFFORT**  
+1 to Effort
- SKILL TRAINING**  
Train in a skill or specialize in a trained skill
- OTHER**  
See page 166 of *Old Gods of Appalachia* book

# OLD GODS OF APPALACHIA™

Eavey Howard

NAME

ISA Beholden **DESCRIPTOR** Protector **TYPE** WHO

Gets Rough and Rowdy

FOCUS

1	Tier	1	Effort	XP
---	------	---	--------	----

MIGHT	SPEED	INTELLECT
13	14	9
Pool	Edge	Pool
0	1	0
Edge	Edge	Edge

**RECOVERY ROLLS**

1d6+

- 1 action
- 1 hour
- 10 min
- 10 hours

**DAMAGE TRACK**

- IMPAIRED**  **DEBILITATED**
- +1 Effort per level
- Ignore minor and major effect results on rolls
- Can move only an immediate distance
- Cannot move if Speed Pool is 0
- Combat roll of 17-20 deals only +1 damage

SKILLS	T	S	I
Railroading	M/S	X	
Crafting magic	I		X
Understanding magic	I		X
Using magic	I		X
Perception	I	X	
Speed defense	S	X	
Intellect defense	I	X	

**SPECIAL ABILITIES**

- Danger Sense (1 Speed point):** Your initiative task is eased. You pay the cost each time the ability is used. Enabler.
- Iron Fist:** When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.
- Swipe (1 Speed point):** This is a quick, agile melee attack. Your attack inflicts 1 less point of damage than normal but dazes your target for one round, during which time all of its tasks are hindered. Action.
- Just a Scratch:** You ignore the impaired condition and treat the debilitated condition as impaired. Enabler.

**Skill:** Always on the lookout for danger, you are trained in perception-related tasks.

**Skill:** You are defense minded, so you are trained in Speed defense tasks.

**Skill:** You are always expecting your obligation to come due. Thus, you are resistant to mental shocks. You are trained in Intellect defense tasks having to do with losing your sanity or equanimity.

**Obligated:** Every other time the GM uses a GM intrusion on your character, you can't refuse it and don't get an XP for it (you still get an XP to award to another player). This is because it's the result of the bargain you made (or think you made). There is no escaping it.

**Fists of Fury.** You inflict 2 additional points of damage with unarmed attacks. Enabler.

**Flesh of Stone.** You have +1 to Armor if you don't wear physical armor. Enabler.

**ATTACKS**

	EASED	HINDERED	DAMAGE
Unarmed (medium weapon) + Fists of Fury			6
Shotgun (short-range medium weapon)			4
Hunting knife (light weapon)	Eased		2

**CYPHERS**

**BLUE MOON PIE**

Level: 7

**Form:** Apple filling inside a crusty, half-moon-shaped hand pie baked beneath a blue moon

**Use:** Eat the pie from the crusty edges inward to regain a number of points equal to the cypher level to your Might Pool.

**POKE BAG OF CHARM ANIMAL**

Level: 4

**Form:** Dried magnolia leaf wrapped around crushed berries, garden soil, and ghost owl feather

**Use:** Tuck the bag into your shoe while saying, "I am a friend to all animals and they to me." For the next ten minutes, all interactions with animals are eased by two steps.

Cypher Limit  
2

**EQUIPMENT**

Token of your bargain to remind you of the danger.

Appropriate clothing, shotgun (and ammo, hunting knife, and a large leather pack.

Money: \$2

Armor  
1

Armor Details and Speed Effort Cost

## BACKGROUND

### THAT SUMMER

That summer, you understood for the first time what it meant to truly have friends. You got to be your brash, rough and tumble, loud self, hanging out in the woods and telling stories. You and Ira especially had a unique bond, and you always tried to stand up for them and protect them when they needed it. And the fights you and Floyd used to get into—all that energy and nowhere to put it, but never meaning any of it for real.

Since then, you've worked on a lot of railroad lines for a lot of different companies, always moving. You've got some stories you could tell about those experiences, although you're not sure anyone would believe them.

### CHARACTER ARCS

## NOTES

## PORTRAIT

ADVANCEMENT

- INCREASE CAPABILITIES +4 points into stat Pools
- MOVE TOWARD PERFECTION +1 to the Edge of your choice
- EXTRA EFFORT +1 to Effort
- SKILL TRAINING Train in a skill or specialize in a trained skill
- OTHER See page 166 of *Old Gods of Appalachia* book

Floyd Pilkenton

NAME

ISA Brash Sage WHO

DESCRIPTOR

TYPE

Cures What Ails Ya

FOCUS

1	1	XP
Tier	Effort	

MIGHT	SPEED	INTELLECT
7	14	15
Pool	Pool	Pool
Edge	Edge	Edge
0	0	1
Edge	Edge	Edge

RECOVERY ROLLS

1d6+  1

1 action  1 hour

10 min  10 hours

DAMAGE TRACK

- IMPAIRED +1 Effort per level
- DEBILITATED Ignore minor and major effect results on rolls
- Can move only an immediate distance
- Cannot move if Speed Pool is 0
- Combat roll of 17-20 deals only +1 damage

SKILLS	T	S	I
Teaching	I	X	
Crafting magic	I		X
Understanding magic	I	X	
Using magic	I	X	
Initiative	I	X	
Speed defense	S	X	
Patience, willpower, or discipline	I		X

SPECIAL ABILITIES

**Wrap:** The magic of the world wraps around you like a blanket. You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler.

**Push (2 Intellect points):** You gather the magic from the world around you to push a creature or object an immediate distance in any direction you wish. You must be able to see the target, which must be your size or smaller, must not be affixed to anything, and must be within short range. The push is quick, and the force is too crude to be manipulated. For example, you can't use this ability to pull a lever or close a door. Action.

**Skill:** You're trained in initiative actions.

**Skill:** You're trained in Speed defense tasks.

**Perfect Remedy (1 Intellect point):** With the right herbs, words, or ritual, you restore 1d6 points to one stat Pool of any creature within immediate range. NPCs targeted by this ability regain 1d6 health points. Perfect Remedy can be used only once per character until that character uses their ten-hour rest, at which point it can be used again. Action.

ATTACKS

	EASED/ HINDERED	DAMAGE
Hunting knife (light weapon)	Eased	2

# OLD GODS OF APPALACHIA™

CYPHERS

CIRCLE OF SAFETY

Level: 5

**Form:** Mason jar filled with a mixture of church dirt, ant eggs, seven nails, yre, gunpowder, and saltpeter

**Use:** Spread the mixture in a circle surrounding an immediate area and light it on fire. The fire burns for one hour, creating a nearly impenetrable barrier. Creatures attempting to cross the fire take 5 points of damage and are forced to flee from the circle for one round. (You must make a roll to see if the cypher affects creatures attempting to cross.)

CHARM OF STRENGTH

Level: 5

**Form:** Several small pieces of mountain quartz picked from a creek without disturbing the water's flow and placed into a leather bag with dried garlic and preserved bones

**Use:** Place the bag around your neck so that it touches your skin. Wearing it adds 2 to your Might Edge for the next hour.

MOLASSES TAFFY

Level: 2

**Form:** Braided length of molasses taffy shaped into a simple eye

**Use:** Eat the length of taffy to ease your next action by three steps.

Cypher Limit

3

EQUIPMENT

Appropriate clothing, bicycle, overcoat, leather boots, doctor's bag, scarf, book, glass bottles, hunting knife, journal and pencil.

You carry a pouch or bag of various herbs, potions, tonics, powders, and so on.

Money: \$0

Armor

Armor Details and Speed Effort Cost

1

## BACKGROUND

## NOTES

## PORTRAIT

### THAT SUMMER

That summer, you and Eavey fought about everything. But it was the down-and-dirty, hot-tempered, fistcuffs of friendship. No matter how many times you punched and kicked and wrestled each other to the ground, you were always fast friends again five minutes later.

Since then, you've mostly calmed your temper and now you're a well-respected healer. You still don't really understand how you're able to do the things you do. If people ask you about your skills, you always say you studied and worked hard, but you know it's just as much about what happened that day in the woods so long ago.

### CHARACTER ARCS



# OLD GODS OF APPALACHIA™

**ADVANCEMENT** ■ **INCREASE CAPABILITIES** +4 points into stat Pools

■ **MOVE TOWARD PERFECTION** +1 to the Edge of your choice

■ **EXTRA EFFORT** +1 to Effort

■ **SKILL TRAINING** Train in a skill or specialize in a trained skill

■ **OTHER** See page 166 of *Old Gods of Appalachia* book

ISA Shifty **DESCRIPTOR** Sage **TYPE** WHO

Knows the Unknowable  
**FOCUS**

1	1	1	XP
Tier	Effort		

MIGHT	SPEED	INTELLECT
8	0	1
Pool	Edge	Edge
11	0	17
Pool	Edge	Pool

**RECOVERY ROLLS**

1d6+ **1**

1 action  1 hour

10 min  10 hours

**DAMAGE TRACK**

**IMPAIRED** +1 Effort per level

**DEBILITATED** Ignore minor and major effect results on rolls

Can move only an immediate distance

Cannot move if Speed Pool is 0

Combat roll of 17-20 deals only +1 damage

SKILLS	T	S	I
Herbalism		I	X
Crafting magic		I	X
Understanding magic		I	X
Using magic		I	X
Manual dexterity tasks		S	X
Persuasion, bluffing, misdirection, or deception		I	X

## SPECIAL ABILITIES

**Create Deadly Poison (3+ Intellect points):** You create one dose of a level 2 herbal poison that inflicts 5 points of damage. You can apply this poison to a weapon, food, or drink as part of the action of creating it. In addition to the normal options for using Effort, you can choose to use Effort to increase the level of the poison, each level of Effort used in this way increases the poison level by 1. If unused, the poison loses its potency after one hour. Action.

**Hedge Magic (1 Intellect point):** You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

**Skill:** You are trained in all tasks involving manual dexterity, such as stealing, performing sleight of hand, and lockpicking.

**Skill:** You are trained in all tasks dealing with persuasion, bluffing, misdirection, and deception.

**Sleight of Hand:** Choose one noncombat trick, foil, or feint to be your specialty. When you use it successfully, you have an asset on your next noncombat action. For example, you might choose a distracting card trick as your specialty. If you successfully distract your foe with the trick, you gain an asset on your next action, whether it be persuasion, pickpocketing, or something else.

**All Brain, No Brawn:** When you apply Effort when making a Might roll, you must spend 1 extra point from your Speed Pool.

**Additional Equipment:** You begin the game with a \$1 scrip and one small sleight-of-hand item.

**Applied Observation (2 Intellect points):** You observe or study a creature, object, or location for at least one round. The next time you interact with it (possibly in the following round), a related task (such as persuading the creature, attacking it, or defending from its attack) is eased. Action.

ATTACKS	EASED/ HINDERED	DAMAGE
Throwing knife (light weapon)	Eased	2

## CYPHERS

### SPIRIT CONJURATION

**Level:** 6  
**Form:** Hollowed-out walnut shell filled with graveyard dirt, salt, tobacco, and witches' butter fungus  
**Use:** Crack the nut and spread its contents in a crossroads shape on the ground. This summons a level 2 spirit (such as a ghost or haint) that can understand your verbal commands. Once the spirit is summoned, commanding it is not an action, but it can't speak. It never goes farther than long range from you. It responds if attacked, but otherwise does only as commanded. The spirit remains for ten minutes per cypher level.

### BEAST SHAPE

**Level:** 5  
**Form:** Blessed bone of a bear ground into a powder and placed in a tree hollow for one year and one day  
**Use:** Ingest the powder to transform into a bear. You move like a bear and gain two assets on tasks to pretend to be that animal. You also gain an asset on two skills appropriate to your bear form, such as climbing, unarmed fighting, running, or perception.

You can still use all of your abilities that don't rely specifically on your normal form. For example, you can't use a knife because you don't have hands, but you could still use a healing power or mental ability from your focus.

### MUD DOLL

**Level:** 2  
**Form:** Doll made of red clay, sticks, and fabric in the shape of an angel  
**Use:** Wake the doll by reciting a prayer or poem over it, then smash it near a living creature that you wish to heal. The cypher restores their Might Pool to full (or restores them to full health if they're an NPC).

Cypher Limit  
**3**

## EQUIPMENT

Appropriate clothing, watch, saddle, fancy clothes, travel pack, gloves, copper-plated coffeepot, lantern, throwing knife.

Sleight-of-hand item.

A journal where you can jot down your observations and analysis.

Money: \$1 scrip

Armor  
**0**

Armor Details and Speed Effort Cost

## BACKGROUND

### THAT SUMMER

That summer, you were a quiet kid, always watching and listening along the edges of things. But your friends made you feel seen and welcomed, and you and Eavey especially had a unique bond, sometimes even finishing each other's sentences.

Since then, you've traveled a lot and tried to find your place. The world changed so much for you that summer, and you struggle to explain that to others, so you feel like you often keep people at a distance.

## CHARACTER ARCS

## NOTES

## PORTRAIT



## BACKGROUND

## NOTES

## PORTRAIT

### THAT SUMMER

(Even though Ossie is currently dead, the player should talk about their childhood self as though they are still alive [because they were back then].)

You were the one who originally found the clearing in the woods, who brought the whole group together in that special place, not knowing then that you'd all become such fast friends. That summer changed your life even before you died, giving you a sense of family that you'd always dreamed of.

After that summer, after that death and your return to life, everything always felt a little distant. People especially. But you had music—not the way you'd had it before, when it was just something you could make, but in a whole new, powerful way. You spent much of your life playing music whenever and wherever you could.

Ossie has recently died. They will soon come back as a ghost, but the other characters (and players) don't know that. It's why Ossie doesn't have any cyphers or equipment other than a fiddle.

Although Ossie doesn't start with much equipment they can carry and use objects, cyphers, and abilities like normal. You can work with the GM on how you'd like to introduce Ossie's ghost to the group in-game.

## CHARACTER ARCS

**ADVANCEMENT**

- **INCREASE CAPABILITIES**  
+4 points into stat Pools
- **MOVE TOWARD PERFECTION**  
+1 to the Edge of your choice
- **EXTRA EFFORT**  
+1 to Effort
- **SKILL TRAINING**  
Train in a skill or specialize in a trained skill
- **OTHER**  
See page 166 of *Old Gods of Appalachia* book

ISA Superstitious **DESCRIPTOR** Explorer **TYPE** WHO

W.E. Whaley **NAME**

Cannot Escape the Darkness **FOCUS**

1	1	1	1
Tier	Effort	XP	

MIGHT	SPEED	INTELLECT
13	12	13
Pool	Edge	Pool
Edge	Pool	Edge

**RECOVERY ROLLS**

1d6+ **1**

1 action  1 hour

10 min  10 hours

**DAMAGE TRACK**

**IMPAIRED**  **DEBILITATED**

+1 Effort per level

Ignore minor and major effect results on rolls

Combat roll of 17-20 deals only +1 damage

Can move only an immediate distance

Cannot move if Speed Pool is 0

SKILLS	T	S	I
Trainhopping	M/S	X	
Crafting magic	I		X
Understanding magic	I		X
Using magic	I		X
Climbing	M/S	X	
Running	S	X	
Initiative	S	X	
Sensing danger	I	X	
Speed defense	S	X	

### SPECIAL ABILITIES

**Trained Without Armor:** You are trained in Speed defense tasks when not wearing armor. Enabler.

**Muscles of Iron (2 Might points):** For the next ten minutes, all Might-based actions (other than attack rolls) that you attempt are eased. If you already have this ability from another source, the effect of this ability lasts for one hour instead of ten minutes. Enabler.

**Endurance:** Any duration dealing with physical actions is either doubled or halved, whichever is better for you. For example, if the typical person can hold their breath for thirty seconds, you can hold it for one minute. If the typical person can march for four hours without stopping, you can do so for eight hours. In terms of harmful effects, if a poison paralyzes its victims for one minute, you are paralyzed for thirty seconds. The minimum duration is always one round. Enabler.

**skilled Doing:** You are trained in two physical skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, riding, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

**Skill:** You're trained in initiative actions.

**Skill:** You're trained in sensing danger.

**Throw Salt:** When something bad happens, you act on your beliefs to dispel it. Once after each ten-hour recovery roll, you can refuse a GM intrusion without spending XP. Alternatively, you can spend 1 XP and work with the GM to turn the intrusion into something positive for your character.

**Hands Tied:** Sometimes you can't act to bring about good luck or dispel bad. Any time you're unable to take an action (such as if your hands are tied, you're stunned, and so on), your next action is hindered.

**Ribbons of Darkness (2 Intellect points):** For the next minute, darkness condenses within an area within long range that is no bigger than an immediate distance in diameter, manifesting as swirling ribbons. All tasks attempted by creatures in the area are hindered, and leaving the area requires the creature's entire action to move. You can dismiss the darkness early as an action. Action to initiate.

ATTACKS	EASED	HINDERED	DAMAGE
Machete (medium weapon)			4

### CYPHERS

**WEAPON OIL**  
Level: 6  
**Form:** Tincture made of lamp oil, fresh tears, and pine sap  
**Use:** Use a soft cloth to apply the tincture to the "head and feet" (handle and hitting end) of your weapon while saying, "Bless this weapon, bless it well as I anoint its head and feet." For the next hour, your weapon deals 6 points of bonus cold damage.

**WITCH WARD**  
Level: 2  
**Form:** Chip of wood from an old door or porch railing that was painted haint blue  
**Use:** Break the chip in half and put one half in each pocket or shoe. For the next hour, you gain +2 Armor against damage from all malevolent magical creatures, including witches, demons, ghosts, and spirits.

Cypher Limit  
**2**

### EQUIPMENT

Appropriate clothing, machete, camera, watch, leather boots, travel pack, cap, rope ladder (25 feet), shovel, bedroll.

You carry an unbroken mirror to bring you luck and keep you safe.

Money: \$0

Armor  
**0**

Armor Details and Speed Effort Cost

## BACKGROUND

### THAT SUMMER

You've never felt more like you belonged somewhere than you did that summer in the woods—the fort, your friends, the trees and stones and sunshine shimmering through. It was the first time you understood what people meant when they said they "felt at home." Ossie was the one who initially invited you into the group and made you feel welcome, and you've always been deeply grateful to them for that.

But ever since that day, you've felt haunted by . . . something. Maybe by what happened. Or maybe it was something that was always in you that was kept at bay by your friends. You'll never know. All you know is you try to stay one step ahead of whatever it is all the time, and you don't know that you'll ever succeed.

## CHARACTER ARCS

## NOTES

## PORTRAIT

ADVANCEMENT

- INCREASE CAPABILITIES +4 points into stat Pools
- MOVE TOWARD PERFECTION +1 to the Edge of your choice
- EXTRA EFFORT +1 to Effort
- SKILL TRAINING Train in a skill or specialize in a trained skill
- OTHER See page 166 of *Old Gods of Appalachia* book

Zoah Greene

NAME

WHO

ISA Clever Explorer WHO

DESCRIPTOR TYPE

Calls Home the Hounds

FOCUS

1	1	XP
Tier	Effort	XP

MIGHT	SPEED	INTELLECT
12	12	12
Pool	Edge	Pool
1	1	0
Edge	Edge	Edge

RECOVERY ROLLS

1d6+  1

1 action  1 hour

10 min  10 hours

DAMAGE TRACK

IMPAIRED  DEBILITATED

+1 Effort per level

Ignore minor and major effect results on rolls

Combat roll of 17-20 deals only +1 damage

Can move only an immediate distance

Cannot move if Speed Pool is 0

SKILLS	T	S	I
Mapping	I	X	
Crafting magic	I		X
Understanding magic	I		X
Using magic	I		X
Lies or trickery	I	X	
Intellect defense	I	X	
Lore, knowledge, understanding	I		X
IDing or assessing danger, lies, quality, importance, function, or power	I	X	

SPECIAL ABILITIES

**Find the Way:** When you apply Effort to a navigation task because you don't know the way, are lost, are attempting to blaze a new route, need to choose between two or more otherwise similar paths, or something very similar, you can apply a free level of Effort. Enabler.

**Wilderness Explorer:** While taking any action (including fighting) in the natural world, you ignore any penalties due to natural causes such as tall grass, thick brush, rugged terrain, weather, and so on. Enabler.

**Fleet of Foot (1+ Speed points):** You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.

**Improved Edge:** Choose one of your Edge stats that is 0. It increases to 1. Enabler.

**Skill:** You're trained in all interactions involving lies or trickery.

**Skill:** You're trained in defense rolls to resist mental effects.

**Skill:** You're trained in all tasks involving identifying or assessing danger, lies, quality, importance, function, or power.

**Beast Companion.** A level 2 creature of your size or smaller accompanies you and follows your instructions. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The beast companion acts on your turn. As a level 2 creature, it has a target number of 6 and 6 health, and it inflicts 2 points of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your beast companion dies, you can hunt in the wild for 1d6 days to find a new one. Enabler.

ATTACKS

Rifle (medium weapon, long range)

EASED	HINDERED	DAMAGE
		4

CYPHERS

ACIDITY BAG

Level: 7

**Form:** Flannel bag filled with asafetida, garlic, sawdust, and salt

**Use:** Wear the bag around your neck. For the next day, you gain +1 Armor. Additionally, all foes within immediate range of you take 1 point of damage per round for as long as they stay in range.

WITCHBALL

Level: 4

**Form:** Concoction of wax, bone dust, dirt from a criminal's grave, ashes, and stinging nettle rolled into a ball that fits into the palm of your hand

**Use:** Wrap two or three of your hairs around the ball, pressing them into the wax, and throw it at a foe (or foes) up to a long distance away. **Effect:** Explodes, inflicting 4 points of shrapnel damage to all creatures and objects in an immediate radius.

Cypher Limit

2

EQUIPMENT

Appropriate clothing, rifle +12 ammo, camera, flat bottomed boat, leather boots, portable camp stove, travel pack, compass, lantern, small animal trap, vacuum bottle.

You have three days' worth of food for your beast companion, plus a harness, collar, or similar accoutrement.

Money: \$0

Armor Details and Speed Effort Cost

Armor

0

OLD GODS OF APPALACHIA™

## BACKGROUND

### THAT SUMMER

That summer, some of your favorite memories were of you and Ossie running around the woods trying to get squirrels and birds to eat nuts and bread out of your hands. You were never patient enough—you always moved too soon, and they'd get scared away, but you always believed someday you'd make it happen.

After you left home, you started working as a ranger at a national park and you've been doing that work ever since. You love it, the silence of the woods, the connection to the animals, but sometimes it feels a little lonely all the same.

### CHARACTER ARCS

## NOTES

## PORTRAIT