


Accursed



John Dunn



Lead Developer

Ross Watson

Writer

John Dunn

Cover Artwork

Kevin Childress

Interior Artwork

Jacob Atienza

Graphic Design

Kevin Childress

Contents

The Town

2

The Chapel

3

BARON GRAELING

3



Copyright © Melior Via, LLC 2015

Accursed, Melior Via, and their associated logos are trademarks of Melior Via, LLC in Cleveland, Ohio.

Contact us: info@meliorvia.com or visit us at www.meliorvia.com

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Grove Point

The sun has set, and the Accursed are discussing their plans for the next day. They are currently travelling through the forests of Valkenholm, following a small and winding river. As members of the Order of the Penitent, they seek to find and eliminate any bane activity in the region.

As the evening progresses, the characters see a bonfire, more than a mile down the river atop a cliff at juts out over the fast flowing water. None of the characters are familiar with any holidays or festivals that would lead to a large fire at this time of year. With a successful Knowledge (Witchcraft) check, a character recognizes that a location such as that, surrounded by flowing water, might be an ideal location to safely invoke a powerful ritual.

If they investigate the site, it takes more than an hour to reach the location. (It's night time, the forest is fairly dense, and there is no easy way up to the cliff if approaching from the river bank.) By the time they arrive, the bonfire has been put out. A closer examination reveals that fires have burned here many, many times. The area is also littered with human bones as well as charred scraps of clothing. A thorough examination of the area can reveal that at least some of the people were still alive when they were burned.

If the characters try to follow up on this, they likely need to wait until morning. The woods are dense and it is dark. Trying to follow a trail from the location really needs sunlight. If they wait until morning, they can easily follow a trail back to a worn dirt road.

The road leads to a small town, named Grove Point.

The Town

Grove Point contains an Enochian chapel, a tavern, a smithy, and a small keep which is home to the local baron. Interactions with the citizens indicate that they are frightened already, and its not just because the of the Accursed. The locals are very intimidated by any characters who are obviously inhuman as well as anyone who they do not know. It rapidly becomes clear that the city has very few visitors.

Consequently, any interactions are deliberately brief with any outsiders. The town members are not confrontational. Rather, they are simply scared. If the visitors offer payment, particularly in the form of trade goods for service or information, locals are quick to comply, but they do not dally. If asked, all admit that the local Baron does not care for visitors. They strive to earn whatever they can quickly, trying to complete the transaction before the Baron takes notice.

None of the locals—other than the chaplain, (see below)—know about the rituals outside of town. All of them have either suffered personal losses, or have suffered losses to friends and extended family. They blame the Baron, but are reluctant to directly say anything against him. They do admit, however, that the Baron has been strict in administering justice, often subjecting locals to grueling imprisonment, to feed his unsavory needs.

As interactions continue, the local Baron Graeling eventually puts in an appearance. He is, in fact, a leech-man in service to the Blood Witch. He controls the town, keeping the citizens in sway. When travelling the town, the Baron is always accompanied by at least eight leech-men (see **Accursed** page 117). The Baron is not receptive to visitors, unless they are willing to offer up a worthwhile blood sacrifice. Otherwise, he demands they leave, immediately. If the characters engage the Baron, his leech-men are swift to join in. While the Baron is the ultimate enemy in this adventure, a battle with him in public may not be in the heroes' best interest. In addition to the banes with him, he has additional banes in the Keep. If he starts to lose, he is certain to flee to the reinforced structure and exploit his reinforcements.



The Chapel

Chaplain Heinrich at the Enochian chapel is actually a sympathizer to the Order of the Penitent. Though he is a mortal, he is also a veteran of the Bane War. He has no sympathies for the Witches and daily watches the horrible deeds that the Baron and his servants perform upon the village's inhabitants.

The chaplain is the one who has been burning bodies along the river front. In fact, he has been finding the members of the local community who have fully joined the Blood Witch's cause. The chaplain has been abducting these men and women at night, torturing them to reveal their information about the Witches and their banes, and then eliminating them. He has built up a considerable amount of intelligence about the Baron, his keep, and his network of other banes in the region.

He has established a small facility within the chapel's lower levels that could be used as a base of operations for the Accursed, at least temporarily. It would be difficult to avoid the notice of the Baron for a long time in this place, but it provides an opportunity to study all of the chaplain's research. Of course, in exchange for the use of the space, the chaplain does expect the Accursed to assist him and follow up on the leads.

The chaplain recognizes that he is performing unsavory acts, and fears that they have damned him. He is anxious to garner the assistance of members of the Order of the Penitent, because he believes that they could perform these same deeds without endangering their souls. He attempts to make contact with them to offer his intelligence and get their assistance, but he knows he must do so without allowing the members of his congregation or the Baron to find out.

The Baron, of course, is paranoid about all of his informants vanishing. He has begun to gather citizens for questioning, though he has not yet been bold enough to bring in the chaplain. Most of the city's inhabitants live in fear that they could be next. The challenge for the characters is to free the mortals whom the Baron holds prisoner, persuade the chaplain to not act so directly, and to overthrow the Baron.

Characters who are provocational toward the chaplain for his actions are unlikely to garner his cooperation. He believes that his actions are in keeping with the greater good, and completely justifiable, even if they have resulted in dozens of mortal deaths. After all, these traitors have turned from the faith to join with the Witches, earning their fate.

BARON GRAELING

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Stealth d8, Swimming d8, Taunt d8

Pace: 6 **Parry:** 6 **Toughness:** 8 (3)

Special Abilities

Aquatic: Pace 6

Bite: Str + d8

Blood Drain: Leech-men commonly attack by grappling. When a leech-man has a foe entangled, if the bane wins the opposed roll, it automatically does one Wound of damage, plus an additional Wound for each raise, when it clamps on and sucks the prey's blood. This ability does not affect any characters who do not bleed normally.

Blood Frenzy: When another animal or character possessing normal blood suffers a wound, all Leech-men within 6" are driven into a frenzy by the scent of blood. This causes them to go Berserk (as per the Edge). Leech-men cannot end their rage until the battle is over.

Hardy: The creature does not suffer a Wound for being shaken twice.

Low Light Vision: Leech-men ignore any penalties for Dim and Dark lighting.

Weakness (Wood): As a creation of the Blood Witch, leech-men suffer +4 damage from weapons made of wood.

Witchline (Blood Witch): Banes of the Blood Witch can be sensed by Dhampir Accursed within 25 feet.

Gear: Brigandine Great Coat (Armor 3 to body, arms, and legs)

