Accursed

Grove Point

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POWERED BY FATE

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Grove Point

The sun has set, and the Accursed are discussing their plans for the next day. They currently travel through the **Dark and Perilous 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 that 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 Fair (+2) difficulty Lore roll, a character recognizes this location, surrounded by flowing water, might be ideal to safely invoke a powerful ritual.

If they investigate the site, it takes more than an hour to reach it. (It is night, 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 **Charred Human Bones** as well as scraps of clothing. A thorough examination of the remains reveals that at least some of the people were still alive when they were burned.

Trying to follow the trail from the guttered bonfire really needs daylight. If they wait until morning, they can easily follow a trail back to a worn dirt road. It 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. **Frightened and Desperate Citizens** populate the **Lonely and Isolated Village**. Inhuman PCs obviously scare the residents, but so do any outsiders. It rapidly becomes clear that the city has very few visitors.

The residents try to keep any interactions brief. The town members are not confrontational. Rather, they are simply scared. If the visitors offer payment, particularly in the form of trade goods in exchange 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, so that they might 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, 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 a group of eight leech-men. The Baron is not receptive to visitors, unless they offer up a worthwhile blood sacrifice. Otherwise, he demands they leave, immediately. If the characters fight the Baron, his leech-men are swift to join. 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 assets in the **Reinforced Keep**. If he starts to lose, he tries to retreat and call upon his allies.

The Chapel

Chaplain Heinrich at the Enochian church is an **Order of the Penitent Sympathizer**. 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. Heinrich has become a **Ruthless Vigilante**. He has been burning bodies at the bonfire site. In fact, he has been identifying locals who have fully joined the Blood Witch's cause. The priest 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.

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 contact 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.

Baron Graeling

Aspects

Blood Sucking Tyrant
Loyal Pawns
Monstrous Noble
Unquestioned Authority
Vulnerable to Wood

Skills

Great (+4): Provoke
Good (+3): Fight, Physique
Fair (+2): Deceive, Resources, Shoot
Average (+1): Athletics, Lore, Notice, Will

Stunts

Aquatic (Can move through water without penalty)
Blood Drain (When using a Fight attack, can force opponent to defend with Physique instead of Fight),
Twisted Tongue (Gain +2 to a Provoke overcome action when opponent is a commoner).

Stress

4 Physical
3 Mental

Leech-men

Aspects

Blood-Crazed Killer
Flexible Physique
Vulnerable to Wood

Skills

Fair (+2): Fight
Average (+1): Athletics, Notice

Stunts

Aquatic (Can move through water without penalty)
Blood Drain (When using a Fight attack, can force opponent to defend with Physique instead of Fight),

Stress

1 Physical
1 Mental

Sample PCs

The following pages offer pregenerated characters, which can be used to play through the scenario. Please note that each of the Witchbreeds implies a specific physical weakness as a part of their High Concept. Straw Golems, Revenants, and Mummies are vulnerable to fire. Vargr are vulnerable to Silver. Dhampir are vulnerable to wood.

Neal Sarder

Aspects

Revenant Rogue
Outspoken Braggart
Quick with a Sword
Mourns Clan Martigan
Repentant Defender

Refresh: 3

Skills

Great (+4): Fight
Good (+3): Notice, Provoke
Fair (+2): Physique, Shoot, Will
Average (+1): Burglary, Contacts, Deceive, Investigate

Stunts

Already Dead (Once per game session, erase a mild physical consequence or downgrade a moderate physical consequence to mild)

Dark Vision (Notice skill suffers no penalties for lighting conditions)

Decomposing (+2 to Provoke when attempting to intimidate a living target)

Extras

None

Stress

3 Physical
3 Mental

Malakai Emmanuel

Aspects

Straw Golem Monk
Visions of War
Misplaced Scholar
Compassionate Veteran
Gentle Giant

Refresh: 3

Skills

Great (+4): Lore
Good (+3): Athletics, Physique
Fair (+2): Fight, Investigate, Shoot
Average (+1): Empathy, Notice, Provoke, Rapport

Stunts

Irresistible Force (+2 to Physique Attacks to move or break through an object when taking a running start)

Religious Scholar (use Lore to resist Provoke attempts when you can cite an appropriate passage)

From the Pulpit (+2 to Rapport when speaking on religious matters)

Extras

None

Stress

4 Physical
2 Mental

Lidiah Natoli

Aspects

Vargr Soldier
Arrogant Beast
Savage Claws
Proud Gradniki
Always a Step Ahead

Refresh: 3

Skills

Great (+4): Fight
Good (+3): Provoke, Will
Fair (+2): Notice, Physique, Stealth
Average (+1): Athletics, Contacts, Deceive, Shoot

Stunts

Lupine Senses (+2 Notice when in bestial form)

Strength of the Motherland (+2 Physique when in bestial form)

Volatile Temper (Gain a boost when accepting a consequence from a mental attack)

Extras

None

Stress

3 Physical
4 Mental

Petra Vogel

Aspects

Dhampir White Witch
Delicate Scholar
Loyal Penitent
Potent Grimoire
Ethically Flexible

Refresh: 2

Skills

Great (+4): Will
Good (+3): Lore, Notice
Fair (+2): Empathy, Provoke, Rapport
Average (+1): Athletics, Fight, Investigate, Shoot

Stunts

Doublecross (May use Empathy to make a physical Attack against an unsuspecting target)

Gleaming Smile (+2 to Rapport for seduction)

Studious Witch (+2 to Lore related to Witchcraft)

Extras

Witchcraft

Stress

2 Physical
4 Mental

Extra: Witchcraft

Permissions

High concept must reference that the character is a Witch.

Costs

Witchcraft is associated with the Will skill, so characters need that to effectively use this extra. Access to Witchcraft also requires one point of Refresh.

Characters capable of using Witchcraft add the following actions to the Will skill:

Overcome: Use Will to disperse an existing aspect created with Witchcraft. Note that Witchcraft can never be used for healing.

Create an Advantage: Use Will to create an aspect on a target that possesses a soul representing a disruption or enhancement of that being.

Attack: Use Will to make physical attacks on targets up to one zone away.

Defend: Use Will to defend against any attacks or create an advantage attempt made using Witchcraft.

Nailah Rateb

Aspects

Mummy Alchemist
Fleeing the Pharaoh
Questing for Answers
Satchel of Potions
Volatile Solutions

Refresh: 3

Skills

Great (+4): Crafts
Good (+3): Empathy, Rapport
Fair (+2): Lore, Provoke, Shoot
Average (+1): Fight, Physique, Resources, Will

Stunts

Ardent Alchemist (+2 to Lore related to alchemy)

Reveal Hidden Treasures (may substitute Crafts for Resources).

Extras

Alchemist

Stress

3 Physical,
3 Mental

Extra: Alchemy

Permissions

High concept must reference that the character is an Alchemist.

Costs

Alchemy is associated with the Crafts skill, so characters need that to effectively use this extra. Access to Alchemy also requires one point of Refresh.

Characters capable of using Alchemy add the following actions to the Crafts skill:

Overcome: Use Crafts to disperse or replace an existing aspect. This transformation requires a commitment of preparation time proportionate to the scope of the transformation.

Create an Advantage: Use Crafts to create an aspect on a target that does not possess a soul, representing a transformation of that object.

Attack: Use Crafts to make physical attacks on targets up to one zone away.

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