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The Set Up

The Penitents encounter a trade caravan moving through the desert, heading for the city of Ur-Xandria. Amir and Zayed are important merchants who lead the caravan. Both are shipping large amounts of hallucinogenic powders to Ur-Xandria, planning to sell their wares to the alchemists' guilds there. When the sun goes down, the buzzing of locusts grows very loud, and suddenly, the caravan comes under attack by a group of bizarre locust-like creatures! These banes, known as senekek, seem very interested in Amir—attempting to capture him.

The Quandry

After the Penitents drive off or slay the attacking senekek, Zayed immediately begins arguing with Amir. Zayed claims that the attack is Amir's fault, accusing him of using his own wares. Somehow, Zayed reasons, the Mummy King Memnon has learned of Amir's secret. According to Zayed, Memnon will stop at nothing to take Amir captive and learn his "recipe." Amir denies all this, but it is easy to see that Zayed's words make Amir very nervous.

The Dream

The truth is that Amir is using his own product. When under the drug's influence, he dreams of the Djinn. This ancient Witch is believed dead, but in Amir's visions, she is very much alive—and whispers secrets in his ear! Following the vision's advice, Amir's business has grown very successful, and he continues to use the drug almost every night.

The Rival

Zayed is Amir's business partner, but their relationship has become strained. Over time, Zayed has become suspicious of Amir's increasing savvy. Zayed discovered Amir's secret, and after the attack by the senekek, Zayed believes that Amir must be dealt with before the entire caravan is wiped out. However, Zayed is also very ambitious. After the battle, Zayed seeks out the Accursed and makes them an offer—if they get rid of Amir, he will take over the distribution of the drugs and even provide the recipe to the Order of the Penitent so that they may intervene in whatever is going on with the Djinn!

The Mummy King

Memnon has learned of Amir's visions (it may have even been Zayed who sold this information to Memnon's agents!). The Mummy King desires to return the Djinn to life, and he believes that Amir's visions may hold the key to that. Therefore, Memnon has dispatched a swarm of senekek to capture the drug merchant and bring him to the Mummy King's palace.

The Swarm

The Penitents must choose whether to protect Amir or to agree to Zayed's scheme. Defending

Amir requires the heroes to face a large group of senekek, who attack only at night and often from surprise. Another option is to secure either Zayed or Amir in one of the Order's safehouses. Both merchants are valuable since only they know the recipe for the drugs triggering Amir's visions.

After that, the Game Master must consider whether the visions are true communication with the slain Witch's essence or if the entire thing is merely a dream. In either case, Memnon keeps trying to learn the truth, ensuring the heroes have gained a mighty enemy.

SENEKEK

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

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Taunt d10, Tracking d8

Pace: 6; Parry: 7; Toughness: 9 (3)

Gear: Two short swords (Str + d6).

Special Abilities

Armor +3: Senekek have thick, chitinous shells.

Flight: Senekeks can extend their wings to fly, with a Flying Pace of 6" and an Acceleration of 4".

Four Limbs: Senekeks can stand on their back legs, fighting with four arms. They may make two attack actions each turn, without penalty.

Low Light Vision: Senekeks suffer no penalties for Dim and Dark lighting.

Self-Consuming: During a round in which a senekek is not attacked and takes no other actions, it may consume its own viscera. With a Vigor check, the senekek heals a Wound or removes Incapacitated status. Each raise heals an additional Wound.

Witchline (Djinn): Banes of the Djinn can be sensed by Mummy Accursed within 25 feet.

