



Sean Preston



Lead Developer

Ross Watson

Writer

Sean Preston

Cover Artwork

Kevin Childress

Interior Artwork

Daniel Becker

Cartography

Jeff Preston

Graphic Design

Kevin Childress

Publisher

John Dunn

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The Setup

The characters have just left a major urban area and are progressing through the countryside when a thick fog sets in around them. They hear screaming up ahead and see shadowy outlines of figures moving (Scourgers). As they approach, they see two farming men downed and bleeding out, and a woman being roughly questioned by three men in black leathers.

The Quandary

Something (or someone) is killing the livestock around town, and tensions are mounting. A religious zealot, Petya Ignatovich, has whipped a small group of devotees into a frenzy, and they are attempting to root out the problem using whatever means are at their disposal; chiefly brute force, fear, and intimidation. The village leader, Esfir Krupin, a wealthy farmer, believes it is Petya himself. In truth, it is the doings of the Grey Lady. It is up to the characters to sort things out before an innocent girl is hanged and a community forever torn apart.

The Village

An isolated community, Orlov does things in its own fashion and does not look kindly upon either the Accursed or witchcraft. They are both fearful and suspicious of outsiders. This has already effected Alisa, but is certain to increase the difficulty for any interactions between the Witchmarked and the locals. Despite the lack of any real proof, Alisa is to be hanged in five days, driving Esfir secretly mad with grief. Should he attempt to protect her, he feels he'll be hanged as well. As it stands, Petya supporters are growing.

The Scourge

This small group of Petya's followers, chiefly comprised of farmers, is growing. They already have sympathy from the militia, so a blind eye is turned towards their activity. They are rooting out any other potential troublemakers before it is too late.

The Leader

Esfir Krupin recognized Alisa instantly when she came to town, yet has not let on. If it were not for her fine features, much like her mother's, he also noted she bore a distinctive platinum locket about her neck, a token of his love and devotion. He was confident it still bore a small likeness of him within.

The Church and Its Secrets

Michal and Luka Durov are twin brothers who both walk in grace. They secretly work with the Order of the Penitent and welcome any and all Accursed, offering sanctuary and a place to stay. Though the stone chapel is small, there is an elaborate, cavernous labyrinth beneath the wine cellar. The pair has never fully explored it nor have they questioned its exact origin. They consider it a divine gift and a secret revealed to them by Father Yegorov before his passing.

The labyrinth's connections extend far beyond the boundaries of the town. Much of it is due to a series of underground streams—which are all currently low. However, portions of the complex were used during the Bane War, and some supplies remain concealed and forgotten within its depths. The network also connects to a cave that lets out not far from the Grey Lady's home. She has used the tunnel so that she might come close enough to the town to cast her rituals that have caused Orlov's misfortune. Penitents who search the complex may discover signs of Witchcraft—which could point to the brothers Durov as easily as the Grey Lady.



GM Note

This one-sheet can be situated anywhere along the characters' path or used as an introductory adventure for a campaign. As such, while particular places are detailed, the exact geographical realm is left to your discretion.

The Condemned

Alisa Azarov learned Esfir Krupin was her father and fled the forest to find him. The reunion was a happy one, until the subsequent bad luck fell upon the town, casting her into a most suspicious light. She is a beautiful, charming girl with a gift for song.

The Grudge

Akilina Azarov sought solace in Esfir's arms ages ago, but he refused to leave his wife for her, even after she told him she was with child. Broken, Akilina fled the village with thoughts only of revenge. She soon found herself within the swampy forest of Dobryn, where she stumbled upon the thatched hut of the Grey Lady. Having a heart filled with hate, she made a pact of servitude with the witch for the opportunity to one day wreak a terrible vengeance upon Esfir. The long years of harsh living have eroded her once fine features, leaving her scarred and plain.

THE GREY LADY

Living in a thatched hut within the swampy forest of Dobryn, half a day's journey north of Orlov, this wise old crone has little love for outsiders, save for Akilina, with whom she developed a strong bond over the years. She was pleased to learn Akilina had real potential, and cultivated her talent for identifying witchcraft components. She had no real plans to help

Akilina ever get her revenge until Alisa ran away from home, and then things fell into place.

She is a white witch and a hermit by choice, though she does feelings for both Akilina and Alisa. She believes that if Orlov were gone, Alisa would return and they could dwell in solitude. It is for this reason that she has enacted a ritual that causes one of the town's livestock to die each night. She believes that once enough people abandon the town, Alisa will return to her home. Only her direct action can disrupt the ritual.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Guts d12, Healing d8, Intimidation d10, Knowledge (Botany) d10, Knowledge (Witchcraft) d12, Notice d10, Persuasion d10, Subterfuge d6, Witchcraft d12

Charisma: -2, **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Hard of Hearing (Minor), Outsider, Vengeful

Edges: Arcane Background (Witchcraft), Level Headed, Power Points, Soul Drain

Spells: Bolt, confusion, curse, divination, drain years, power negation, slumber, steal wounds, transmogrify

Power Points: 25

Gear: Staff (Str+d4)

