



Ross Watson





Lead Developer

**Ross Watson**

Interior Artwork

**Sacha Diener**

Graphic Design

**Kevin Childress**

Publisher

**John Dunn**



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](mailto:info@meliorvia.com) or visit us at [www.meliorvia.com](http://www.meliorvia.com)

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://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.



## The Set Up

The heroes are journeying through the wastes of Steppengrad when they hear the howling of a wolf pack ahead. Gorge wolves threaten a man desperately attempting to hold the beasts at bay. Meanwhile, another man lies bleeding on the ground.

## The Quandary

After the Penitents kill or drive off the gorge wolves, they learn that the men are Anatoly and Boris, farmers from the nearby village of Yulotov. Boris is badly hurt, but Anatoly is very grateful for the rescue and asks the Penitents for their help. Anatoly explains that the gorge wolves have been threatening his village for a week. Every day, more seem to arrive. The village is in dire trouble, as the gorge wolves have devoured all the livestock and the farmers are afraid to work the fields due to the banes' attacks.

## The Village

The settlement is known as Yulotov, and it is—or was—a farming village. The people of Yulotov are typical Gradniki. They are hard-working, stoic, and reliable. However, the gorge wolves have inflicted great hunger and suffering. Thus, the citizens of the village are distrustful of strangers yet desperately seek some kind of answer to the problem.

## The Scorned

The trouble began with Ekaterina, a denizen of Yulotov village. She had grown very fond of a local boy, Anatoly, and planned to marry him when she came of age. However, Anatoly began spending time with another girl, Svetlana. Heartbroken, Ekaterina cursed Anatoly's fickle attentions and the town in the name of Baba Yaga, drawing the Witch's attention. This spiteful curse has brought the gorge wolves to Yulotov, and until Ekaterina recants it, everyone she knows is in danger of death by starvation or ending up feeding the banes.

## The Pack

It is said that Baba Yaga is tied into the land of Steppengrad, and that she hears every bitter curse or plea uttered in her realm. The Witch answered Ekaterina's whispered, misguided words of

revenge by sending a pack of gorge wolves into the town. The banes are preying upon the town, but they are particularly interested in Anatoly, often showing up near his home and harrying him whenever he is outside. It is important to note that these particular banes are not subject to the Blood Frenzy that gorge wolves normally suffer.

## The Old Grandmother

Ever since the pack of gorge wolves arrived in Yulotov, Ekaterina has glimpsed Baba Yaga's twisted face in the waters of the town well. Every night, Ekaterina has gone to the well to speak with the Witch—the girl is having second thoughts about her spiteful wish for Anatoly to suffer once she witnessed how the town has been stricken with hunger. If the heroes discover this, they can solve the problem in Yulotov without needing to kill the entire pack of gorge wolves. Instead, a successful Persuasion roll at -4 can convince Baba Yaga to recall her wolves—especially if the player characters remind Baba Yaga of the emotions of young love and jealousy (the Game Master should reduce the penalty based upon the eloquence of the heroes' argument).

### YULOTOV GORGE WOLVES

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d10, Notice d8, Tracking d10

**Pace:** 10

**Parry:** 6

**Toughness:** 8

#### Special Abilities

**Bite:** Str+d8

**Go for the Throat:** Gorge wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

**Fleet-Footed:** Dire wolves roll d10s when running.

**Low Light Vision:** A gorge wolf ignore penalties for Dim and Dark lighting.

**Fear (-2):** Gorge wolves are a terrible sight, inspiring fear in even the strongest hearted hero. Fear checks made when encountering gorge wolves suffer a -2 penalty.

**Size +2:** Gorge wolves are as large as a riding horse.

**Weakness (Silver):** Gorge wolves suffer double damage from silver weapons.

**Witchline (Baba Yaga):** Banes of Baba Yaga can be sensed by Vargr Accursed within 25 feet.



Hatred's Snare