



Adventure Edition Update



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General note: Witchbreeds were originally constructed using Explorer's Edition rules. All Witchbreed abilities should be replaced with the versions presented here, if using SWADE.

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Step 2B 12 points for skills instead of 15.

Receive core skills at d4 as Innate abilities (Athletics, Common Knowledge, Notice, Persuasion, Subterfuge)

Step 2C Remove Charisma Secondary Statistic

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Skills

Academics	*Notice
Alchemy	Occult
*Athletics	Performance
Battle	*Persuasion
Boating	Piloting
*Common Knowledge	Repair
Driving	Research
Fighting	Riding ‡
Focus	Shooting
Gambling	*Subterfuge †
Guts	Survival
Healing	Taunt
Intimidation	Witchcraft

* Characters begin with a d4 in Athletics, Common Knowledge, Notice, Persuasion, and Subterfuge.

† Subterfuge integrates Stealth and Thievery from the Savage Worlds Core Rules.

‡ Riding includes the skills relevant to drive any horse-drawn vehicle.

DHAMPIR WITCHBREED PACKAGE

Graceful: Attribute Increase Agility (1 die type)

Keen Senses: Skill Bonus (d6 starting Notice)

Low Light Vision

Hindrance: Minor Weakness to Wood
(+4 Damage suffered)

Blood Hunger: Minor Hindrance Habit

CALL THE BLOOD

Change Requirements to Seasoned, Dhampir, Persuasion d8

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GOLEM WITCHBREED PACKAGE

Constructed: Construct

Deliberate: Attribute Penalty (Agility -2)

Reduced Pace (-1)

Hindrance: Outsider (Minor)

Hindrance: Minor Weakness to Appropriate Substance (+4 Damage suffered)

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MONGREL WITCHBREED PACKAGE

Agonizing Pain: Attribute Penalty (Spirit -2)

Animal Components: Two Edges, appropriate to racial modifications

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MUMMY WITCHBREED PACKAGE

From the Tomb: Immune to Poison & Disease, No Vital Organs, Doesn't Breathe

Hideous Visage: Hindrance: Major Ugly

Inveterate Pawn: Attribute Penalty (Spirit -1)

Sarcophagus: Armor +2, Armored skin attacks for Str + d4 damage, Never unarmed

Hindrance: Minor Weakness to Fire
(+4 Damage suffered)

ROYAL TRADITION

Replace Charisma bonus with Persuasion +2

Page 59

OPHIDIAN WITCHBREED PACKAGE

Venomous Bite: Bite & Poisonous Touch (Mild)

Disjointed: Unchanged from Accursed

Serpent Strike: Edge: First Strike

Cold-Blooded: Environmental Weakness (Cold)

Caustic: Attribute Penalty (Vigor -1)

Racial Enemy: Melusine

PARALYZING VENOM (New!)

Requirements: Novice, Ophidian

Adds the option to use Venomous Bite poison as Paralysis. Use at Paralysis causes the hero Fatigue. Ophidian can choose whether poison delivered is Mild or Paralysis.



DEADLY VENOM

Requirements: Seasoned, Ophidian

Adds the option to use Venomous Bite poison as Lethal. Use at Lethal causes the hero Fatigue. Ophidian can choose whether poison delivered is Mild or Lethal.

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REVENANT WITCHBREED PACKAGE (SWADE)

Undead: Immune to Poison & Disease, No Vital Organs, Doesn't Breathe

Power of the Crypt: Attribute Increase Vigor (1 die type)

Overriding Goal: Dependency (Overriding Goal)

Animated Corpse: Hindrance: Major Ugly

Hindrance: Minor Weakness to Cold Iron (+4 Damage suffered)

Page 53

SHADE WITCHBREED PACKAGE (SWADE)

Fear: Power (Fear)

Limited Presence: Attribute Penalty (Strength -1)

Out of Phase: Skill (Subterfuge d6), Parry +1

Phasing: Treat as Burrowing, though they do not leave a tunnel behind and may pass through any inanimate object. While Phasing, Shades can perceive but not interact with the physical world, except for powers and their weakness.

Unnatural Aura: Unchanged from Accursed.

Hindrance: Minor Weakness to Salt (+4 Damage suffered, even when Phasing)

SPECTRAL CONSTITUTION

Remove this Edge.

SPECTRAL CHILL OF THE GRAVE

Treat this as the Power (Damage Field) Edge, using the Shade's Focus skill and Power Points from the Power (Fear) racial ability.

SPECTRAL CAMOUFLAGE

Treat this as the Power (Invisibility) Edge, using the Shade's Focus skill and Power Points from the Power (Fear) racial ability.

Page 55

VARGR WITCHBREED PACKAGE (SWADE)

Insatiable Hunger: Dependency (Raw Meat)

Bestial Form: Remove "The Vargr's Charisma suffers -4". Otherwise unchanged from Accursed

Lupine Senses: Low Light Vision

Natural Weapons: Bite

Hindrance: Minor Weakness to Silver (+4 Damage suffered)

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ATHLETICS

Disregard this section. Athletics is presented in SWADE.

SUBTERFUGE

Subterfuge now combines Stealth and Thievery (instead of Lockpicking). It is a core skill, so characters begin with a d4 in Subterfuge.

REMOVED SKILLS

Accursed adventures rarely include Boating, Driving, and Piloting. We continue to recommend that GMs discourage players from spending points on these skills for their characters, but it may be worth keeping them.

KNOWLEDGE SKILLS

The skill list presented previously in this document addresses Knowledge skill replacements in SWADE. There is no Language skill in Accursed.

Page 69

JINGOISTIC

Replace the last two sentences of the first paragraph as follows:

A character taking the Minor version suffers a -2 to Persuasion checks among individuals of other cultures. The penalty increases to -4 for the Major hindrance.

OBLIGATION

Replace with the version presented in SWADE.

WEAK WILLED

Replace "Tests of Will" with "Smarts or Spirit based Tests."

Page 70

HINDRANCE REFERENCE LIST

Add Driven Minor/Major
Add Hesitant Minor
Add Impulsive Major
Add Jealous Minor/Major
Remove Lame and One Leg
Add Ruthless Minor/Major
Add Secret Minor/Major
Add Shamed Minor/Major
Add Slow Minor/Major
Add Suspicious Minor/Major
Add Thin Skinned Minor/Major
Add Tongue Tied Major

Page 72

DIRTY FIGHTER

Replace the second paragraph as follows:
Adds +2 to make Test actions in Combat.

ENOCHIAN

Requirements: Novice, Academics d6+

Replace the final paragraph as follows:

An Enochian adds +2 to Persuasion and Intimidation rolls when dealing with the faithful.

Page 73

GRAND COVEN VETERAN

Replace the second paragraph as follows:

If the character suffers a Shaken result due to a failed attempt to resist a Test, the character may immediately make a Spirit roll in an attempt to clear the Shaken result without spending a Benny. Note, however, that if the character does achieve a raise on this attempt, he does not immediately gain any further actions.

KNAVE

Requirements: Seasoned,

Persuasion d8+, Subterfuge d8+

Replace Streetwise in the last paragraph with Subterfuge.

Page 74

KNIGHT OF THE REDHAWKS

Replace the final paragraph as follows:

When a Knight of the Redhawks makes an opponent Vulnerable with a successful Test action, actions and attacks against that foe gain a +4 instead of the usual +2.

OFFICER OF THE ALLIANCE

Requirements: Seasoned, Battle d8+,
Intimidation d8+, Guts d8+

OUTLANDER

Replace the final sentence as follows:

They also receive +2 to Persuasion checks with survivors from the Outlands.

Page 75

PENITENT

Requirements: Novice, Academics d6+,
Survival d6+

Replace the reference to Tracking with Survival in the final paragraph.

WITCH HUNTER

Requirements: Veteran, Guts d8+, Occult d8+

Replace the reference to Knowledge (Witches) with Occult in the final paragraph.

EDGES REFERENCE LIST

Alertness	Counterattack	Jack-of-All-Trades	Reliable
Always Armed †	–Imp. Counterattack	Killer Instinct	Retort
Ambidextrous	Danger Sense	Knave †	Scavenger
Arcane Background (Alch., Gift, or Witchcraft)	Dead Shot	Knight of the Redhawks †	Scholar
Artificer	Dirty Fighter †	Level Headed	Sidekick
Assassin	Dodge	–Imp. Level Headed	Soldier
Attractive	–Improved Dodge	Liquid Courage	Soul Drain
–Very Attractive	Elan	Luck	Steady Hands
Beast Bond	Enochian †	–Great Luck	Streetwise
Beast Master	Extraction	Marksman	Strong Willed
Berserk	–Improved Extraction	Menacing	–Iron Will
Block	Familiar †	Mighty Blow	Sweep
–Improved Block	Fanaticism*	Natural Leader	–Improved Sweep
Bolster	Fast Healer	Necromancer*	Tactician
Brave	Feint	–Master Necro.*	–Master Tactician
Brawler	Fervor	Nerves of Steel	Take the Hit †
–Bruiser	First Strike	–Imp. Nerves of Steel	Thief
Brawny	–Improved First Strike	New Powers	Tough as Nails
Brute	Fleet-Footed	No Mercy	–Tougher than Nails
Calculating	Followers	Officer of the Alliance †	Trademark Weapon
Charge †	Free Runner	Outlander †	–Imp. TM Weapon
–Improved Charge †	Giant Killer	Penitent †	Two-Fisted
Charismatic	Grand Coven Vet.†	Power Points	Two-Gun Kid
Chosen Fate †	Hard to Kill	Professional	Wealthy †
Clarity of the Draw †	–Harder to Kill	–Expert	Weapon Master
Combat Reflexes	Healer	—Master	–Master of Arms
Command	Hold the Line!	Provoke	Witch Hunter †
Command Presence	Humiliate	Quick	Woodsman
Common Bond	Improv. Fighter	Quick Draw	Work the Room
Concentration	Inspire	Rabble-Rouser	–Work the Crowd
Connections	Investigator	Rapid Recharge	
	Iron Jaw	Relentless*	
* Edge from Savage Worlds Horror Companion			
† Edge from Accursed			

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ALCHEMICAL FORMULAE

Replace alchemical formulae list as follows:

alchemical fortitude†, armor, blast, blind, boost/lower trait, darkness, darksight, drain years, electrolytic transferal†, entangle, fear, growth/shrink, intangibility, invisibility, light, liquefy object†, rejuvenating draft†, sloth, slumber, smite, speed, stun, transmute element†, transmute weapon†, wall walker*

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CHARMS AND SPELLS

Replace charms and spells list as follows:

beast friend, blast, blind, bolt, boost/lower trait, circle of thorns†, confusion, corpse senses, curse†, damage field, darkness, darksight, disguise, divination, drain power points, drain years*, enhance undead*, entangle, farseeing†, fear, feral form†, fly, grave speak*, growth/shrink, havoc, intangibility, invisibility, mind reading, nightmares*, object reading†, power negation†, probe†, puppet, shape change, sloth, slumber, speed, squall†, steal wounds†, stun, transmogrify†, wall walker, zombie*

Page 102

GOLEM STAGE 2: ACCEPTANCE

Replace the Effect as follows:

The Golem gains +2 Toughness, but attacks using the Golem's Weakness inflict double damage.

Page 103

MONGREL STAGE 2: ACCEPTANCE

Replace the Effect as follows:

The Mongrel gains the Beast Master Edge, with a pet that corresponds to one of the Accursed's implants. The Mongrel can no longer increase Spirit beyond its current level.

OPHIDIAN STAGE I: ACCEPTANCE

Replace the Effect as follows:

The Ophidian suffers a -1 to Persuasion checks, but gains a +2 bonus to all Fear checks.

Page 104

REVENANT FINAL STAGE: ACCEPTANCE

Replace the Effect as follows:

The Revenant gains Dependency (Human Flesh). The Revenant can now compel any dead creature within 25 feet to answer one question. The answer is limited by the creature's intelligence and its ability to communicate when it was alive.

SHADE STAGE I: ACCEPTANCE

Replace the Effect as follows:

The Shade receives a +2 bonus to use the fear power. However, the Accursed suffers a -1 penalty to all Persuasion checks.

SHADE STAGE 2: ACCEPTANCE

Replace the Effect as follows:

When Phasing, the Shade may now pass through completely solid objects.

SHADE FINAL STAGE: ACCEPTANCE

Replace the Effect as follows:

The Shade's physical form becomes inherently separated from physical reality and she becomes permanently Ethereal. Her form strengthens such that she receives a +2 to Toughness, and she is so far beyond the concerns of the body that she does not suffer from disease or poison. She must make a Vigor roll (-2) to interact with the physical world, including speaking, except for using powers. When exposed to salt or salt water, the Shade incurs a -2 penalty to all Trait tests and damage-causing powers with a salt Trapping or weapons coated in salt now cause double damage.

Page 105

VARGR STAGE I: ACCEPTANCE

Replace the Effect as follows:

The Vargr now suffers double damage from attacks inflicted by weapons made from silver. Lupine Senses now also gives +2 for smell-based Notice checks.

Page 106

GOLEM STAGE 2: DEFIANCE

Replace the Effect as follows:

The Golem no longer suffers from its Weakness. In addition, the Golem gains +1 bonus Benny at the beginning of each game.

Page 107

MUMMY STAGE 1: DEFIANCE

Replace the Effect as follows:

The Mummy loses the Hideous Visage power. The mummy becomes vulnerable to called shots.

OPHIDIAN STAGE 1: DEFIANCE

Replace the Effect as follows:

The Ophidian loses its Venomous Bite and its Cold-Blooded racial traits.

OPHIDIAN FINAL STAGE: DEFIANCE

Replace the Effect as follows:

The Ophidian acquires the ability to use the beast friend power at will against any snakes the Accursed encounters. The character uses Spirit to make the test, per the No Power Points setting rule. The Ophidian also gains +1 bonus Benny at the beginning of each game.

REVENANT STAGE 1: DEFIANCE

Replace the Effect as follows:

The Revenant loses its Overriding Goal racial trait.

Page 108

REVENANT STAGE 2: DEFIANCE

Replace the Effect as follows:

The Revenant loses the Minor Weakness to Cold Iron and its No Vital Organs traits. The Revenant gains +1 bonus Benny at the start of every game.

SHADE STAGE 1: DEFIANCE

Replace the Effect as follows:

The Shade loses the +1 Parry from the Out of Phase trait but may turn off the Unnatural Aura racial trait at will.

SHADE STAGE 2: DEFIANCE

Replace the Effect as follows:

The Shade loses the Minor Weakness to Salt and the Power (Fear) racial traits.

VARGR STAGE 1: DEFIANCE

Replace the Effect as follows:

The Vargr loses the Natural Weapon, but may now go two days between servings of raw meat, per the Insatiable Hunger dependency.

Page 115

GORGE WOLF

Replace Tracking d10 with Survival d10

Page 115

LEECH-MEN

Replace Skills as follows: Athletics d6, Fighting d8, Notice d8, Subterfuge d8

Page 118

VAMPIRE, MORDEN

Under Weakness (Blood): replace Throwing with Athletics

Page 127

NOUMENON

Remove Weakness (Banish)

NIGHT'S MASTIFF

Replace Tracking d12 with Survival d12

Page 130

ZALAZADE

Replace Knowledge (Witchcraft) d12 with Occult d12

Replace the Witchcraft entry as follows:

Zalazade has 40 Power Points, and knows the following spells: *bolt, boost/lower trait, curse, darkness, darksight, divination, drain years, farseeing, growth/shrink, intangibility, invisibility, sloth, speed, stun, transmogify.*

Page 141

First full paragraph:

Replace the Tracking roll, with a Survival roll.

Page 142

Fifth full paragraph

If none of the characters initially succeed at the Notice check, they may repeat it without penalty, until at least one character succeeds.

Page 149

AMELIA D'ORTELLE

Replace Skills as follows:

Academics d8, Athletics d6, Common Knowledge d8, Fighting d8, Focus d10, Guts d12, Intimidation d6+2, Notice d10, Occult d10, Persuasion d12+2, Research d6, Subterfuge d10, Taunt d6+2, Witchcraft d12

Remove Charisma

Replace Fear, Out of Phase, Phasing, Unnatural Aura, and Vulnerability Salt with the relevant Shade abilities from this document (see page 3).

Page 150

DARCY ISABELLA MARQUIS-VINCI

Replace Skills as follows:

Academics d10, Fighting d10, Guts d12, Healing d6, Intimidation d6, Notice d10, Occult d10, Persuasion d12+2, Subterfuge d10, Survival d8, Taunt d4

Remove Charisma