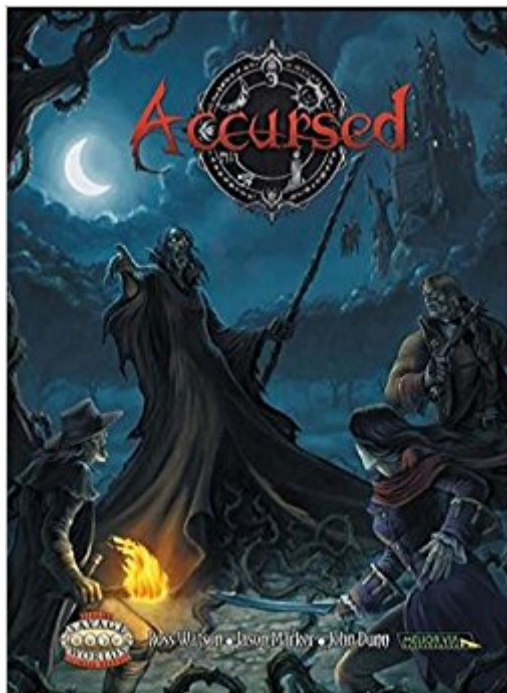


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Accursed (Savage Worlds, MLV21510)



Synopsis

This tale begins with a world of dark fantasy and perilous adventure, where the forces of evil have triumphed. In such a world, those who remain uncorrupted by wickedness must rely upon monsters to fight against the darkness. Witches have ruled the land since the last battles of conquest, but their Grand Coven has been sundered, leaving behind remnants of a once-mighty army. The remnants of the horde include captured citizens of the conquered nations that fought as the Witches shock troops. These are the Accursed the Witchmarks burned into their flesh and souls transformed these men and women into monstrous forms. Now, unable to return to their former lives, the Accursed wander the land, giving aid to those in need in an attempt to atone for past sins. Some have joined the Order of the Penitent, an organization devoted to ridding the world of the Witches and their evil influence. Others offer their skills as warriors, alchemists, and spies to the highest bidder. Yet others have succumbed to corruption, greed, or insanity. Light has failed, darkness is ascendant only those bearing the forms of monsters can stand against the tide of the Witches evil. The Accursed are this world's only hope they must learn to embrace their curse or to fight against it, and find some way to free themselves forever of their Witchmark. This is the world of Accursed.

Accursed is a setting for the Savage Worlds RPG. I've created it with my two colleagues, John Dunn and Jason Marker. Between the three of us, we've designed games for many properties, including Star Wars: Edge of the Empire, Shadowrun, Warhammer 40,000 Roleplay, and Robotech. We have decades of experience working in the gaming industry and we're very excited about bringing a new twist on dark fantasy RPGs to life. The three of us are bringing our combined creativity, experience, and passion to the project. The fast, fun, and furious play of Savage Worlds is a perfect fit for the perils and triumphs of adventure in Accursed. In Accursed, Hammer Horror films meet Hellboy, and Solomon Kane meets Castlevania. The game world allows players to take on the roles of characters with curses; they are Dhampir (Half-vampire charming rogues), Golems (living creatures crafted from unliving materials, similar to Frankenstein's monster), Vargr (werewolves), Mummies, Mongrels (men with bestial limbs and other body parts grafted onto their bodies), and Revenants (the living dead). They are investigators, using intuition and deductive skills to discern a witch's plans and ferret out her servants. They are knaves, social engineers using charm and deceit to succeed. They are Enochians, part of a devout order of faith and knowledge. They are alchemists, combining different materials to construct powerful mixtures to achieve a variety of effects. They are white witches, able to harness the magic of witchcraft but forever wary of falling prey to its foul nature. They are witch hunters, powerful warriors with blade and black-powder gun seeking to end the Witches threat once and for all. The Accursed must not only fight evil from without; each

character's witchmark defines his curse and changes over time. Of course, no discussion of Accursed would be complete without the setting itself the continent of Morden. Here, the Accursed track man-eating wolves through the dark forests of Valkenholm, assist a caravan of much-needed supplies heading across the trackless deserts of Hyphrates, explore the mystery of the Weeping Colossus along the Repentance Road, and rescue a sacrificial maiden from the windswept moors of Cairn Kainen. The Witches send out their Banes and their coven-kin to collect tithes and tighten their grip upon the conquered realms. In Steppengrad, the shadow of Baba Yaga looms over every hamlet and village, while the Blood Witch's foul leech-men stalk forth from the Borderl

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Customer Reviews

Read the material and I can't wait to get this going with my game group. Low magic fantasy but an interesting setting for adventure.

In the interest of full disclosure; I was a supporter of the Accursed Kickstarter but I am in no way affiliated with Melior Via nor have I received any compensation for this review. The Accursed setting is one of those rare products where everything comes together in just the right way to create something new and exciting. The creative team behind Accursed clearly cares about the setting and has taken the time to really give it a life all its own; much like one of the Crone's lumbering creations! In Accursed, players take on the role of a Witchmarked, a once-human monster whose sins include helping a group of archetypal Witches, however unwillingly, to defeat the Armies of Light. The Witchmarked (or Accursed) come in several varieties; one type for each Witch. The various types are mostly culled from classic monster movies and the Accursed design team has done a wonderful job at making each fit perfectly within the setting while still maintaining that classic

feel. Accursed has been compared to a combination of Van Helsing, Castlevania, and Ravenloft, with its own sense of flavor added to the mix. While I find this comparisons to be both accurate and informative, I believe it lacks one crucial piece of information. One of the most interesting elements of the Accursed setting is the current state of Morden (the collection of nations which make up the setting) and the heroes who rail against that state, despite being hated and persecuted from all sides. These two elements give Accursed its own life and feel; one which I believe to be both unique and haunting. As I noted above, Morden's Armies of Light no longer fight against the Witch's Grand Coven, for that struggle is long over. Unlike most fairy tales, in Morden, the forces of Light lost the war and the Witches now rule the lands as all-powerful dictators. As fate would have it, the only remaining resistance to the Witches' rule are the Witchmarked, cast off remnants of the Witches invasion force. Which brings us to my favorite element of Accursed; the heroes! The only warriors left who possess the power to fight the Witches, even in secret, are the former human inhabitants of Morden who were cursed and pressed into service against their neighbors. Many of the Witchmarked were released at the conclusion of the Bane War (the war between the Grand Coven and Morden's Army of Light) and left to their own devices. After finding they had no place left to call home, many of the Witchmarked took up the struggle against their former masters. They do this despite being feared and hated by the very humans they seek to protect. They do this despite having little hope of success. Mostly, they do this to save their lost souls, repent their unforgivable sins and because they are the only ones who can!

This setting is fantastically atmospheric, and really brings to life the sorts of worlds you might see in the likes of Solomon Kane, Van Helsing or Season of the Witch. The setting is easily accessible for GMs, which is a great help as it means the world can near-instantly be realised for writing scenarios and bringing the right atmosphere to the gaming table. If I had any kind of criticism of the product, it's that I would have preferred slightly more artwork, whether as little filler pieces or perhaps an extra localised map or two. Overall though, for someone that enjoys dark fantasy settings you will certainly not be disappointed. (Note: I helped fund this on Kickstarter and it was satisfying to see it through to completion)

I supported the kickstarter for these guys. It's an excellent book, well thought out world with great characters, and I can't wait to get a chance to play it again.

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