

Accursed



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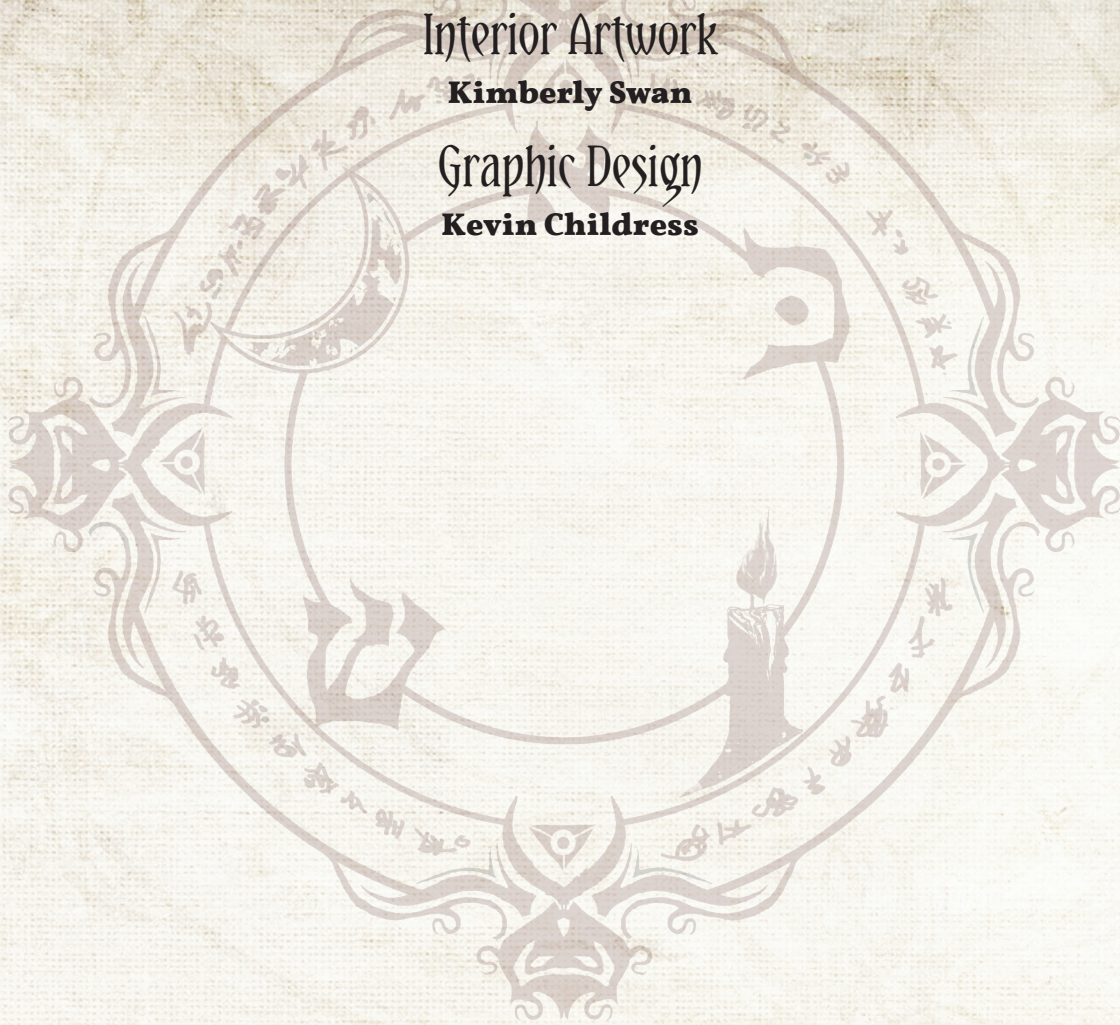
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Oni

The Ogress counts virtually endless hordes of demons at her command, yet she may “bless” favored (or otherwise) humans with immortality and absolute power. She forges a Witchmark onto a human and then casts them into Hell; demons torture the mortal relentlessly until he twists into a new demon. These Terrible Gods, or Oni, burst from Hell, wracked by their experiences and shaped into monsters to serve the Ogress. While most Oni serve their “Princess” willingly in exchange for power, others resent their eternal damnation and rebel against their creator.

Oni appear as incredibly tall and powerfully built humans, on average seven to nine feet tall, weighing several hundred pounds. Their thick skin ranges across the color spectrum, although blues and reds are most common. Typically their hair, if any, is red or black, although a few often have silvery white locks. All Oni have long pointed ears and mouths full of sharp teeth and long tusks on both jaws. Many Oni also have elaborate eyebrows, often grown into shapes of clouds or lightning bolts, and develop one to three horns across their brow. While most Oni favor brute force, and indeed the typical image of an Oni is the massive, bare-chested demon wielding an iron club called a kanabou, many other Oni turn their studies and power to witchcraft. These Kiyo are terrifying opponents in battle, equally wielding their demonic strength and powerful spells.

As demons, Oni enjoy inhuman recovery skills as well as a pointed resistance to toxins and diseases. In addition, their great size affords them increased strength and resilience. Perhaps their most terrifying trait, however, is their innate resistance to damage. Wounds that would be fatal to mortals are only hampering to the Oni. However, attacks using cold iron or magic breach this resistance, and are the surest way to take a demon down.

Outside the normal demonic strengths and frailties, an Oni's existence is an affront to reality itself. Like all demons, an Oni's presence corrupts the world around them, driving misfortune to anyone, including the Ogre itself. Plants wither over time, and animals refuse to go near them. Fortune itself tends to backfire on an Oni, which causes their hardest efforts

to fail dramatically. This leads the Witchbreed to live solitary lives isolated from others, and many take a bitter and pragmatic look at life, a life that constantly rejects their existence.

Furthermore, nothing stirs the Ogress' anger like one of her own rejecting her, and all of her forces constantly seek out and hunt renegade Oni. Her righteous fury bleeds over into her banes and mortal conscripts, until the errant Accursed either returns to her fold or dies in a most horrific way. Their Princess tortures those who return often for some time, as a reminder to those who seek to irk her. Many who return are outright killed in a fit of furious retribution for denying their Witch.

It is, perhaps, this outsider life that draws Oni to the Order of the



The Kanabou

No other weapon is more synonymous with Ogres and Oni than the massive kanabou. Kanabou are in essence heavy spiked clubs, often made of thick wood or iron, studded with spikes down the business end, and often bear a ring at the bottom. Kanabou are heavy weapons, able to make crushing attacks on foes. Kanabou come in either one-handed (Damage Str+d6, Weight 4 lb., Availability +2, Quality +o) or, more commonly, two-handed (Damage Str+d8, Weight 5 lb, Availability +o, Quality +o). Note that outside Sakuran lands, all Sakuran weapons are at -2 Availability.

Penitent the most. Sakurans are connected to their land in a way that only the Gradniki understand. Rejection of their nation and their world weighs heavily on their souls. Even those who accept their fate seek redemption among others like them, as well as dark revenge against the Witch who stole their life. Those who reject their demonic natures become the most pious of souls, beacons to other Accursed that even the darkest, most corrupted Witchmarks can find peace and light at the end of the tunnel. While the Penitents may initially and inately distrust an Oni, those who strive to overcome their demonic natures can find peace in their halls.

WITCHBREED PACKAGE

All Oni characters gain the following racial package.

Demon: Being demons, Oni enjoy resistance to many ill effects. All Oni gain a +2 bonus to recover from being Shaken, and are immune to poison and diseases. They also reduce damage from non-magical attacks by 2, except for cold iron which deals full damage.

Demonic Strength: Oni begin with a d6 starting Strength, and their maximum strength is raised to d12+1.

Size 1: Oni are very large, standing over 6' tall, and weigh in excess of 300 pounds.

Big: Oni are larger than most races, and have difficulty using equipment especially made for them. They suffer a -2 on all Trait rolls when using equipment that is not custom made, as well as Acquisitions rolls made specifically for the Oni.

Enemy (Major): Oni who turn against their Witch are prime targets for the Ogress' purest form of wrath. Sakuran Ogres and other banes summoned by the Ogress always attack an Oni in preference to other targets. These banes actively seek "fallen" Oni, to either tempt them back into the fold, or else utterly destroy them as proof of their creator's ire.

Unlucky: Fortune turns its back on Oni; all Oni begin the game with 1 less Benny.

RACIAL EDGES

Oni have exclusive access to the following Racial Edges. These Edges can be taken at character creation if Edge selections are available and the requirements are met. Alternatively, they can be purchased with Advances as the character grows and develops.

Calamity

Requirements: Veteran, Oni, Spirit d8+

Some Oni learn to twist their unnatural auras, extending their own misfortunes to others. The Oni

may spend a benny to force any target within 5' to reroll and keep the worst roll. If the target chooses, it may spend bennies for rerolls as normal, although the Oni may continue to spend bennies to counter this.

Hellfire

Requirements: Seasoned, Oni, Spirit d8+

Oni who take this power can project a cone of hellish flame, from their eyes, hands, or, most often, their mouth (chosen upon taking this Edge). The Oni gains a Breath Weapon that deals 2d6 damage (see Breath Weapons, *Savage Worlds*).

Third Eye

Requirements: Novice, Oni, Notice d6+, special

This Oni bears a third eye that sees the souls of all living beings. The Oni's soul vision works much like infravision, halving penalties (round down) for bad lighting when attacking living targets. For purposes of this trait, all Accursed are considered alive, even Golems, Mummies, and Revenants, as they still retain their souls. Many undead banes are soulless, as well as otherworldly beings such as the Fae, however, and cannot be seen.

This Edge may only be taken at character creation. However, as an Oni Accepts or Defies his fate, a GM may allow the Oni to develop the eye during a stage increase, choosing this Edge as their next Advance when possible. An Oni who Defies his fate still retains this power, even once human again; the eye subsumes into their body and becomes a metaphysical third eye rather than a physical one.

The Witchmark

ONI STIGMATA

Oni Witchmarks are intricate and beautiful creations, typically contrasting with their Accursed's horrible features. They appear as if drawn across their skin with a traditional Sakuran calligraphy brush and black ink, featuring bold and powerful strokes in equal parts swirling and straight geometric figures. No amount of washing removes the ink, and damaging the skin simply causes the art to be drawn over the scars instead. As the Oni grows more powerful, the calligraphy grows far more intricate, covering the Oni's body in a beautiful Sakuran description of his life exploits.

Acceptance

STAGE 1: ACCEPTANCE

Oni accepting their curse fully acknowledge the demons inside them, transforming into monsters. This provides the Oni with wicked natural weapons. Their bodies twist, however, becoming readily apparent as monsters.

Effect: The Oni gains a Bite and chooses either Claws or Horns as natural weapons, dealing Strength+d4 damage. They also gain the Ugly (Major) Hindrance. If the Oni has the Attractive or Very Attractive Edges, he loses those Edges.

STAGE 2: ACCEPTANCE

As the Oni grows in power, it becomes more demon than man. The Oni's flesh becomes all but immune to damage not of cold iron or magic. However, the Oni finds it even harder to integrate with a world that is forever in terror of him, as his mind twists and delights in cruelty.

Effect: The Oni now reduces all damage from non-magical sources by 4. The Oni, however, subtracts 1 from all Persuasion and Performance rolls. Cold iron still ignores this resistance, and may cause burns when touched.

FINAL STAGE: ACCEPTANCE

Once the Oni has fully accepted his curse, his power explodes. At this point, the Oni fully becomes a demon, both in body and mind, and cannot resist their cruel natures any longer. They delight and actually feed off of suffering, and cannot hide their gluttony for pain and pleasure. Furthermore, their unnatural nature increases dramatically. Rot appears almost instantly where an Oni stands, and fate fights the Oni

at every turn.

Effect: The Oni who fully accepts his demonic nature increases his Size by +1 and his Strength (and its maximum) increases by one die type. He gains the Bloodthirsty hindrance, and starts each session with only one Benny.

Defiance

STAGE 1: DEFIANCE

As the Oni struggles against his Witchmark, his body changes. His great height decreases, until he is on height with a Golem or other large humans. His demonic features begin to recede, and his skin tones become more natural.

Effect: The Oni's Size is reduced by -1, and loses the Big hindrance.

STAGE 2: DEFIANCE

The Oni who continues to fight his demonic heritage find his curse lessened, allowing the world to accept him once again. However, some of his horrible strength fades as he rejects the curse.

Effect: The Oni's Strength is reduced by one die type, to a minimum of d4. Furthermore, the Oni no longer suffers from the Unlucky trait.

FINAL STAGE: DEFIANCE

The last stage sees the Oni casing off the last vestiges of his curse. His demonic features and taint disappear almost completely, until he becomes mortal once again. While he loses his resistances, he gains an internal level of purity, his soul blazing from throwing off the corruption. This perfection strengthens the Oni against the impure Witches, becoming both arms and armor against their evil.

Effect: The Oni becomes fully human in appearance and soul. He loses the Demon trait. In addition, the Oni gains the effects of the Champion edge when fighting the Witches and their creations, including other non-Defiant Accursed, and reduces the damage from all banes' attacks by 2. This trait does not affect other supernatural evil, however, such as Unseelie Fey or non-Witchline monsters.

The Ogress

Perhaps the greatest terror known to the normally peaceful Sakurans, the Witch known as the Ogress existed in the Shogunate for countless centuries. Also known as Amanozako Hime, according to Sakuran legend, the Ogress is a demon goddess born of fury and rage, and is the enemy of Heaven itself. Much like Baba Yaga, Amanozako took the essence of a Sakuran myth, corrupting its meaning into something as hideous as her true form. Some say that Amanozako is as old as the Land of Sakura itself, although true historians record her appearance in the Shogunate only as far back as a few hundred years.

Much like her creations, the Ogress' appearance is bestial and horrible in equal measure, representative of her true nature. Amanozako appears as a terrible demoness, head and shoulders taller than the tallest man, with an incredibly long nose, dangling pointed ears, sharp teeth and Ogre-like tusks so strong they can chew metal blades ragged (in fact, her favorite snack). Her kimono strains to hold her powerful figure, which is strong enough to toss even a hunger troll aside with ease. The Witches know that Amanozako is physically the most powerful, a fact in which she revels.

Crude and contrary to a point, the Ogress goes against the crowd, acting in a manner exactly opposite of what is societally expected. Such niceties as charm and etiquette bore her to no end, and she prefers to give in to immoral and blunt impulses. Never fearful of speaking her mind, even among the Coven, Amanozako displays a haughty, stubborn streak as strong as her body. She overconfidently rushes

headlong into battle and oft forgets well-laid plans of her allies or even herself. Rumors have it that once the Ogress challenged the Crone directly for leadership of the Grand Coven. It was said that their battle lasted weeks and caused untold destruction. To this day, the other Witches despise the Ogress, and only in the rarest circumstances does another Witch aid her plots.

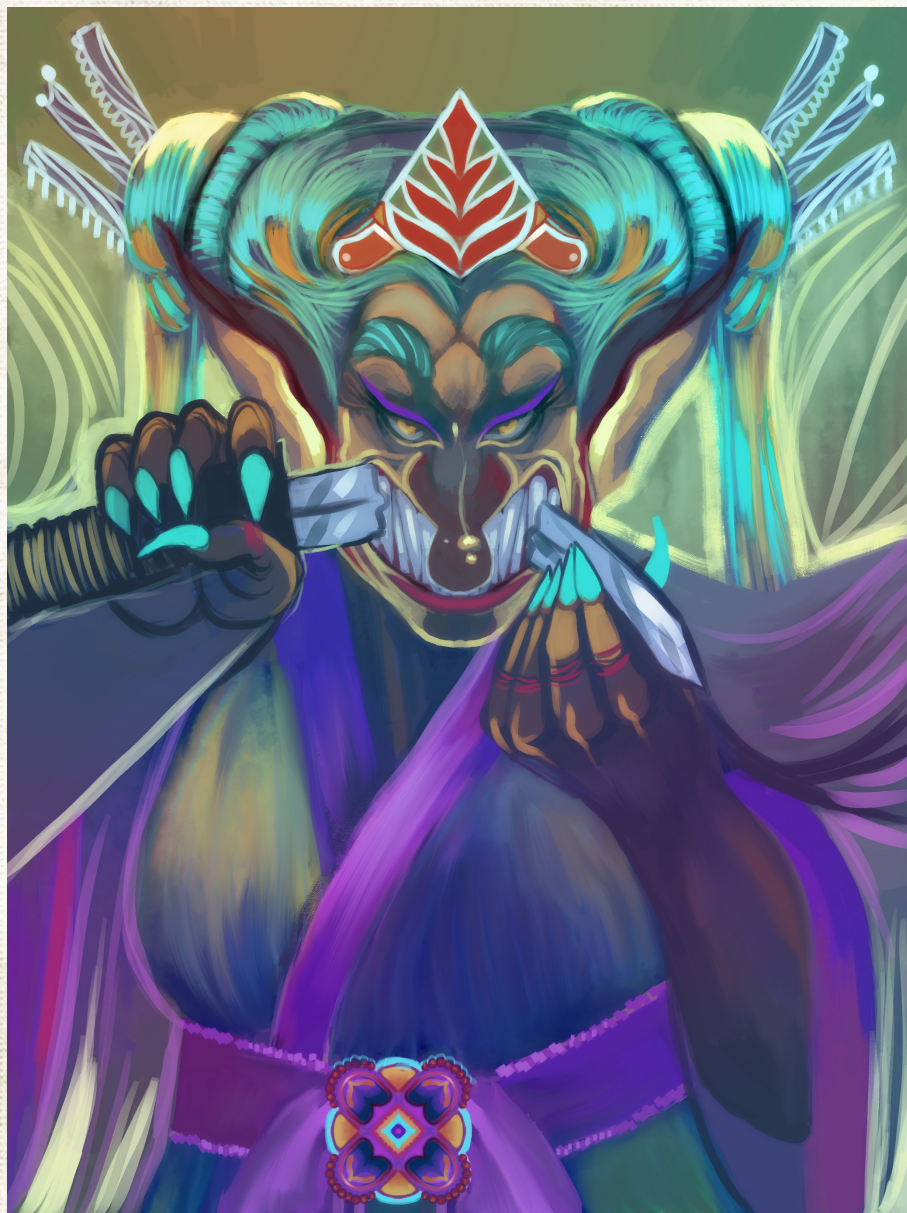
The Ogress' most well-known facet is her volatile temper. Able to flare without a moment's notice, those who court her favor do so carefully, lest her bare hands

or terrible teeth rip them apart. When things do not go exactly the way the Ogress desires, she flies into a terrible rage, destroying anyone and anything within her grasp. While her anger is terrifying, Sakuran generals have used it in their favor, causing her to fly into a rage and abandon all her caution and reasoning. In truth, her anger is the only reason she has yet to truly conquer the Shogunate.

Goals

Even moreso than the Blood Witch, Amanozako delights in the temptation,

or more accurately, corruption of the mortal soul; especially the pious. When she is not wantonly destroying everything around her or succumbing to her base desires, she seeks to possess the hearts of the pure, changing them into, as she sees it, their truest forms. Her demons often appear as either pitiful and helpless or rich and powerful. They offer to whomever listens their heart's desires, for the simple price of their souls. Those who accept are slowly twisted into



deeper acts of depravity, until their blackened hearts can go no further. At this point, many transform into terrible yokai (demons) themselves, their base natures consuming them mind, body, and soul. In keeping with her nature, emotions already present within the victims fuel the temptations. The clever and proud turn haughty and overconfident, while the jealous become murderous in their pursuits. These new demons worship her presence as their Princess. Those who spurn her offers are often slain outright in a fit of rage.

Amanozako's end game is the destruction of every person's heart, and eventually the entire land of Sakura. Imagining the Shogunate mocking her, a land so pure it cannot be corrupted, Amanozako would love to see the nation burned to the last tree, and all its citizens revel in their true selves. The Ogress reluctantly joined the Grand Coven against Morden and only after being promised help in conquering those Sakurans she could not corrupt herself. When it was clear that the Grand Coven was failing, she fled to the Shogunate, abandoning both her sisters and those Sakurans and demons who came with her. Her obsession with the Shogunate overrules all other sense of reason, and, unknown to her, she is being bound to the land she hates so much.

Most recently, her gaze turned to the peasant champion, Meito. In the young girl she sees the greatest challenge of her life. Here stands a child so pure the land itself moves to protect her, and all who listen to her words love her. No one is without temptation, however, and the Ogress believes if she can corrupt the peasant, she can control the minds of the rebellion. After that, the Jade Empire is certain to crumble into dust.

Style of Magic

The Ogress' magic is much like her: a blunt instrument of pure fury, calamity, and destruction. She can summon raging hellfires that never cease burning or cause the earth to shake and split under her powerful gait. Trees wither under her touch, and the skies darken into noxious clouds of soot. Even without her spells, her raw strength makes her a terror. During one notable encounter, she was seen tossing a fully armored knight a thousand yards away with a mere backhand. Among the Witches, only the Crone can match her for the raw capacity for wanton destruction and devastation.

The Ogress lays claim to Hell Itself, and can open portals to summon demon-like banes at will. These monsters are unlike any Satyrinn has seen before, and prove resilient even beyond that of the Morrigan's undead. Cackling hordes take down legions who

quickly realize their weapons are all but useless against the Ogress's minions. Only magic and wrought iron proves effective against these demonic banes, both of which are rare. Thankfully, Hell's demonic resources seem limited, lest the world be overrun by its shrieking, terrible monsters.

GOBLIN, SAKURAN

The least of Hell's minions, goblins appears as a shrunken, twisted humans. No two goblins look alike, but all are slight of form, with burning red eyes that glow in the night, and nobly hides that range in hue from sickly green to burnt wood. Their limbs seem too long for their bodies, and their fingers end in cruel nails. Like most demons, goblins shrug off most weapons, but the touch of cold iron burns them fiercely.

Goblins are craven beasts, lurking in shadows or hiding in a greater demon's steps, and prefer to strike only when advantageous. Despite their diminutive stature and cowardly nature, a goblin pack is quite terrifying, swarming over anything in their path much like a locust swarm on a green field.

Sakuran goblins share the same statistics as the normal goblins (See the **Bestiary** in *Savage Worlds*), save for the following special ability.

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from non-magical attacks except for cold iron.

Gear: Goblins use a variety of weapons, from knives (Str+d4) and spears (Str+d6, Reach 1, +1 parry when used two-handed) to short bows (2d6, Range 12/24/48). Rarely will goblins wear armor, but some will pick up scraps off the battlefield to fortify their battle-resistant hides (Armor +1).



HEILONG

Popular belief holds that, long ago, true dragons existed. Guardians of great wealth and nature, these beasts could be as gentle as a bubbling brook or as ferocious as a raging storm. Above all, dragons were once Saturnyn's greatest beings. If they did exist, true dragons are long extinct; Heilong is not one of them.

The dragon Heilong is Amanozako's greatest champion and a true bane upon the Shogunate. Tales tell the dragon was once a beautiful innkeeper's daughter named Kiyohime who fell in love with a traveling priest. However, the priest eventually turned on her, going back to his pious and virtuous self. In a fit of rage, Kiyohime called for vengeance and lured the priest to a lake. Amanozako answered her vengeful wish and transformed the girl into a terrible dragon, chasing the priest and burning him alive as he hid inside a golden bell. Since then, the maiden took

the name Heilong and faithfully serves Amanozaiko, a testament to how even the most pure have a dark side within them.

Today, the bane dragon lives most of its life underwater at the very lake where she killed her love long ago. Appearing as a tremendous serpent, with long, burning whiskers and scales that could have been golden or pearlescent had they not been scorched, she is called only when a terrible show of force is needed. Entire villages are ruined in her wake, left only as blackened earth and hellfire burning. Only once her rage is sated will she return to her underwater lair, to rest until called upon again.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d12, Notice d12, Occult d8, Persuasion d10, Subterfuge d8

Pace: 8; **Parry:** 7; **Toughness:** 20 (4)

Edges: Frenzy (Imp), Level Headed, Sweep

Special Abilities

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Constrict:** +2 to Athletics checks and Strength rolls made to Grapple.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from non-magical attacks except for cold iron.
- **Fear -2:** Heilong forces all who view her to make a Fear check at -2.
- **Fiery Breath:** Heilong breathes terrible black flames that deal 4d6 damage (see Breath Weapons, *Savage Worlds*).
- **Flight:** The dragon has a Flying Pace of 24".
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size 8 (Huge):** Heilong is massive, over 40' long from nose to tail, and weighs well over 30,000 pounds.
- **Swat:** Heilong ignores up to 4 points of Scale penalties when attacking with her claws.

OGRE, SAKURAN

Sakuran Ogres are massive creatures, representing corruption's primal strength, and are the Witche's greatest banes. Standing at least twice as tall as a normal man, their bodies are covered in thick, corded muscle underneath tough, hairless hides. Their skin ranges in many colors, though most often in red or blue hues, while their nails are most often black. Their arms are long and ape-like, capable of sweeping their massive iron clubs in wide arcs. Perhaps their most terrifying aspect is their bestial faces, with oversized jaws bristling with rending

teeth and massive tusks, often too many to fit in their mouths. Comparably, their eyes are small, set under thick jutting brows, their crowns adorned with one to three horns and covered in thick, shaggy hair. Ogres rarely wear anything other than a tigerskin loincloth and a few scraps of hides for armor, although more experienced Ogres wear traditional Sakuran armor. A few rare ogres bear a third eye, often hailed as lucky.

Ogres are crude and base demons, with simple minds and thick arms. Ogres can be very cunning and easily underestimated, however; the oldest Ogres are capable generals in addition to terrifying warriors on the battlefield. Even the simplest Ogre is a capable liar, often taunting their opponents into traps or simply underestimating the bane's capabilities.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d4, Persuasion d4, Subterfuge d4, Taunt d6

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)/15 (5)

Gear: Two-handed kanabou (Str+d8). Some few wear Sakuran plate armor (+4 Armor).

Edges: Brute, Menacing, Sweep

Special Abilities

- **Armor +1:** Thick hides.
- **Bite/Horns:** Str+d6.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone who sees a Sakuran Ogre must make a Fear check.
- **Size 2:** Most Sakuran Ogres are over 8' tall, bristling with muscle.

Modifying Ogres

Many Ogres vary wildly from the baseline bane. Some appear more gangly and incredibly intelligent, or bear larger fangs and exaggerated features. One notable Ogre from the Shogunate's past, simply named Juggernaut, stood over a hundred feet tall and caused great calamity years ago before it was finally slain. Many even have animal features, such as a serpentine lower body or a bear's claws. Most commonly, Ogres can be massive. For every +1 Size, also increase the Ogre's Strength by +1.

Much rarer, Ogres develop powers akin to a Oni's racial Edges, such as Hellfire. A few Ogres might even develop unique abilities all of their own, such as Ogre Witches (below). Be creative when crafting unique Ogres.

OGRE WITCH, SAKURAN

Few Ogres have the intelligence to master witchcraft, and those who do become true terrors. In addition to being powerful spellcasters, Ogre Witches are accomplished shapeshifters, able to mimic any human form they wish. Ogre Witches use their intellect and magical prowess to hang back in battle, relying on traditional Ogres and pawns to do the heavy lifting.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+2, Vigor d12

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Spellcasting d8, Subterfuge d6, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Edges: Brute, Menacing, Sweep.

Gear: One-handed kanabou (Str+d6) or an iron staff (Str+d4+1, +1 Parry, +1 Reach). Many also carry knives (Str+d4) for ritual purposes.

Special Abilities

- **Armor +1.** Thick Hides
- **Bite/Claw:** Str+d6.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone who sees an Ogre Witch in their true form must make a Fear check.
- **Human Form:** An Ogre Witch may shapeshift into a human form of his choosing of any age or gender. While in his human form, an Ogre Witch loses all his special abilities except Demon and Spells, and his Strength is reduced to d8.
- **Size 2:** An Ogre Witch rarely stands over 8' tall, and incredibly dense.
- **Spells:** An average Ogre Witch has 20 Power Points and knows the following spells: *bolt*, *boost* / *lower trait*, *fly*, *invisibility*, and *puppet*.

TENGU

Tengu are rare banes, used only when stealth and subterfuge is required. A typical tengu appears as a comely human, usually of older age. This is but a disguise, however, and astute observers note the demon's incredibly long nose as a dead giveaway to the bane's infernal existence. Once the illusion is dropped, a tengu's true form appears, that of a twisted and horrific mix of man and crow. Tengu are expert martial artists, wielding unnaturally sharp katanas (Sakuran long swords requiring two hands) or shakujos (a special monk's staff characterized by a large central ring at the end with several smaller rings inside, jingling when shaken). A few older, more powerful tengu even wear samurai-style plate

mail, while all tengu have at least four or five kunai (Sakurade-style throwing knives). Lightning-fast, these banes are terrible opponents, capable of cutting down even the best warriors and fleeing before ever noticed. A tengu's taste for children's flesh is, at times, their most terrifying trait.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Notice d8, Persuasion d6, Subterfuge d10

Pace: 8 (Running d8); **Parry:** 9/10 (shakujo); **Toughness:** 6

Edges: Improved Block, Fleet-Footed, Martial Artist, Quick

Gear: Typically either a katana (Str+d6+1) or a shakujo (Str+d4+1, Parry +1, Reach +1). Tengu always carry several kunai (throwing knives; Str+d4, Range 3/6/12). A few wear samurai plate armor (Armor +4).

Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for cold iron.
- **Flight:** Tengu have a Flying Pace of 18".
- **Shapeshift:** As an action, a tengu can create an illusion, transforming their image into that of a human. A Notice check at -2 is required to pierce through their spell, spotting the elongated nose and revealing the bane underneath.