



Divided We Run

a Kult: Divinity Lost horror starter for 2-4 players

The pitch dark of night is only broken by your car's headlights. The trees rise like a multitude of pillars on either side of the road, bright in the light but for a moment before they return to blackness. You've long left behind streetlights, road signs, and other comforts of civilization. It doesn't matter right now. You go fast, faster than you should, desperate to leave wherever you came from. The mood in the car is at an all-time low, fear and anger near boiling over. Tonight, nothing is right.



Themes: Mistrust, exposure.

In this short scenario, intended for a single chaotic session, the players take the roles of a group of people who are all unhappy or even angry with each other, but are pursued by hostile forces. Stranded in an unfamiliar and hostile environment, they have to stick together lest they expose themselves to danger and death.

**UNOFFICIAL
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CONTENT**

Setup: Arrange the Pieces, Then Light the Fuse...

Before play begins, and as it continues, several challenging or damning questions are asked of the players. They should answer these questions honestly and with just enough malice to make them uncomfortable or frustrated with each other.

The questions, and their answers, are meant to be heard around the table so that each player can determine their own relationship to the answer, even when the question is for someone else. Encourage the players to be vocal about their characters' issues, asking often what people feel or think about each other and setting the scenes accordingly.

First off, establish the scenario's circumstances and starting situation together with the players.

Ask them as a group: ***Where are you coming from? What went wrong there?***

Examples:

- *The dream vacation resort became a nightmare after you got in bad with the locals. A long night of escaping their ruthless anger has left you all confused and disoriented. Where are you?*
- *How could you fuck up a gas station robbery as hard as you did? No one had expected the shoppers to pull out guns of their own...*
- *Marco wasn't there. Someone else had gotten to him first, and now your whole operation is in danger. You need to get back to HQ fast.*
- *Next time you perform a séance, you'll know whose instructions NOT to listen to. What the hell was that thing? Is it still coming after you?*

You'll want them to answer in broad strokes, not too many details yet.

Then right away, pull them into the here-and-now, *Throwing This Bomb at Them:*

*The car suddenly swerves and the trees at once look much closer.
Screeching tires, reality turning upside down, screams, a deafening crash.
What the fuck just happened?*



The characters are all still alive, but the crash leaves them hurt and disoriented. Describe the car wreck in great detail - the bent metal, shredded plastic, leaking fluids, torn wires throwing sparks, uncomfortable noises sputtering from the engine...

Also describe the eerie sounds or dead quiet of the dark forest beyond the road and what's left of their shattered headlights' failing beams. Lay the foundations now to let it soon become clear to them that there's little hope to be found in staying here with the wreck much longer.

Let each player announce their character's name and, if they like, physical appearance.

Then, go around the table and **ask each player** one or more of these questions. You do not have to ask all of them.

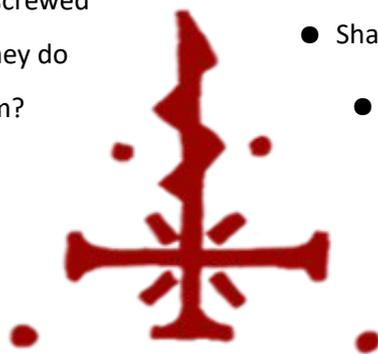
- You drove the car. What made you crash?
- You suggested taking this particular road. Why did you think that was a good idea?
- Something important to you just broke because of the crash. What was it?
- Another character fucked up or screwed you over back there. What did they do that got you so pissed off at them?
- The crash hurt you bad. What's your most severe injury now?

Ask follow-up questions as necessary or desired, coming up with your own questions as you see fit.

The goal is to create a lot of immediate strife and chafing between the different characters. They are stuck in a forest on a no-name road in the middle of the night and despite their disagreements they must come to terms with that situation. Allow this to play out as a scene for as long as you feel is appropriate.

A few options should immediately stick out, or soon emerge as possibly viable, to the characters:

- Try to flag down a passing car or truck for a lift.
- Shake off any pursuers in the deep woods.
- Head back down the road, where everyone remembers passing a house not too far back.



As the players discuss, argue and sulk, occasionally interject with descriptions of the world around them.

Pickups and trucks come thundering down the road at dangerous speeds every so often, but either no one sees them or wants to stop. As the dying car quiets down, the sounds of nature take over.

The wind rustles the trees and carries with it unpleasant growls and hisses.

The road itself is a long, mostly straight path going east-to-west, but it is shrouded in darkness.



Once the players have settled on a plan for what to do next, or while they are still debating it, ask each of them one of the following questions:

- You are desperate to avoid direct interaction with one of the group. Who is it, and why?
- Who is your closest friend or partner in the group? Share a moment from your history.
- What habit or compulsion do you have but can't fulfill right now?
- Someone needs to take charge of this situation once and for all. Why should the rest of the group listen to you?
- Someone else in the group needs to shut the hell up. Who is it, and why?



Orchestrating the Tension: The Twin Prongs of Discord and Fear

Allow the players to explore their chosen path freely, and **play to find out**. As a GM, look to introduce challenges that will force the PCs to cooperate or help one another, while also further exploring the topics that turn them against each other. If one of them has a tobacco addiction, let the character that currently dislikes them the most find a pack of cigarettes.

Ask more questions like the ones above, always entangling other characters in the responses. By allowing each player to determine faults and issues their character finds with the other PCs, you are building up frustration, resentments, and finger-pointing... until none of the characters will seem able to stand each other.

In that moment, when everything seems about to crumble, introduce an external threat or opportunity so immediate or significant that the characters cannot afford to fight amongst themselves.

The world surrounding the PCs of this scenario is dangerous and actively hostile towards them. At any time you might introduce horrors from their ill-fated background.

Their initial answers should give you a good idea of what's chasing them, whether it be enraged farmers, a horrible demon, or a police officer corrupted by an ancient lost god. Ask more questions about the characters' past actions. Use the answers to shape the threat that is coming after them.

Moreover, terrible things lurk in the forest and along the road itself. While the characters might come to despise each other, the vicious world of Kult forces them to work together.

Only as the scenario nears its end, should you ease up on these external threats and instead allow the social fallout to complete.

Revel in the consequences.



Unraveling Sanity, Shadows of Truth:

All Paths to Darkness Lead

In the following sections, the three most obvious venues for the characters' attempts to escape their situation are discussed in more detail. They provide suggestions and advice for the GM, aiming to give you a basis from which to improvise (or conduct further prep prior to the game, if you so choose).

What Lurks Beyond the Treeline?

The dark of the forest feels alive, and sinister. This far from civilized society, the Illusion has a very tenuous border towards Gaia. The untamed original wilds can



be glimpsed in the canopies when the leaves part to reveal unfamiliar lights in the heavens, and in the strange, sharp crystal growths which sprout out from cracks in the trees' bark.

The more immediately troublesome realization of the wilds, however, is the not-so-distant growling and rustling bushes.

Players who walk the road or stay by their car must be put on edge and made to understand that this place is not safe. The longer they stay outside, the more they risk attracting the predators.

Exactly what these monsters are is up to you. Mutated wolveren far from Metropolis, a wayward Angel of the Ashes hunting for flesh, centipedes thick as tree trunks and with wailing, human faces, or twisted beasts built of vines and teeth are all possibilities.

Let your imagination run wild, but know that the beasts should always be cunning and powerful, well capable of tearing apart any victim and overcoming most if not all of their defenses.

Consider chase sequences, hiding inside the wrecked car and watching the monsters weave in and out of sight around it, or desperately climbing up trees as weapons prove ineffective against the beasts.

Eventually the group might end up completely trapped by Gaia's hunters. In that moment, provide them a way out - for a price. Perhaps only one person can survive, or maybe one of them must be left behind.

Play with the fear of having to rely on people in life and death situations, the terror of being left behind, and the despair of dying as a failure.



The Long Road Home

While it seems the very few travelers down this desolate road take the group of characters for highway robbers or otherwise ignore their pleas, eventually someone will stop. A truck driver, a driven mother with a spacious SUV, or perhaps a generous millionaire and her elderly chauffeur.

No matter who the driver is, it is important that they at first appear trustworthy enough that the PCs accept the help without thinking. Their first priority is to get out of the eerily threatening forest, so any simple introduction should do. Once the car or truck has sped off, however, the red flags should crop up fast.

The driver has a lot of pictures of their family, but refuses to speak about them. Perhaps their savior brings out a gun and holds on to it while driving, saying nothing about it. Questions about their destination are either ignored or answered ambiguously with an unnerving laugh. The car gradually stinks more and more like a dead body. The seats are squishy and moist, as if soaked with blood.



The chauffeur's face when seen in the rearview mirror is just a rotting skull. Something is really wrong here. The driver isn't human, or if they are then they're no doubt a monster in their own right.

Gradually paint a picture that the characters aren't going to make it home, they are in their savior's hands and will have to follow along with what they say.

Play with the rising suspense of discovering your saviour for a psycho or monster, the anxiety of having to communicate candidly in order not to be noticed, the uncertainty of their destination, and the threat of violence both mundane and surreal.



The Safe House

There is a single point of shelter along the dark road, and it is this house. Whether mansionlike or a simple cottage, it is the home of a couple who will do their best to accommodate their guests.

Even in the middle of the night, they open their door immediately almost as if they expected company. The lonely two are excited to see some fresh faces, and anyone injured will be treated to bandages and herbal remedies as necessary. The characters are offered tea or coffee.

While the atmosphere is friendly, it is nothing but a facade. The group will discover strange features prevalent in the home. A constantly rattling door, decor that looks made of body parts, clean table surfaces contrasting with the filth-covered floors. The couple is chatty, eager to get to know their new guests and not allowing them sleep. Strange, probing questions crop up,

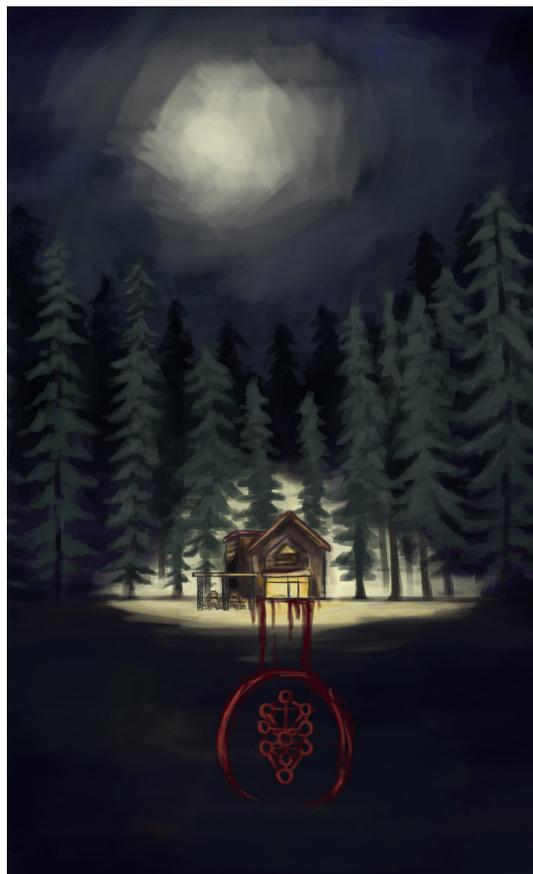
asking where they're from and what they're doing out there.

Dig deeper into the issues established at the start of the session and allow the characters to assign blame and allegations onto each other.

Any arguments that break out are allowed to unfold and even get fanned by the hosts, who revel in their visitors' anger, shame, and guilt.

What their final plan for the evening is will depend on what the players' disagreements are about and what particular brand of vicious ideals the couple subscribe to.

They might be magicians or cultists seeking to weed out who amongst their visitors is the prophesied sacrifice they need; servants of Gamichicoth, Samael, or Chagidiel working to spread their dark master's Principle; the enslaved drones of an enwildened god



pursuing some abominable or idiosyncratic agenda; or devious eldersch spying on trespassers in the service of the lictors.

Perhaps they have something to do with whatever is in the forest, or whoever prowls the road in search of easy victims – or perhaps they are entirely unrelated (or even hostile) to any of that.

Certainly they will have their very own reasons to treat the PCs like they do. Or perhaps they are simply two lonely and insane people, if that is what you feel gives best with the PCs' own themes.

Play with the discomfort of having to engage with toxic manipulations hidden underneath a facade of kindness, the dangerous consequences of airing your most privately held grudges and failures, and how contagious madness and rage can be – and how explosive, once unleashed.

Final Cruelties: Tools to Weave Their Bitter End

In all this, feel free to mix and match the many tools at your disposal. Paths the players didn't choose can be stumbled upon later, thus reusing the inspirational material presented here to its utmost potential. Perhaps they venture into the forest, but end up fleeing the savage threats they encounter there – you can let them stumble across the road again, and have a trailer or truck pull up and offer them a ride. Perhaps the vehicle's driver ultimately takes them to a house, and delivers them to the prying couple there. (It can be a different house in that case, of course.) If and when they flee the house, they find themselves back in the forest – or perhaps the predators have tracked them all this way, and invade the house already before the PCs even decide to flee the place?



Moreover, at some point you can have their pursuers catch up with them, and then you'll have yet another external threat to play with. Make these attack each other, or inadvertently ruin each others' plans (the angry pursuers raid the curious couple's house, demolishing everything; the demon you summoned happens to hate the angel in the forest, and fights it), if you want to give players a little break from the overwhelming horror and allow them a narrow window for escape. Or use them in a complementary way (the beasts prowl the forest, while the killer cop searches the road), or even let them be allied with each other (the curious couple worship and serve the lost god in the woods), for a much more punishing dilemma.

When things are starting to near an ending, make sure to give them hard choices, no matter what they do. If the PCs are determined to work together, even in spite of their many enmities, perhaps force them to sacrifice one of the group in order for the rest to survive. Conversely, if they very readily throw each other under the bus, maybe split them up and make everyone fend for themselves – only to realize they need each others' help in order to escape after all. (One finds a car, but cannot drive it with her broken leg. You realize that the friend you left behind was the one who had the map. You find a radio but left the batteries with the others at the house...)

Allow their social tensions to unfold before the end, resolving or aggravating at least one conflict between each of the PCs. Listen to all they say and do, and make your moves reactive to their decisions. In the end, perhaps only one of them may be allowed to live, or maybe they all must die.

Question, React, Improvise, Escalate... and *Play to find out*.



Credits

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