

KULT
◊ DIVINITY LOST ◊

HUNTERS ICE HOUSE

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FAN-MADE
CONTENT

FOR MECHANORECEPTOR

A tribute to our dear friend....

Hunter's Ice House is a Kultesque location created by our dear departed friend and fellow Kultist, Ryan Northcott, the much-loved Mechanoreceptor at the heart of our online community. Ryan's passion for KULT ran deep, and through his generosity and enthusiasm, he created a place in the ether where he could connect with like-minded souls, and where we in turn could find acceptance and friendship amongst kindred spirits. Ryan was the instigator and driving force behind our Discord community, and his loss is still felt deeply by our members.

Hunter's Ice House was originally shared as a simple one page outline, intended to be part of a much greater collection of collaborative work that sadly never came to fruition. It is presented here in conjunction with suggested plot hooks, and also linked to another one of Ryan's creations - the mysterious Nine Lives Crew - which drove a brief but thoroughly enjoyable GM-less romp through The Immersion Chamber, a twisted (and deliciously KULT-like) version of our own Discord server.

Thank you Ryan, for sharing so much with your friends - we miss you dearly.

**Layout based on
graphic design by
Dan Algstrand
of *SACRAMENT***

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Dear Kultists,

This is a day of sad news.

Ryan Northcott, a beloved and respected member of the KULT family and a pillar in the KULT community has passed away.

He was a passionate fan of the game since the early days. A writer, creator and musician that was, like many of us, seduced by KULT and its dark worlds. He always strived to keep the game alive, to introduce it to new players, and sought to build an active fan base.

He contacted me early on when KULT: Divinity Lost was announced and said he wished to help. Since he was a musician he came to be in charge of producing the official KULT: Divinity Lost Dark Ambient Soundtrack. He did all of the heavy lifting - talked with the artists, put together the music, mixed it, named it, and just made it feel aligned with the true KULT experience. He also created some beautiful, and horrific, pieces with his one man band Mechanoreceptor.

As a person Ryan was passionate and very direct. If he did not understand or if he disliked something, he always was clear about that. He could be stubborn and fought against ideas that he believed to be wrong or not true to the soul of KULT. But he also praised the things he found to be great and could always change his mind. And he had a wonderful and raw humor and many discussions we had online erupted in laughter and bad jokes. With him in the projects everything just became better.

Ryan was not just a musician. He partook in the development of future books that touch on the Underworld and Limbo and his writing in these will now have to be finished by other members of the KULT family. It will live on and become dark and beautiful creations for you others to indulge in.

Ryan has now entered another existence, and I hope there are mysteries for him to solve and wonders for him to experience wherever he is.

Petter Nallo and the KULT team.

HUNTERS ICE HOUSE

Hunters is a quiet beer joint in Austin Texas, popular with those in the know, but otherwise fairly unknown. The deceptively large building is hidden away from street view down a short gravel path. There is ample parking once you clear the wall of trees that obfuscates the area. There is ample outside picnic style seating under a shade made of fence wire and live vines. Aside from a single street light and an open sign there is little lighting outside.

Once inside, under the low ceilings, the lighting is still dim, but warm. Away from the inside table and a lone pool table, there is a dusty broken jukebox just as you enter loaded with music you've never heard. The bar top is nothing more than a glorified ice trough that keeps patrons' beer cold as they drink. Bathrooms are on the far side of the room. Beyond that are rooms very few people have seen. There is a stairwell going up to the second floor, and another leading to a basement. Which in itself is rare due to the limestone rock permeating the ground.

Before it became an icehouse the building was once an abattoir.

The Backrooms

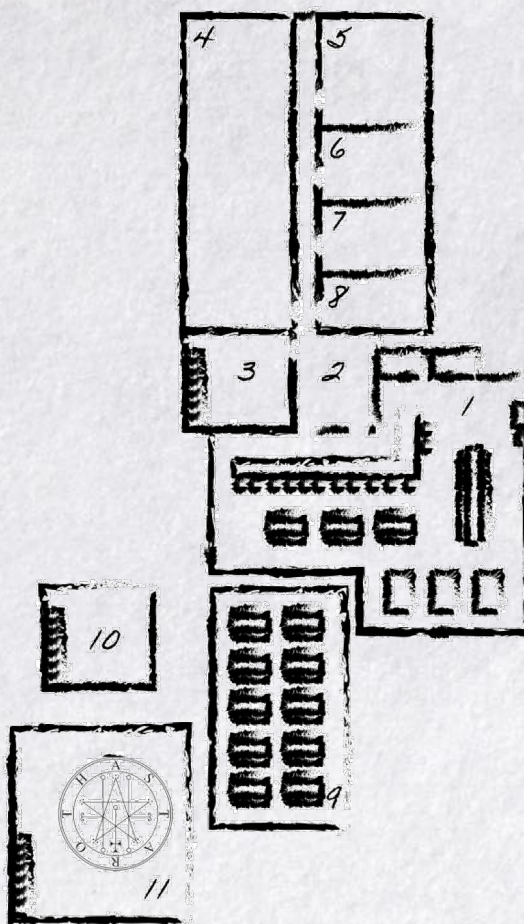
The rooms that line up against a long hallway cluttered with dust and old cardboard boxes behind the "bar" part of the building smell of stale air, vomit, sweat and alcohol. The majority of rooms contain a cot, a dresser and a lamp - often they are used to temporarily house people too drunk to drive home. It is not uncommon for these wretches to come up missing.

Top Floor

The room at the top of the stairs has a small living space, including a kitchen, bedroom and bathroom. This is the home away from home for James Hunt, Death Magician and current owner of Hunters bar.

Basement

The Temple is here. It's a simple affair, a bookcase lines one side of the room. Anyone with an interest would find much of value here. There is a set of drawers along the opposite wall which contains various magical implements. In the center an altar and, of course, a magic circle.



1. Bar Area, seating Jukebox, ATM, Pool Tables
2. Glass Storage, Sinks, Dishwasher
3. Office, Desk, PC, Files and Safe
4. Beer and Wine Storage
5. "VIP" Bedroom
6. Sleepover Room
7. Sleepover Room
8. Sleepover Room
9. Covered Outdoor Area
10. Hunt's Apartment
11. Basement Temple



PLOT HOOKS

- ◆ The PCs are spending a night at Hunters after either getting wasted beyond all reason, or their vehicle breaking down, or detained there for the night for some other reason. Unbeknownst to them, James Hunt is preparing to conduct a ritual that very night, and must provide a number of sacrifices.

First, however, there is some sort of selection process. Not simply anyone will make a suitable offering to the forces of Inferno. Some NPC guests may also be present in the sleepover rooms, to be vetted for suitability... and perhaps one of them is not entirely (or at all) human?

- ◆ The PCs are part of a local police SWAT Team who, following investigations about [people going missing / drug trafficking / illegal gambling / prostitution of minors] at the bar and receiving an anonymous tip-off, conduct a raid at the location. However, when they enter the back rooms, they encounter something horrible.

Who instigated their arrival there that night? Was it a rival conjurer, trying to mess up Hunt's work? One of his previous victims or perhaps a snubbed ex-lover, out to get some petty revenge? Was it perhaps Hunt himself, luring the heavily armed police squad there specifically to fight something that has been stalking him and he knew would appear on that night? (Such as a raziide, azghoul, cairath...)

- ◆ Pursued by anonymous stalkers in the service of dark forces from beyond this world, the PCs have received a confidential tip from one of their few remaining allies, that one James Hunt, in Austin, Texas, might be the one who could help them out in their otherwise apparently inescapable plight.

When they arrive at his bar, however, they have to carefully navigate a chock-full barbeque party or other celebration. Even finding the bar's owner in the busy environment will not be easy - but sounding him out about his ability to help them, and convincing him to actually do so, will be even harder.

And what of the many patrons in here? Any of them could secretly be one of the stalkers out to get the PCs. Did they get here before them, infiltrating the [wedding / birthday / bar mitzvah / 4th of July / Halloween]

festivities? Is it all entirely a big trap? Will there be a massacre, as the dark stalkers arrive and lay siege (and carnage) to the place? Or is the party a big distraction, instigated by the Death Magician in foresight of the PCs arriving, to grant them anonymity in the mass of guests? And what will Hunt's price be, assuming he agrees to aid them in any way?

- ◆ Not all of the books in James Hunt's temple library have gotten there in wholly agreeable ways. Some say that most of them haven't. He has enemies for that reason - one of them a rival conjurer who wants back an especially valuable grimoire that used to belong to her. She cannot go there herself and retrieve it, since Hunt has protections in place and would be hostile towards her - but she can send someone whom he doesn't know yet.

Perhaps the PCs are her understudies in the arcane arts, or perhaps they are occult investigators, procurers of mythic objects, or highly specialized burglars whom she pays with money or supernatural favors? She may give them some trinket or tome of a magical (or infernal) nature, as a bait to capture his interest, and send them to Hunt to negotiate with him about possibly buying it from them. She may, in the long run, want them to gain his trust, and try to become his understudies or in any other way get access to his temple - and steal her book back.

What is in this book that Hunt needed urgently enough to steal, and she wants back so badly to orchestrate this whole charade? What services or payment will Hunt demand before he grants the PCs even a measurement of his trust? What additional hidden layers and dark histories exist to this enmity between the two conjurers?

THE NINE LIVES CREW

Little is known of the mysterious Nine Lives Crew, save that they are a group best avoided.

As an international group of expatriates, the NLC specializes in activities that feed the darker side of the human soul - professional kidnapping, human slavery, human trafficking, sex trafficking, flesh trade, murder for hire... They have also been associated with "non-mainstream" web activities, particularly snuff films, along with the creation of live streams of violent and disturbing content.

Despite their secrecy, one thing has been consistently reported about the NLC - their use of cryptic calling cards. Individuals targeted by the organization have reported finding business cards on their premises containing what appeared to be an encoded address, and also adorned with varying numbers of tally marks, as if some sort of count was being made. The exact purpose of these cards has never been determined, but those who receive them do not tend to live long.

Scenario Seed: The Immersion Chamber

The PCs are members of an online chat room - The Immersion Chamber - where they have been discussing strange phenomena that they have been experiencing. After much debate, they decide to meet up, and Hunters Ice House is the suggested venue. Unbeknownst to them however, operatives from the highly secretive Nine Lives Crew have infiltrated their group, and have lured the unwitting PCs into a trap.

When they arrive at Hunters, everything seems normal, and the PCs haltingly begin to relate their experiences. *What have the PCs seen or heard that has them so worried? Nine Lives operatives often leave a business card at a place of residence, to intimidate their targets. Have any of the PCs received such a card, or noticed any strange individuals hanging around their work or home?*

As the conversation progresses, the mood in the bar will slowly change - the music becomes darker, fights

break out, and the staff and other patrons gradually become more threatening towards the PCs. Any players who report having been followed will eventually see those individuals in the bar, staring menacingly at the group. *What is it that Nine Lives wants from the PCs? Why have they been brought to Hunters Ice House? Does it somehow relate to the mysterious temple that is located in the basement of the bar?*

Any attempt to leave the bar will trigger a confrontation with the bouncers. Even if the PCs overcome these burly individuals, they will find the doors chained shut, and the windows barred. Such a confrontation will cause a brief ripple in the Illusion - did the bartender just open her mouth to reveal an inhumanly long tongue... or did the waitress across the room just display an enormous pair of bloodied wings... If the conflict escalates, the PCs may be dragged downstairs, or perhaps they will flee there willingly, if it seems to provide a possible path of escape.

Amid all this chaos, where is the bar's namesake, the renowned James Hunt? No one has seen him all night - is he downstairs, preparing the temple for some sinister ritual, or is he truly absent, either by chance, or by design? And what does he know of the mysterious Nine Lives Crew? Is he part of their organization, or has his establishment been chosen specifically to send a message to their enemies?

a: r
b: ?
c: a
d: x
e: v
r: j
g: m
h: o
i: k
j: ?
k: z
l: e
m: h
n: q
o: p
p: i
q: ?
r: t
s: g
t: s
u: u
v: n
w: ?
x: ?
y: ?
z: ?

