



# FOULING

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**What is this?**

**Fouling** is the twenty-third monthly small release for **KULT: Divinity Lost** — a creature found in the borderlands of Gaia and Elysium.



Characters, locations and incidents are portrayed from the metaphorical viewpoint of the *KULT: Divinity Lost* setting.



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# FOULING

Our 24/7 lifestyles, complete with conveyor belt abattoirs for slaughtering animals 'round the clock, factories that manufacture one-use plastic appliances, and pumps that faithfully force the ground to regurgitate black crude oil leave unfathomable amounts of pollution in its backwash. Very little of this is actually sanitized and most of it transpires into nature where clumps of hair and skin, microplastics and oil spills meet and mingle. Some of this sludge seeps through the Illusion into Gaia, slowly polluting it. Unlike the narrow slice of Gaia that Malkuth put inside Elysium, the untamed Living Earth handles it in its own way.

It is uncertain how the first fouling came into being, but it was certainly somewhere out there in the fertile borderlands that the first batch of waste and refuse gained some semblance of sentience. There, the first fouling inspired more of its kind to be born from the sludge of tar, plastic and organic matter.

The fouling has a foothold in both Elysium as well as in Gaia, without belonging in either one. It yearns to go deeper into the wilderness and become cleansed and part of nature, but its kind withers and burns even before going past the borderlands. Instead it escapes back into the Illusion to find a place with us humans, but is rejected as pollution and met with hate from those who helped create it. Unable to get a proper foothold in either world, the fouling go between each, remembering fondly the clean waters of Gaia or companionship of humans in Elysium. Each time being rejected and pushed back, wishing nothing more than to just be accepted.

It can take the shape and vague looks of a human and move around in our presence, but the horrid smell always gives it away. If a fouling has lived near people for a long time, it can pick up on speech, but will never sound natural. Rather, it is a deep rasping, gurgling sound that comes from their throats when they talk.

The fouling in its natural state looks a lot like a stain of crude oil, spotted with clumps of hair, streaked with red stains of blood and filled with chunks of plastic and trash. While the fouling might start off the size of a splash of oil on the ground, it will keep growing until it is about the volume of a human. After that it is harder and harder for it to maintain cohesion. Particularly powerful foulings might continue to grow, especially those who seek refuge in oceans where they become the size of small floating islands of garbage.

## Fouling

**Home:** Gaia.

**Creature Type:** Being of poison.

### Abilities

- ◆ *Stink:* A sickening stench of pollution surrounds the fouling. Being in its
- ◆ *presence makes your eyes water and cause overwhelming nausea. Take -1 ongoing to all actions.*
- ◆ *Shapeshifter:* At will, the fouling can take any appearance or form it likes.
- ◆ *Natural weaponry:* The fouling can form parts of its body to become a weapon.

**Combat** [3], **Influence** [-], **Magic** [1].

### Combat [Considerable]

- ◆ Cause environmental destruction.
- ◆ Wounds inflicted become infected.
- ◆ Chemical burns.

### Magic [Weak]

- ◆ Punch a pinhole size crack between Gaia and Elysium through which it can slither.

### Attacks

The fouling rarely attack unprovoked, but it has happened. It is very territorial and will do what it can to protect where it lives. When angry, it makes black scorch marks on anything it touches and leaves slow healing chemical burns on any living thing it comes into contact with. All wounds caused by the fouling become infected and take a long time to heal, especially without antibiotics, while the chemical burns leave scars that never fade again.

### Individual Attacks

*Natural weaponry:* Cut or stab [3/1]  
[Distance: arm/room]; Acid spit [1]  
[Distance: room].

### Wounds & Harm Moves

**Wounds:** ○○○○○ ☠

- ◆ Ignores the damage.
- ◆ Jiggles, letting out a sharp hissing sound.
- ◆ Pieces of the fouling splashes out, damaging any close combat weapon that just hit it.
- ◆ Vibrates and almost splits in two, but pulls itself together.
- ◆ With a deep hiss the fouling loses coherence and melts out over the ground



*Leaving*



*From the Borderlands of Gaia*