

# KULT

♦ DIVINITY LOST ♦

## WRE+CH

### Author

Mattias Storm

### Editor

Gabriel Pellizzaro

### Artist

Daniel Comerci

### What is this?

**Wretch** is the twenty-fifth 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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# WRE+CH

Wretches are Gaian borderliners who have survived long enough to become savages guided by an insatiable yearning for flesh. Their mutation is one fueled by desperation; without food and touched by the Living Earth, they resorted to preying on other humans who have strayed far from Elysium. This unnatural craving starts the moment they first consider picking the dead flesh from the bones of their fallen friends. Over the coming days, weeks, and months, their hunger depletes whatever personality they once had until there is nothing but the need to feed. Soon, they become creatures of the night that only come out of their nests to hunt.

Their limbs are elongated to allow for better movement and the aversion to the sun renders their skin pale and clammy, as if there is little more than a fine layer of skin stretched over their bones. Every rib stands out in their narrow chests as well as every vertebrae on their curved backs.



Their mouths are filled with sharp, thin teeth that protrude from infected gums in uneven rows.

They are solitary beings able to tolerate each other when survival demands them to remain in groups, yet the weakest links within the 'nest' are usually sacrificed when the group cannot hunt. This includes the stillborn of pregnant wretches who are birthed only to be devoured by their mothers. They may inhabit cave systems, burrow into tree trunks and the soil, or thickets so deep and dark that the sun never touches them.

## Wretch

**Home:** Borderlands of Gaia

**Creature Type:** Regressed human

### Abilities

- ◆ **Strategist:** More than just an animal, the wretch is eerily capable of strategic thinking, able to lay and recognize ambushes and traps, and apt to cruelly play with and terrorize its prey, picking them off one by one.
- ◆ **Sharp hearing:** The wretch's hearing is heightened, able to pick up the most minute sound, including an intuitive sense that detects if something seems "off".

### Weakness

- ◆ **Sensitive to sunlight:** The wretch is very sensitive to sunlight and will avoid it at all cost. Prolonged exposure causes **1 Wound** per minute of story time.

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

### Combat [Considerable]

- ◆ Move a considerable distance in a single leap.
- ◆ Emerge or pounce at a victim silently from the darkness.
- ◆ Blind their opponent.

### Attacks

**Unarmed:** **Claw [2]** [Distance: arm]; **Bite [1]** [Distance: arm]; **Jump on and pin someone [-]** [Distance: room, the victim becomes *pinned* and must **Act Under Pressure** to escape]; **Gouge eyes [Serious Wound]** [Distance: arm, victim must be *pinned*, becomes temporarily or permanently blinded].

### Wounds & Harm Moves

**Wounds:** ○○○☠

- ◆ Shrieks a high pitched scream in anger.
- ◆ Tries to jump away and go into hiding.
- ◆ Knocked unconscious and bleeding out.
- ◆ Dead.

