



into the void

Author

Gabriel Pellizzaro

What is this?

INTO THE VOID is the sixth small release and presents three passageways to be found and explored within the depths of the Underworld.



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



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INTO THE VOID

There you have it. Eternal, hungry, disturbingly numbing darkness. The abyss snarls at you as the rusty stairway opens itself, spiraling downwards like a blossoming flower. How did you get this far? Why is it that this never gets easier? And most importantly, what are you willing to do to reach other places of power hidden deep within the guts of oblivion?

ANGER AHEAD

When past the first level, player characters are likely to face a myriad of obstacles. From crawling through mundane sewer tunnels to floating through surreal wells that somehow have them falling upwards, the Underworld is brimming with weird paths.

Level-changing paths, however, offer a greater risk even to prepared wanderers. When time comes to go deeper into the void, player characters are required to sacrifice something; willingly or not.

Loss doesn't need the player characters to be aware of it; sometimes it simply happens. People vanish from their memories, apathy has them oblivious to danger, their inner divinity is dampened, blood is drawn by unseen and unfelt blades, objects are forgotten and left behind, etcetera.

Although this doesn't have to have mechanical feedback, choosing between losing a **Relation** or **Stability** has the potential to create tension. Portraying such choices as subconscious decisions helps to paint the greater picture, turning darkness into a tangible force shaping their thoughts.

That said, going further into the Underworld has to be meaningful. Each level is plagued by different dangers, be them vermin or an unkillable Cairath. Mind you that if you don't want to, there is no need to inform where exactly the player characters are, just that some passageways are of greater importance, require sacrifices, or simply feel different. The labyrinthine aspect of the Underworld allows upward paths to lead the curious into lower levels, and vice versa. Use this surreal aspect to create confusion and warp their sense of direction.

MANY ROADS TO OBLIVION

These paths were written with the Underworld in mind, but they can be ported to any other setting with minor to no adjustments, such as Metropolis explorations, Purgatory escapes, and other terrifying situations player characters often find themselves in.

The Hellhole

The route would be a dead end without the signaled crevice on one of its walls. Knowing that going back isn't an option, the wanderer is forced to grovel through the tiniest entrance into a dark crawlspace, where the rest of the route lies. Either up or down, the hole isn't much wider than the average adult and seems endless at best. Claustrophobia, shortness of breath,

and anxiety are ever present. Arms and legs have little wiggle room. Defenseless, the head is the first and only barrier against the insects hidden inside the hell hole.

Threats: Crawlies, edged weapons left behind, loose rocks, claustrophobia, not knowing where you may end up, suffocating, getting tangled, reaching another dead end and having to move all the way back.

The Bridge

The route was broken by a rupture that turned the scenery into a dangerous cliff. Connecting both ends is a bridge made of steam pipes, wires, rusty machinery, chains hooked on an obscured ceiling, loosely tied cold iron bars, and other materials prone to breaking under pressure. Explorers have to be as light as they can, otherwise they risk bringing the structure down and losing this path forever.

Threats: The Gransangthir underneath, a bed of rusty needles, having to leave someone or something behind, the voice at the end of the bridge.

The Black Water

Part of the course is to swim in black stillwater alongside the alien life inside of it. Hidden deep within the submerged ruins lies the next stop, be it a level up or down, the entrance to Ktonor, the Labyrinth's end, or the cold embrace of Nothingness. Bubbles

Threats: Flesh tentacles, carnivorous fish, water turns into oil, drowning, being so far down you cannot reach surface, diving with closed eyes, infecting wounds, exposure to toxic waste, losing sense of direction.



