



# THE WOLVEN

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



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# WOLVEN

*Prowling the hunting grounds and ruins of Metropolis, and sometimes the slums of Elysium, they are an ever-present danger to any who travel where the Illusion is weak towards the Eternal City.*

Wolven are meter-tall, four-legged carnivores with alligator-like skulls. Their teeth are black and just outside their jaws, and their long, blue-black tongues have sharp tips for spearing an unwary victim. Wolven are pack animals, hunting with great coordination.

## Wolven

**Home:** Metropolis.

**Creature Type:** Savage beasts of Metropolis.

### Abilities

- ◆ **Animal Intellect:** The creatures cannot be read, influenced, or in any other way manipulated through social abilities.
- ◆ **Sharp Senses:** Wolven have darksight and a very good sense of smell, able to detect and stalk their prey over long distances if need be. All attempts to hide or flee from them in their native territory are at **-1** to the roll.
- ◆ **Natural Weaponry:** Aside from their powerful, deadly jaws, the Wolven's extendable, dagger-sharp tongues also make for a vicious close combat surprise.
- ◆ **Tough skin:** All **Harm** from chopping and crushing weapons is decreased by **-1**.

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

### Combat [Considerable]

- ◆ Howl to summon more of their pack [step up the Gang size].
- ◆ Launch or join coordinated **Pack Attacks**.
- ◆ Leaping rake [**1 Harm**, distance: room].

### Hunting Strategy

At first, the victim glimpses yellow eyes and shaggy silhouettes in dark alleys and empty window frames. Then the howling begins, and soon enough they are everywhere. Attached to walls and ceiling, jumping out of dark corners, forcing their way in from behind doors, and waiting at the end of the corridor.

If victims haven't started to run by the moment they begin to gather, their fates have already been sealed. The Wolven will keep edging in, barking and growling and harassing the victims, always looking for an opening to pounce. Once the victims are singled out and bleeding, they become easy targets.

### Pack Attacks

**Pack:** **Surround** [-] [Wolven Gang size must be small or greater, PCs must **Act Under Pressure** to avoid being surrounded].

**Harrow and unnerve** [-] [victim must be surrounded; PCs have to **Keep It Together** to resist becoming overwhelmed].

**Single someone out** [-] [victims must be surrounded or overwhelmed, PCs have to **Keep It Together** to avoid being separated from their allies].

**Coordinated attack** [2] [Distance: room, victim must be overwhelmed, the Wolven attack from all sides at precise intervals; victim takes **-2** to **Avoid Harm**. If **Endure Injury** is triggered, add Gang modifier to **Harm** when applicable].

**Pile up and pin down** [3] [Distance: arm, victim must be surrounded, separated from allies, and wounded; victim has to **Act Under Pressure** to avoid being pinned. Pinned victims cannot **Avoid Harm** and must immediately **Endure Injury** against **3 Harm**].

### Individual Attacks

**Bite:** **Snapping Bite** [2] [Distance: arm], **Rending Bite** [3] [Distance: arm, the victim must be overwhelmed].

**Tongue:** **Impale with Tongue** [2] [Distance: arm, surprised victims take **-2** on their first **Avoid Harm** against this attack]; **Disembowel** [3] [Distance: arm, victim must be overwhelmed].

### Wounds & Harm Moves

**Wounds:** ○○○○ ☠

- ◆ The Wolven screeches in fear, but the attack barely penetrates its thick skin.
- ◆ Injured limb [PCs take +1 ongoing against it].
- ◆ Weakened and left behind [It doesn't count as part of the Gang and cannot participate in **Pack Moves**].
- ◆ It tries to flee by whatever means necessary, climbing up walls and bursting through obstacles.
- ◆ Dies.





*Wolven*