

# The Clinic

~ The Children of Malkuth ~

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*Post Mortem, Sweden, 2008*

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*This adventure is a part of the campaign The Children of Malkuth.*

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### Special thanks

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## The Clinic

*The situation is becoming worse every day. There hasn't been any rain in the Amhara region since August, as a result planted crops have either wilted or are totally dried up. Late planted crops such as sorghum and teff are in the early growth stage and need rain. Only a miracle can save this region from hell on earth.*

Peter Saint-Denys, special Envoy of Médecins Sans Frontières, October 2004.

## Background

This is the second adventure involving the Médecins Sans Frontières, and their personnel in Ethiopia.

In this adventure the characters come in contact with a small remote health centre in the Amhara region. The senior physician Doctor Buba Badjibe is a servant of the god *Baal Reshef* and the presence of the characters isn't welcome. He is an important person for the whole campaign.

When the characters are present at the Clinic some new medicine disappears and they have to find it again or up to a hundred sick Ethiopians will die in the coming weeks.

This is a "*Stop a Bad Thing from Happening*" adventure and takes place in November 2004.

### Important NPCs

The Clinic is a small health centre where two doctors, four nurses and one pilot who helps with the maintenance work.

#### Buba Badjibe

As senior doctor and founder of the Clinic ten years ago his word is law. He often leaves the daily work to the others and only works with the serious cases; otherwise he often works alone.

He is a Herald of Death, and is responsible for a decade of medical experiments. His mission is to develop new diseases and spread pain in the region. The doctor was born in Gambia and has connections to Jamaica.

#### Cedric Bantling

He is a doctor working for Médecins Sans Frontières, and he has been located at the Clinic for the last two years. He knows that there is something strange going on, but he doesn't care to find out the truth. On orders from Doctor Badjibe he doesn't send any reports about the work to Sarah Wimby. He hates women and loves to see them in pain and shamed.

In 1874 a Member of Parliament raped a young woman at a high society party in London, and she became pregnant. This was a terrible disgrace and the old man committed suicide; this laid a curse upon the woman and child.

Cedric is the cursed woman's child; he doesn't age and can't die a normal death. But he has a mental constriction so he can't remember anything more than ten years back in time. This makes him very confused and he never talks about his past with anyone.

Bantling is an old English word for an eternally condemned bastard.



### **Emily Jones**

She is a senior nurse and has worked for several organisations during the past ten years. Emily has worked at the Clinic for two years and knows that Doctor Badjibe is responsible for medical experiments, but she doesn't know the extent and doesn't dare to do anything.

Emily loves her work trying to save people. It pains her to see Josephine lose all signs of happiness.

### **Josephine Clark**

She came to the Clinic five month ago. This is her first mission in Africa and it has influenced her in a negative way, she doesn't laugh any more and calms her angst with medicine. She has been raped by Daniel Eyssette and is terrified that it will come out. She will leave the Clinic in a couple of weeks.

### **Anna Dark**

She has worked for Médecins Sans Frontières for some years and has been located at the Clinic for one year. She doesn't suspect any wrongdoing.

### **Laura Watts**

She has worked as a nurse at the Clinic for five years, and she has helped Doctor Badjibe with the experiments. Mental constriction is the only thing that prevents a mental catastrophe.

### **Daniel Eyssette**

He is a helicopter pilot who has a contract for six month at a time. His arrogance and contempt for authorities are well know. But he owns his own helicopter firm and makes much-needed efforts with transportation and maintenance.

His charm can seduce an inexperienced young nurse. He likes to humiliate them afterwards and show panties from his collection in public.

The Game Master can include several people, but these are most important.

### **Peter Saint-Denys**

He is Médecins Sans Frontières chief representative in Ethiopia; he reports to the organisations board and negotiates with the government.

Peter is a Child of Malkuth and has done lots of important work for the suffering people of Ethiopia. He doesn't know anything about the horrible deeds at the Clinic; which are covered up by Sarah Wimby.

His own future is dark; he has aggressive AIDS and will leave his work in 2005.

The adventure "Et In Arcadia Ego"<sup>1</sup> is about a who is dying of AIDS, it could be included after this campaign.

### **Sarah Wimby**

She is employed as an administrator by Médecins Sans Frontières, but is also an experienced nurse. She works as chief over the Amhara region and important decisions go through her. She reports to Peter Saint-Denys.

Sarah is also Doctor Badjibes wife; she was given to him as a teenager so that her older brother wouldn't die of malaria. An unholy oath and secret marriage ties her to him. She leaves out all information about the Clinic in reports to Peter Saint-Denys.

She will commit a terrible crime, but then change her mind. This betrayal of her husband will cost her life. Her soul will try to contact the characters in several adventures.

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<sup>1</sup> "Et In Arcadia Ego", it came with the Swedish GM's screen and can be found in English or Spanish on the Internet.

### **Behirun “Hakim” Négélé<sup>2</sup>**

He is an Imam who has studied medicine abroad. Now he works to help people; he gives basic medical treatment and speaks about Allah. His religious teacher in Harar gave his nickname Hakim.

The characters can meet him anywhere; in a restaurant, at Peter Saint-Denys party, in a truck convoy etc. He has no real part in this adventure.

If any character has a high mental balance he will feel it and spend time speaking about God, philosophy, angels, goodness etc. He will help if he can, but not characters with a mental balance below -25 and he won't follow them to the Clinic.

### **The people in need**

Approximately thirty Ethiopians live in the three big tents the clinic staff have erected for the hungry and sick. Many of them haven't eaten properly for months and there is a shortage of clean water.

The Game Master may create several non-player Ethiopian characters, but there are two important persons.

### ***The raped woman***

One of the patients is a thirty-three year old woman with serious pneumonia. Six month ago her husband died and an older man raped her. This makes her dirty in the eyes of her tribe; they spit at her and don't speak to her.

### ***Chieftain Hagos Dawa***

He is an old and conservative man who tries to have comp control over his tribe. Now he has an eye infection and has to stay at the Clinic for a while.

Nurse Emily Jones has talked to him about the raped woman, but he isn't ready to accept that she come back to the village when she becomes well.

### **Introduction**

This adventure has no given beginning; it's up to the Game Master to choose one that fits the characters. The main idea is that they should come to the Clinic and stay there for up to three weeks.

### **Party in Addis Ababa**

Peter Saint-Denys is a special Envoy of Médecins Sans Frontières in Ethiopia. His staff is located in the capital Addis Ababa and he could have a party where the characters are invited.

During this party information about a malaria outbreak in Bura, a village with 6000 inhabitants reach Peter. He will ask Amhara region administrator Sarah Wimby about this, but she will tell him that everything is under control.

Peter has had a growing feeling the last year that something is wrong in the region. He has seen Sarah Wimby suffering, but hasn't demanded a straight answer from her because he has his own problems with AIDS.

There is a health centre in Adis Zemen, which can give advanced medical service. But there is also a small health centre, called the Clinic, in a remote part of that region.

Peter may ask the characters to go there to find answers to these questions.

- Is there a malaria outbreak?
- There hasn't been any reports from the Clinic, find out why.

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<sup>2</sup> **Hakim** is an Amharic name often used by Muslims meaning, “doctor”. **Behirun** is also an Amharic name meaning, “Let him be our gate/our guidance”.

During this party Sarah Wimby will talk to several of the characters. She feels that her time is running out, and she wants to be free from the unholy oath that ties her soul to Doctor Badjibe. At the same time, the characters inquiry may point her out. She is confused, scared and in great need of trust so if a character shows interest in her, she may fall in love.

### **Work for aid organisations**

If all characters works for organisations such as Médecins Sans Frontières or UNICEF etc they may get an order to join a truck caravan. Formally this caravan was under orders from Peter Saint-Denys.

It goes to Adis Zemen health centre where most of the medicine will be used, but one tanker truck with fresh water will go on to the Clinic. In Adis Zemen Sarah Wimby will meet the characters; she may react in different ways.

- If she knows the characters, she will ask them to take care of the delivery to the Clinic. In a weak moment she hopes that they will find out about the deeds.
- If she doesn't know them she may try to stop the last part of the journey. But the characters have orders from Peter Daint-Denys, so she can't stop them. .

### **Lack of fuel**

The characters are going by bus, truck, car or even aeroplane. It is up to the Game Master to decide what they are doing and why. But they will run out of fuel and will have to find a place where to ask for more fuel, and the closest is a small health centre called "the Clinic".

Just a kilometre from the Clinic there is a small field that can work to land on. The characters won't be welcomed but may stay until someone comes by to refuel their vehicle.

### **Robbers**

It's up to the Game Master to decide what the characters are doing on one of the roads between the cities Gondor and Debre Tabor in the Amhara region. Here well-armed men will their vehicles and leave them on the road.

The closest city is Adis Zemen, but somehow they know that there is a small health centre in the mountains. They believe that it's only three hours walk away, but actually the Clinic is around 60 kilometres north from the main road. The reason why they can't walk direct to Adis Zemen is that the robbers threaten to kill them if they go that way.

The characters won't be welcomed but may stay for until someone can come and help them.

### **Dreams**

If the Game Master wants to give the characters a more occult introduction to this adventure, they can receive dreams about the Clinic. These could make them go there by them selves, or at least be a possibility to create tension in the group.

PCs with negative mental balance will dream that patients die of starvation and Malaria, the tents is badly illuminated and outside there are a sandstorm.

PCs with positive mental balance will dream that patients get injections and nutrient food. Everyone seems healthy and happy, but the dream ends suddenly with darkness and the sound of flowing water.

## The plot

*The westerly winds bring some moisture from Lake Tana Hayk when they reach the town of Adis Zemen, but in the mountains to the north the air is dry as sand. Its night and Doctor Badjibe stands in the dark watching a patient. “Baal, Baal, Bleed for the God” he whispers when he touches the patients arm, then he walks out to feel the dry, warm wind in his face. The next day the patient dies.*

## Plotline

The Clinic is a health center in a remote valley in the mountains north of the small city Adis Zemen<sup>3</sup>. The valley lies in radio shadow and the radio traffic is often disturbed. There is a terrible lack of water and the Clinic only has one water tank, which is used by both personnel and patients.

Doctor Badjibe founded the Clinic ten years ago and as a Herald of Death he has committed medical experiments on patients. His work has created a drug that performs like aggressive Kala Azar. Baal Reshef has now ordered him to start an epidemic in the Amhara region.

He plans to use his wife Sarah Wimby to perform a terrible deed. Sarah is ordered to steal medicine and contaminate it with the new drug. The plan is that someone will find the “stolen” medicine, the nurse Emily Jones will be arrested for theft by police or beaten to death by angry Ethiopians and that the patients will be vaccinated. But the drug is contaminated and a couple of month’s later people will start to die and infect each other.

The medicine is a new concentrated type that is injected in the patient (not pills); it is used where the amount of water is limited.

Doctor Badjibe wants to use his wife because these actions will torment her soul, and force her mental balance down the path of darkness.

Sarah hasn’t been broken and she wants to reject, she wants to reject him and break the unholy oath. But this time, she hasn’t the strength to say no.

One thing that Doctor Badjibe didn’t predict was the presence of the characters.

They will come to the Clinic and put his plan in danger. The Doctor will have to change his plan a bit, now he hopes that the characters will find the “stolen” drugs and that they will find evidence against Nurse Jones.

### Time schedule

How this adventure begins is up to the Game Master but after a while the characters should end up at the Clinic.

The characters will stay at the Clinic for up to three weeks, and then the Game Master will give them a reason to leave.

The month of November 2004 starts with a Monday in week 45.

### Day 1

At arrival Nurse Jones will meet the characters and show them around, then she will put them to work.

**Events:** Talking with Nurse Jones

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<sup>3</sup> The city has 6000 inhabitants.



***Day 2 (Taking Malaria tests)***

Doctor Bantling will lead the morning meeting at 07.00 and the characters will be notified so they can take part. If Sarah Wimby didn't come with the characters, she arrived before the meeting.

In addition to their normal tasks, personnel will also administer Malaria tests, on direct order from Sarah Wimby. Characters with medical knowledge will be asked to help.

**Events:** Morning meeting 1

***Day 3 (Test result, it's Malaria)***

Doctor Bantling will lead the morning meeting at 07.00 as usual.

That evening there will be a small party in the main barracks. The pilot Daniel Eyssette will humiliate Nurse Clark in front of the others and she will run out in tears. At the same time Doctor Badjibe will enter the barrack and meet the characters for the first time. Nurse Jones will leave minutes later.

**Events:** Morning meeting 2

**Events:** The party.

***Day 4 (Medicine is stolen)***

Today Doctor Bantling will be ten minutes late to the morning meeting. He will explain that Nurse Clark won't work today. Then he reports that important medicine has been stolen and that there will be inquiries into what happened.

**Events:** Morning meeting 3

**Events:** Doctor Badjibes makes inquiries

***Day 5 - 6 (Searching)***

The morning meetings will be short and the atmosphere will be tense. Nurse Clark sits close to Doctor Bantling and doesn't look at Nurse Jones or Daniel Eyssette. He now has the young nurse in his control.

Doctor Badjibe will arrange a search.

Sarah Wimby will talk to the characters and point out Nurse Jones as guilty.

The raped and rejected Ethiopian woman will contact the characters. She will tell them that she noticed a woman nurse jacket outside the barracks with the medicine the night it was stolen.

**Events:** Searching

**Events:** Accusations

**Events:** The witness

***Day 7 - 8 (Sandstorm)***

During two days there will be a severe sandstorm and the Clinic is almost closed. Only the most basic health care is carried out.

**Events:** The witness is dead

***Day 9 (Spirits)***

The storm continues and culminates this night; the tents, barracks and vehicles will be damaged. If the characters go out this evening they can hear faint screams in the wind.

**Events:** Screams in the wind

***Day 10 (Finding the medicine)***

The sandstorm is gone and Doctor Bantling will organise repairs and take control of the patients. One of the characters will find the stolen medicine during the day.

An inspection shows that the medicine hasn't taken any severe damage. Sarah Wimby schedules a meeting in the afternoon.

**Event:** The discovery

**Events:** Sara Wimby's meeting



### ***Day 11 (Leaving the Clinic)***

Two cars from Médecins Sans Frontières in Adis Zemen come to fetch Sarah Wimby and Nurse Clark will follow her. This is the time for the characters to leave; there can be a message from Peter Saint-Denys that calls the characters to his office in Addis Ababa.

### **Events**

There are several events described in this section. It's up to the Game Master if and when they should be used.

#### **Talking with Nurse Jones**

When the characters come to the Clinic the first person they meet is Nurse Jones. She will give some information about the Clinic and will make it clear that the small barracks in the northern part is a forbidden area. She says that it is used for research and the sickest patients with infectious diseases.

The characters are shown to the two western personnel barracks, where they get a small room. Depending on the time of arrival they may sleep for the night or will be asked to help raise two big tents outside the barracks in the southern part.

#### **Morning meeting 1**

If the characters don't wake by themselves Nurse Jones comes and wakes them up at 06.45.

Doctor Bantling leads the meeting and he will introduce all present personnel, but he won't mention Doctor Badjibe or the northern barracks.

Sarah Wimby and Doctor Bantling will talk about the new program for testing for Malaria among the patients. This day all personnel will have lots of work and the characters are asked to help with anything that fits with their expertise.

During the day there is not much time for talking, but when it's time for lunch the characters can contacts. This evening everyone is tired and goes to bed direct after a late dinner. If the characters come close to the northern barracks they can observe someone walking around behind the curtains.

#### **Morning meeting 2**

Doctor Bantling reveals that there will be a party in the main barrack at 8 pm, and that everyone is welcome. He will ask the characters to help Nurse Clark to prepare everything in the afternoon.

He wants to have a party to reward the personnel who worked hard at taking Malaria tests. But he also got an order from Doctor Badjibe to have control over the characters.

If the characters have had lots of questions about the northern barrack or sneaked around, then Doctor Bantling will tell them that the senior doctor and founder of the Clinic works there.

#### **The party**

In the afternoon Nurse Clark contacts the characters and instructs them. She won't talk that much with the characters and during the preparations she becomes more and more nervous<sup>4</sup>.

A sensitive character may sense that something is wrong, but she also drops some plates, or attentive characters can see her swallowing pills<sup>5</sup>.

Characters with *Magical Intuition* or *Empathy* may sense fear and anxiety from Nurse Clark

<sup>4</sup> She has been raped and fears that Daniel Eyssette will try to hurt her again or talk about it.

<sup>5</sup> Anti-anxiety pills.

If the characters ask her if there is a problem she will deny it and if they ask her about the medicine she will become aggressive. Nurse Clark is very sensitive and will react to protect herself, but if a character has the right advantages maybe she will start to talk about how she wants to leave the Clinic.

One hour before everything should be ready Daniel Eyssette and Doctor Bantling come to the main barracks. They sit down in a corner and start drinking beer and talking about how “the niggers survive in this heat”.

Nurse Clark can't stay in the barracks and listen to them, so she asks the characters if they can finish the preparations.

When Nurse Dark has a short errand in the barracks Daniel tells Doctor Bantling a perverted joke and they laugh together when she leaves.

When all personnel have arrived around 8 pm Doctor Bantling welcomes them and the food is served. The last one to come is Sarah Wimby.

**Sarah Wimby** talks to the characters and to Nurse Jones during the evening. She has just stolen the medicine and there is a struggle in her soul, she is tied to her husband but she can feel that the gates to hell are opening for her.

**Nurse Jones** feels anxiety in the air and carefully observes Nurse Clark; she frequently goes back to her table.

**Nurse Clark** mostly sits silent with a glass of beer and a bowl of popcorn. If the characters try to talk to her she tells them that she is ill and prefers to sit alone.

**Nurse Dark** has taken responsibility for the music; she changes CDs but doesn't do anything special during the evening.

**Nurse Watts** is rather superficial and she seems to be unaffected by personal issues. She talks to both the characters and the “boys in the corner”.

**Doctor Bantling** sits in the corner and drinks beer with his friend Daniel. The alcohol and the company make him more confident than usual.

He doesn't like the presence of the characters at the Clinic and now he has an opportunity to be insolent. Dirty jokes will be repeated during the night.

**Daniel Eyssette** loves to drink with Doctor Bantling, a man who laughs at his jokes and admires him. Around 10 in the evening Nurse Clark leaves her table and goes to the refrigerator for a soft drink, when Daniel French accent breaks the silence with a cruel joke.

- *What do you think about this; a porn movie with the title “Nurse Clark and Nurse Dark”? Why so silent, do you have dirty thoughts now?*

Nurse Clark starts to cry and shout that he should leave her alone and that God will punish him for his cruelty. Then she runs out into the night. .

Nurse Jones shouts at Daniel that he has gone to far, then Doctor Badjibe comes through the door and with a clear voice he demands silence. This is the first time he has showed himself to the characters and they can see that the others almost fear him when he raises his voice.

No one is allowed to leave the barracks when he first talks to Sarah Wimby and then Doctor Bantling.

After that he allows Nurse Jones to leave to find and console Nurse Clark, and then he sits down with the characters. He wants them to tell him about who they are. He doesn't mention his own work or that he hasn't presented himself earlier, if the characters ask he answer "I have been working with the Malaria tests".

During the conversation he mentions that the first results show that several patients may have Malaria and that they should start treating patients tomorrow.

### Morning meeting 3

For some it may be hard to get up for the morning meeting, but hangover is no excuse. Doctor Bantling will be ten minutes late and Nurse Clark isn't present, this is enough for speculations to start. Sarah Wimby looks at one of the characters and starts talking.

*- I wonder what that Nurse did last night; I hope that she didn't do anything she will regret.*

When Doctor Bantling comes he will explain that Nurse Clark won't work today, she is burnt out and will leave the Clinic as soon as possible.

He will also report that Doctor Badjibe has discovered that Malaria medicine has been stolen during the night. This is very serious and if it is not found soon, there will be catastrophic consequences for the patients. Doctor Badjibe will have an inquiry about what happened last night; he will call every person during the day.

The medicine was kept in the medicine storage in the main barrack, everyone expect the pilot has keys to that storage.

The ampoules are kept in a huge box that weigh about 10 kilos. The box is cooled to keep the medicine fresh; the batteries will work for another six days.

This is day 4 for the characters at The Clinic, if the medicine isn't found before day 10 the medicine will be destroyed.

### Doctor Badjibes makes inquiries

The inquiry takes place in the main barracks. The heavy curtain block out most of the sun and in the poorly illuminated room Doctor Badjibe sits behind a desk. In front of it is a small wooden stool without back support. Then he starts to ask questions.

- Did Nurse Clark behave strange when you prepared the party?
- What do you know about the stolen Malaria medicine?
- Who do you think stole the medicine?
- Yesterday when we sat down and talked at the party, who had left the barracks?
- Do you think that Nurse Jones have a great influence over Nurse Clark?
- Have you ever seen Nurse Jones behave strangely?
- Who do you think stole the medicine? (Ha asks again)
- Do you think that Nurse Jones or Nurse Clark stole the medicine?

The inquiry takes the whole day and the atmosphere is tense at the Clinic.

Those who work at the southern barracks with the patients act professional, but otherwise they almost don't talk. Many eat a quick dinner and go to bed when the work is done.

### Searching

The characters and some of the staff are ordered to search after the missing box in the hills, during five hours a day.

Doctor Badjibe is sure that the box has been hidden not far from the camp, it's too heavy to carry any longer distance.

The characters won't find anything; the box is hidden in the northern barrack.

### Accusations

The coming morning the meeting will be short and tense. From now on, Nurse Clark sits beside Doctor Bantling and will work as his assistant until it's time for her to leave.

**Daniel Eyssette** isn't that upset, he is a psychopath and doesn't have the ability to feel such feelings. But he will talk to male characters and say that Nurse Clark is a horny bitch that is afraid that her dirty sexuality will come out.

**Sarah Wimby** will be with Doctor Badjibe in the northern barrack most of the time, if someone asks why the answer is that they are writing a report. But when she has the possibility to talk to the characters she will tell them what probably happened.

*- The guilty party must be Nurse Jones. She stole the Malaria Medicine before she tried to find Nurse Clark. She hates us and tries to stop the work at the Clinic.*

**Nurse Clark** won't normally talk to any of the characters. But if one of the characters made a good impression on her earlier, she will say that Daniel Eyssette is a rapist and a psychopath.

**Nurse Jones** will talk with the characters and accuse Daniel Eyssette. She says he has a reputation for sexually harassing young nurses. When Nurse Clark complained to her Daniel become upset and stole the Malaria medicine to cover for his own harassments.

### The witness

When one character is alone and out of sight from the employees at the Clinic, the outcast woman among the patients will make contact.

She has heard that medicines were stolen and wants to help, but she isn't brave enough to talk to any nurse or doctor. She will say that she noticed a woman in a nurse jacket outside the storage in the main barracks the night when the medicine was stolen.

The woman has no watch and can't give any time when it happened. But if she is put under pressure she will say that it was before the party started.

### The witness is dead

During one of the two first days of the sandstorm the witness is found dead. In some way Doctor Badjibe has found out that the woman may have talked to the characters and he has infected her with a disease that paralyses the lungs. She was already sick so a simple touch and death came almost immediately.

It is up to the Game Master to decide where she will be found and by whom. If it helps the adventure there can be some clues in the sand next to the body, dropped by accident or on purpose.



### Screams in the wind

During the third day of the sandstorm Doctor Badjibe gets to work. In a small room without windows in the northern barracks he blends his latest mixture of aggressive Kala Azar virus with the stolen Malaria medicine. The mixture is so powerful that *Pestilence Spirits* are summoned to the barracks.

The spirits can't pass through the walls so they whirl around the barracks and that creates a sound, which resembles screams. A character won't naturally understand what's happening.

It's very hard to see the spirits. But if a character sees them<sup>6</sup>, the Game Master rolls a hidden skill check for identifying.

*African history or folklore*, skill checks  $\pm 0$ . This can give some information that the phenomena could be evil spirits of disease.

*Occultism*, skill checks +5. This can give information that it is spirits, and that they can't pass through walls.

### The discovery

Before the storm decreases Sarah Wimby is ordered to hide a small container with the contaminated Malaria Medicine in one of the tents by the southern barracks. The characters or Nurse Jones should find it. Examination show that the ampoules don't exceed the maximum allowed temperature and that the Malaria Medicine could still be effective.

Sarah Wimby takes control, as the highest administrative chief of the area she schedules a meeting.

<sup>6</sup> They appear as a dark mist, roll a PER check with +10 on the roll to focus on them.

### Sara Wimbys meeting

First the container with the Malaria medicine is given to Doctor Bantling and Nurse Watts, they do a quick inspection of the drugs. It shows that the active substance hasn't been damaged but that it must be used rather soon.

All personnel and the characters are ordered to be present at this meeting. Doctor Badjibe stands in a corner while Sarah Wimby speaks.

Administrator Wimby contaminated the medicine and to protect her conscience she wants to make all the others part of the decision. So she asks the others.

*- What do you think we should do? We have got the medicine back, but if we use it we will make it impossible for the police to examine the ampoules. We will save lives but never catch the guilty.*

What the characters think doesn't matter; the medicine will be given to all the patients. The question is only here so they have to think and be a part of the decision. Characters that have medical experience can assist the personnel in giving the injections.

### Maps and graphics

Here is a small presentation of the Clinic and the interaction between some of the NPCs and the characters.

The main barracks (1) with recreation room, kitchen, toilets and medicine storage in the back. Its here you find the personnel if the don't work or sleep.

The storage is locked with a padlock, everyone but the pilot has keys. To pick the old lock is easy if you have the tools, roll Locksmithing with -5 on the roll.

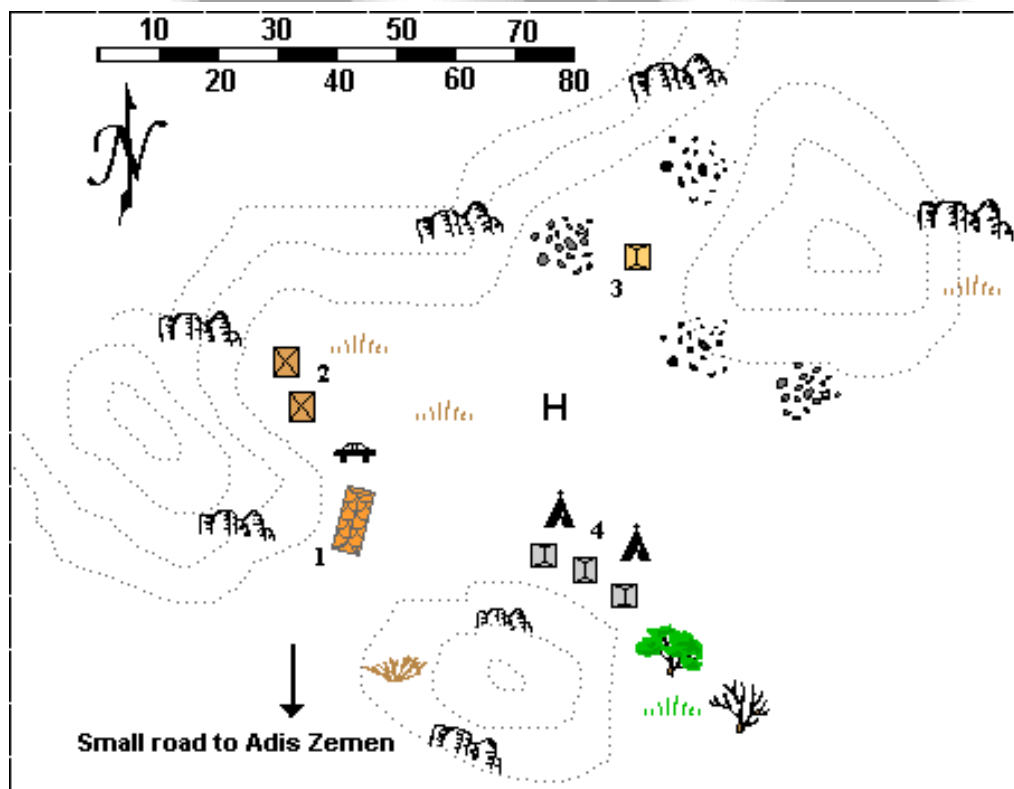
Two barracks (2) have small rooms for sleeping, on the backside there are an area for washing. All the nurses have rooms in one barrack, Doctor Bantling and the pilot sleeps in the other. The locks to the rooms are rather easy to pick. But Nurse Watts, Nurse Jones and Doctor Bantling have small safety boxes in their rooms, they demands a code.

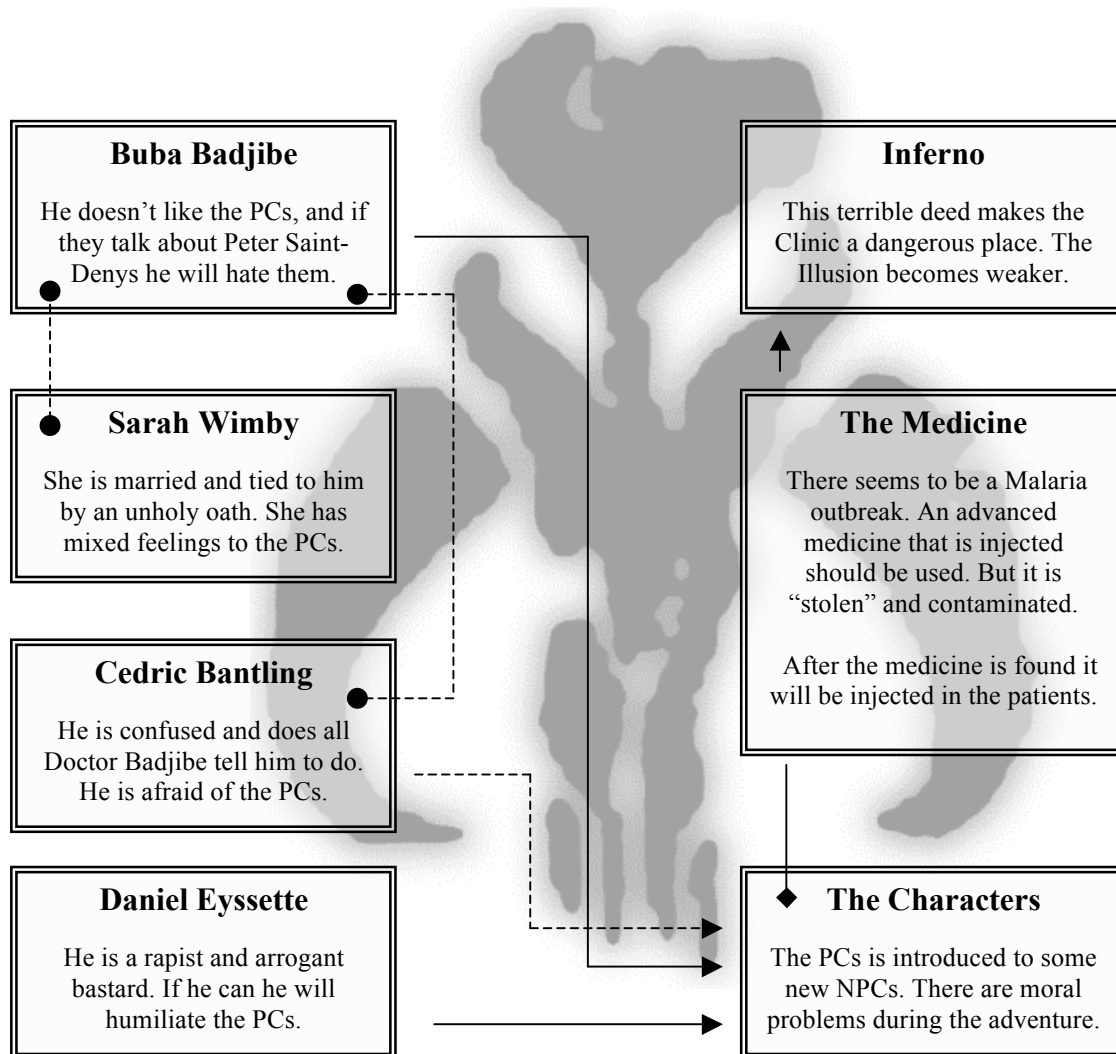
The northern barracks (3) is a forbidden area. Doctor Badjibe works here doing research and treating the sickest patients. Actually he creates illnesses, and the GM should never allow the characters to enter this barrack during this adventure.

The southern barracks (4) and tents is the patient area. In one of the barracks there is a small office with journals, the two other contain supplies. At the office there are two beds where staff may sleep if they have the watch during night.

Here is the Clinics only container for drinking water, a huge metal tank.

The helicopter is standing on the grass in the middle. Right now it seems to be some mechanical problems.





## The End

When the patients at the Clinic have got their injections of Malaria medicine, this adventure is over.

Actually there are no problem even if the medicine isn't given to the patients, Sarah Wimby also infect the only water tank at the Clinic just before she leave the area. This will not be as quick as if the medicine was injected, any way she will infect the only water supply and condemn the staff, patients and her own soul for ever.

From day eleven it's up to the Game Master to end this adventure. The easiest way is to let two cars from Médecins Sans Frontières in Adis Zemen come to the Clinic. They are here to fetch Sarah Wimby and Nurse Clark.

It also is time for the characters to leave, they will be summoned by Peter Saint-Denys to Addis Ababa or continue do what they had in mind when they come to the Clinic.

This happened during the adventure.

- Doctor Badjibe and SarahWimby have contaminated the Malaria medicine with a deadly decease.
- Sarah Wimby contaminated the only water tank at the Clinic.
- This medicine has been given to all the patients at the Clinic, and they will soon get symptom from aggressive Kala Azar.
- This evil deed has opened the gates to Hell. Sarah is religious and thinks that her soul is lost forever. After the contamination she has changed her mind, but it's too late now.

It will go three month before the next part of the campaign, which takes place in **January 2005**.

In the next adventure Sarah Wimby will contact the characters in an attempt to save the contaminated patients, even if she knows in her heart that it's to late. Doctor Badjibe discovers what she has done and kills her with a disease.

A second introduction can be that Peter Saint-Denys wants help to get more information about actually happened.