



Game Master Handbook

~ The Children of Malkuth ~

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Table of Contents

| | |
|-------------------------------------------|----------|
| The Children of Malkuth | 1 |
| Introduction | 1 |
| Chronological scheme and experience | 2 |
| The adventures | 3 |
| Ethiopia..... | 4 |
| The true history | 4 |
| Death Angels | 5 |
| Archons | 6 |
| Forgotten Deities | 7 |
| Scheme over the interactions | 10 |

This is the main Game Master source for the campaign The Children of Malkuth.

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The Children of Malkuth

Mr Johnson drives home after he closed his small cinema, it's almost midnight. There is no traffic, only a gentle rain disturbs Mr Johnson on his ten minutes drive home outside the small town. When the car goes round a corner he notices a spinning blue light in the dark, in front of him an ambulance is parked besides the way and the back door is opened. When he passes the ambulance he sees two men in white clothes that lie on the wet pavement. As a respected member of his society and church Mr Johnson stops his car and runs back to the ambulance. Both men have been stabbed and for one of them it's to late, the other one is still alive and mumbles; – "He escaped, the psychopath escaped Mr Johnson. Call the sheriff". The old mans eyes is filled with pain when he answer the bleeding man. – "Yes Andrew, the psychopath has escaped. He must be free to understand the world". Then he kicks Andrew in the head several times. Three days from now he will console the widow in her home and then rape her. Humanity is only a pale shadow of its former strength, that's why Malkuth needs children as Mr Johnson.

Introduction

The main theme of the campaign is the awakening of humanity. The adventures aren't always that strongly connected in the eyes of the characters but all of them follow the theme. Some humans has a greater ability to awakened or at least spread the truth about the illusion before they die. Those humans are called *The Children of Malkuth*¹ in this campaign.

The theme will cross the path of the characters several times. This is the start of a chase for the truth, the characters will travel and search after something that is hidden in their harts.

The characters them self are not divine chosen to become servants of the Archon Malkuth, but their actions can indirect help her. The Game Master can also let the characters develop without help from the Archon.

When the players create their characters the Game Master should be rather strict. No one should have a mental balance greater than 20 and the knowledge about the illusion should be none or very low.

¹ The Game Master should never use this expression in front of the players.

Adventure 1

The first adventure takes place during one week in September 2004.

Between adventures

There is a period of some weeks until the next adventure in November 2004.

Adventure 2

The second adventure takes place during one to two weeks in November 2004.

Between adventures

There is a period up to two month until the next adventure in January 2005.

Adventure 3

The third adventure begins in January 2005 and is less than one week of gaming time. But there is a shift in time so the characters end up in February or March 2005. They also have to rest two weeks at the hospital and may end up at the asylum fore some time.

Adventure 4

There is no time between the adventures here. The last part is one to two weeks and ends with a special ending of six month, so it ends in July or August 2005, read more on in the last adventure.

Chronological scheme and experience

| Date | Adventure | Theme | Comments |
|---------------------------|------------------------------------------|-----------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| 2004 September | Four Paths to Freedom | <i>Gather information and wisdom</i> | The characters will be in Addis Ababa during a conference for health organisations. |
| 2004 November | The Clinic | <i>Stop a Bad Thing from Happening</i> | In this adventure the characters come in contact with a small remote health centre in the Amhara region. |
| 2005 January | The Love and Curse of Sarah Wimby | <i>Gather information and meet the occult</i> | A strange infection is discovered, first it was thought that it was severe Malaria but the treatment didn't work. |
| 2005 February or March | The Mask of the Seven Keys Man | <i>Gather information and meet the occult</i> | They may feel emptiness and lack of guidance in their life. It's now Mama Africa will contact them. |

| Adventure | Experience points | Hero Points | Special |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|-------------|-------------------------|
| Four Paths to Freedom | 2 | 2 | - |
| The Clinic | 4 | 2 | - |
| The Love and Curse of Sarah Wimby | 6 | 2 | - |
| The Mask of the Seven Keys Man | 6 + ending | 3 | Five different endings. |
| <p>Asfas puppets: Sixth month education. Only if MB minimum -25. Lucas Promise: Sixth month education. Only if MB minimum -25. Imprisoned: Gain 5 points of experience. Mama Africa: Gain 15 points of experience. Dir Fakar: Gain 10 points of experience.</p> | | | |

This is a proposal how experience and hero points can be distributed; the points are unmodified for good/lousy role-playing. Good ideas should give a bonus up to 2 points per character and adventure.

The adventures

This campaign contains four adventures where the players have the opportunity to develop their characters.

The characters mustn't know each other from the beginning. They can work at Médecins Sans Frontières or they are all friends of Peter Saint-Denys².

Four Paths to Freedom

The main idea is to introduce some none player characters, as Peter Saint-Denys, Asfa Amhed and Sarah Wimby.

During a conference in the capital of Ethiopia the lecturer will talk about the importance of the four paths to freedom; security, food, shelter and education.

The characters will come in contact with the local population outside the meeting and some children will start to follow them. This is the beginning of a new life.

The Clinic

Doctor Badjibe is introduced, he is one of the main none player characters.

There is a mysterious health centre isolated in the mountains north-east of Adis Zemen. Soon after the characters arrive important drugs will be stolen.

If the characters are open-minded they will be able to find signs that there is something wrong with the world around them. But they will probably think that it is evidence that they are going mad, it's not easy to be an aid worker in Ethiopia.

The Love and Curse of Sarah Wimby

The main idea is to give them insight; the world is evil and they are a part of it.

The Clinic is now almost abandoned; but the characters should search the area for evidence. Doctor Badjibe flees when they arrive, but he leaves lots of clues.

The illusion is still strong in their minds, but they will be given a first opportunity to choose the direction in life.

The Mask of the Seven Keys Man

Their friend Peter Saint-Denys has left his job and the new chief of Médecins Sans Frontières in Ethiopia doesn't want any help from the characters. They will temporarily be separated from their work, e.g. accused for corruption. On the other hand now they are able to do what ever they want.

On their search of information about doctor Badjibe there will be connections to the children in the first adventure.

On their journey they will meet "Mother Africa", an old woman that will give them help to find a path in life – it can be the path of light and mercy or the path of darkness and pain.

The village Shashamane 250 km south of Addis Ababa has a small community of Rastafarians that praise Haile Selassie as God incarnate. Here will they find information about a magical mask.

The main idea of this episode is to expose different perspective of reality for the characters.

² The main NPC in the adventure Et In Arcadia Ego, in the Swedish version his name is Peter but in the English that is found in Internet it's Nigel.

Ethiopia

The small group has walked for a week to reach help; the young man has an infection in his left arm and if the rain comes he won't be able to work on the field. The father, his sick son and a friend to the family rests beside the road when a dust cloud appears in the horizon – a car is coming. It's a jeep and on the side they recognise the symbol of Doctor without borders. The car stops and a coloured man walks against them. The man is a doctor and the sick boy's father begs the doctor to help them. The father and son get into the car with the doctor, the third man is told to go home. That night screams of angst was spread in the dark, the father and son was never to be seen again.

The true history

Humanity is trapped in Elysium, but even in the prison all isn't what it looks like. The history is changed by influence beyond the illusion.

In the second part of the 1300-century the Archon Chesed strengthens his power when the Solomonid dynasty came to control Ethiopia, claiming descent from the kings of Axum.

During 600 years the Archon tried to make Ethiopia to a heaven on earth, so humanity wouldn't break free. But in the 1880s the European countries start to interfere. In 1896 the Ethiopian military surprised the world by defeating the Italian power in Eritrea and remaining independent, but the war has weakened Chesed and it was the start to the end.

After the First World War the influence of Chesed was almost gone in Ethiopia. A new power arises in Haile Selassie who becomes the Emperor 1930. There are few known facts about him and what influence protected him, but there is a rumour that Malkuth had something to do with it.

But the influence wasn't strong enough, and the Emperors exile to England during the Second World War opened for the Archon Binah to plant a seed of opportunity.

In 1974 a pro-Soviet junta took the power and Haile Selassie disappeared, according to the junta the Emperor was put in prison and died one year later.

The Emperor was never imprisoned, but the truth is only whispered in secret. Malkuth never acknowledges that she was the power behind the Emperor and Binah has never admitted that she betrayed Malkuth, so they still work together when it fits them.

Binah controlled the government but during the coming years the new regime suffered several bloody coups, uprisings and wide-scale drought. The Death Angels Gamichiotch, Thaumiel and Golab enter the scene when their principles become strong in Ethiopia.

There isn't enough human power to unite the country – so the principle of hunger strengthens its influence. In 1991 the pro-Soviet government is defeated by the Ethiopian Peoples Revolutionary Democratic Front.

The Death Angel Gamichiotch has broken its opponents with paralysing hunger and a weak democracy. Binah's organisation in Ethiopia is gone, the influence of Thaumiel and Golab has reached bottom. It's only the war with Eritrea that gives the other Death Angels some influence.

Death Angels

It's the 21 millennium and the three Death Angels who have any greater influence in Ethiopia prepare to fight to the end of time.

Gamichicoth – The False Rescuer

He is the most powerful Death Angel and has several servants; most of them are aid workers but his influence also reaches the government. Most of his servants are humans, corrupt or just fooled to believe that they are helping.

Hayworth Emergency Aid (HEA) is the main tool to spread paralysing hunger, the food is rotten and the water is poisoned. This makes the starving population to lose all hope of a future.

After the fall of the Marxist government in 1991 HEA lost some of its strength in Ethiopia. New aid organisations could now more freely work in the country.

To day HEA mostly works in the regions Afar, Somali and southern parts of Oromia. HEA works beside the UN's World Food Programme (WFP) in northern Ethiopia. In the southern parts HEA cooperate with US military forces that search after Muslim terrorists.

The Razide *Asfa Ahemed* is the head of HEA in Ethiopia and is personal friend to the minister of the interior. This gives him some influence over the police and the government.

The most powerful servant of the Death Angel is *Abeba Kamil*, who is the private advisor to the president. Mr Kamil is a ruthless man; it was his idea to force 2 million people to leave their homes in Eastern Highlands of Ethiopia.

This project started 2003 and people are still moving³. He takes his orders direct from the powerful Nepharite *Meshul*⁴.

Golab – The Torturer

He's influence in Ethiopia is limited. The new government don't use torture to pursuit their political opponents, but the Death Angel has a core of servants in the police force.

The battle with Gamichicoth can't be won, especially because he has good control of the government. In Adis Abeba there is a small group of police officers, investigators and doctors who gives Golab influence in Ethiopia. The leader is an Italian borne woman who works as a criminal investigator for the police. *Bianca da Figueira* has sold her soul to the Death Angel many decades ago. Now she is terrified and bargains for a new contract before she dies.

Thaumiel – The Unjust Ruler

When a pro-Soviet military junta established a one-party socialist state in 1974 he strengthens his power.

The Death Angel established his influence through militia groups on the countryside, but to day his servants has been scattered. To day there are some small groups in the southern parts of Ethiopia who fights to spread terror. Both Golab and Gamichicoth work against him, so his influence on the humans is poor beside in the southern parts.

The most powerful warlord is the Razide *Abdallah Kalish Ezab* who has a small army of 60 well-equipped men. They live like nomads in the southern parts of Ethiopia.

³ See also Gaia, page 6.

⁴ For more information see **Purgatory** (1996).

Archons

There are only two Archons who have greater permanent influence in Ethiopia to day.

Binah – The Black Madonna

During 30 years the Archon had a great influence over Ethiopia. But to day the pre-Soviet government is gone.

The Death Angel Gamichcoth broke her influence over the government, but the hunger and pain gave her the opportunity to strengthen the different clans in Ethiopia. Her servants to day are tribe leaders who rule the countryside.

Her most powerful servant is the Lictor *Hamseo Marka*, a former colonel in the secret police of the communist regime who has become an Oromo tribe leader and priest of Waaq.

The ethnical group Oromo is about 40 percent of the population, but they are scattered. The moderate groups are part of the ruling EPRDF coalition, but Hamseo Marka wants to create an independent Oromo nation using armed force and the influence of Binah.

The god Waaq is the supreme universal deity in the Oromo culture, and he created the universe with opposing forces in fine balance.

This balance (betwen night and day, young and old etc.) is called *safuu*, and the well-being of the universe depends on its maintenance.

This balance in the universe of Waaq is a reflection of the Archons identity, the struggle in and between different groups and families. The goal is to maintain this fight forever; this is a way to keep humanity blind.

By his side the Lictor has an oracle, the young blind woman Uume. The plan is that the Archon should incarnate in Uume when the number of followers and the influence is big enough.

Malkuth – The Rebel

When Haile Selassie I was proclaimed Emperor and the fist parliament in Ethiopian history were put into effect in 1931, the mighty Archon manifest her influence in Ethiopia for the first time in several hundred years.

The truth about the emperor is only spoken about in the most secret places beyond the illusion, but Malkuth had at least influence over several members in the parliament. The rapid modernisation of the country was the work of the Archon, but a military junta established a one-party socialist state in 1974 and the development come to ha halt.

To day Malkuth have direct control over two members of the parliament and a vice-minister, all humans. Because Gamichcoth have great influence over the president and several members in the government her servants have a low profile and bid one's time.

Aman Gidada is her most powerful servant; he is a professor and head of the Institute of Development Research (IDR), at the Addis Ababa University⁵.

Malkuth have no armed forced, but the professor has indirect influence over a huge group of students.

When the EPRDF coalition claimed to have won the election in May 2005 hundreds of unarmed students protested on the streets of Adis Abeba.

⁵ <http://www.aau.edu.et>

Police forces controlled by the Death Angel Golab arrested and tortured several students, but the investigation never found out who was the brain behind the demonstration. After this failure Aman Gidada don't use his influence over the student.

In several forgotten places in Ethiopia there are portals to the realms of reality, e.g. the gates to Inferno at the volcano Erta Ale and the tears in the illusion to Gaia in the eastern highlands, and long lost knowledge's. Therefore it's a goal for Malkuth's servants to invite foreign scholars to explore to country.

Forgotten Deities

The forgotten gods are powers from the beginning of time and often don't take so much notice of humanity, the Archons or Angels of Death. In Ethiopia there are two gods who have a special position, *Baal Reshef* and *Jwahir*.

Baal Reshef – The Lord of Pestilence

Famine and diseases has struck Ethiopia for decades, the cries in despair aren't something new on the horn of Africa.

The servants to the lord of pestilence have grown strong on the countryside and the servants of the Angels of Death and Archons follow their expansion with fear. They normally don't interfere with each other, but when the Empress Zewditu got an intense flu-like fever and died in 1930 the rumours started. Had one of the Heralds of Death punished her, and what was her crime?

As a result Tafari Makonnen was proclaimed Emperor Haile Selassie I of Ethiopia, and the old structure was scattered. That was more than 70 years ago, but Lictors and Razides still fear the forgotten god and his Heralds of Death.

To day Ethiopia is on the edge of a razorblade, will it modernise or fall into political violence and famine? The gods servants are strengthen their powers and no one else knows what to do.

His most powerful servant is Doctor *Buba Badjibe*, a man from Gambia who works for Medecine sans frontiers. His cruelty is well known among Lictors and Razides, so no one dear to interfere with the powerful Herald of Death.

Jwahir – The keeper of treasures

She is a local goddess who has manifest in Ethiopia and Somalia the last 5.000 years. She has only her own body in Elysium so she can die. To day she has few or none servants, the name *Jwahir*⁶ is forgotten by almost all humans.

The origin of the goddess is unknown but she is the keeper of treasures, and her skin is pure gold. An old myth says that her eyes and hair is black as the night and her voice is like the mountain wind from the north – whispering and cold.

When human sees *Jwahir* they are filled with the wildest dreams. Depending on personality they become greedy and can make any deal with the goddess for gold or be stunned and very passive.

Her agenda in Elysium is unknown, and the only higher power who has spoken to her is Malkuth. *Jwahir* have neutral feelings about the Archon, she doesn't care. Her haven is a circle of big stones somewhere in the borderland between Ethiopia and Somalia.

⁶ Somali name meaning "golden woman".

Inferno

Many in Ethiopia are deeply religious, so when they die the halls of Inferno gets new souls. The most people lives a hard life and when they die it's not a death of relief but one of angst and depression over that they who stays won't get it better. The Death Angel Gamichcoth influence is massive – death by hunger and then suffering in the afterlife.

In areas with humanitarian catastrophes the illusion becomes weaker and weaker, that worries Gamichcoth. But in the capitol Adis Abbaba the Death Angel Golab increases the violence and pain, in an attempt to open a gate to Inferno.

In the deserts and plains with tropical bushes there have been battles, earlier it was regular armies and to day its small groups that fight the army and police. Sometimes the illusion has cracked and if something will happened on this place again the wall against Inferno would be weaker than ever before.

There are also several permanent portals to Inferno; one is the crater of the volcano *Erta Ale* in the north-eastern area of Afar. In the strong and diabolic heat hidden by sulphurous gases can a person with the right knowledge, or a mental balance greater than 25, find the way to Inferno. In the area lives a tribe whose souls were sold to the dark lord Astaroth by their ancestors.

Another portal is to be found in the desert of the administrative area Somali, south west of the city *Werder*. In 1964 a guerrilla army of 3000 men demanded self-government over the area Ogaden, but Haile Selassie I refused. Then the neighbour Somalia launched a ground and air attack in support to the guerrilla.

In a bloody desert battle a permanent portal to Inferno opened in the illusion. To day there is a tanks graveyard with an area of ten hectare⁷. From distance an ever-blowing desert storm covers the area, but you can se some old out burned tanks. When someone enters the battlefield they can hear the sound of artillery pounding their ears.

If they enter the area its very easy to lost the direction back and end up in Gehenna – The Waste Land⁸.

Heaven

Not all Ethiopians die with a negative mental balance. There are many that leave Elysium with a smile on their lips. Heaven for many Ethiopians is paradise according to the Bible or the Koran.

The city *Harar* has 99 mosques, and is considered to be the fourth most holy city of Islam. But there is one more mosque, hidden beneath the city guarded by Seraphim's. In the dark, there is a permanent gate to Heaven.

Gaia

The wilderness beyond our senses is expanding; the illusion is more fragile than ever. Ethiopia is tormented by heavy drought, the first sign that Gaia is breaking in to Elysium.

In the highlands of the Oromo region there has been a severe drought the last decade. In several places has Gaia broken through the illusion and the rumours about old gods and curses have spread among the villages.

⁷ An area of ten times 10.000 square meters.

⁸ See **Maps of Hell** by Matthew Boroson.

To day there are several fluctuating portals in the Oromo highlands. The biggest permanent portal is around the village *Dir Fakar*, 200 kilometres Southeast of Addis Ababa and north of the road between Shashemene and Goba.

In 2002 BBC News visited the village and reported about the drought. The village's communal pound for water to the animals was only a dustbowl and the crops didn't grow at all. One-year later soldiers came and moved all humans from the village. To day it's an empty shell embedded in thorn bushes and sand dunes, silent but very dangerous.



Map from BBC News homepage.

The Death Angel Gamichcoth is shocked but hasn't found a way to stop Gaia, so his solution is to move the people. His Razide Abeba Kamil has persuaded the president to order a move of 2 million persons from affected areas.

This started in 2003 and has so long failed; the people don't want to move. Military forces have emptied the villages closest to the areas where Gaia has broken through.

The Archon Malkuth doesn't like the spreading of Gaia. Her plan is to awaken humanity through the expansion of cities and technology, Gaia will be a big problem if it isn't stopped.

There is a rumour about an old ritual that may stop the expansion of Gaia. The priests in a culture who died out for 2000 years ago used it. It was a small but strong civilisation who lived in happiness and praised *Bahati – giver of luck*, who gave them fortune with the crops. One day a priest summoned the goddess *Jwahir – keeper of treasures*.

The rulers were soon blinded by gold and the goddess had only one request – kill Bahati. During a harvest feast Bahati showed her self on the banks of a river, but during the ceremony the priests attacked and killed her. The people were first very frightened, then angry and after a while greedy. In only one year the whole civilization broke apart, crop failure and murder in hunt for gold become the damnation of this people.

To day no human have heard of this culture, but maybe there are ruins somewhere on the riverbanks in southern Ethiopia.

Metropolis

Ethiopia – a country where the cities are relative small and technology is finite. The illusion is becoming instable, but the connection to Metropolis is weak. There are no permanent connections to the eternal city beyond the illusion.

Scheme over the interactions

