



The Love and Curse of Sarah Wimby

~ The Children of Malkuth ~

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

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The Love and Curse of Sarah Wimby

I have received information from administrator Sarah Wimby that the situation in the Amhara region is on the edge of catastrophe. What we first thought was a Malaria outbreak is something else, at the health centre in Adis Zemen two or three patients die every day. We have also lost contact with a small health centre in the mountains and I will send a special group to investigate this.

Peter Saint-Denys, special Envoy of Médecins Sans Frontières

Background

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

It's possible that contaminated Malaria medicine was given, in November 2004, to patients at a small health centre in the mountains near Adis Zemen. There was with certainty a contamination of the only water tank.

Some week's later strange infections were discovered among several peasants. First it was thought that it was severe Malaria but when the treatment didn't work doctors from Medecins Sans Frontieres reacted.

It is Doctor Buba Badjibe, a *Herald of Death*, who on order from Baal Reshef has created and spread a version of the disease Kala Azar. It was his wife Sarah Wimby who carried out the hideous deed. He ordered her to be a part of it because he wanted to tie her closer to him and his work.

After the characters left the Clinic several of the staff left and many patients were sent home. Sara Wimby used the last ampoules with the virus and contaminated the water tank and soon there were many patients with horrible wounds on faces. One thing that's new with this version of Kala Azar is that it is contagious.

When the remaining staff understood what they had done and that it was too late to stop the disease they panicked. The only to avoid death was to become *Carriers of Pestilence* and hope that Doctor Badjibe would cure them.

When the reports about a new wave of infections and many deaths reached the Medecins Sans Frontieres headquarters, Sarah Wimby realised what she had done. She knows that her sins will send her to Hell, so she changes her mind and breaks free from her husband.

She contacts Peter Saint-Denys or the characters directly and tells them that the virus comes from the Clinic. Somehow, Doctor Badjibe gets information about the treachery and sends her a letter contaminated with *White Plague*. Sara become infected and knows that she will die in a week.

Peter Saint-Denys will leave his work because he has AIDS, but he also wants to know the truth about the infections in the Amhara region. He will contact the characters and ask them to go back to the Clinic to find out the truth.

When the characters come to the Clinic it is almost deserted and the atmosphere has changed, the Illusion has become much weaker and it could be dangerous to stay to long.

This is a “*Gather information and meet the occult*” – adventure. This adventure begins in **January 2005**.

Important NPCs

The pain of death among the patients and the angst from Sarah Wimby has begun to transform the Illusion. Doctor Badjibe and some of the staff are still there, but all the patients are gone or dead.

Buba Badjibe

He is still working with his Kala Azar virus in the northern barracks, but he will leave rather soon. He is afraid that the Illusion will become weaker and the whole area will be consumed by Inferno.

Cedric Bantling

He worked with Doctor Badjibe even after he understood that they spread a deadly disease. He has sworn his soul to *Baal Resher* and is now a member of the sect and serves to Doctor Badjibe.

Emily Jones

She has left the Clinic and works at headquarter in Addis Ababa and doesn't know anything about what's happened.

Josephine Clark

She has left the Clinic and moved home to her parents in USA.

Anna Dark

She stayed at the Clinic and was forced to continue to spread the contaminated Malaria medicine. After a while she become infected and died.

Laura Watts

She has helped Doctor Badjibe with medical experiments in the past. When he broke her mental constriction she becomes a nervous wreck and was forced to commit new deeds. She is now a *Carrier of Pestilence*.

Her life is limited, she can't think clear and her only hope is to serve the doctor. Her whole existence is to orders.

Daniel Eyssette

He raped an Ethiopian woman and got infected before anyone understood that the Kala Azar virus was spread. After Doctor Badjibe told him the truth he became totally mad and tried to flee. Daniel took off in his helicopter in the dark, and crashed not far from the Clinic.

Peter Saint-Denys

As chief representative for Médecins Sans Frontières in Ethiopia he has the responsibility for all health centres. But because of illness, and the manipulative Sarah Wimby, he hasn't seen anything wrong at the Clinic until now.

Peter has submitted his resignation and will leave his duties in May 2005. His last wish is to find out what went wrong at the Clinic before he returns to his house outside New York.

Sarah Wimby

She has broken the unholy oath that ties her to her husband, but her freedom has its price. In a week she will be dead and she can feel that punishment is waiting; a Nepharite has already created a purgatory for her. But when she dies her freedom gives her strength to avoid the purgatory, for now.

Her spirit will hunt the characters and ask them for help and forgiveness in the second campaign Urban Angels.

In this adventure Sarah will try to do anything she can for those who investigate what has happened at the Clinic. She will lock herself in at her small office in Adis Zemen and only open the door for Peter Saint-Denys or the characters.

Introduction

It's up to the Game Master to choose a beginning that fits the characters, use one of these or create a new one. The main idea is that the characters shall go back to the Clinic and find several clues about the doctor's medical experiments.

Peter's last wish

Peter Saint-Denys will leave his work and move to his house outside New York in a couple of weeks. Before that he wants to know the truth about the Clinic and Sarah Wimby.

He will contact the characters and ask them to help him as friends. Otherwise he will offer them employment as a special investigation force working direct for headquarter of Medecins Sans Frontieres in Ethiopia. If the characters have contracts with any other aid organisation he will use his connections to borrow the characters for a while.

If any characters have doubts and aren't motivated, Peter won't try to bribe or intimidate that person. He will only ask for help, nothing more.

Sarah's fear of death

She knows that she won't live longer than a week and that the punishment after death will be extreme. The only way for her to calm her soul is to tell the world all about the medical experiments.

If Sarah contacts the characters she will tell them that Doctor Badjibe is responsible for medical experiments on patients. As chief administrator over the Amhara region she wants them to go back and investigate the Clinic. This will probably only work if Sarah had a good relationship with the characters.

Otherwise Sarah will tell them that she has been deliberately infected with a mortal disease and will die in days. She says that there is a possibility that the evil doctor has contaminated even the characters. The only way to find out is to return to the Clinic and find Doctor Badjibe.

The Dreams

The dream world is strong around Peter Saint-Denys, which means that dreams easily creates by them self's. This means that characters may experience dreams containing information beyond their waken knowledge.

The characters can get information in a dream sent by their friend Peter but the dream can also be created itself.

It is up to the Game Master to decide the dreams contents, and if the characters will have the same dream. It's a perfect opportunity to create tension between the characters.

Characters with negative mental balance can see Sarah lie naked in a small dark room, screaming in pain when her flesh falls of her arms. Or a dream where Peters emaciated body slowly dies in AIDS, in his own bed home in the US.

Characters with positive mental balance can see Nurse Emelie Jones working in Addis Ababa spreading happiness, but in the horizon there is a dark cloud over a mountain. Or a dream where Peter touch the forehead of the character and a light emerge between them. Is that a sign that he hands over knowledge?

The plot

The wind is full of sand and it's hard to see anything but dark shadows. Laura Watts, or what's left of her, walks along the path carrying a can of petrol. She has orders to burn down the patient's barracks and kill any patients still lives, that's a terrible crime but she have many diseases and her only hope is to obey the doctor.

Plotline

In November 2004 the patients at the Clinic was infected, this was the start of a new outbreak of mutated¹ Kala Azar. Sarah Wimby contaminated both the water and some new Malaria medicine.

Time schedule

The Clinic and the mountains around it will soon be consumed² by Inferno and as a result time has been distorted.

If the characters don't visit Sarah Wimby before they go to the Clinic she will die before they come back. Otherwise there is no time schedule.

When the characters reach the mountain a sandstorm will blow in over the mountains. Their watches will almost stop and they will gradually lose all sense of time. The time rate has been slowed down; during their whole visit at the Clinic it will be dusk.

When the characters leave the mountain, two weeks have gone by. During that time, Sarah Wimby has died and Peter Saint-Denys has left his job as special envoy and returned home to the US.

During the second part of this adventure the characters will rest at a hospital in Adis Zemen. That will give them time to think about their choice of paths in life. The Game Master should inspire the players develop their characters during this period.

¹ Kala Azar is normally spread by a sand fly and doesn't contaminate between humans.

² After the characters left the Clinic.

The Clinic

There are several events described in this section. It's up to the Game Master if and when they should be used. Try to make the whole experience as confusing as possible.

The death of Sarah Wimby

If the characters visit Sarah at her small office in Adis Zemen they will meet a terrifying sight.

There is a small room without any air condition; the temperature is high and the air is absolutely still. A tiny lamp provides some pale light in the dark room where the only window is barred and bolted. The stink of urine, faeces, blood and rotting flesh is awful.

Sarah sits naked on the floor in a corner and breathes heavy. Blood and body fluids stain the sheet beneath her. In many places her skin has fallen off and blood is dripping from rotting flesh. On the sheet besides her lies a revolver and a half empty bottle of vodka.

To see Sarah die from White Plague is shocking, the characters should roll an EGO-check.

See her rotting body: +5/+0

Unexpected: +5

Other: + point value.

Consider e.g. phobia for blood and death or other disadvantage. If the character is used to severe wounds use +0 instead of +5.

When the characters enter the room Sarah looks up and starts to talk.

"I'm a sinner, it was I who contaminated the malaria medicine with a virus. All patients that we vaccinated are probably already dead. I also put the virus in the water tank.

It was doctor Bajibe that forced me to do it, I was constrained by an unholy oath. The doctor is evil beyond understanding, please find and kill him. I want to die, but I haven't the strength to end my life anymore

Her voice becomes faint and the only thing that comes between her lips is the sound when she attempts to get air to her lungs. She won't speak again. Only her eyes will try to speak to the characters, they are begging them to "help" her to use the gun on the floor.

White Plague is contagious, see Legion of Darkness page 86.

If a character shoots Sarah, roll an EGO-check.

Kill Sarah: +5

Other: + point value.

Consider breaking any advantage or triggered a disadvantage.

A successful check and the PC will only suffer bad memories. Failure causes disadvantages such as phobia or nightmares. If there is a perfect check and the PC does it with peace in mind his MB can be raised by +5 to a maximal +25.

If the characters leave Sarah she will die after 20 minutes of tremendous pain.

The road to the Clinic

To get to the Clinic the characters have to go 20 kilometres east on a paved road from Adis Zemen, and then take a small road north 60 kilometres.

This is on the Ethiopian high plateau so the landscape is green and there are large areas of forest. But the closer they come to the Clinic the more the terrain alter, it looks like a different place from when the characters first visited the Clinic.

When they are 30 kilometres from the Clinic a sandstorm comes from the west and visibility starts to get worse. It is like a constant dawn.

The characters are now in the area that will be thrown into Inferno and time almost stands still. Now they can find dead cows or goats along the road. If the animals are examined they have huge cuts, but the rotting is gone too far so it's impossible to say what has happened.

When they come close to the Clinic there is something on the road in front of them. A skill- or perception-check is needed or the vehicle will hit them. Three humans lie on the road, and around them there are some crows picking in their flesh. They have been dead for a week and their faces have huge wounds, even a layman would understand that they have died from some kind of terrible disease and that it could be infectious.

As Game Master makes sure to describe that the sand blocks the sunlight, so that it becomes fainter and dark yellow. It can be hard to see without eye protection.

Time and direction seem to become less important, delay their actions and give them the feeling that everything takes lots of time³.

The crashed helicopter

Not far from the Clinic Daniel Eyssette crashed his helicopter during an attempt to flee. The wreck could be hard to discover in the sandstorm, it's up to the Game Master to decide the location and how it can be discovered.

The body of Daniel lies outside the wreck and is in bad shape, it is almost impossible to recognise him. If someone examines the body they will see severe scars the face, he has some kind of terrible disease.

If the characters search the area they will find a small black book with names and dates, that's the book where Daniel wrote down all his rape victims. In a small handbag the following items can be found; his passport, 1.000 € in cash and a small photo album with pictures of young women.

The main barracks

The main barracks seems to be intact from the outside; there are no indications that something strange has happened.

The door is open and moves in the wind, it squeaks and the sand pounds the windows otherwise it is silent.

Inside most of the furniture is broken and everything has been thrown to the floor, the barracks has been plundered by a mob of peasants from a nearby village. Most things of value for an Ethiopian peasant are gone.

In the storage lies Anna Dark, she has been dead for several days but time has almost lost its importance here.

Her face have severe wounds, Anna probably died a terrible death. In her hand she has a small note.

"It's Kala Azar. Doctor Badjibe spread the virus. God save our souls".

The two barracks

These barracks seems to have been left alone, in some rooms there are still personal things and other is empty.

The southern barracks

The three barracks and tents that were the patient area is no more, when the characters come closer they can smell smoke in the air. If the characters examine the area they will find at least thirty dead Ethiopians in the burned tents, all with the terrible wounds of Kala Azar on their faces.

But suddenly there is someone walking against them. It's Nurse Laura Watts, she has now become a *Carrier of Pestilence*. When she comes close the characters can see that her clothes are black from smoke and stained with blood. On her face she has open wounds and her fingers are badly hurt, she has been digging with her bare hands.

"What are you doing here? Traitors! It's your fault ... it must be. You forced him to do it, you must die".

Laura will attack the characters with a small knife with a broken blade, if she comes close she will try to bite them. She has Malaria and Kala Azar in her body; a bite can transfer them. The risk of contamination is twice normal.

The northern barracks

This was the centre for doctor Badjibe's research, and he is still here with his new ally Cedric Bantling.

³ See more information on page 9.

When Badjibe realises that the characters have come back he will flee out a window and disappear into the sandstorm, leaving Cedric to fight.

Cedric will fight the characters with an iron bar. He is too new as a Herald of Death to use his special powers. Of course he isn't sick in Kala Azar.

Cedric will fight to the death and surrender isn't an option. If the characters capture him a *Pestilence Spirit* will be sent to give him a deadly disease, Baal Reshef doesn't like when his servants get captured. There are four rooms in the barracks.

Entrance

There is lots of used equipment on the floor such as half-empty blood bags, needles and empty water bottles. Just outside the threshold lies a dead Ethiopian, he has no signs of any disease but he has a large wound on his forehead.

It's in this room the characters will meet doctor Cedric Bantling, he will welcome them with his iron bar.

Bedroom

This rather small room is doctor Badjibe's private bedroom; there is a bed, a locker with clothes, a small table, a refrigerator and a gas burner for cooking. The window is open, the doctor has just jumped out of it.

At the table there is a black notebook, in it there is an envelope. Inside is a picture of a Rastafari and a young boy, its one of the four boys⁴ from outside the Médecins Sans Frontières office. The note says ...

“ There is something special with this young boy, he has an aura of wilderness. I will try to find out more about him.

~ Doctor J. Larsen ~ “

The Danish doctor Jens Larsen took the picture some weeks ago, not far from the Rastafarian community in Shashamane.

Laboratory

This is the largest room in the barracks, here the doctor has done his research about the new mutated version of Kala Azar. With help of magic and science, the virus is mutated so it now can pass on the disease between humans.

The windows are barred and bolted, they almost block out all sunlight. Two light bulbs hanging from the roof are the only sources of light in the room.

Besides two benches with advanced electronic equipment there are also e.g. cages with dead rabbits, lots of feathers, cups with blood, glass cans with body parts etc. In one end of the room there is a wooden bed with leather straps so a victim could be held down.

In front of the bed there is a huge magic circle painted on the floor. In the middle there is an Earth sign and around it four names of spirits of diseases are carved into the wooden floor. A skill-check in occultism is needed for the information

Storage

In one room there has opened a portal to Inferno, the characters can't see but they will feel it in their souls.

The room is in total chaos, the shelters have fallen down and hundreds of different items are on the floor. There is no window and the light doesn't work, but small flashes are coming from broken wiring in the roof.

⁴ Read "Four Paths to Freedom".

If the characters search the room they will find twelve bodies of Ethiopians who died during doctor Badjibes experiment. It's a terrifying sight.

As Game Master you should give the characters the impression that this is a place that they should leave quickly.

Leaving the Clinic

When the characters want to leave the Clinic they will find that their car is gone, it's doctor Badjibe who has stolen their car. If they had more than one car, Badjibe damaged the second car's engine, so the characters have to walk back to the main road.

When they walk along the road they will find an old shoulder bag, on it there is a patch that says "Doctor Buba Badjibe". The doctor lost it when he fled the area, inside there are several items⁵ that can send the characters to new adventures.

An **old parchment** written in Amharic, by a recluse that lived in the desert several hundred years ago.

Some papers in a folder, a **contract** for a flat in the capitol Addis Ababa and a **postcard** from the village Shashamane.

The Game Master should allow this part of the adventure take some time of the gaming session, it's important that it's a feeling of exposure and hard work.

Back to the civilisation

When the characters reach the main road 60 kilometres south of the Clinic they will be totally exhausted.

Now they meet two small trucks with the emblem of Medecins Sans Frontieres, it's personnel sent by Peter to search after his friends.

It has passed one month in Elysium when the characters have been in the borderlands of Inferno

When the characters come back to Elysium it's March 2005, then they have to stay at the hospital for at least two weeks.

At the same time the Clinic is consumed by Inferno. The characters (and no one else) will hear a loud rumble from the mountains and they can feel a wave of hot air hit them. This together with the insight that it has been one month becomes too much; the characters go into a state of shock.

The Medical personnel take them to a hospital in the city of Adis Zemen, where they will rest for several weeks.

The characters have experienced a supernatural place and a disorder in time, so they should roll an EGO-check.

Physical effect: +5
Disturbs reference: +5
Other: + point value.

The Game Master can ignore the physical effect of disadvantages and only let the characters go into a state of shock. Disadvantages that can be gained from a failed roll can for example be mental constriction, nightmares, paranoia or rationalist.

A EGO-check failure may result in the dark secret Supernatural experience, and if the Game Master don't want to add new disadvantages to the characters their sleep and apprehension will be disturbed for a long time.

⁵ They are described on page 11.

Altered time and Inferno

The main scene of this adventure is when the characters come back to the Clinic. Mentally it will take only one day, but in Elysium a whole month has passed and their bodies has also felt this stretching of time.

Here is information to the Game Master how to play the effects of altered time, and some tips about the effect of Inferno.

Food and water, losing Constitution

The characters are confused, their minds tell them that the whole scene is during one day, but time is stretched out so they become hungry anyway.

There are small jumps in time, so even if they left some food after their last meal it can suddenly be gone. This is a result of that jumps in time isn't registered by their minds. They have actually eaten the spared food, but they can't remember it – so from one minute of gaming time to the next any amount of food and water can be gone. It's up to the Game Master.

As a result of those jumps in time there can be CON-checks⁶ for starvation and thirst whenever the Game Master finds in interesting. The character loses CON for every check taken, failure results in both lost in CON and fainting.

The Game Master can demand checks for both hunger and thirst. Remember that all water was contaminated.

Electricity

The electricity at the Clinic comes from several diesel generators at the camp, but they will run out of fuel. This may scare the characters, it isn't obvious why is suddenly becomes dark.

The characters may have flashlights, but as mentioned above – the time make jumps and in what the characters observes as a minute the batteries can become totally empty. Their watches will also stop after a while.

In this scene Doctor Bantling and Nurse Watts will attack the characters with a metal pipe and a broken knife, that isn't that dangerous if they are prepared. If the Game Master wants to add more danger, use Aetats or Living Dead. But remember the feeling of the campaign. This is 'horror with feeling' - don't throw non-human enemies against the characters just to create a fight.

Aetats

The presence of the characters at the Clinic and their deviation from time in Elysium may attract one or two Aetats⁷.

Their main goal is to stop the characters to experience the altered time, the Aetats may stop this by killing them or hunt them away from the Clinic.

Living Dead

The death for many of the patients at the Clinic was very painful, most of them died screaming after help that never came but some of them were very strong in mind. A group of elders sat in a circle a bit away from the others, they have experienced much pain in life and was now ready to die.

But one or more of them may have been so angry on God that they refused to leave their bodies, the close connection to Inferno altered their soul strength – they become Living Dead⁸.

⁶ BtV, page 105.

⁷ BtV, page 262.

⁸ BtV, page 258.

Time to think

When the characters wake up again, they are at a hospital in the city Adis Zemen. Their bodies have taken lots of strain, so they have to rest for two weeks. During their time at the hospital they have a private hospital ward

It's possible that the characters have been contaminated with the mutated version of Kala Azar. The doctors will also talk to the characters and if anyone has ± 25 mental balance they will be concerned about their mental health.

Now the characters have the opportunity to think about what happened and what they should do with their lives in the future. The Game Master can encourage meditation, ethical discussions and other activities that strengthen the light path within the characters.

But if the characters has gone far on the dark path, they can feel the time at the hospital as hostile.

Medical examination – Kala Azar

This new version of the disease can spread by contact between humans, but it is still not fast spreading.

Normally it is caused by a parasite, and it is the second-largest parasitic killer in the world after Malaria. The parasite migrates to the visceral organs such as liver, spleen and bone and if left untreated will almost always result in death. Signs and symptoms include fever, weight loss, anaemia and substantial swelling of the liver and spleen. Read more about Kala Azar⁹.

Kala Azar (mutated)

If the disease is untreated the mortality rate is almost 100%.

Chance of infection:

1d10 (2d10 if there has been close contact with a sick person)

Result above CON/2:

Slight attack, CON to survive.

Result above CON:

Severe attack, CON/5 to survive.

Infection:

Touch of a contagious person or inhaling the persons breath.

Course:

After 2+1d10 weeks there is serious fever and organ failure. The skin on the face starts to fall apart and open wounds appear.

Vaccine:

None

Cure:

If the person gets the treatment a slight attack is cured, and a severe attack demand a CON-check to be cured.

Medical examination – Insanity

During their time at the hospital the psychologist **Baako Mnbese** will come by and talk to each of the characters. If they tell her about the more supernatural events as the strange sandstorm and the rituals that doctor Badjibe had done in the northern barracks, then she will ask the senior physician to hold them for treatment at an asylum in the suburbs.

⁹ http://en.wikipedia.org/wiki/Kala_azar

Even if the characters don't tell her about those special events, their mental balance can get them into trouble.

-50 and lower

Doctor Mnbesse is terrified by the poor mental health, the character will be put away at an asylum for further medical examination. The character will lose his job and will probably be locked up for several months, if his friends don't help him out.

Anyone with schizophrenia, depression, mania or manic-depressive is also included in this group.

-25 to -49

Doctor Mnbesse is concerned and will suggest a month of therapy at the hospital

+25 to +74

Doctor Mnbesse is fascinated and she wants to talk to the character as often as possible.

+75 and higher

Doctor Mnbesse is terrified; she only sees a cold machine with no empathy. She will try to get permission to lock the character away at the asylum.

Read more about mental institutions and therapy in the rules page 265.

The call from Peter

After some days at the hospital their friend Peter Sant-Denys will call them, and he wants to hear everything. Peter has information that something very strange has happened in the mountains and that nothing is left of the Clinic; it seems to have disappeared.

Peter will probably know if the characters lie to him, his response is to say that they can tell the truth another time when it feels more comfortable.

He tells them that he has left his job as chief representative in Ethiopia and that he has moved home to the US. If the characters ask him why, he will tell them that he has been sick for several years and that he hasn't the strength to go on with his job.

Their friend also tells them that the new chief has suspended all characters that work for Médecins Sans Frontières. They haven't the right to go back to work for the rest of their contracted period.

If the characters tell him about doctor Badjibe then Peter tells them that he will contact them again about that man.

Peter leaves his phone number and says that the characters can call any time.

The found items

On their way from the Clinic the characters find three objects. When they rest at the hospital they have the ability to analyse them a bit more.

The old parchment

There is a hollowed-out elephant bone with lots of carvings. It works as a container and inside there are several pages of parchment, the text is written in old Amharic.

It is hard to read the faded text that is written with some kind of red ink. The text is unique so the reader must make a rather good skill-check in Amharic to understand anything. It will take weeks to understand the context.

This is the first text of three about Nirvana written by Uzoma. The context of the other two is revealed but there is no information about where to find them.

Three parchments have these subjects.

1. History and learning Asceticism¹⁰
2. Leave the fixation of the body.
3. Clear the soul.

The old man who wrote the text 200 years ago calls him self 'Uzoma'¹¹ and claims to be the heir to an ancient kingdom in the southern part of Ethiopia.

The civilisation was lost due to greed but his ancestor managed to flee before "The Goddess destroyed their home". The boy who was the child of the King and a woman from a tribe "many kingdoms to the west" walked the desert as a recluse, once he meet a woman and made her pregnant with a son. This son took his father's place, and his son also carried the family burden. Over the course of hundreds of years this became a chain of knowledge, but Uzoma seems to be the last one in the family.

The rest of the text is about Asceticism. A character that makes a successful EGO-check and skill-check in Amharic gets two points (not one) of experience in the skill Asceticism per month of studding, to a maximum of 10. The Game Master may give the character a new advantage of five points after five months (and 10 experience points) of learning.

The postcard

In the bag that doctor Badjibe lost is a postcard from his co-worker Doctor Jens Larsen. Five months ago Doctor Larsen found the parchment among the belongings of an old man who was hit by truck, not far from the village Shashamane.

Larsen doesn't know that doctor Badjibe is a *Herald of Death*, he sees him as a hard-working colleague. The reason Larsen is sending him information and objects is that he is paid in gold.

The postcard says ...

" I have found this on an old man who died in a traffic accident. It must be worth much.

~ J.L. ~ "

The Contract

The contract is for a flat on Sudan Street in central Addis Ababa. Buba Badjibe's name is on the contract and it is dated December 1994.

The End

When the characters leave the hospital in Adis Zemen the third part of this campaign is over. If anyone is forced to stay in an asylum that will be an adventure outside the actual campaign.

There is no fixed time when the fourth and last adventure begins.

This has happened during the adventure.

- Sarah Wimby has confessed her crimes, and died in agony.
- The characters have visited the Clinic again experienced some supernatural events.
- Peter has left his job and the PCs has been outcasts.

In the next adventure the characters will come in contact with the Rastafarians of Ethiopia.

¹⁰ BtV, 130.

¹¹ African Igbro unisex name meaning, "Follow the Right road".