

The Ankh of Chephren Campaign Log

Session 10: 6:5:08

The Black Pyramid

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Damon Toyler – Karl

Egyptian Desert, Autumn

25/10/36

You landed the DC2 a few miles from the town, below the cliff and made your way on foot towards the walled town. You were more aware now, in the heat of the desert, that you had not come properly prepared for desert survival.

You watched the town from a distance, in the shadow of the cliff side for a while, and decided to wait for nightfall before approaching the place. You could see the town had a couple of watch towers, one of which was constantly manned. Other than the obvious age of the place, it seemed to be a normal functioning, if extremely isolated, town

At dusk as you crept up to the town walls you could hear the noises of a feast going on. You clambered over the low wall and hid amongst the buildings. Most of the people seemed to be gathered in the town square, right by the entrance to the walled garden. You skirted round this, and tried to climb the wall where it connected to the cliff face.

Dr. Magnus made it up first, let down a rope for Edward and helped him up. They could see the verdant gardens beneath them, and the plunge pool of the waterfall. Then Joe attempted the climb, aided by Damon, below. Unfortunately he fell. As he recovered he noticed that he and Damon were now surrounded by four locals, carrying rifles and long knives. Damon managed to scale the cliff using his mountaineering skills to get to the top of the wall before they could react, but Joe was undoubtedly trapped.

Magnus and Edward went down into the garden, and could hear locals approaching through the jungle-garden, evidently looking for them. They made their way to a path which ascended alongside the waterfall. They heard a strange command ordering them to stop. And although they could feel it acted on some fundamental part of their will, they managed to resist the strong urge to obey it. And they scrambled up the cliff side as fast as they could pursued by a bunch of locals, and their leader who looked a bit like a pharaoh might. The pharaoh guy ordered you to stop once more, but again your will was strong enough to ignore him.

Meanwhile Damon hid along the top of the wall and could look down on one side, to see Magnus and Edward making their escape, and Joe on the other not making his. The guards ordered Joe to give up his weapons, which he duly did. But having lulled them into complacency he suddenly made a run for it taking them by surprise, and he made off through the town. He managed to vault the lower town wall, losing his pursuers and making his escape into the desert.

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Damon watched everyone climb up the side of the cliff towards the head of the waterfall, and followed at a distance. He then climbed above the falls and made his way down towards it.

Magnus and Edward made it to the waterfall and ran into the cave which they were expecting to find. After following the stream deep into the rock, it suddenly came to a dead end at an underground pool. They waded into it and made their way underwater. After a scary few second they came out in another cavern.

Joe skirted around the town and eventually managed to find a way up the cliff side. He followed the cliff along until he was above the town and could look down onto the waterfall.

Edward and Magnus made their way deeper into the cliff side. They followed the stream until it disappeared into the rocks, then they followed a new passageway until it came out into a spectacular volcanic chimney. It was about 50 yards across disappearing up into the night sky, above, and down into a magma lake below. Sulphurous fumes filled the air. Edward could see that the way to the pyramid lay through another passage about fifty feet below and off at an angle, but they could not manage to find any way down or any other route to take, and so decide d to head back to the pool.

Meanwhile, from above the adit, Damon watched two of the Pharaoh's men as they made their way back down the cliff side towards town. After they were at a safe distance he made a noise to attract more men down towards him. A third guard emerged from the cave, and as he did so, Damon jumped him and threw him over the edge; he landed in the plunge pool.

He then went into the caves. He found the pharaoh guy in the pool room with his remaining guard. The pharaoh ordered Damon to shoot himself, and though it was a tempting offer, he managed to resist the urge, and he shot the pharaoh in the chest twice, instead, who then toppled into the pool.

As the pharaoh clambered out, streaming with blood, he ordered Damon to shoot himself again, who promptly ignored him. Damon threw the last guard some bandages and ordered him to patch up his king. He then told the pharaoh to send the guard away, and he reluctantly agreed.

The pharaoh and Damon exchanged some sharp conversation on the nature of things, and eventually came to a tentative agreement that they would help each other get what they wanted. They agreed that you would all go to the pyramid together. Damon insisted that you would keep hold of the ankh, while the pharaoh insisted that he would be able to bring his followers, and that once you reached the pyramid, you would then hand over the ankh which rightfully belonged to him.

Edward, meanwhile used his powers to look back through the caves and noticed the pharaoh and Damon in civilised conversation, and decided that they could make no progress at the chimney and should go back to the pool.

Joe managed to get to the cavern just before the torch carrying villagers ascended the cliff side. He climbed down to the entrance and was confronted with the last guard. They struggled, and Joe threw him over the side, and he landed in the plunge pool on top of the other guard. He then made his way through the caves and found Damon and the pharaoh chatting.

Ed used his mind to contact Damon, the other side of the underground pool, and they agreed to go along with his scheme... for now. The pharaoh sent his men through the pool and soon you were all on the other side heading for the chimney: you, the pharaoh and about twenty of his men.

The Egyptians efficiently managed to set up some sort of rope system to get you all across the

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chimney and down to the other passageway, and soon you were heading into a huge cavern which Edward knew housed the black pyramid. You also saw a well carved way into the place, which you worked out was the main entrance that Major Wilkes must have blown up.

And so, you came to the Black Pyramid. Magnus was delighted, clearly this was the pinnacle of his career. Edward could see strange shapes etched all over the surface of the pyramid, and within it, that he realised no one else could see, and he likened it to a jumble of wires like you get at a telephone exchange, but neater.

Edward quickly rushed to the pyramid, ignoring the portentous statues of Anubis that flanked the entrance. Inside he briefly noticed friezes depicting many Egyptian god-like beings, especially a good number of Sobek-like crocodile-headed figures. As he rushed in heedlessly, however, six of the designs, large scarabs, suddenly came to life and advanced on Edward.