

# *The Ankh of Chephren Campaign Log*

**Session 11: 27:5:08**

## *Death or Gloria*

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

### **Egyptian Desert, Autumn**

**25/10/36**

So, Edward, making his way into the black pyramid was jumped by those six mechanical scarab things. A couple of them climbed up his legs as he attempted to hit them off with his kukri. The rest of you, with a couple of the Egyptians, arrived at the entrance to the pyramid and began shooting the other scarabs. Soon, Edward was lying on the floor in bloody agony as one of the scarabs took a bite out of his unmentionables. Only a great force of will was keeping him conscious against the loss of blood. The last scarab robot was poised to kill Edward, and Magnus saw nothing left but to shoot the thing, even though it was scurrying about on top of Edward's style point. Fortunately the shot hit perfectly, smashing the scarab into hundreds of little stone-like pieces.

Damon was able to give first aid to Edward, who managed to get to his feet. As this was happening, you heard distant explosions, that sounded like they might be coming from the town, and then, more closely, machine gun fire. You heard the pharaoh attempting to get his men into some sort of defensive order, against the attack, which you guessed could only be from nazi soldiers.

You decided to rush on ahead into the heart of the pyramid. You soon came to the central atrium, which had some sort of flat flooring in its centre surrounded by a balcony lined with control fascia, perhaps. And in front of you was a thin lectern like pedestal with the outline of an ankh, upon it, the right size and shape for your ankh. Edward placed the ankh upon the fascia and suddenly the pyramid seemed to come to life. Many thin lines of wire-like lights, lit up bright blue, following the patterns Edward had already seen in his head. You heard a whirring noise that gradually got louder and higher in pitch as the pyramid seemed to be powering up.

As the Egyptians began retreating into the atrium the flat central square glowed white and then shone with metallic swirling patterns. Then suddenly, the lights went out and everything went dead. You rushed about a bit trying to work out what had happened. And you made some attempt to defend your position from the encroaching Germans but both tasks seemed doomed to failure. You tried replacing the ankh in the lectern, but nothing seemed to work. The pharaoh was vastly disappointed that he would not now be going home to the land that was promised him in the old prophesies. Edward decided it was time to concentrate on the ankh to heal the wounds as he had been getting a bit of battering recently.

Then with Egyptians dying around you, the pharaoh finally ordered his men to surrender and down into the pyramid marched a dozen or so SS stormtroopers. Their leader was Hauptsturmführer Hauptmann who addressed you triumphantly and ordered you to throw down your weapons. But you refused and there was a stand off. Hauptmann told you that his leader would arrive soon, and sure

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enough, after a few minutes, you heard the squeaking of wheels, and a familiar adversary was wheeled down into the atrium by her two white robed doctors. It was Gloria Travers. She was plumbed into a strange array of equipment attached to her wheelchair, including what looked like a small boiler and a bellows and some whirring bits, and she wore a gas mask. Some pipes came directly from her neck. The contraption was clearly keeping her alive, and she did not seem too healthy.

After several minutes gloating, Gloria ordered you to hand over the ankh but Edward still refused. Magnus threatened to shoot the lectern but Gloria did not seem to think that would thwart her. More stand off ensued. Edward and Gloria talked about the function of the pyramid and how it was broken, but Edward did not want to home in on the fault because it would leave him vulnerable in the real world for several hours, and he refused to hand over the ankh, so that Gloria might try. In the end they decided to do it together, and so Edward let Gloria touch the ankh and they both travelled into the astral pyramid together.

In the two hours the nazis and Egyptians and the rest of you got a bit bored with your stand off and had a quick kick around (the Germans won on penalties). But eventually you noticed it getting hotter and the orange glow outside the pyramid was getting brighter.

Edward and Gloria seemed to spot where there might be a fault deep below the pyramid, and that it should be drawing power from the magma below the pyramid but something was blocked. Edward unblocked it astrally, but as he did so, Gloria attacked him. He was strong enough to withstand her attack and quickly came out of his trance. Back in the real world he immediately snatched the ankh from Gloria and plugged it into the lectern. The pyramid turned blue again and immediately began to power up.

Just then one of the nazi guards rushed in to say that there was lava filling the cavern and flowing towards the pyramid. Gloria snapped out of her trance and ordered her men to open fire. You all, and the pharaoh and his remaining Egyptians, dived onto the flat square thing and began to shoot back.

In the hail of bullets, and the remaining two Egyptians got killed leaving a pharaoh without any subjects. After taking cover, Edward suddenly realised he needed to crawl back through the fire fight to grab the ankh. Magnus managed to shoot Gloria square in the chest, and it seemed that surely she must die soon, again. She was hanging on to what life she had left and ordered her troops towards you. Some of them jumped down onto the square. She ordered her doctors to push her down there, too. Edward grabbed the ankh and used a Tibetan mind trick on one of the doctors, to convince him it was too dangerous for Gloria here, and so the doctor began pulling her back, and she ended up going round in circles.

Then in a flash you were all somewhere else. You were in the open, in daylight, in a strange place. There were black ruins, looking similar to the pyramid, but not the same, scattered around you that looked like they had not been used for centuries, and you were on the outskirts of a marble town, also ruined. The architecture was strange and very angular and square, and like nothing you had seen before.

The pharaoh sank to his knees and praised the gods that he was at last home. The four German soldiers who were with you looked around bewildered. You thought you might be somewhere like Spain, at first but on a bit of inspection of the flora, it was definitely more exotic than that, possibly Australia, or somewhere.

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The birds circling over head were making strange noises, and also strange animal sounds seemed to be coming from the jungle which was nearby. And you could see a calm sea down the hill below you.

Joe ordered the Germans to drop their weapons. The captain was too bewildered not to, but he soon remembered he was an officer in the SS and ordered his men not to give up their weapons. Magnus tried to convince him that you were the only people who could get them out of here alive and you did eventually come to an understanding. Hauptmann promised that he nor his men would use their weapons against you, and you agreed they could keep their guns.

One of the birds circling above began to dive towards you, and it became clear that it had been a lot higher than you thought, which made it much much bigger than you had thought. As it dived you fired a few shots at it, and that seemed to make it rise again. You decided you needed to find some cover amongst the ruins of the town, and possibly find some clue to where you were.

Making your way through the town, one of the Germans was clearly not careful enough about finding cover. Suddenly one of the bird-things dived down and grabbed him, carrying him into the air. You fired and hit it enough to make it drop the soldier, but it was from a great enough height that the German died as soon as he hit the ground.

And you realised it wasn't a bird at all, but a bloody great dinosaur.