

The Ankh of Chephren Campaign Log

Session 12: 17:6:08

Swamp Things

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Damon Toyler – Karl

Place Unknown, Noon

25/10/36

You were quite efficient about donating the dead SS man's equipment to the greater good. Realising you might be miles from anywhere, you wanted as much equipment as you could carry, including the man's boots and his Schmeisser. His colleagues were not overly pleased about your scavenging but, taking the strange turn of events less well than yourselves, were not really in a position to do much about it. The Pharaoh was looking shocked about things, as well. Having expected to arrive back at his ancestral homeland, he was now very confused as to what was going on, and did not say much at all.

You searched the cubic buildings of the settlement, finding them empty and pretty much devoid of anything, including dirt. It was hard to tell if they had been abandoned thousands of years ago, or yesterday. You decided to take stock of your equipment, and realised if it were to take time finding your way back to Cairo that you might need to look after what you had. You also had to think about the issue of food, and especially water.

You could make out some sort of track a few hundred yards below you in the clearing that surrounded the settlement, going from one bit of jungle to the other, and you went down to check it out. The grass of the clearing had been worn away by intermittent but heavy use. You could make out footprints which seemed to be of very heavy slow moving creatures their rounded 'hooves' about a foot wide and a bit longer than that.

One of those big dinosaur birds came down again, trying to pick another one of you up, but a well aimed shot from Dr. Magnus saw it off again, using up another valuable bullet.

You followed the path to the left and could see where these large slow animals had entered the forest and followed a more or less straight path through the trees. About half a mile into your trail, Edward decided it was all a bit dense and unknown and meditated on a decent view of the forest from above. He astrally projected up over the trees and could see the jungle soon falling down to a river valley which flowed into a dank marshy area on the coast.

You decided to head back to the cubicles, for a bit to recuperate properly before braving going any deeper into the jungle. Damon, Magnus and Hauptmann went down to the bay to check out the water, but it was, as you were expecting, brackish and undrinkable. You knew you needed some water supplies pretty urgently, and so decided to head for the valley. You all piled back into the forest and followed the forest trail to the stream.

The Ankh of Chephren Campaign Log

You found it easily enough after half an hour or so, and found where the herd had clearly crossed the stream just above where it flowed into the swamp. You could see that it was a killing ground also, and some things had obviously recently dragged a large body off into the swamp right here.

You filled up your canteens in the clean stream water. Damon stood on the edge of the swampy bit and began to paint himself with swamp goo. When you asked what he was doing he explained that it got rid of your smell so you were less likely to be hunted by predators. You told him that it would not get rid of all his smell. He replied that it only had to make him less smelly than you.

So you all decided that this might be a good idea and started grabbing handfuls of mud. With you all standing on the edge of the swamp, suddenly a green shape erupted from the water and a net was tossed around Edward, it entangled him, and he was virtually helpless. A strange figure began pulling on the net and dragging him into the swamp. It was a large green reptilian thing, but also weirdly human, standing on its hind legs. Its head looked remarkably similar to a crocodile's, reminding you of the many depictions of Sobek(s) carved inside the black pyramid. It wore an ankh (similar to yours) hung around its neck, and was dressed in primitive leathers, and it carried a long spear. A rope was tied to its wrist, which was attached to the net, and by pulling on it, the lizard could tighten the net and drag it at the same time.

You grabbed your weapons as quickly as you could. Meanwhile, a couple more nets were flung in your direction. More lizard-men emerged from beneath the waters. Joe was trapped by one net and Private Muller, another. Magnus and Hofbecher managed to get a couple of good shots at the Sobeks, killing one, and wounding another. Meanwhile Edward and Muller were being pulled towards the water. Damon dived onto Edward's net and began cutting the rope with his hatchet, and Edward tried to suggest in the Sobek's mind that it might have better things to do, and easier prey to catch. Meanwhile, Hauptmann had been netted too, but managed to put up a good enough fight to stop him being dragged in. Dr. Magnus also managed to save Muller's life by downing his Sobek. Seeing their prey fight back, the remaining two Sobeks disappeared into the swamp.

You managed to drag the Sobek with the ankh back out of the water, and ripped the ankh from its neck. It was similar to yours, with a single milky white gem set in it.

You all headed back to the cubes. You wondered what sort of time it was, and Damon's pocket watch said about 4 o'clock, but the sun was still very high in the sky. Joe made a sundial with which he could trace the path of the shadow, but the shadow never moved, and the sun seemed to stay in the middle of the sky.

Edward meditated on the Sobek's ankh, but could find no function or power source. The remaining sense of the thing seemed to suggest some sort of motion away from it, some sort of power dissipating in a certain direction, or something; it was hard to tell.

So, you spent many hours resting and sleeping in the midday sun, and once refreshed decided to trek up to the top of the hills, to get the lie of the land. You were harassed by pterodactyls on your way up, but managed to scare them off by shooting at them. When you had climbed nearly to the top of the line of steep hills and looked down across the bay weirdly, you seemed to get the sense that somehow the horizon was concave.

You got a good view of the surrounding land, and much dense jungle interspersed with clearings, and jagged hills. And on the other side of the bay you could see what looked like a small palisaded settlement, with smoke rising from it.