

# *The Ankh of Chephren Campaign Log*

**Session 14: 1:7:08**

## *Raiders of the Lost Ark*

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Damon Toyler – Karl

Private Hans Muller – Greg

### **Place Unknown, Noon-ish**

So things were beginning to calm down in the village after the double shooting in the church, but tensions were still high. Magnus was keen to leave as soon as possible, thinking things could turn nasty once Father Fernando got back. Muller and Hofbecher, worried they could be blamed for Hauptmann's actions, agreed with him, as did the Pharaoh who was well aware that no one in the place seemed to like him. Joe was all for staying.

Henrique asked you to hand over your weapons while you were in the village, which you all declined to do, and in reply asked for the stolen Schmeisser to be returned to you. Henrique insisted he did not know who had it, although you weren't sure whether to believe him.

You asked Henrique about the surrounding area and whether they had made any maps. He told you that all their surviving maps were with Father Fernando who was out exploring for a way back to Portugal, but he drew you a rough map in the dirt.

He pointed out the Tower of Babel on some hills near the coast (which he called the Land of Nod), which he explained was now in ruins because god had vented his rage of mankind's arrogance upon it. And he pointed out, closer to the village, the site of Noah's Ark which had clearly beached here after saving all the animals from the great flood. The wider variety of animals in this land seemed to be proof to him of the story of Noah. Henrique told you he had seen Babel from a distance and it looked like teeth-like jagged black ruins. But he had not seen the ark. Father Fernando had declared those places cursed by god and forbade anyone to go there.

He told you about the lands to the top of the page (which he called north but admitted there was no way of knowing what direction it really lay in) which was inhabited by the 'children of Cain.' These were a people whom according to Henrique, god had blackened their skin as a punishment for the sins of Cain. They were a primitive people who fought with spear and shield. Henrique explained that the villagers had fought them in the past and driven them out of Eden.

You asked Henrique about the settlement you had arrived at and whether he knew about that. He told you that it was either Sodom or Gomorrah; they hadn't worked out which. You asked if they knew of the other city (Sodom or Gomorrah) but they had not found it yet.

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You also asked Henrique about the villagers' travels and explorations. He said they go mostly by boat, because that was how they got here. He said the waters were full of monsters though. You asked if they attacked the boats. He said they didn't usually, but, on the other hand, their last ship went missing last year so that could have been attacked by monsters.

As you prepared to leave the village, you asked Henrique if he would supply a guide, and Joao, who you had spoken to earlier was a willing volunteer, after you had convinced him you had a better chance than Father Fernando of getting him back to Europe.

You got some supplies from the village, leaving on polite terms, with Henrique at least, but you got the impression that most of the villagers were happy to see you go. You got four waterskins from them, and they seemed to believe that that put you all square as far as the missing Schmeisser was concerned.

So you left the village, all eight of you, and headed up towards the jungle hillsides on the way to what you hoped would be 'Noah's Ark.' After an hour or so you thought it might be prudent to camp and spend the 'night' there. Wondering where you might find a safe place to sleep, someone suggested the village.

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You slept until noon. Edward meditated and decided the swamp you were supposed to be heading for was in the right direction. After that it was all solid travel. It was mostly in jungle and steep hillsides and valleys. You didn't see anything large or carnivorous but there was plenty of exotic flora and fauna. You found some large round red fruits which were much better than the small yellow ones or the green cucumber stuff.

At one point Edward and Joe caught a brief glimpse of what could have been a pteradactyl, but they realised it was travelling much too quickly, and was much bigger. It soon disappeared from view but it left an impression on them. They thought it might be an aeroplane or something similar, but it was travelling much too fast to be an airship.

You camped in the hills again, and had a quiet enough sleep. Edward meditated again once he had woken and could see that after a few more ridges the land fell away to an expansive swamp, with lots of water only occasionally interspersed with islands and plants. He could see a large herd of brontosaurus like creatures grazing the swamp up to their shoulders in water. He also managed to find a strange curved black stone-like structure poking out of the swamp, and realised that was what Father Fernando could have decided was Noah's Ark.

You made it to the edge of the swamp and decided to build a raft. Everyone seemed to think that Damon would make an excellent raft designer because he did lots of mountaineering. You came up with using vines to tie logs together. And after some hard work, it was ready. It managed to hold all eight of you and your equipment, even if it did ride extremely low in the water. You decided if one of the brontosaurus took an interest in you, your raft would collapse pretty easily. After abandoning 'punting' you made some oars, and rowed out towards the ark.

You got there easily enough, although you had to push the raft over some shallow bits. The thing jutted from the water at an odd angle. It was about 40 feet high. Some said it looked a bit like a bird's wing, some that it looked like a viking long ship, some the head of an axe. A good amount of mud had settled around it making its own small island. The black stone-like stuff was reminiscent of the Black Pyramid. Edward went into a trance and traced lines of potential power around the thing that seemed to be converging somewhere about ten feet or so below the surface, so he dragged his perceptions underwaer and took a look. The thing seemed to have been symmetrical once, but the other side was badly smashed up and stuck into the swamp bed. In the middle, there was a round glass-like canopy half filled with water.

Edward pushed his perceptions inside the canopy. It was difficult as the black stone stuff, and the glass seemed to repel his abilities slightly. Inside the canopy there was still an air bubble, about half way up it, and Edward could see a couple of seats and fascia that he decided must control the thing. He also saw several very long silver fish-like animals swimming around in there. He could see that the lower end of the vessel was so damaged that it would be possible to swim down and enter it from there, and swim back up into the canopy.

So you decided you needed to get in there and search the vessel hoping for a clue about how to get back to Europe. Damon anchored your raft and Joe, Magnus and Muller volunteered to swim down. After a deep breath they dived to the floor and made their way through the jagged wreckage and up into the canopy and breathed the stale air.

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Muller surfaced clutching a humanoid figure inside black overalls. It was now a skeleton about human size but the features of the skull were not human. It was rounder than a human's and had larger eyes and a pointier nose. You thought it might be a Sobek thing from the swamp but it was definitely not. The overalls were in remarkably good repair, especially as the vessel seemed to have been here for many years. The overalls had an array of the black stone-like substance around the collar. Just as you decided to get the skeleton up to the surface for further investigation, Muller felt a painful bite on his leg and blood started to stain the water of the canopy. Those fish like things had started swimming around you attacking ferociously with sharp teeth.

You grabbed the skeleton and dived. Emerging outside the vessel, you were about to try to drag the thing to the surface when you realised Muller was not there with you. Without thinking, Joe swam back into the canopy, leaving Magnus to struggle up to the surface with his load.

The fish things were ripping chunks out of Muller in the canopy. Joe grabbed him and dragged him back into the water just as he seemed to go unconscious. Meanwhile Magnus had dumped the skeleton on the raft, and Damon had seen that something was clearly wrong, so they both dived back down. As they reached the bottom, they could see that Joe was now being attacked by the fish, and Muller was in a serious mess (another pair of boots for Joe's collection). Joe was so badly hurt now that he fell unconscious, too. Magnus gave up on Muller, leaving him for dead, grabbed Joe instead, and tried to drag him up to the surface. Meanwhile Damon fended off the fish as best he could with his spear, taking a few nasty bites himself. In a few more seconds Joe's body was hauled back onto the raft, and Magnus and Damon pulled themselves up too. And the fish swam away to feed on what was left of Muller.

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Joe was seriously hurt, and bleeding over the raft, but after Edward and Damon had tended to his wounds, and he had regained consciousness, he was given the ankh, in the hope that its powers would affect a miraculous healing once more.

So we leave you on a raft in the middle of a bloody swamp, next to a mysterious wreckage, with a weird skeleton, listening to the distant calls of brontosauruses, surrounded by rapacious fish, with pteradactyls circling over head.

