

The Ankh of Chephren Campaign Log

Session 15: 8:7:08

A Wing and a Prayer

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Damon Toyler – Karl

Place Unknown, Noon-ish

So you began to recuperate on the raft and the small island that had formed around the wing sticking out of the swamp. You inspected the black suit that you had found the strange skeleton in. It was made of a material you had not seen before but it was clearly very durable and was in great condition for what must have been there for many years. The neck area was outlined in the shiny black stuff, similar to the wing and you noticed an area that looked like it might fit one of the gems from your ankh. Edward prised out the red gem from the ankh and placed it in. Magnus put it on, though Joao was a bit dubious about him wearing Noah's own robes. And the Pharaoh seemed to think that the wing was part of Bast's chariot that he used to travel the underworld. Magnus tried to think some sort of function out of the suit, but couldn't. Then he dropped into the water and suddenly some sort of blue field surrounded his head keeping him perfectly dry, like wearing a diving helmet.

He dived down back into the winged vessel and started searching around some more. A couple of the fish checked him out and took a couple of bites but the suit was equal to the task. He found another suit and another ankh which he brought to the surface. You could see that the suit was a right off, being severely ripped and the body inside extensively damaged. The ankh was similar to the one you had retrieved from the crocodile-swamp-man but the gem was clear instead of cloudy.

While this was going on you noticed that the pod of brontosaurus was much closer to you than you had remembered and they were kicking up quite a bit of water. Edward concentrated on giving them a closer look and he could see that they were stampeding in your direction pursued by what looked like a Tyrannosaurus Rex or similar predator.

You decided it might be best to secure your raft and climb to the top of the wing and wait for the pod to pass. Damon hid in the niche where the wing met the island. As the brontos streamed past one of them brushed the wing, and moved it a few feet but you all managed to hang on.

Edward pointed the new ankh at the T Rex and willed it into action and it shone some bright white light at it. It did not seem to damage it, but certainly attracted its attention. You hurriedly fired at the beast, but could only do minor wounds. Unable to reach you, the T Rex charged and butted the wing, causing it lower another couple of feet, but you all still held on.

It looked like the T Rex was going to ram the wing again when Damon fired a few shots from behind the wing. That distracted it, but it reached its jaws around the wing and took a bite out of Damon, doing some serious damage. Damon fell in a pool of blood and went unconscious.

The Ankh of Chephren Campaign Log

The the T Rex began climbing up the steeply angled wing. With every step it lowered the wing and bounced it so you had to hang on. You brought all your fire (and Ed's torch, and Joe's net) to bear on it as it inched towards you. You were clearly hurting it, but it was a resilient beast. As it did reach the top of the wing Hofbecher jumped into the swamp, and then Ed fell in, after him, preferring to the rapacious fish than the T Rex.

The T Rex took a good bite out of the Pharaoh and just as it looked like it would make an easy meal of you all, Joe hit the thing perfectly, and it keeled over and fell into the swamp. It was quickly torn apart by a load of the fish things.

After sorting Damon and the Pharaoh out, you loaded up the raft again and made your way towards the far side of the swamp, vaguely towards where Babel was on the map. Magnus kept the diving suit on until you reached the shore, where he found it too awkward to walk in.

You decided to sleep on the edge of the swamp in the shelter of the trees. The night was pretty uneventful. Then about noon you got up and decided to skirt round the swamp and head towards the sea where you expected to find Babel.

After an hour or so of travelling, suddenly Magnus was swept up into the air. He had stepped in some sort of trap and was now dangling from a tree, upside down, with a vine around his ankle. And more than a dozen figures surrounded you. They were dark skinned and carried spears and reptile skin shields. They were all brightly painted and one of them was wearing a huge cat-like mask. And they did not look friendly.