

The Ankh of Chephren Campaign Log

Session 6: 25:3:08

The Old Man and the Sea

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Dorset, Autumn, Afternoon

16/10/36

You began the session with three of the gems, travelling on the train heading back towards Bath. You decided to get off the train at the next station and lie low for a bit as the police were bound to be interested in the dead nazis spattered across the carriage. The guard told you that the police would need to interview you all about it, but Edward convinced him that they would not need to after all. You left Professor Lucas, upset that no money would now be forthcoming to help wayward lads.

Back at Bath you stayed in the same hotel. Magnus was as popular as ever, there, but kept your heads down a bit more this time. Edward looked into the gem to feel its vibrations, and got the impression it was a healing thing. He focused on its power and sure enough, felt much better and the scratches and bruises from earlier in the day had gone. Prof. Magnus tried the same technique and found he was able to utilise the power too, and his gun shot wounds seemed to heal completely as if by magic.

Edward then spent time meditating, trying to summon strength for tomorrow when he would attempt to locate the last missing stone of the ankh.

17/10/36

In the morning Edward looked into the ankh and felt the missing gem was surrounded by sea on a remote island. He could see fishing boats and dry stone walls. He knew it was somewhere north, probably off the coast of Scotland somewhere, but could not get closer than that.

Then suddenly his vision was invaded by some sort of presence, and he sensed he was being watched. He looked round (astrally) to see Gloria Travers had been watching him search for the gem. She laughed maniacally and Edward snapped out of his trance.

Despite some skepticism as to Travers being still alive, the rest of you decided you must move quickly if you were to beat her to the last gem. Joe called up a mysterious contact who told him you'd be able to get a Vickers Viking at RAF Locking, so you headed there. Though not the greatest pilot who ever took off a single-engined boat-plane, Joe did a decent enough job.

After refueling at RAF Leeming, you landed in Inverness and spent the night there. and decided that would be handy for hopefully homing in on the gem the next day.

Damon decided he was bored with all this stuff, especially the interminable flight, and wandered off for a bit, in Inverness, maybe.

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18/10.36

Very concerned about Travers astral presence, you did not bother to wait for Edward to do his thing in the morning, instead took off first thing and flew north. Edward guided the plane from his trance-like state and gradually homed in on the gem. All the while he sensed that Travers was watching from a distance. He saw a desolate island with a single house on in his mind and guided you there, and when he came out of his trance, sure enough the island was below you.

You landed on the water and coasted into the jetty, where just a single small rowing boat was tied up. Although there was only one house on the island there were any number of dry stone walls, many of which were still in the process of being built. Magnus handed Edward a luger just in case it got dangerous, and Edward quickly handed it back.

You got off the plane and down the jetty and made your way towards the house, but before you could get very close a shot rang out from behind a wall and hit Magnus who went down in a pool of blood. Joe raced for the cover of a wall while Edward scrambled on the grass trying to reach Joe to give him first aid. Some bloke seemed to be telling you to get off his island and he fired a couple more shots.

Joe made his way around in a flanking manoeuvre using the cover of the walls. Edward used his mind powers to look over the wall and see where the foe was located. He saw an old man with a shotgun and tried to suggest to him that he should stop firing and come and talk to you, but he ignored this suggestion. Magnus eventually got himself together enough to attack the wall.

Joe and Magnus rushed the old man, who fired off both barrels and missed. Joe tried to intimidate him into giving up, now he was unarmed, but the old man resourcefully hit him with the stock of his gun. Joe smacked him round the head with his cosh, but the old man was surprisingly resilient. In the end Magnus shot him in the leg, and he went down and Joe wrestled the shotgun from him.

Joe stood on the old man's wounded leg, but Edward insisted that they should give him medical attention and bring him back to the house. Meanwhile Magnus concentrated on the emerald gem and healed himself of the recent shotgun wound. In the house, Joe tied the old man up and began interrogating him. He was in fact Lord Farnesay and had been living alone on the island for many years; he got a visit from the grocer once every couple of weeks. He seemed to know what you were after but insisted that he would never tell you where his 'precious' was hidden. But after some influence from Edward he insisted he would never tell you it was hidden behind a loose stone in the cellar wall.

Edward went down to check and found the final gem, a sapphire, in the hiding place. Then Magnus heard the unforgettable sound of incoming heavy ordnance and told everyone to dive for cover. You all did (except for Farnesay) and part of the house blew up.

Joe rushed outside to see what was going on. It was a Unterseewaffenrobotischer, apparently, a nazi secret mechanical underwater robot thing. It had already trashed your Viking to pieces. It fired its howitzer at you and part of the roof of the house fell in. You decided to head for the cellar.

Edward tried to send a message to the bot that 'this is not the island you're looking for,' but his power was ineffective. Another shell landed on the house and clearly loads of debris was falling on top of the cellar ceiling. You wondered whether it would be better to wait it out in the cellar or attempt a full-on assault against the heavily armoured robot. You decided for the assault.

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You found an old length of heavy chain in the cellar, and Joe and Magnus dragged it up the stairs and out of the house, and ran with it towards the U-bot. Edward thought his way inside the U-bot and saw the captain and his three crew. As the captain spotted Joe and Magnus, Edward filled his head with nonsense so he could not order an attack on them. His crew wondered what was going on with their captain as he spouted nursery rhymes instead of giving orders.

Joe managed to trip and fall as you got close to the U-bot. But Magnus dragged the chain himself and hooked it onto one of the robot's legs. The robot managed to fire at Joe, wounding him badly and leaving him bleeding to death.

A trapdoor opened in the robot's bum, a luger poked out and fired a couple of shots at Magnus. Magnus managed to fire back wounding the German submariner inside, and then hooked the chain around the second leg. As the robot stepped forward, the chain became taut and sent the robot crashing to the ground.

Edward reached Joe and managed to heal him using the magical properties of the emerald gem, even though Joe did not believe in magic.

A fire erupted, within the U-bot and strange smells came from it, like diesel and leaking acid, and cordite. The German at the hatch had been knocked unconscious by the fall and his colleagues tried desperately to get him out the way so they could make their escape. Magnus fired at them, and killed one of them blocking the exit for good.

Edward ran to the robot, as it flailed around on the ground about to explode, to try to help the Germans inside, but Magnus tackled him. The robot exploded spectacularly, casting its wreckage across half the island.

You took stock of the situation and decided back up could arrive at any moment. You decided to leave Farnesay there, and take his boat, and his shotgun, and his gem. Edward focused on the gem and got images of solitude and longevity. He realised that taking the gem would leave Farnesay outside its influence and he would soon die of old age. But he decided that the old man had had a good innings and had lived longer than he should have done.

You rowed to the next island where you borrowed a proper boat and took that to the big island and then took a ferry to the mainland. Joe phoned his mysterious contact apologising for the loss of the Viking, but said he thought he might make up for it, if they came up to see the wreckage he had left for them on Farnesay.

We leave you heading back to Inverness with all the gems and wondering what to do next, especially regarding your patron, Winstanley Malvern Hedges.