

The Ankh of Chephren Campaign Log

Session 7: 8:4:08

Termination of Employment

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Damon Toyler – Karl

Joe Jenkins – Tom

Thurso, Autumn, Evening

18/10/36

You arrived in Thurso by ferry, and decided to spend the night there, and travel on to Inverness in the morning where you would hopefully meet up with Damon.

19/10/36

Arriving in Inverness, Damon had gone off climbing mountains but left a message he would be back that evening, so you waited for him.

Once you had all met up, you decided to put all the gems together in the ankh. You seemed to be expecting something strange and exciting to happen but nothing really did. Edward focused on it and went into a trance, again. He saw a sudden image of a black pyramid, filled with light, that seemed to be in many places at once, or was that many black pyramids, in various places. All the scenes were vague and hard to identify. Some were amongst desolate ruins, and some in various wildernesses. Edward was overwhelmed by the images, and was forced to come out of his trance. He decided if he concentrated, later, he might be able to make more sense of it all.

You had a discussion about what to do with the ankh. Magnus was very interested in the potential for science and learning and wished to find some way to explore these black pyramids that seemed to be lost to science. Edward did not trust Malvern Hedges, and wanted to spend more time looking into the ankh. Joe and Damon were all for meeting Malvern Hedges, giving him his ankh, and getting paid for a job well done. The exchange got heated and Edward went off to bed, and a while later Magnus grabbed the whisky and went to his room.

Damon and Joe spent sometime outside Edward's room, with Damon trying to convince Joe to break in so he could get his amethyst back. But in the end the lure of the gem was not strong enough to make him do this.

20/10/36

Edward woke up early, and straight away attempted to focus on the ankh. The first thing he did was look around for Gloria Travers. He saw her, but she saw him, and so he immediately left his trance, for fear of revealing his location. He knew Travers was using despicable means to power her astral projection and it was not means he was prepared to stoop to.

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The discussion of the previous night continued over breakfast, but was more civil. In the end you decided to head back to London and at least see what Malvern Hedges might say, before deciding whether to hand the ankh over.

You traveled down by train, in a uneventful journey. Damon went strange again. You weren't sure what was up with him, but being cooped up on a train for 12 hours did not seem to help. Arriving at Kings Cross you immediately phoned the Knightsbridge Club for Malvern Hedges, but he was not available. So you headed back to Magnus'.

As you stood outside the door to Magnus' place Edward did that thing he does, again. He told Magnus that his place had been utterly trashed and gone through. Joe was dubious as to how he could know, from just standing outside. So, to prove his powers, Edward described the scene that would greet them when they went in, as best he could. So you entered, and the scene was just as Edward had described. Joe was still skeptical of his powers, however.

You decided to stay in a hotel instead. And were very furtive making your way there.

21/10/36

First thing, you phoned Malvern Hedges. He was anxious to know if you had the complete ankh. Edward told him you did not but you wanted to meet him again. Malvern Hedges said he would send one of his representatives to talk to you. This was not good enough, and Edward revealed you did in fact have the ankh. Malvern Hedges was immediately much more interested and told you to meet him at his airship hangar at Croydon and to bring the ankh. You agreed to be there at noon.

You put the ankh in the safe of Magnus' bank and made your way to Croydon Aerodrome. Joe and Magnus staked out the hangar, borrowing some overalls and finding good lines of sight on the entrance to the hangar. Edward and Damon hid in the grass near to the door.

Malvern Hedges drove up at about quarter to and entered the hangar. Edward followed him in his mind. He went up the steps into the airship's (The Merlin) gondola. It seems to be decked out in a very modern way with strange flashing lights and some fantastic equipment. And there were three silvery green humanoid crew, bedecked in strange shiny clothes, and metal face masks. You did not know what to make of them, whether they were robots or aliens of humanoids in funny masks.

Malvern Hedges spoke to the figures in a strange language. Edward decided that it might be some sort of key language as it seemed to have components of some of the earliest known languages, although it had a more sophisticated structure. The green silvery figures obeyed without question. He also checked out a weird pebble with lights inside it, and used it to check his navigation charts.

Edward and Damon knocked on the door of the hangar and Malvern Hedges came down to meet them. He was clearly anxious to see the ankh and when Edward revealed he did not have it he was visibly peeved. He told him to go away and get it and come back with all his colleagues or your relationship would be terminated. Whatever that meant.

So you rushed back to London and got the ankh, and decided to turn up, all together and hand it over. You all seemed to have different reasons to speak to Malvern Hedges, but were all keen to do so.

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When you got to the hangar once more, Malvern Hedges wanted you to hand the ankh over straight away, but you asked for a tour of his airship, and he agreed. You saw the strange controls of the ship, but there was no sign of the green-y silver men that Edward had described.

You bombarded Malvern Hedges with questions, and he answered them for a while. He seemed to be saying that he was not interested in black pyramids or searching for them, or using the ankh, and that he just wanted to hide it from humanity. He used Lord Brockhyrst as an example of not letting it fall into the wrong hands. You said that perhaps it would be better to use the ankh against people like him, but Malvern Hedges seemed to think humanity was all as bad as each other. He said that indeed there was an ancient civilisation before all other ones, and from which all others emerged, but the civilisation had failed and the secrets it contained was best left buried with it. Magnus was intrigued that there was no sign of this civilisation anywhere, but Malvern Hedges, said there were a few signs if you knew what you were looking for, but mostly it was hidden.

Eventually Malvern Hedges insisted you hand over the ankh if he were to continue. You hesitated but eventually, after he threatened you, Joe handed it over. And then Malvern hedges revealed that there were indeed some loose ends that still required clearing up, over the whole issue, namely, you.

And he pointed the ankh at Magnus and blue sparky things flew off it and attacked him. At that moment, he gave a strange command and the three silver green things emerged from various cabins and began to fire lasers from their eyes.

Malvern Hedges tried to make his escape, but you all (except Edward) fired at him and he went down. Edward grabbed the ankh from him as more bullets hit him, and he began to bleed to death. Edward made a move for the exit ramp, to be clear of the fighting, with the ankh.

Magnus tried to think of the phrase Malvern Hedges had used to command the green things, (which seemed to be robots, but utterly more sophisticated than the U-bot) and by comparing it to known ancient languages he tried to construct a similar phrase in the negative. He came up with something in the midst of the firefight, but it had no effect on the robots.

With red eye-lasers flashing round the bridge, you fired on the robots. Bullets bounced off their metal casing, all of you were heavily wounded with laser burns, but eventually with a hail of gunfire you managed to take them all down.

So we leave you on the bridge of the Merlin. Malvern Hedges is undoubtedly dead (but then, so had been Gloria Travers) and the robot things are shot up and unmoving upon the deck plates.