

# *The Ankh of Chephren Campaign Log*

**Session 8: 15:4:08**

## *Flying High*

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Damon Toyler – Karl

Joe Jenkins – Tom

### **Croydon Aerodrome, Autumn, Evening**

**21/10/36**

So you were left alone, aboard the parked Merlin airship in its hangar at Croydon. You went through the ship and it seemed to be a very well made, and well-appointed craft.

Edward found the pebble that he had seen Malvern Hedges use with the charts. It was a smooth stone-like thing, but it glowed with four ancient looking runes. The charts just seemed to be standard OS maps.

Damon went down the metal steps and discovered a weird contraption full of mirrors and crystals and brassy bits. It rotated around in the glass bubble beneath the gondola. He flicked a few switches and heard it power up. When the sound became steady he pulled what looked like a trigger, and four beams of light shot from the device and caused a small explosion in the hangar. Then it began to power up again. Dr. Magnus had learned about firing mounted weapons back in the war and thought he might be able to do some damage with the thing.

Then Damon went to have a look at the ship's diesel engines. He thought about getting hold of the manual and trying to make it work, but Joe had learned about maintaining diesel engines once, and decided he would be able to look after them (as well as fly the ship).

Edward looked through a pile of books in Malvern Hedges' quarters. Lots of them seemed to be connected with ancient myths, searches for lost civilisations and similar nonsense. Edward settled down to read about Shangri La. You found a box in the office with petty cash in a variety of currencies.

You decided to take off and see where the ankh led you. Edward was too concerned about being watched by Gloria to risk using it yet, and you decided to cross the channel and hopefully find a safer place.

Edward monitored the pebble, the runes changing as your journey progressed. He made a note of them with the intention of deciphering them, and discerning the function of the thing. He got a vague idea that the runes were changing evenly with distance traveled, but could not really nail the logic of the sequences.

Over the channel, you tied Malvern Hedges' body to his robots and threw them over board. Never to be seen again.

## *The Ankh of Chephren Campaign Log*

As there was good cloud cover, you decided not to risk flying through the night and landed near to Rouen and spent the night there.

**22/10/36**

In the morning you managed to find a nice bakery for coffee and croissants. And you picked up some cheese and wine for later in the day. You decided it would be good to disguise your craft a bit and luckily the serial number on the side, MP432G, was easy to change to MB482G, with a bit of paint.

Edward meditated on the ankh. He could not sense whether he was being watched. He saw a black pyramid in a dark place. It was warm and humid and seemed to be underground. It indicated that you must travel roughly South East. You decided to head for Turin, and spend the night there. The days voyage went smoothly, with Joe flying like an old hand, and the weather being mostly kind.

Landing at Turin, Damon took a taxi into town and made some sort of dodgy deal. Magnus went out and purchased more sensible supplies. A group of police turned up and asked to see your papers. You did not have the right ones and they told you they were arresting you and impounding your ship. Edward tried his old Tibetan mind trick but it did not work. You tried bribery also, and were surprised that that did not even work. Edward read the captain's mind and learned a direct order had come from Berlin to have you arrested, and you were apparently very important fugitives of the Reich.

Damon returned just in time to distract the police, with his bag of cocaine. While you whipped out your guns and arrested the police. You bundled them into your ship and promptly took off.. Damon had definitively sampled the merchandise he had purchased, you decided. And he was behaving very tired and emotionally. Fortunately he was doing it in the company of the bemused Carabinieri.

You were worried about fuel, and you landed in the foothills of the alps and managed to find a truck with half a tank of diesel. While filling your tanks, you dropped the police off.

You then decided to head to Corsica and avoid fascist airspace. You found a small airfield on Corsica and got the old official there to make you some decent flight papers and make you all legal. You spent the night there.

**23/10/36**

In the morning you took off and Edward meditated on the ankh once more He saw, near the cave of the black pyramid, an ancient stone town, with a verdant garden, beside a waterfall. The ankh indicated, wherever you were going, it still lay in a south-easterly direction. You decided to stop off in a decent English country like Malta for a bit of civilisation and headed for there.

After some good flying in decent weather for most of the day, you approached Sicilian airspace. You were surprised to spy three Messerschmidt bf 109s bearing down on you in the colours of the Italian air force.