

The Ankh of Chephren Campaign Log

Session 9: 22:4:08

Down to Earth

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Mediterranean Sea, Autumn, Afternoon

23/10/36

The three Messerschmidts bore down on you, and without any sort of warning, opened fire on your airship. You could feel the envelope ripping apart as their bullets hit home. Joe let the ship fly free and climbed into a parachute deciding that it was not much use trying to out manoeuvre the planes, then he grabbed his gun. Magnus went down to the quadlaser and began to power it up. Edward tried to contact the mind of one of the pilots and suggest it might be better for him to go back home.

As they came in for their second attack run, Magnus managed to hit one with the laser fire. It did some damage but the plane kept attacking. Joe fired at them with his rifle to little effect. Again they all hit you, they could barely miss, and further damaged the envelope.

On their next run, Magnus hit one squarely, blowing it out of the sky. Edward tried to suggest to another pilot that the same thing would happen to him, and he should fly away, but the distance between them and the speed they were going meant he couldn't get through to him. You could feel that the Merlin was not going to last much longer.

As the planes came in again, Magnus blew up the second Messerschmidt, but the third did enough damage to have you descending over rapidly. Seeing you were going to crash, the final Messerschmidt did a victory roll and headed for home.

You were by now almost over Sicily so decided a landing on land would be the best thing. Joe managed to manoeuvre you there although the ship was descending rapidly. Your crash landing was not as crash-y as it might have been. Though flames soon started sprouting from one of the engine pods and you realised it might be a good time to leave.

You grabbed as much useful stuff (including Damon who had locked himself in his cabin) as you could and ran for it. You managed to get a good hundred yards or so from the airship before it burst into flames. You decided to get as much distance between you and the crash site as possible, and headed south across the dusty hillside.

Eventually you came to a small fishing village. You had a chat with the women of the village who did not seem to want to do anything about you until their men came home. When they did you soon realised they were no lovers of the police or the government and they would be happy to help you, especially for a good price. You managed to convince them to take you to Tunisia on their sardine boat that very night with the petty cash you had found on board the Merlin.

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So you crossed the Mediterranean by moonlight and were soon in Tunisia. There, Edward concentrated on the ankh and it seemed to be pulling him eastward. He saw a vision of a Black Pyramid in the dark, surrounded by heat and an orange glow. He could pull away from the pyramid, out of the dark, to see an ancient town in the desert that seemed to be populated by cat-people. You wasted no time in hiring passage on a tramp steamer heading for Alexandria. In Alexandria, a short train ride found you in Cairo. You then luxuriated for a while at the Grand Hotel, and attempted to get rid of the smell of diesel, sardines and whatever else.

Joe went off to visit the British-something-or-other and managed to arrange another plane to take you into the desert. In a cab on the way back to the hotel he spotted a truck that had a sphinx plus swastika emblem on it. He followed it to Giza and some German academy study centre type building. But Joe decided the occupants of the truck had been slightly too militaristic to be students. He had a brief look at the academy, from a distance and then headed back to the hotel.

Gustav went to see an old acquaintance at the University of Cairo. He had a discussing about the ankh and possible meanings of it, but was again left with the impression that the lack of information surrounding the thing was actually rather conspicuous. On the way home, just outside the museum he was approached by a female student-type who introduced herself as Anouk. She asked the professor to accompany her and she would show him interesting artifacts, which he warily agreed to do. She led him through some back alleys, into a residential building and then down into some ancient tunnels. Eventually they came to an underground vault decorated in well-preserved ancient carvings and hieroglyphs. She showed him an exquisite golden bowl and cup from the fourth dynasty, which Magnus instantly knew was priceless.

Anouk told Magnus about 'her people' who were descended directly from the ancient Egyptians and still maintained many of their traditions and beliefs, and they especially venerated Bast. She told him that they were after an artifact that was lost to them which they desperately wanted back, and that she believed you had. Magnus guessed she was talking about the ankh and admitted he knew where it was. Magnus agreed to meet again the next day in a cafe where they would exchange the nnkh for the priceless objects she had shown him.

Edward spent the evening in the hotel meditating and concentrating his efforts on summoning energy for the morning. Damon spent the evening in the hotel recovering.

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First thing in the morning Magnus left a note to Anouk apologising for not making their meeting and promising to meet up to exchange the treasures when he returned, and you all hurried off to the airfield. Joe took-off the DC-2 that was waiting for you. As soon as you were in the air, Edward went into a trance, concentrating on the ankh. He looked around the Astral plain, or wherever he was, and immediately spotted Gloria Travers who seemed to have been waiting for him. He sensed she was using the repugnant blood magic to increase her powers.

Gloria gloated that she would soon be landing in Egypt and that she was hot on your trail. She also offered to share the power the ankh would bring with Edward. He wondered what about Lord Brockhyrst and the nazis but Gloria assured him that she could handle them, and they were her unwitting servants, at which he expressed some skepticism.

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Despite knowing that Gloria was witnessing all this, Edward followed the ankh in his mind to the village and got a good indication of where the village lay. He saw the black pyramid amid sulphurous fumes, and saw a waterfall pouring from a cliff side into a verdant garden amid an ancient town in the middle of the desert. He managed to home in on it and directed the pilot towards it. And sure enough, in a couple of hours you could see the town below you exactly how Edward had seen it through the ankh.