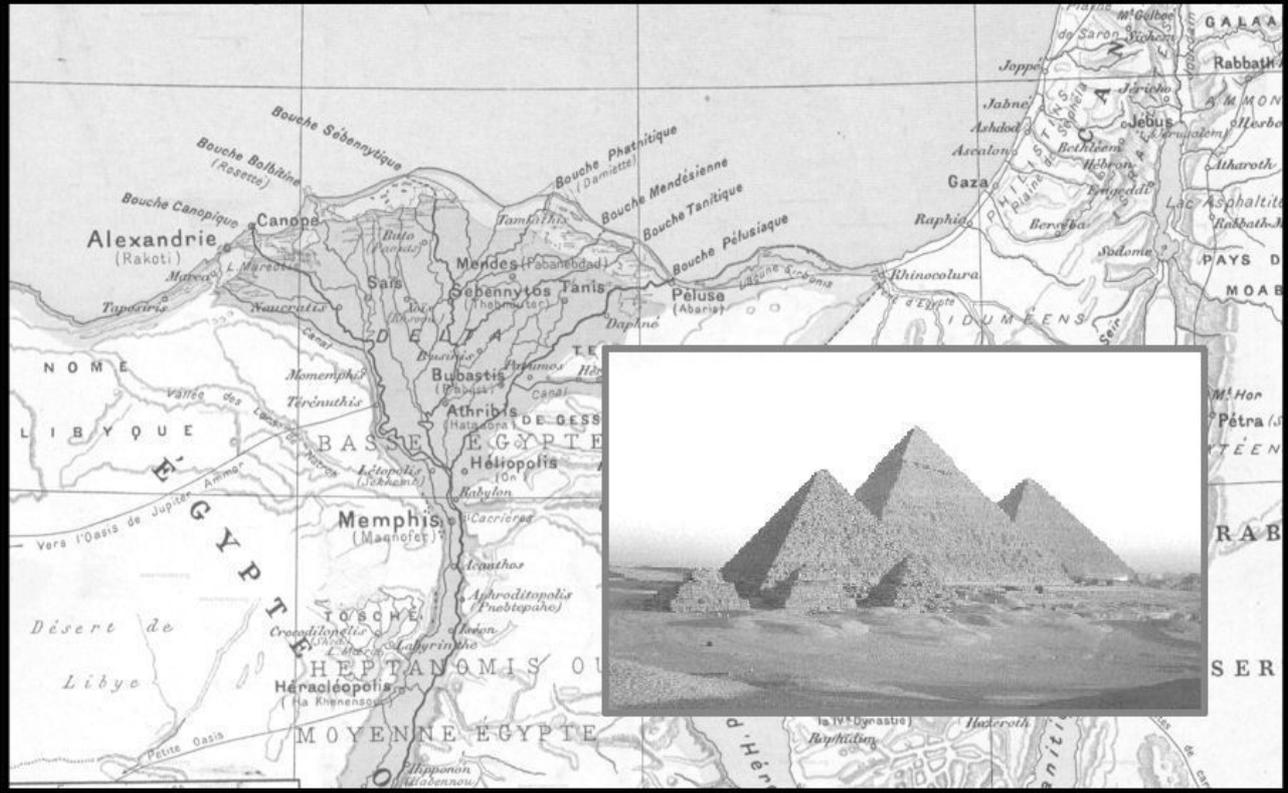


# The Ankh of Chephren – The Sands of Time

ADVENTURE: THE ANKH OF CHEPHREN - PART THREE

## THE SANDS OF TIME

- BY CLIVE OLDFIELD



## THE SANDS OF TIME

### Synopsis

This is the third part of the Ankh of Chephren, the adventure that began with *This Blessed Plot* and continued in *The Skies of Fire*. These should leave the PCs in Cairo with the ankh about to prepare to cross the desert on their continuing quest to find the Hollow Earth.

Having established that air travel is no good once they get closer to the gateway, the PCs will need to ready an expedition and begin the trek across the desert. There are a number of people in Cairo who can help them with this.

There are also a number of groups who are desperate to retrieve the ankh, and will harass the PCs in Cairo and as they cross the desert.

This section finishes in a mysterious pyramid near an ancient Egyptian city, where many factions converge to fight it out for the ankh and for the chance to enter the Hollow Earth. It should end ultimately with the PCs, and hopefully some of their enemies, at last discovering the Hollow Earth.



## *The Ankh of Chephren – The Sands of Time*

### **In Cairo**

There should be a number of encounters while the PCs stay in Cairo. The longer they take to sort things out and get their act together then the more there should be. If they get a move on, and things go well, then they should be rewarded by having a relatively easy time of it in the city.

### *CAIRO*



The PCs will probably want to get moving pretty quickly from Cairo, and out into the desert. The ankh is showing clearly that they need to head south west, away from the Nile plain and into the inhospitable wilds. So, it should be made clear to them, if they don't know already, that they will need to make some preparations to cross the desert. Otherwise they will die.

Two parties that might help them cross the desert are detailed. These will be recommended by various people. The PCs should probably be given a choice between the two. If the PCs have huge clout with the British army then they might be able to convince them to run the expedition for them, but on the other hand that might be too easy and not require proper planning from the PCs.

They will also need to find somewhere to stay while they make their preparations. If they have a lot of money then they will want to stay at the Imperial Hotel. If they don't have quite so much money they can stay at the Grand. If they have befriended Fadil Ramas they can stay at his place. This will be the

safest and best, but it would mean the PCs putting their trust in this stranger. If they have military connections they could try to pull staying at the British army headquarters in the city.

While they are in Cairo, being so close to the Egyptian Museum and Cairo University, a PC with an academic bent will almost certainly want to research the ankh some more.

During their stay in the city, the PCs might feel that they are being watched. This is because they are. There are a number of factions who will want to watch them. If the PCs try to do something about this and capture one of the spies to interrogate, then the GM will have to decide who they are watching for and how much information they can give away. Certainly they should not know too much. But if the PCs do capture such a spy and manage to convince them to talk then they should be rewarded with some decent information.

### *Fadil Ramas' Place*

Fadil Ramas (detailed in part two) owns a typical large urban villa in a merchant quarter near the centre of Cairo. It should be a relatively safe haven for the PCs. Unfortunately he is running a risk having them to stay. It will only be a matter of time that word gets back to the Terra Arcanum that Fadil has befriended the PCs. The powers that be will want to know why he has not killed the PCs and grabbed the ankh, and he will have some explaining to do. The Terra Arcanum moves slowly, though, so this should not be an immediate consideration for the PCs. It is one for Ramas, however.

The villa has few windows and comprises several apartments and a silversmith factory built around a surprisingly cool and comfortable central courtyard. There are some high external windows but it is not east to gain access except by the main entrance and the roof. The PCs will be given a whole apartment to do in as they wish. They should be made to feel welcome as long as they keep their manners, and could well come to trust their host.

Ramas may even decide to join the PCs on their expedition. Especially if he is in particular trouble with the Terra Arcanum, and has to escape town, or if he gets attached to any of the PCs, or even if they

## *The Ankh of Chephren – The Sands of Time*

are simply short of manpower, then he may throw in his lot with them and accompany them all the way on their expedition.

Ramas will recommend that the PCs talk to Abdullah ibn Bek who, he says, is a very reliable and efficient caravan driver, and who knows the desert to the south west well.

Ramas can be a lot of help to the PCs and a source of much information. This may suit the way the GM wishes to run the game. If, however, he is concerned that there is not enough mystery, and that Ramas' expertise is getting them off the hook, then he should feel free to bump the man off at any point.

### *The Nazis*

We will call them 'the nazis' but this could refer to the Sons of Odin, or the Ahnenerbe or both, depending on the state the PCs have left Lord Brockhyrst in by this stage in the adventure. If Lord Brockhyrst and Gloria Travers are not available then this section will use only the Ahnenerbe. But the Ahnenerbe should have been informed of what is going on by Brockhyrst's contact in Berlin. If it is possible to get any of the Sons of Odin that the PCs have met before into the scenario, that should be a good thing. Recurring villains are usually better than new ones, and make things more personal.

If Brockhyrst has managed to get to Egypt he will take command of a detachment of the Ägyptenkorps in order to bolster his forces. If Gloria Travers is around, even if Lord Brockhyrst isn't, then she will help the Ahnenerbe. She can now be the partner of Colonel Raßburg, but that won't stop her flirting with the PCs.

### *Nazi Encounter*

An encounter with the Nazis in Cairo might be a good idea to remind the PCs what is at stake and who their best enemies are, and that they need to get a move on with things. This should only be a minor encounter, however. There have been a few major nazi encounters in other sections and there is a climactic one to come in this, so this one should just demonstrate that the nazis are in Cairo in some strength, and it should bring some tension.

Perhaps one or two PCs are going about their business when they bump into a truck full of German soldiers. The soldiers should say something along the lines of, 'those are the PCs we're looking for,' and make pursuit. If the PCs are good they should give them the slip, but now they know that the nazis know that they are in town.

The encounter should not be with a full complement of PCs because we don't need to run a huge combat at this stage. Instead it should be with only one or two academic PCs who will want to evade rather than attack.

The Germans (and the PCs) should remember that neither side has jurisdiction here and will be a bit circumspect because of this. If the PCs are captured, they can be saved by a bunch of Egyptian police turning up and sorting things out. The Ägyptenkorps won't try to make a scene in the middle of Cairo, they know they are guests in the country and wish to avoid a diplomatic incident.

The PCs will notice a distinct insignia on the armband of the German soldiers, which is that of the Ägyptenkorps, a sphinx with a swastika through it. They should see the symbol again before the adventure is over.



## The Ankh of Chephren – The Sands of Time

### Colonel Klaus Raßburg

*“The people here, you see how they live? They could never have built such a civilisation on their own!”*

Archetype: Nazi                      Motivation: Superiority  
Style: 1                                      Health: 4

#### Primary Attributes

Body: 2                                      Charisma: 2  
Dexterity: 3                                Intelligence: 3  
Strength: 2                                 Willpower: 2

#### Secondary Attributes

Size: 0                                        Initiative: 6  
Move: 5                                      Defense: 5  
Perception: 5                                Stun: 2

Skills	Base	Levels	Rating	Average
Ac: History	3	4	7	(3+)
Art	3	3	6	(3)
Brawl	2	1	3	(1+)
Melee	2	2	4	(2)
Firearms	3	3	6	(3)
Drive	1	3	4	(2)
Diplomacy	2	4	6	(3)
Linguistics	3	3	6	(3)
Science	3	3	6	(3)
Survival	3	3	6	(3)

#### Talents

Inspire

#### Resources

Rank: The Ahnenerbe

#### Flaw

Intolerant

Weapons	Rating	Size	Attack	Average
Knife	2L	0	6L	(3)L
Luger	3L	0	9L	(4+)L



Colonel Raßburg is the Ahnenerbe agent in Egypt. This is a prestigious office and he got it because his father is on Himmler's personal staff. Raßburg is currently exploring the probability that the ancient Egyptians were ruled over by dynasties of Aryan conquerors. If Lord Brockhyrst turns up, Colonel Raßburg will, somewhat reluctantly, place himself and his troops at the Lord's disposal.

Raßburg can command a number of troops of the Ägyptenkorps. The Ägyptenkorps is a semi-secret army that is made up ostensibly of German civilians and embassy staff, but is in actuality a highly trained commando unit. The unit is there to protect German interests and to prepare for a possible war, or invasion. They are under the command of the German ambassador in Cairo but with a telegram from Berlin they will be placed under Raßburg's command.

Whatever happens to the PCs in Cairo and any encounters they might have with the nazis there, the most important role of the Ägyptenkorps is to secretly follow the PCs into the desert and then, as they approach the gateway to the Hollow Earth, attempt to ambush them, steal the ankh and use it themselves.

## *The Ankh of Chephren – The Sands of Time*

### **Mixing it Up**

Lots of things can happen in Cairo. Various events occur from several different plot strands and they do not need to occur in any particular order. It is often better to have more than one thing happening at once, making action sequences more complex, and giving more scope for interesting interactions and ingenious solutions. If, for example, the PCs need to meet Ramas, and do research in the Egyptian Museum, and are due to be attacked by Bast cultists, then why not have them attacked with Ramas, in the museum?

### *Nice one, Giza*



Cairo University, in Giza, near the pyramids, is the perfect place for the PCs to undertake any serious research into the ankh, the cult of Bast or anything else they might want to know about. It is also the perfect place to attract the attention of foreigners and locals alike, who might have an interest in the ankh.

Anyone spending time at the university researching the ankh could easily come to the attention of Anouk Khaleel (see below). Someone showing sympathy for the history of Egypt would be considered a good target to be treated sympathetically by her. The Cult of Bast certainly has a number of contacts in the university and they will send word to their leader if anything of interest to him should occur.

### *About the Ankh*

The PCs already know a fair amount of what can be known about the ankh. If they research it further here, they should be left with the impression that it is a controversial subject and does not seem to tally with conventional views of ancient history. With many successes they might come to the conclusion that it is almost as if records of the ankh, academic accounts of it, and some theses connected to it, have been systematically removed from the university. They should not really discover anything more concrete about the artifact but they could discover that there is plainly some sort of conspiracy behind this conspicuous lack of information.

### *The British in Cairo*

The British do not at this time officially rule in Egypt. With the recent signing of the Anglo-Egyptian treaty the young King Farouk has taken the throne and struggles against the British to assert his authority. The British have a strong military presence in the Suez Canal area, but away from there they are guests, and not generally popular guests, in this newly independent country. But, they are, of course, still the most powerful outside influence in the country, by far.

There is a British military base in Cairo, but that is in the process of being evacuated and the troops moved to the Suez region. The British military should really have better things to do than to bother with or even help the PCs unless they have some serious clout.

The PCs might be tempted to go to the British authorities for help. Unless they have some sort of resource that will get them access to someone with power, or they are very convincing, then this should not be a successful option. There's no point letting the British government sort the adventure out for them, after all. But if the PCs do have a reasonable excuse for some help they should be given it, of course. The bureaucracy will run frustratingly slowly though, the British aren't in Egypt to be at the beck and call of the PCs. This will give an opportunity to the PCs' foes to catch up with them.

## The Ankh of Chephren – The Sands of Time

If they do manage to finagle some help then the PCs could be given a squadron (12) of the XII Royal Lancers (see below). These are equipped with the new-fangled Spider hexicycles, so some wag at HQ might think it a worthwhile test of their endurance and effectiveness to send them on a wild goose chase into the desert with some unlikely fellows from England.

### Malvern Hedges

If Malvern Hedges is alive he will wish to meet with the PCs. He will choose somewhere public. The restaurant at the PCs' chosen hotel will work fine. The PCs will be shocked to see him, but he will tell them not to worry, that he is on his own. He will even begin by apologising for trying to murder them all with his death robots, earlier on.

He will then go on to explain himself. He will skip the details about the Terra Arcanum, but will give a pretty accurate picture of his point of view. He will tell the PCs of the resources that the nazis are putting into this quest. He will tell them that the chances are they will end up dead with a German bullet in them if they do not abandon their plans. He will point out that if they give the ankh to him then they can go home to safety, the ankh will be safe, out of the nazis' grasp, and the world will be safer, and everyone will be happy.

The GM should genuinely do his best to put across Malvern Hedges' case and sincerely try to convince the PCs to hand the ankh over and end the adventure right here and now. Of course, PCs being PCs, they will utterly refuse to end their adventure at this stage, but they might enjoy seeing Malvern Hedges apologetic and humble for a change.

If Malvern Hedges is already dead or indisposed then this role can be taken by a more local member of the Terra Arcanum, an aged, frail, retired professor from the university will work.

If the GM wishes, especially if he fancies killing Fadil Ramas off, he can have some thugs, in the pay of the Terra Arcanum, attack the PCs somewhere fun, during their stay in Cairo.

### Thug

**Archetype:** Thug  
**Style:** 0

**Motivation:** Violence  
**Health:** 4

#### Primary Attributes

**Body:** 2                      **Charisma:** 2  
**Dexterity:** 2              **Intelligence:** 2  
**Strength:** 2                **Willpower:** 2

#### Secondary Attributes

**Size:** 0                      **Initiative:** 4  
**Move:** 4                    **Defense:** 4  
**Perception:** 4            **Stun:** 2

Skills	Base	Levels	Rating	Average
Brawl	2	2	4	(2)
Melee	2	2	4	(2)
Stealth	2	2	4	(2)
Survival	2	2	4	(2)

#### Talents

None

#### Resources

None

#### Flaw

Criminal

Weapons	Rating	Size	Attack	Average
Cudgel	2N	0	6N	(3)N
Knife	2L	0	6L	(3)L



## *The Ankh of Chephren – The Sands of Time*

### **LOCATION, LOCATION**

Cairo is rich in interesting places and people. The GM can mix and match the following to make fun set-pieces for the encounters.

Remember for a cinematic portrayal, wherever you go in Cairo, or within 100 miles of the city, you can always clearly see the pyramids in the background.

#### *The Bazaar*



A busy bazaar is perfect for a fight and/or chase scene. The market stalls are packed in and the people throng. Every type of goods can be found, and the stalls are easily collapsible for comedic effect and maximum chaos. The locals will generally stand by and watch the PCs and their foes go at it, but will be sure to unwittingly get in the way of any attempted flight.

The Khan el Khalili market is the most famous district of Cairo. The maze of cave-like stores and

workshops are perfect for a good chase scene. And locals will have a huge advantage over the PCs as the place is next to impossible for newcomers to navigate.

#### *The Egyptian Museum*



The Egyptian Museum is the repository for the best treasures that have been discovered. The greatest finds from ancient Egypt are on display. As well as being a place of interest to the PCs, it might also be a great place to hold a full-on, no holds barred combat. Historically minded PCs can wince as their more meat-headed colleagues go at it, doing untold damage to irreplaceable antiquities. Have priceless vases and ushabti falling from shelves in the wake of a PC and his foe, while the more reasonable PCs put all their effort into catching them, and saving what they can. Style Points should be awarded generously to those who eschew combat and look at the bigger, scientific picture.

#### *The University Library*

Great for noisy fights or quiet tense showdowns. Make sure to have the librarian 'shhh' a PC every time he raises his voice.

## *The Ankh of Chephren – The Sands of Time*

### **THE CULT OF BAST**

The Cult of Bast is an ancient cult ostensibly dedicated to Bast. Actually it always served Atlanteans from the Hollow Earth. Bast was simply one of the Atlanteans who lived in the Hollow Earth in a settlement near the Sahara gateway. This is the culture that spilled onto the surface world, and created the civilisation of ancient Egypt.

When the gate closed, one Atlantean (at least), was locked out. He hijacked the Cult of Bast for his own purposes. His main aim, apart from building a comfortable power base on the surface, was to find a way back to the Hollow Earth.

This Atlantean has long since died, but he has given rise to a long line of high priest descendants who maintain the cult and his teachings in the hope of one day returning to the Hollow Earth. There they expect to find the civilisation from which fate has cut them off.

The cult has elevated these Atlantean blooded high priests to god status over the years. They believe they have an immortal servant of Bast in their presence. The current one has been with them for hundreds of years, a clear sign of his godhood, and they will obey him without question. They believe that one day they will enter the Hollow Earth and meet Bast in person. They believe that Amunahken is the chosen of Bast who will guide them there.

The cult does not actually refer to the ankh as the Ankh of Chephren. It does not have anything to do with the Pharaoh Chephren. That was simply an erroneous archaeological label put on it by surface dwellers. They do not even call it 'The Key.' It is just a key, one of many that could do the job. It is just that this is their best bet at the moment, because it has been found and unwitting agents of Bast have even brought it to Cairo for them.

The cult inhabit a secret ancient complex under Cairo. There are a number of entrances to the complex all around the city. This means that the cult members can appear and disappear all over Cairo, as they please.

Note that although the cult will be deadly enemies

of the PCs with seemingly diametrically opposed goals, there is potential for them to ally. If some sort of mutual understanding can be achieved it will be apparent that the cult simply want to enter the Hollow Earth, and that the PCs probably want the same thing. They both detest the nazis, equally. On the other hand, the cult detest the British, too. And Amunahken's ego means that he will always have to be the senior partner in any joint effort.

Note: the cult know where the gateway is; they have always known. They only wish to get the ankh because it is the key to opening the gate, not because it can also locate it for them.

### *Amunahken the Great*



Ahmunahken, self styled, 'the Great' is the latest of a long line of priests dedicated to the ancient ways of Atlantis, who have been stranded in Egypt for millennia. Ever since the gateway shut and the keys were lost, these priests have made the best of their lot, setting up a power base in Egypt now masquerading as the Cult of Bast.

During the Roman occupation the cult was forced underground to survive, and since then, through Muslim and Christian occupations, the cult has stayed hidden. The priest who heads the cult is obeyed without question and possesses powerful

# The Ankh of Chephren – The Sands of Time

artifacts of the Atlantean civilisation, and the Atlantean blood of his ancestors that gives him great longevity. Over the years, the high priests, have also found time to declare themselves gods, and subvert the message of their old faith to one more convenient to them.

Amunahken's mission is to get hold of the ankh, and return to the the Hollow Earth. That has been the mission for all the priests in the line, but they have, over the years, been seduced into the ways of life of the Surface World, and acquiring power, influence and carnal recreation in Egypt. So their quest for the ankh is not so diligent as it might be.

Amunahken himself knows his duty is to return to the Hollow Earth, where he believes a great civilisation still waits for him. But he had no real idea of how to acquire the ankh. Now he has heard word of it in England and it has found its way to his city, he cannot ignore it. He must do all he can to seize the ankh and use it to find his home.

Amunahken has learned well the secrets of the Atlantean language passed down through many generations of high priests. He generally has the complete obeisance of his minions, and does not need to revert to these techniques, but when he does so, he is irresistible to all but the strongest minds.

The man is clearly decadent. He has dozens of nubile servants, dressed exactly as a pharaoh might have them dress. He lives in the huge underground complex guarded by sword wielding eunuchs, etc. If it is a god's duty to pander to the expectations of his followers, then Amunahken takes his duty seriously.

## Laser Pistol

Looking a bit like a long, green mottled pebble with a glassy end, this is a genuine Atlantean laser gun. It is fired by thought, and requires 6 extended Willpower successes to get the hang of it. Normal Firearms and Dexterity is used to resolve a laser blast.

It fires a ray of green light from the end which burns all it comes into contact with. The device can be used to heat (and melt) specific targets, especially metal ones. The battery seems to last forever, but will run out (if only temporarily) if over-used.

## Amunahken the Great

*“I am Amunahken the Great! Look upon my works!”*

**Archetype:** God on Earth **Motivation:** Redemption  
**Style:** 5 **Health:** 5

### Primary Attributes

**Body:** 3 **Charisma:** 3  
**Dexterity:** 2 **Intelligence:** 2  
**Strength:** 3 **Willpower:** 2

### Secondary Attributes

**Size:** 0 **Initiative:** 4  
**Move:** 5 **Defense:** 5  
**Perception:** 4 **Stun:** 3

Skills	Base	Levels	Rating	Average
<b>Ac: History</b>	2	2	4	(2)
<b>Brawl</b>	3	2	5	(2+)
<b>Firearms</b>	2	3	5	(2+)
<b>Melee</b>	3	2	5	(2+)
<b>Intimidation</b>	3	3	6	(3)
Orders			7	(3+)
<b>Linguistics</b>	2	2	4	(2)
<b>Stealth</b>	2	2	4	(2)
<b>Survival</b>	2	1	3	(1+)

### Talents

**Atlantean Blood (++)**  
**Atlantean Language**  
**Atlantean Power Word**  
**Atlantean Commands**

### Resources

**The Cult of Bast**  
**Black Scarab\***

### Flaw

**Cruel**  
**Coward**

Weapons	Rating	Size	Attack	Average
<b>Flint Knife</b>	2L	0	7L	(3+)L
<b>Atlantean</b>	3L	0	8L	(4)L
<b>Laser Pistol</b>				

\*See website

## The Ankh of Chephren – The Sands of Time

### Anouk Khaleel

*“Can't you see? These are my people. This is what we must do. This is what the gods ask of us.”*

**Archetype:** Exotic Seductress  
**Style:** 3  
**Motivation:** Faith  
**Health:** 5

#### Primary Attributes

**Body:** 2  
**Dexterity:** 3  
**Strength:** 2  
**Charisma:** 4 (5)  
**Intelligence:** 3  
**Willpower:** 3

#### Secondary Attributes

**Size:** 0  
**Move:** 5  
**Perception:** 6  
**Initiative:** 6  
**Defense:** 5  
**Stun:** 2

Skills	Base	Levels	Rating	Average
Brawl	2	2	4	(2)
Con	4	2	6	(3)
Diplomacy	4	2	6	(3)
Empathy	4	2	6	(3)
Larceny	3	2	5	(3+)
Linguistics	3	2	5	(2+)
Medicine	3	2	5	(2+)
Melee**	2	1	3	(1+)
Performance “Dancing”	4	4	8	(4)
			9	(4+)

#### Talents

Attractive  
 Atlantean Language

#### Resources

The Cult of Bast  
 Wallstone

#### Flaw

Superstitious

Weapons	Rating	Size	Attack	Average
Poison Dagger *	1L	0	4L	(2)L

\*Poison is a Venom, Toxin 3, Damage 4N, and makes the victim unconscious for one hour.



Amunahken can employ subtlety as well as force. He has decided to send Anouk Khaleel, one of his favourite concubines, to convince a PC to hand over the ankh.

Anouk will approach a likely candidate and after some small talk will invite him back to her temple, on the pretext of revealing more of her culture. She will not reveal that she is a cultist of Bast but if pressed she will just say that she is a member of a local organisation that believes in the ancient ways.

She will lead the PC into an antechamber (separated from the main complex by a secret door behind some carvings) of the cult's underground lair and show him magnificent sculptures and wall carvings. She will tell him that this is the treasure of her religion, but their greatest treasure of all, their most holy artifact is in fact the ankh. She will get down on her knees and beg the PC to return it to her and her people.

(An academic PC might notice that these wall carvings depict an unusual aspect of ancient Egyptian civilisation. He would not have seen stuff exactly like this before, and it might be apparent that this could actually pre-date known ancient Egyptian carvings, and also reference other ancient civilisations.)

## The Ankh of Chephren – The Sands of Time

If the PC agrees she will arrange a neutral venue for the changeover, in some local market square in the public eye. If the PC disagrees then she will simply accept this and let him go. For now. The GM is at liberty to bring Anouk back into the proceedings at any point, especially if she made a favourable impression on the PC.

Anouk is aware of the arrogant and cruel behaviour of her god and knows deep down that he is merely flesh and blood. Devotion to the cult is deeply rooted in her. But she has her doubts, and so this might be something the PCs could work on. If she sees that they are extremely moral and beneficent and if she sees too much cruelty from Amunahken then conceivably, she could join the PCs.

### The Wallstone

Disguised as part of Anouk's headdress is the Wallstone. It is an Atlantean artifact that Amunahken has lent to Anouk. It creates a vague glowing green forcefield between the user and one attack.

The user must clearly see the attack coming and not be distracted by other actions (such as combat against a different opponent). On a successful willpower roll, the forcefield can soak up to 4 points of damage. In a less combat oriented situation, the wall can stop a force equal to a strength of 4 from passing through it. It takes 6 extended Willpower successes to work out the function and use of the stone.

### Eunuchs

Originally the guards of the harem, the high priests of Bast found these eunuchs to be the most trustworthy and reliable of their personnel. Over the years they became highly trained and deadly fighters, as well as very large imposing figures with huge, overcompensating, swords.

Amunahken's eunuchs will fight loyally for their god and sacrifice themselves without question. They form the bulk of the cult's fighting force. While they do not have the subtlety of the burglars or assassins, you always know where you are with a eunuch, in Amunahken's case, hiding behind them.

### Eunuch

*“We obey, oh great one, god of the Nile, messenger of Ra, protector of his people.”*

**Archetype:** Eunuch      **Motivation:** Obedience  
**Style:** 1      **Health:** 8\*

#### Primary Attributes

**Body:** 4      **Charisma:** 1  
**Dexterity:** 3      **Intelligence:** 2  
**Strength:** 4      **Willpower:** 2

#### Secondary Attributes

**Size:** 0      **Initiative:** 5  
**Move:** 7      **Defense:** 7  
**Perception:** 4      **Stun:** 4

Skills	Base	Levels	Rating	Average
Brawl	4	3	7	(3+)
Melee	4	4	8	(4)
Huge Sword			9	(4+)
Archery	3	3	6	(3)
Athletics	4	2	6	(3)
Intimidate	1	4	5	(2+)

#### Talents

\*Robust

#### Resources

Cult of Bast

#### Flaw

If you have to ask...

Weapons	Rating	Size	Attack	Average
Huge Sword	4L	0	13L	(6+)L
Comp. Bow	3L	0	9L	(4+)L



# The Ankh of Chephren – The Sands of Time

## THE GOOD GUIDE GUIDE

The PCs should want to get an expedition under way as soon as possible. The ankh is showing that the gateway lies to the south west. It is apparent that the PCs will have to cross the desert. If the PCs insist on flying then it should be made clear that this is doomed to failure. Less than halfway into their journey they will notice that the ankh just loses 'signal' until they land. It will be plain they need to make the last leg of their journey on the ground. This will also give the nazis a chance to catch up with them. Preferably they should have noticed this effect on the way to Cairo in *The Skies of Fire* to give them better warning that they need to prepare for a land based expedition.

If the PCs have connections with the British authorities and have made the right noises there, then they might get offered a squadron of the Royal XII lancers to accompany them. Depending on who else they talk to they will be given the names of Abdullah ibn Bek and/or Owen Williams as reliable and experienced guides.

## Going it Alone

Clearly crossing the desert is going to be a gruelling and dangerous task. The PCs may believe they have the expertise and resources to make the journey by themselves, and this may be the case. But the GM should make it clear that this is going to be a tough journey and if the PCs don't know exactly what they're doing then they should find someone who does.

If they manage to employ some sort of guide then the responsibilities for safety should be passed on to those experts, and the PCs should do alright. But if they decide to go it alone and rely on their own resources, then the GM should test them to see that they have what it takes.

He should make sure they have enough provisions, and that they can cross the difficult and barren terrain safely, that they can maintain their vehicles or animals and drive them properly, etc. The relevant, survival, drive, animal handling, and craft tests should be made every day to reflect the

harshness of the conditions.

## The Royal XII Lancers

The British army, or administration in Cairo, may see their way to giving the PCs a number of Spider hexycles and a squadron of lancers if they think the expedition could benefit the Empire. Simply pointing out that it will annoy the nazis is not enough, but pretty close.

The Royal XII Lancers wear the normal British desert uniform including pith helmets. They are a proud bunch, seeing themselves as much more refined than the rank and file, more dashing than the tank regiments, but more down to earth than the RAF. The XII have been stationed in Egypt for a while so are somewhat used to the conditions and experienced at survival techniques.

The squadron will be led by Captain Billy Lovelace, a dashing young officer, who can be relied upon and will always do his best for the PCs.

## Hexicycles

Size	Def	Strc	Spd
1	6	8	60
Han	Crew	Pass	Cost
+2	1	1	

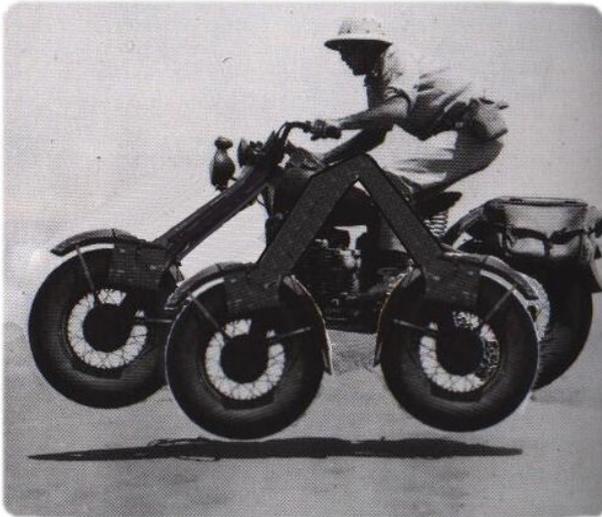
In the late twenties a competition was organised to find the manufacturer for the new motorcycle to be used by the British army. Vickers-Armstrongs Ltd came up with this revolutionary new design, a bike of six wheels. The Vickers Spider Motorised Hexicycle won the competition with ease and the rest is history.

The six wheels are mounted on long arms, all with independent suspension, and all wheels are linked to the engine by chains which travel inside the arms. It looks a bit like a spider, and this gave the design its common name. It soon earned a reputation as the greatest one-man all-terrain vehicle in the world.

The motorised hexicycle (usually shortened to hexycle) is not perfect. It is often beset by reliability problems unless it is meticulously maintained. The chains regularly break, and lack of access to the insides of the arms means that a single break can

## The Ankh of Chephren – The Sands of Time

take an hour or so to repair. Vickers are working on a Mk II version, which will use drive shafts instead.



The great advantage of the vehicle over regular motorcycles, stability, means that the rider can wield two handed and tripod mounted weapons. And so a new era of cavalry-style warfare has been ushered in (that's the theory, it hasn't been involved in any protracted conflicts, yet). The hexycle is also equipped with a long lance which fits in a holder behind the rider, and theoretically they can be employed for old-school cavalry charges.

So far all the British Army's lancer regiments have been converted to hexycles and there are plans to introduce a couple of heavy cavalry regiments using a Vickers machine gun mounted on the Spider chassis and some armour plating.

The relatively high riding position makes it a perfect vehicle for exploration and scouting, and it can be adapted with large side panniers and rear and front mounted extra fuel and water tanks for super-long range missions.

An expedition of 12 Spiders of the XII Royal Lancers led by Captain Jasper C. Bolingbroke left Cairo in 1934 on an expedition to reach the Protectorate of Nigeria, the hard way, as a fitting test of the Vickers Spider's reliability and endurance. They were never seen again.

### Capt. Billy Lovelace

*"Tally Ho, Chaps!"*

**Archetype:** Cavalry Officer **Motivation:** Duty  
**Style:** 3 **Health:** 5

#### Primary Attributes

**Body:** 3 **Charisma:** 3  
**Dexterity:** 3 **Intelligence:** 2  
**Strength:** 3 **Willpower:** 2

#### Secondary Attributes

**Size:** 0 **Initiative:** 5  
**Move:** 6 **Defense:** 6  
**Perception:** 4 **Stun:** 3

Skills	Base	Levels	Rating	Average
<b>Animal</b>	3	2	5	(2+)
<b>Handling</b>				
<b>Brawl</b>	3	2	5	(2+)
<b>Craft</b>	2	2	4	(2)
<b>Mechanics</b>				
<b>Demolitions</b>	2	2	4	(2)
<b>Diplomacy</b>	3	2	5	(2+)
<b>Drive</b>	3	5	8	(4)
<b>Firearms</b>	3	4	7	(3+)
<b>Medicine</b>	2	2	4	(2)
<b>Melee</b>	3	3	6	(3)
<b>Stealth</b>	3	2	5	(2+)
<b>Survival</b>	2	2	4	(2)

#### Talents

Driveby Attack

#### Resources

**Rank:** British Army Captain  
**Vickers Armstrongs Spider Hexicycle**

#### Flaw

Overconfident

Weapons	Rating	Size	Attack	Average
<b>Lance</b>	5L	-1	10L	(5)L
<b>Pistol</b>	2L	0	9L	(4+)L
<b>Rifle</b>	3L	0	10L	(5)L

## The Ankh of Chephren – The Sands of Time

### Abdullah ibn Bek

*“You can go that way. I go this way, and so do my camels.”*

Archetype: Nomad  
Style: 3

Motivation: Guidance  
Health: 6

#### Primary Attributes

Body: 3\*                      Charisma: 2  
Dexterity: 2                Intelligence: 3  
Strength: 3                 Willpower: 3

#### Secondary Attributes

Size: 0                        Initiative: 5  
Move: 5                      Defense: 5  
Perception: 6              Stun: 3

Skills	Base	Levels	Rating	Average
Brawl	3	3	6	(3)
Animal Handling	2	4	6	(3)
Diplomacy	2	2	4	(2)
Firearms	2	4	6	(3)
Melee	3	4	7	(3+)
Ride	2	4	6	(3)
Survival	3	5	8	(4)
Intimidation	2	2	4	(2)
Ride	2	4	6	(3)

#### Talents

\*Tough

#### Resources

Caravan

#### Flaw

Inscrutable

Weapons	Rating	Size	Attack	Average
Sword	2L	0	9L	(4+)L
Rifle	3L	0	9L	(4+)L



Ibn Bek could come to the PCs' attention through Fadil Ramas, or just by asking around amongst the locals who know best. He is a man of few words, and is decidedly enigmatic, though he certainly looks the part in his Bedouin garb.

The guide can get hold of a dozen camels or more, which should be plenty for any expedition, and as many men as are required, though he only truly trusts a small circle of family members and close colleagues.

Ibn Bek, although he will never bother to mention this to the PCs, is utterly reliable. Once he agrees to a job he will stick it out to the end as a point of honour. He will not abandon his charges unless they are being particularly stupid and going against his explicit advice. In addition he hates nazis as one ran over his favourite niece.

The PCs might get the impression that ibn Bek has nothing but contempt for them, and that he would rather be doing anything but guiding them across the desert. But that's just his way. He should probably like them really, unless they are complete asses.

## The Ankh of Chephren – The Sands of Time

### Camel

**Archetype:** Animal  
**Style:** 0  
**Motivation:** Survival  
**Health:** 8

#### Primary Attributes

**Body:** 4  
**Dexterity:** 2  
**Strength:** 4  
**Charisma:** 0  
**Intelligence:** 0  
**Willpower:** 4

#### Secondary Attributes

**Size:** 1  
**Move:** 6  
**Perception:** 6  
**Initiative:** 2  
**Defense:** 6  
**Stun:** 4

Skills	Base	Levels	Rating	Average
Brawl	4	1	5	(2+)
Archery	2	2	4	(2)
Stealth	2	2	4	(2)
Survival	0	4	6	(3)

#### Talents

**Alertness 1**  
**Skill Aptitude:** Survival

#### Resources

None

#### Flaw

Bestial

Weapons	Rating	Size	Attack	Average
Bite	1L	-1	5	(2+)N
Spit	2N	-1	5	(2+)N

Camels are stubborn and bad tempered in unskilled hands, but with drivers who know them they are steadfast and vital to survival in the desert.

If the PCs are travelling with camels, then the biggest brute should pick on the PC with the lowest Charisma, and take an instant dislike to him. This should lead to a battle of wills between the pair that can last for the entire desert crossing.

### Jackal

**Archetype:** Animal  
**Style:** 0  
**Motivation:** Survival  
**Health:** 4

#### Primary Attributes

**Body:** 2  
**Dexterity:** 3  
**Strength:** 2  
**Charisma:** 0  
**Intelligence:** 0  
**Willpower:** 2

#### Secondary Attributes

**Size:** 0  
**Move:** 5  
**Perception:** 4  
**Initiative:** 3  
**Defense:** 5  
**Stun:** 2

Skills	Base	Levels	Rating	Average
Brawl	2	3	5	(2+)
Stealth	3	3	6	(3)
Survival	0	4	6	(3)

#### Talents

**Alertness 1**  
**Skill Aptitude:** Survival

#### Resources

None

#### Flaw

Bestial

Weapons	Rating	Size	Attack	Average
Bite	2L	0	7L	(3+)L

If anyone is separated from the main group, and begins to show weakness, then it is only a matter of time before jackals close in on him, hoping for an easy kill.

They don't want any trouble, though, so a spirited resistance will send them away quickly enough, although they will bide their time and stay on their victim's trail until the elements have done most of their job for them.

## The Ankh of Chephren – The Sands of Time

### Owen Williams

*“Get off your arse and help with the work, or I’ll leave you here. I bet you a crown you couldn’t shift that in five minutes, isn’t it.”*

Archetype: Guide                      Motivation: Money  
Style: 3                                      Health: 6

#### Primary Attributes

Body: 3                                      Charisma: 2  
Dexterity: 2                                Intelligence: 2  
Strength: 3                                 Willpower: 3

#### Secondary Attributes

Size: 0                                        Initiative: 4  
Move: 5                                      Defense: 5  
Perception: 5                              Stun: 3

Skills	Base	Levels	Rating	Average
Brawl	3	3	6	(3)
Melee	3	3	6	(3)
Firearms	2	3	5	(2+)
Con	2	2	4	(2)
Craft:	2	2	4	(2)
Mechanics				
Drive	2	4	6	(3)
Gambling	2	4	6	(3)
Gunnery	2	3	5	(2+)
Larceny	2	3	5	(2+)
Streetwise	2	3	5	(2+)
Survival	2	5	7	(3+)

#### Talents

Direction Sense

#### Resources

Trucks

#### Flaw

Addiction: Gambling

Weapons	Rating	Size	Attack	Average
Knife	2L	0	8L	(4)L
Revolver	2L	0	7L	(3+)L
Rifle	3L	0	8L	(4)L
Lewis Gun	3L	0	8L	(4)L



An ex-sergeant in the Welsh Guards posted in Egypt, Williams could not bring himself to leave the desert even when he left the army. He is a hard drinking, loud singing, tough as old boots ex-serviceman. And if you are looking for a Brit to get you across the desert you couldn't do better.

Unless you want to keep it a secret. Williams will gamble on just about anything, that should be quite obvious to anyone in his company for more than a few minutes. And he loses heavily. As such he has large debts with the wrong people. This means that if the PCs do trust him to join their expedition then he will sell them out.

It is his business to know a lot of people which means he will know that the nazis are after information and assistance concerning the PCs. And Williams will have no compunction about selling them out and leading them to their deaths if the price is right.

Williams owns (or rather owes for) two Chevrolet trucks and an old Mercedes. They are beaten up but reliable vehicles and his crew will keep them going through thick and thin. One truck is equipped with a big old Lewis gun to scare away the desert locals.

# *The Ankh of Chephren – The Sands of Time*

## **THE DESERT EXPEDITION**

The nazis should get their act together and put together a team to pursue the PCs into the desert. Some sort of set piece could be organised so that a group of nazis arrive at the PCs' base just as they are ready to leave. This should get the expedition off to a flying start.

The PCs could later be aware that they are being pursued across the desert. Perhaps the Germans send up a spotter plane to scour the desert for them. The going should be urgent and tough, and the PCs could run into an advance party of German scouts and have to deal with them.

Perhaps the Germans send in a couple of fighter planes to strafe the expedition, to slow it down and see what they can kill. The PCs will barely be able to fight back, but the Germans-planes will not have long to harass them, having to turn around quickly for fuelling. Of course if the PCs really do dither then the German planes will have time to make a second visit.

Perhaps the PCs' scout spots the German expedition only a few hours behind and the PCs will need to make some decisions as to how they might speed up their effort. Perhaps they decide to dump their slowest truck, or camels. Or perhaps they decide to travel through the night, a situation which will present a lot of new hazards. Perhaps they decide to launch a raid on the Germans to slow them down and put some of their vehicles out of action.

The German force is large. It should not be possible for the PCs or the PCs and villagers combined to face down the nazis and defeat them. The whole point is that the PCs are trying to outrun their nemesis. It is important that the nazis pursue them throughout this section. The Germans can have a couple of half-tracks full of soldiers, a couple of Mercedes cars and a Panzer II, as well as radio contact with an airbase that can fly Heinkel He 112 planes over as spotters or to attack the PCs.

There could be a few other encounters in the desert, including a run in with desperate wild animals, or local Bedouin tribes who do not take kindly to the sort of force that the PCs are showing.

The PCs could come across a narrow ravine that they would need to traverse. They are given the choice between going around (with no idea as to how far the detour might be) or to cross it somehow. Perhaps they need to build a makeshift bridge, if they have vehicles. Or if they have camels, they risk damaging them if try to make them climb.

They could run into a sandstorm. They would have to batten down the hatches and wait for it to blow over. But they would have the consolation of knowing that the Germans will be in the same boat. Or they could bravely attempt to gain some time on their rivals by travelling through the storm.

Quick sand is always fun. A PC or other expedition member could become trapped in a pit of sinking sand. The PCs will have to think quickly for a decent way to get him out of it before he suffocates. No idea if this is geographically realistic, but then, that doesn't really matter.

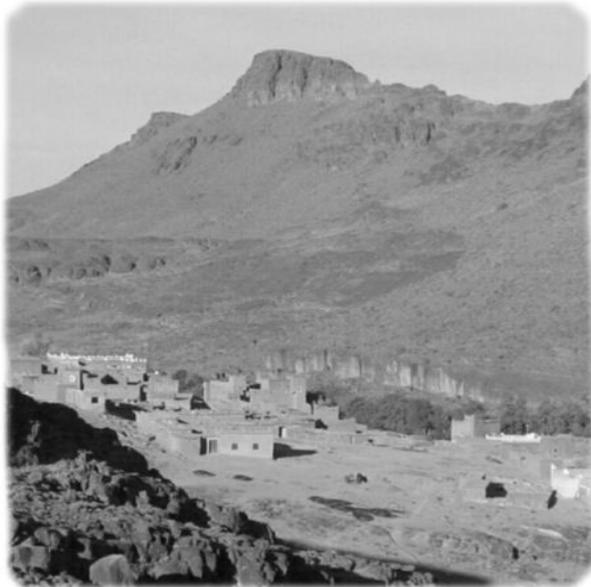
The PCs should be reminded that they are travelling under extremely harsh and trying conditions and that they need to do things right to stay alive. But on the other hand micro managing the journey is not required, especially if they have a guide who takes care of the minutiae of the organisation.

If they do lose their way or lack progress for any reason then they will soon be ridden down by the pursuing nazis and be at a huge disadvantage. Of course, if they are captured, then the nazis will take the ankh and use it to navigate. Whether they take the PCs with them should be up to the GM. Perhaps the nazis think the PCs will come in handy or possess some sort of vital expertise (the ability to focus on the ankh, if Gloria Travers or another psychic is not present) and need to come with them. Or they might think that dumping the PCs in the middle of the desert with no water or equipment will be a fate worse than death for them.



## The Ankh of Chephren – The Sands of Time

### Al Arinem



After five days or so of arduous journey the PCs will reach the oasis village of Al Arinem. This looks like a deserved respite from the conditions of the desert. The place is remarkably green and the people seem happy and comfortable. The PCs can be put up in an old stone built caravanserai and replenish all their stocks and themselves.

The village is stone built and very ancient. It looks like a medieval walled city (but is much older) with lush gardens and fine buildings. The architecture is strange and hard to place, a mish-mash of styles, lots of ancient Egyptian feel, but much more besides, almost like some Victorian folly. It's quite a magical place and a very strange thing to come across in the middle of nowhere. The village elder is called Faisl and he will be welcoming and friendly to the PCs, too welcoming and too friendly to anyone who gets 3 successes on an Empathy roll.

The village is situated in the shadow of a steep cliff face. A spring emerges from the cliff side, and falls as a waterfall. The cliffs are about 100 yards high and the waterfall drops from about 60 yards up. If the ankh is focused here it will certainly point to the cliff side, but it won't be clear whether it is pointing into the rocks itself, or to something on the other side. If the cliffs are climbed then the ankh will begin to point downwards and so it will suggest that the gateway is underground and nearby.

### Faisl

*“Welcome, welcome to Al Arinem. You are weary travellers. We will help you all we can.”*

**Archetype:** Village Elder    **Motivation:** Faith  
**Style:** 1    **Health:** 5

#### Primary Attributes

**Body:** 3    **Charisma:** 3  
**Dexterity:** 2    **Intelligence:** 3  
**Strength:** 2    **Willpower:** 2

#### Secondary Attributes

**Size:** 0    **Initiative:** 5  
**Move:** 5    **Defense:** 5  
**Perception:** 5    **Stun:** 3

Skills	Base	Levels	Rating	Average
Brawl	2	2	4	(2)
Diplomacy	3	3	6	(3)
Ride	2	3	5	(2+)
Melee	2	2	4	(2)
Archery	2	2	4	(2)
Animal	3	3	6	(3)
Handling				
Survival	3	3	6	(3)
Stealth	2	2	4	(2)

#### Talents

Guardian

#### Resources

Village

#### Flaw

Superstitious

Weapons	Rating	Size	Attack	Average
Staff	2N	0	6N	(3)N
Comp: Bow	3L	0	7L	(3+)L

## *The Ankh of Chephren – The Sands of Time*

The Obvious way to go is through a smoothly hewn tunnel, flanked by statues of Set and Sobek. This is the historical route, but it is the one that Major Howard Wilkes made sure that he destroyed when he returned from his journey.

The best way to the gateway is through the cave system that has been created by the spring water. The caves can be entered where the water comes out. It is a difficult and treacherous climb up to the adit, but not impossible. If the PCs are keen to go up there straight away, they can, but a cool bath in the village and relaxing amongst the lush vegetation is surely a better idea. The GM should put some temptations in their way because the PCs need to get captured. If they do insist on going up to investigate the waterfall as soon as they arrive in town, then they will have to be ambushed by the locals on the trail up towards the waterfall.

If they ask the locals about anything to do with their expedition they will get blank looks and shrugs. No one will profess to knowing anything about ancient civilisations or gateways to anywhere. Eagle-eyed PCs may (3 successes on a Perception roll) however notice an unusual plethora of cat symbols, jewellery, and even black cats, around the place. If they ask about caves or the cliff, the locals will shrug and say there are no caves around here.

In fact, Al Arinem is inhabited entirely by Bast cultists. They have heard of the imminent arrival of the PCs and have been waiting for them. Amunahken and his retinue will also arrive here very soon.

Once the PCs have relaxed, split up a bit, they will be surprised and captured. Of course, the GM cannot guarantee the capture of the PCs but the villagers have overwhelming numbers and the element of surprise so he should do his best to capture them. Faisl, the village elder, will take the ankh and give thanks to Bast and Amunahken for their impending return to their promised land. And then Amunahken (and probably Anouk) will turn up to gloat, and take the ankh.

At that moment the nearest building will be blown up by a shell from a Panzer II, the nazis will invade the village and all hell will break loose.

### **Staging the Village**

This encounter in Al Arinem is quite crucial to the shape of the adventure and might be difficult to manage. The PCs should be captured by the villagers and the Cult of Bast and the ankh should be taken from them. But whatever happens in the village, the important thing is that the nazis attack at a fortunate moment for the PCs. The attack will make the villagers realise that they have bigger enemies than the PCs. The villagers can then take their eye off the PCs to combat the nazis. This will give the PCs an opportunity to regain the ankh and escape into the cave. If the PCs need a bit of luck, then it should come their way. Also, some Bast cultists, especially Anouk, if she has been getting on with the PCs, could decide that the PCs deserve their help.

The scene should be chaotic and exciting and result in the PCs (and probably their guides and some cultists) heading for the caves, while the out-gunned villagers bravely try to stem the nazi pursuit.

If Owen Williams has not betrayed the PCs yet, around now will be a good time for him and his men to do it. If they could bide their time and escape with the PCs into the caves, and then betray them, that will be more effective, and meaner to the PCs.

If the XII Lancers are with the PCs then they will need to be distracted. A few could accompany the PCs up to the cave, but most of them will charge out, on their hexycles, a brave but futile attempt to stop the nazis.

The GM should try to get as many different factions into the caves as possible, so as to give as many as possible a chance to get to the Hollow Earth. The more that get there, the better the interactions will be and the more interesting stuff they will have to say about it, and the more the PCs can learn.

## *The Ankh of Chephren – The Sands of Time*

### **Climbing the cliff**

On the way up to the caves, zero successes on an Athletics roll will mean a serious fall. One success should mean a stumble or delay. Each character making two successes will manage to climb the narrow trail without incident. Three successes should mean they do it in very good time.

The Germans should see them make their ascent and fire a few pot shots up at them as they climb.

### *In the Caves*

The PCs should be fleeing from the nazi attack into the caves. They should have the ankh and probably be accompanied by a number of allies (reluctant or otherwise) from their guides and the local villagers. It should be clear that the Germans spotted them on their climb and will be pursuing as soon as they can force their way through the village.

The cave was created by the spring water travelling through the rocks of the cliff-side. It winds along the course of the spring for several hundred yards. The way is damp and slippery. It is easy to lose ones footing. Sometimes there is room to walk alongside the stream, sometimes the PCs must wade through it, several feet deep. It is pitch black, of course, so they will need a light source.

### *The Under Water Bit*

At one point the stream wells into a small underground pool in a cavern some 40 yards across. The water is up to 12 feet deep here, and there is no discernible way out. In fact the exit to the course of the stream is below the water level. The PCs must find where the water comes in. This can be done through exploration of the pool itself, or if they are clever, and have not entered the pool at all, the PCs should be able to see slight traces on the still surface of the pool near the cavern's edge, which will clearly show where the water is flowing into the pool.

The stream is entirely enclosed for thirty yards until it emerges into another cavern. The PCs and their colleagues will have to swim this (or be pulled

by ropes, etc) to get to the next stage. The good news is that this underwater way will also slow down the pursuing nazis if the PCs can get through it quickly enough. If the last man through is not a PC, then have him (or several of them) not emerge through into the next cavern, a clear sign that the nazis have caught them and are right on the PCs' tail.

### *The Fork*

Once the PCs have got past the underwater bit, they can follow the stream along for another few hundred yards. The way is easier now and wider. However, the cavern then splits into two. The way to the left follows the stream and becomes steeper and narrower. The way to the right opens into wider flatter caverns. The PCs can choose either way or both. The ankh is not much help here, it seems to indicate down more than anything and somewhere between the two ways. If anything it indicates right a bit more than left.

If they go left the way becomes more difficult and they must wade through the water, squeeze through narrow cracks, and progress becomes much slower. Eventually the route becomes impossible, and they will have to double back, having lost valuable time.

The right way is much easier and goes through dry warm caverns for about half a mile. The way is comparatively easy and flat, but it is still underground caves, so nothing is truly easy, and the PCs should be given the impression of claustrophobia and struggle

### *The Chimney*

Eventually the passage opens into a vast roundish cavern. The cavern's roof disappears out of sight, high above. If it is day time then some daylight can be seen shining down through the top of this huge shaft. Looking down, it is misty with clouds of brown and yellow smoke drifting quickly upwards. It is stiflingly hot and smells sulphurous, and is lit with an orange glow from deep below. Occasionally, a burst of yellow light explodes up, as a bubble of gas breaks through the lava surface. For the PCs find themselves looking directly down the shaft of an active volcano.

## *The Ankh of Chephren – The Sands of Time*

The ankh points down, and it is clear that the PCs are nearing their goal. But they must climb down this shaft somehow to get to there. How they accomplish this is up to them. The walls of the chimney are very smooth in places but there is enough scope for climbing holds. If the PCs have ropes that will be much safer, otherwise a single slip will result in almost certain death.

The PCs should be aware of the urgency of their mission as they work out exactly what they need to do and how they are going to do it.

It is difficult for them to realise this (and hard for them to see it), but they only need to drop about 30 yards, and traverse about 20 degrees of the chimney. There, a new cavern opens from the chimney that will bring them to the gateway. They should not know this, however, until the ankh bearer drops that far and focuses upon the ankh. He will probably be surprised to find the ankh is soon telling him to go right, instead of further down.

### *The Pyramid*

Once they have got to the next level, it is only a short walk through open caverns to find the gateway to the Hollow Earth. The air down here is sulphurous, and a strong breeze blows constantly through the caverns, caused by the updraught from the lava below. There are any number of ways to the lava, from here, through countless narrow channels in the rock.

The nazis need to be hot on the heels of the PCs. They have managed to follow the PCs thus far, and unless they have been entirely outwitted somehow will turn up very soon. The PCs should be aware of this and should be in a hurry.

The PCs will also notice a smoothly cut corridor. It goes on for only fifty yards or so then stops abruptly at a severe cave in. It would take weeks to clear this, even if it were possible to do so. This shaft would go straight back to the village and was the grand entrance hall to the pyramid in very ancient times. Now it is hopelessly blocked. It is not clear when the cave-in occurred, it could have been a few years ago, or thousands. Actually, the tunnel was blown up by Major Howard Wilkes when he returned from his expedition.

Continuing after the corridor, the PCs should see before them in a great cavern, as if carved from the very rocks, an ancient pyramid. The walls are dark and smooth, and the only way in seems to be a triangular opening in one side. The pyramid is about eighty feet high. There are carvings across the surface of the pyramid which are vaguely in the ancient Egyptian style, but not quite. A knowledgeable person will see symbols from diverse cultures from around the world, and some that seem to belong nowhere.

Flanking the entrance to the pyramid and made from the same dark rock is a pair of statues. They depict what looks like the Egyptian god Anubis, ie a jackal headed humanoid figure. Any historian will know that this god acts as a guide to the dead on their journey into the after life.

The entrance of the pyramid leads to a wide smooth corridor heading for the centre of the structure. There are carvings along the walls depicting many of the Egyptian gods in various and non-traditional poses. There seem to be lots of Sobeks (the crocodile god) in conflict with and being defeated by humans. This actually depicts an Atlantean war against the Lizardmen.

One section of wall seems to depict 6 scarabs. If a group passes this section without the ankh (or other key) the robotic Scarabs (see website) will animate and attack. (Note: This will happen to delay the nazis here, if the PCs do not activate them.)

### *The Gateway*

Once the ankh enters the central chamber of the pyramid some power system can be heard kicking in, and the chamber will immediately become illuminated with electric lights. This will blind any onlookers momentarily, as they become use to the light after so much time in darkness. Then, the lights will go out suddenly, and then flicker back on again. They will continue to flicker on and off for the rest of the scene. This should be a hint that not everything in the pyramid is in good repair.

This central chamber is all dark polished stone, futuristic architecture and soft flashing lights. It is about 40 feet across and is lined with a number of intricate pillars. At the centre of the room is a

## *The Ankh of Chephren – The Sands of Time*

circular pit, perfectly flat, recessed a couple of inches into the floor. There is a plinth before the pit whose top is recessed with the exact shape of the ankh. The PCs have found their gateway.

Once the ankh is placed against the recess (it does not need to be left there, just touched against it), the plinth and pit begin to power up. The pit glows with life. A metallic swirly pattern appears in it, moving mysteriously. But only for a split second. The anticlimactic noise of power dying comes from all around and the pit-gateway becomes lifeless once more.

A PC with psychic powers will be able to focus on the plinth and glean some idea as to its function. With five extended success (it will take a minute for each attempt) he will realise that certain buttons need to be touched in order to call up more power.

At this moment, a racket will be heard coming from the corridor as the remaining nazis have tripped the Scarab trap. If the PCs have already tripped it, and they have not left a look-out, then they will now find themselves trapped and surrounded by nazis.

If the psychic PC touches the right buttons (they're not really buttons, more like panels) the gateway power-up noise and sounds will be heard again, and it will be apparent that the thing is struggling to find power from somewhere.

And then the earth will shake. There will be a sudden earthquake sending everyone in the cavern to the floor. People outside the pyramid will be caught in a storm of falling rocks and collapsing caverns. The pyramid will be safe, for the moment, being strong enough to withstand the rock falls. An acrid smell will also begin to permeate the pyramid.

The nazis will pile in to the central chamber looking worried and confused and do their best to stamp some order on proceedings, even though they won't have much idea of what is going on.

The power will flicker back on and the gateway will begin to form the metallic fluid shapes in the floor. If anyone attempts to jump into the gateway at this stage they will look a bit foolish as they will merely land on the ground, with swirling metallic shapes around them. The gateway needs to summon

more power. But it is getting there. As it harnesses more power from its unknown and alien source, this is causing the earthquake, which is in turn causing the lava levels below the cavern to rise. Anyone near the exit of the pyramid will see streams of lava erupt into the cavern and begin to flow towards the pyramid. If no allies see this, a German guard can spot it and run in to tell his commander.

There will be a few rounds for this scene to play out, but at the right time, lava will begin to flow through the corridor and into the central chamber. At that point, with an impossibly bright flash of blue-white light, the gateway will open. Anyone in the pit at that moment will immediately fall through it into the Hollow Earth. To anyone in the central chamber it will seem as though the only possible escape from the lava will be to jump through the bright gateway. So, anyone capable of reaching it will do just that in a last, mad bid to save themselves.

### **Running the Finale**

The finale is quite complex. Lots of things need to happen. The PCs must get there for a start. The gateway has to open, and call on more power. The psychic PC must direct the power. The earthquake must occur. Someone must see the lava coming. All the factions must confront each other inside the pyramid without a huge massacre occurring. And as many people as possible should jump through the gateway. More than that, it must all make sense, if not at the time, when the PCs look back on it.

Good luck.

### *Inside the Hollow Earth*

The Ankh of Chephren is continued in part four: Inside the Hollow Earth.



*The Ankh of Chephren – The Sands of Time*

*Appendix: Map of Cave*

