

The Ankh of Chephren Campaign Log

Session 16: 22:7:08

Out of the Frying Pan

Edward Cholmondley – John

Dr. Karl Gustav Magnus – Gord

Joe Jenkins – Tom

Place Unknown, Noon-ish

So we start the session with you in the jungle surrounded by about a load of African warriors. With Dr. Magnus dangling upside down from a vine trap.

As soon as he realised what was happening, Magnus tried to climb up the vine that had trapped him and onto the tree. The rest of the you were being herded by the Africans away in some direction. You noticed the chief guy was wearing a strange looking icosahedral necklace of some grey metal. The witch doctor was wearing a huge cat mask, and everyone was brightly painted. Damon and Joe reached subtly for their guns, while Edward told them you came in peace but they did not seem to understand.

One of the warriors tried to prod Magnus a bit as he attempted his escape into the trees. And Edward, though he had not really considered this a possibility before decided to focus his mystical energies into a way to move things, and he attempted to deflect the warriors spear as he prodded Magnus.

Joe fired a shot into the air. The chief shouted something at Joe and Joe shouted something at the chief and there was a stand off; the warriors seemed to be waiting for one of them to flinch. Then Joe shot the chief. It was at close range, and a direct hit, but the shot seemed to get swallowed up by some green wave of energy that seemed to emanate from the grey icosahedron.

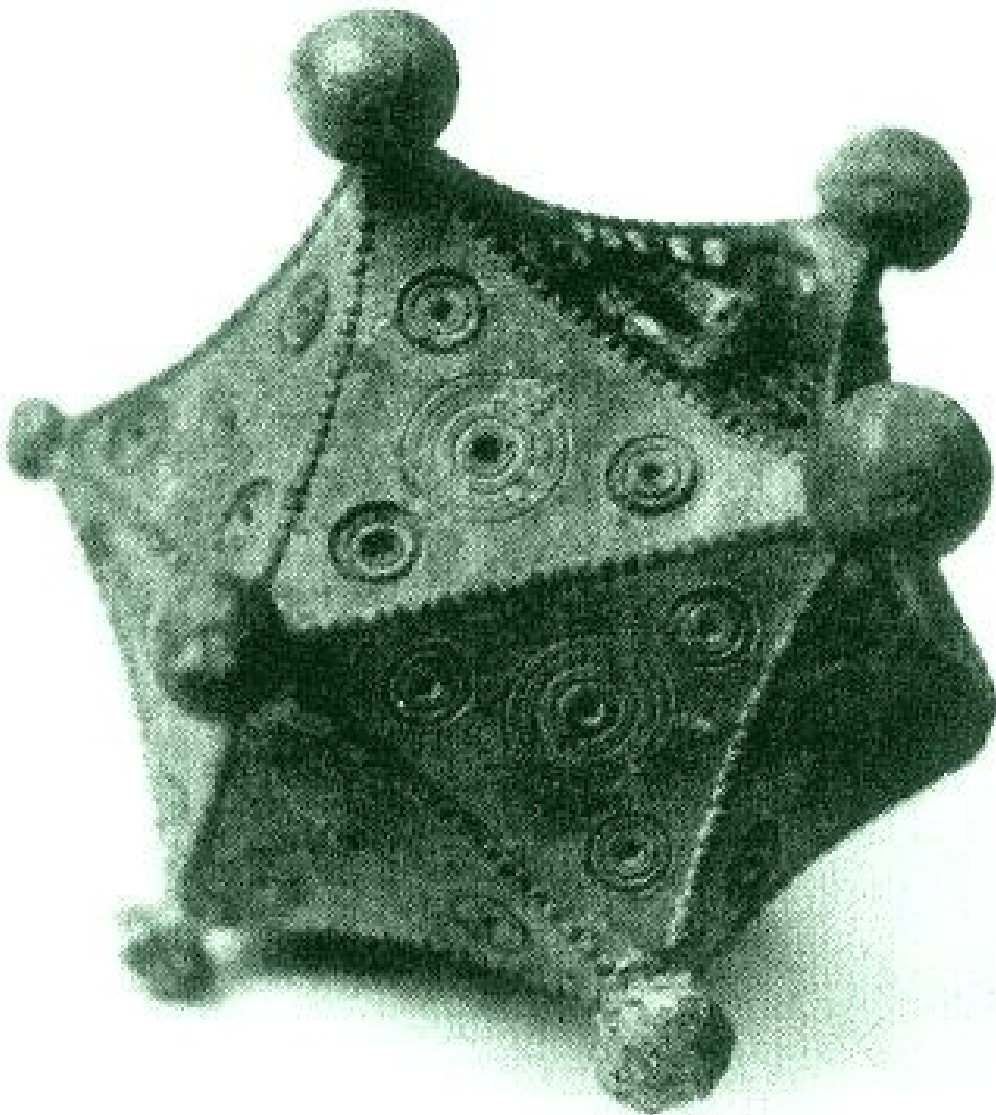
The warriors took that as a sign that the chief was right, and started attacking the lot of you with their spears. Edward threw one of the attackers to the side. Magnus shot the witch doctor dead with a single shot, and a pitch battle ensued.

Encouraged by that experiment with manipulating stuff with his mind, Edward decided to try lifting the icosahedron from around the chief's neck. As he managed it, Magnus and Joe shot at the now unprotected chief and he fell to the ground.

All the warriors hesitated as they watched the icosahedron hover through the air towards Edward, and when the chief came to his senses he told everyone to leg it.

You did some first aid on the Pharaoh who had taken a spear to the shoulder. And you decided it would be prudent to get out of there as soon as possible before the Africans regrouped. But Magnus was so intrigued by the icosahedron that he insisted on staying for a bit to have a good at it. He saw that it was made of a soft grey metal like a cross between rubber and lead, or something. The design and decoration seemed to be universal and not indicative of a particular culture.

The Ankh of Chephren Campaign Log



Joao warned you that the icosahedron was a tool of the Children of Cain, and so was evil and it would be bad luck to carry it.

Then you heard the sound of drums coming through the forest, and in a few moments the drums were answered by similar more distant drums.

Magnus put the icosahedron on Edward and punched him in the face. Sure enough, the green energy was emitted again and the shot was deflected and did not hurt Edward at all.

You decided to go around the swamp and head for 'Babel' as quickly as possible,. After some hours travel a third set of drums joined the other two and it felt like you were surrounded. Edward investigated Babel in his mind he could see that it was a bunch of black angular buildings atop a steep hilly spike, overlooking the swamp and the sea.. He also noticed a large settlement of primitive huts in the swamp below the hill.

The Ankh of Chephren Campaign Log

You decided to head inland climbing through the jungle of the hillside in an effort to avoid the village. You noticed a couple of times that Africans were tailing you and watching as you went. Edward investigated them and found that one group with a drum were about fifty strong and they seemed to be patiently tailing you.

You decided to move as quickly as you could towards Babel but making sure it did not look like you were frightened or running away. When you got about a mile from the hill you saw the African warriors were lined up on either side of you, and then you noticed there was a large group of them to your rear, and so you could only go forwards towards Babel. As you made your way they followed you, bashing their shields and making strange noises. But they stopped in their tracks as they reached the base of the hill, and simply watched you ascend.

Edward meditated upon their emotions and got the impression they were pleased that you were out of the way and that they had done a good job, so you decided that you were now exactly where they wanted you.

You climbed up the hilly spike towards the black buildings and once you reached the top there was remarkably little vegetation up there and it was strangely quiet. You could see that the buildings were damaged as if they had been smashed by god, or an earthquake, or perhaps by weapons of war. You looked into a few of the buildings but could not work out their functions and couldn't really get a feel for how they were used. It was all a bit alien. But it was definitively the same sort of stuff that the Black Pyramid was made from and similar to the damaged wing thing you had inspected in the swamp.

You saw what once had been a pyramid near the middle of the settlement and investigated. You were expecting scarabs to emerge when you entered and you shot them easily enough when they did. The passageway was decorated with scenes depicting a war between Bast and Sobek. In the middle of the pyramid you saw the familiar floor, similar to the one in the black pyramid, and it also had an ankh shaped recess in a pedestal.

You asked the Pharaoh if he wouldn't mind putting the ankh on the pedestal to power it up. After a bit of negotiation he agreed. He didn't really know whether he wanted to stay here or not. And nothing happened. You added the red stone, currently in Magnus's diving suit to the ankh and Edward placed it on the pedestal and sure enough the thing fired up. In a few moments the floor went all metallic and swirly and then shone bright white. You all stepped on to the floor hoping it would take you back home.

You were largely surprised to find yourself appear in a large grey cubic room with a number of smaller cubes around you. There were five strange helmeted figures there, who turned around to see your arrival, and immediately opened fire as if they were already ready for battle.

They were large and dressed in green and grey camouflage with rounded armoured plates and they had long narrow helmets, which you decided could fit the heads of the sobek looking lizards you had fought in the swamp. They carried long grey staffs which they pointed at you and fired gold light at you. Which hurt.

You fired back and Magnus shot one and it immediately fell. You fired some more the rest proved much more difficult to take out. The Pharaoh was hit by a laser and so was Joao who was very badly

The Ankh of Chephren Campaign Log

hurt. Magnus found some cover, and Joe and Damon fired from the floor. Edward identified the console that he hoped controlled the floor and hid behind it. As more shots were exchanged, Edward took his perceptions outside for a look. He could see many of these sobeks in their military uniforms, and they were clearly in the midst of a pitched battle. They had some grey vehicles which looked a bit like Great War tanks, and they were fighting the black fast and sleek flying craft that resembled the one you had seen crashed in the swamp. The strangest thing, however, was that the sky was red and the sun was a bright orange.

Magnus, who seemed to be everywhere, shot another sobek. Hofbecher was shot also and crawled behind a cube for protection. Edward touched the ankh to the console and powered up the system. In a few moments the floor was swirling and metallic looking, and he shouted for everyone to get back on the floor.

Still firing at the sobeks, Magnus made his way back there. Hofbecher was shot again and it was not clear whether he was still alive or not. Edward concentrated on the staff of a dead sobek and he pulled it with his mind onto the floor.

As the floor powered up and got close to turning white Edward noticed that Hofbecher was still breathing. With a last great effort, that took every ounce of his energy, he managed to pull, with his mind, Hofbecher's body onto the floor moments before you were all transported once more back to Babel.