

RYLITH'S HUNT FOR MONSTERS

The Electronic Logs



*Image: Rylith "Little Spark" Forelta,
without her heavy power armour.*

Setting and context:

The setting is the Percy Jackson world that my friends and I (Zylwesta) used for a D&D campaign, it follows my character, a Daughter of Hephaestus named Rylith “Little Spark” Forelta after the events of the D&D campaign, as she uses a modified B-52 “Super Fortress” bomber, that has been outfitted with radar, sonar and a multitude of scanners and communications equipment to search for the monsters that remained after the war against the titans.

This version of the story is written in a third person perspective from the point of view of a nameless person who is making electronic logs of the journey that they go on.

Log #1:

I have become numb to the rumble of the engines and the sounds of the machinery.

Rylith has been hunting monsters for just over 4 and a half months now. Every so often we will hear the engines of “Victory”, Rylith’s 10-foot-tall robot companion that can transform into both a tank and a jet, as he flies up beside us, most often followed by a “BRRRRRTT” from his rotary cannon as he strafes a group of monsters on the ground.

Log #2:

We may be flying a bomber, but we rarely drop bombs, instead the internal space is being used to store supplies for the crew and aircraft, ammunition for Rylith’s many weapons and the extensive radar, scanning and communication equipment.

We do have to land frequently in order to repair, resupply and refuel, or we land to chase down some of the monsters, though I rarely engage in combat with the monsters since my job is to maintain the aircraft and its equipment.

Log #3:

While we were flying over the Mediterranean ocean, we came across a large choir of sirens on a relatively small island, and so we did the reasonable thing of dropping 500 flash bangs on to them before Rylith leaped out of the bomber and landed in the middle of the choir of sirens, pulled out her shotgun and shot at one of the sirens, missing it completely and so she instead threw the shotgun at the siren, hitting it in the face, before she pulled out her hammer and went on a rampage against the sirens.

Log #4

We have ended up in Egypt, we only realised this when we saw a sphinx, we decided to land nearby and approach it, when it gave Rylith a riddle, she simply ordered "Victory" to airstrike the sphinx, however it didn't do anything, she then proceeded to use a multitude of weapons, including flame-throwers and rocket launchers in an attempt to destroy the sphinx, however, none of it worked. It the first time I had heard Rylith scream in rage, she always came across as unstable or crazy, but I have never seen her this angry before.

Log #5:

We have now set up camp a short distance from the sphinx, it's been nearly 3 hours and Rylith is still pissed, she tried calling for Heros to come and destroy the sphinx, but he didn't answer, he is most likely busy with other stuff, he is the appointed leader of Olympus, taking the title of "Wolf of Olympus", and so he is no doubt trying to deal with the chaos that would come with such a position.

Log #6:

File missing/unavailable