Scene 5: Resolution

One the PCs have ITEM SIX, it should become clear to them that this is actually the genuine Excalibur.

They may have heard rumors from **Mattias** or **MacGregor** about this. But both only *suspected* it *might* be the Sword in the Stone.

As soon as the PCs have left Truro, they get a telephone call from Mortimer Darter. As a GM, you might want to drop the first clue and say it like this, “Your phone rings, and you see that the caller is your handler, Mort D’Artur.”

Mort is excited, almost panicky. This comes across in his voice – breathless, fast, eager…

“You have it! Saints be praised, you have it! Bring it to the drop location and make sure you are not followed. Do it now, rot you!”

There’s no negotiating. His unconcealed greed is clear to anyone Trained in Empathy or not. If the PCs question him as to where this mission came from, he will evade the question:

“You know you don’t get to know that. So stop asking and get to the drop, damn you!”

Tintagel is about a 40 minute drive North-Northeast from Truro. If they don’t go, about 30 minutes into the drive, it will be clear to an observer (tail, or Mort following on the GPS) that they’re not going to Tintagel.

Mort has a GPS locator and engine immobilizer in the Maybach (these actually come standard). If the PCs appear to not be going there, he will cut their engine and call them, pissed off.

“Where are you going? Did you take a *wrong bloody turn?* Don’t you dare double cross me, or on my blood and bones I’ll have your eyes!”

## Conclusion: This story is over when the PCs decide to ditch the Maybach and leave the sword in the stone, effectively giving Excalibur to Mort D’Artur… or if they do what he wants and leave it at the drop. It may continue, if the players wish.