

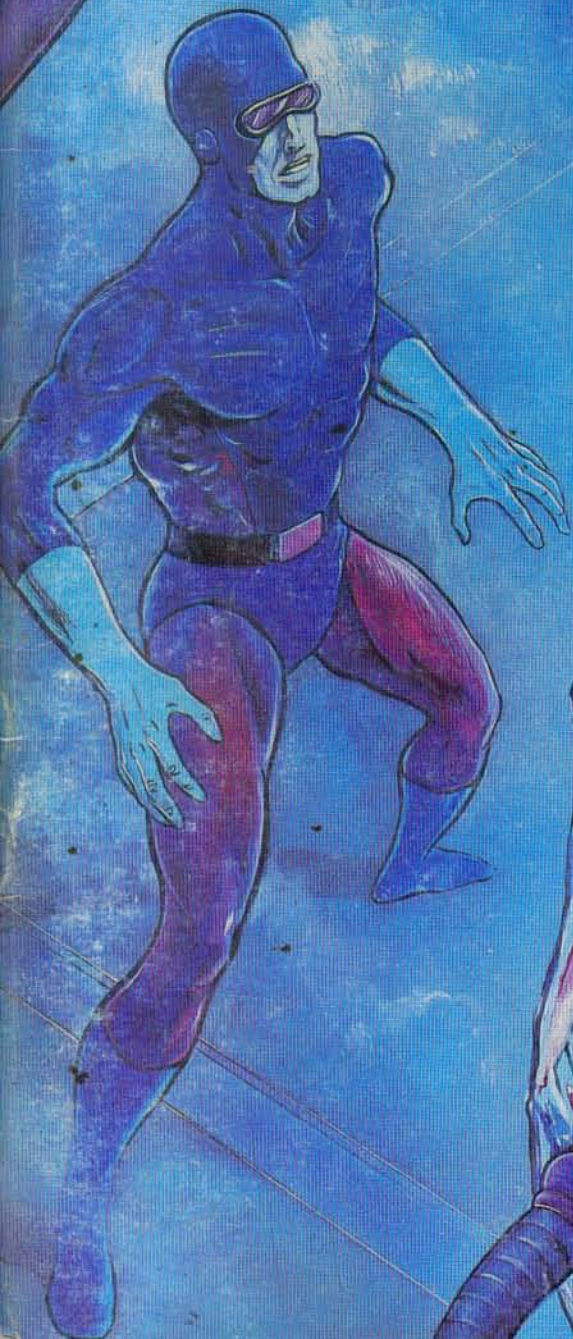
SCENARIO 02

GOLDEN HEROES SCENARIO

GAMES
WORKSHOP



QUEEN VICTORIA AND The HOLY GRAIL



C O N T E N T S

QUEEN VICTORIA AND The HOLY GRAIL

A GOLDEN HEROES SCENARIO

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QUEEN VICTORIA AND The HOLY GRAIL

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Produced by Angus Ryall for Games Workshop Ltd.

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GAMES WORKSHOP

HER MAJESTY REQUESTS...

'It had to come...

'Your team has risen from obscurity to become one of the premier superhero teams in the country. For some time you've been wondering if there would ever be any public recognition of your work, beyond the routine praise (or censure) of the press. Saving the world should earn something, if not a Nobel Prize then at least an OBE.

'Finally the summons you have half expected is received. You are to call at Buckingham Palace at nine sharp tomorrow morning, and meet Sir James Petersen, one of Her Majesty's senior equerries, for a confidential discussion.'

THE STORY SO FAR

The team have been selected to deal with the British Royal Family's darkest secret: the theft of one of the greatest treasures of the kingdom! For hundreds of years the British Monarchy were the guardians of a gold chalice, reputedly the true Holy Grail. This fact was never publicised, for it was feared that thieves and foreign spies might attempt to steal the relic. Successive monarchs swore to guard the Grail, and its secret, with their lives and honour.

In 1897, during Queen Victoria's Diamond Jubilee celebrations, unknown thieves tunnelled from Green Park into the vaults of Buckingham Palace itself. By careful planning, or possibly by sheer accident, they emerged in the secret chamber which held the Grail. When the Queen next visited the chamber she discovered the theft.

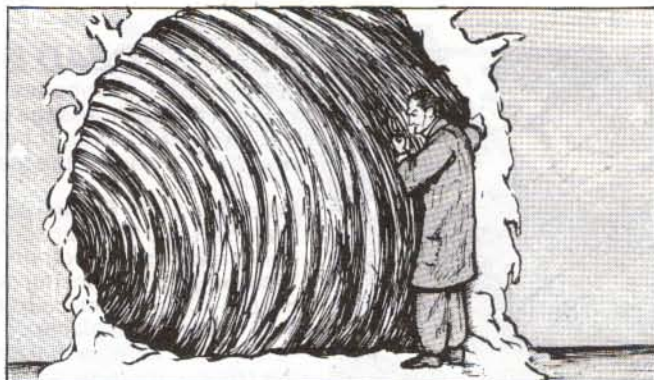
The loss came as a terrible blow to Her Majesty, but she acted with characteristic decisiveness. The world's greatest detective was called to the palace, sworn to secrecy, and given all the facts. Within a few days the criminal world was in turmoil, as the police, aided by the detective and members of Her Majesty's Secret Service, sought the stolen treasure. However, it soon became clear that they were dealing with no ordinary thief. Careful analysis of the tunnel revealed that it had been literally burnt through the foundations of the palace, using thousands of degrees of heat to fuse the tunnel walls. The detective and other scientists were baffled, and ultimately admitted defeat.

With the Grail stolen, Queen Victoria was unable to fulfil her vow to guard it. She decided to devote the rest of her life to its recovery, and to schemes to continue the hunt long after her death. Ultimately she devised a plan to circumvent death itself, and direct the search until the Holy Grail was found...

AIMS & OBJECTIVES

The overall aim of this scenario is to supply a framework within which you, the Scenario Supervisor, and your group of players can enjoy an exciting adventure. There are other aims too:

1. This scenario gives the Golden Heroes access to the upper echelons of the British Establishment, and can be a preliminary to many more adventures with a royal or governmental background.
2. It provides an extremely powerful opponent, who is unlikely to be caught or killed, and will probably be motivated to return to extract her revenge from the players at a later date.
3. It gives the superheroes a chance to earn some much-needed public recognition and honours.



Making Things Fit

This adventure involves some elements which may conflict with your campaign. If, after reading the scenario, you feel this to be the case, it may be advisable to use one of the following alternative methods to avoid any long-term damage to either your campaign or the characters:

1. Just A Dream: The entire adventure is either a dream experienced by one of the heroes, or a communal hallucination experienced by all of them. If all the heroes are affected, the dream could be some form of hostile psychic attack, a warning from a powerful supervillain, perhaps, who fears the team's involvement. You should not let on to your players that the whole adventure is just a dream until the very end, or you will spoil the illusion of reality that should be upheld throughout the scenario. A dream obviously won't affect a hero's public status, though you should allow it to affect detective points and other campaign ratings; the dream will be so vivid the heroes will learn from their mistakes when they wake up!

2. Another Time Another Place: The adventure takes place in another dimension of time, apparently parallel to the heroes' usual timeline. The heroes enter this line accidentally (or are summoned by an unknown force or a native hero in need of help), play through the adventure, and then return to their own timestream as mysteriously as they arrived there. While this approach will avoid many problems, it does add a second universe to your campaign, which may lead to complications later.

3. It's As If It Never Happened: The adventure occurs in a time line which is somehow eliminated by the players' actions. Perhaps, for example, they use some form of time travel to prevent the theft of the Grail, causing the time disturbance described on page 5. If the Grail was never stolen, the team can't receive honours for recapturing it, and the adventure the heroes had just finished obviously never happened!

You are advised to read the whole adventure through very carefully before starting play. The whole scenario will take something like eight or nine hours to play in full. Encourage the heroes to use their skills and powers for the detective work which opens the adventure, to work out ways of exploiting this unique chance to draw on the resources of the British government, and use their brains as well as their muscles. It's possible that your players will come up with ideas that aren't covered by the notes that follow; try to be flexible in responding to them – if it seems feasible let them try and do it! Above all, this adventure should be entertaining. Be prepared to use what follows as a broad outline rather than the letter of the law, and modify it to suit the powers and attitudes of your Golden Heroes.

Play starts with the arrival of a gold-trimmed message from the palace, bearing the message detailed above. (*Note:* This introduction assumes that the heroes are British, or at least British based, and it may be inappropriate for foreign nationals, robots or aliens. Emphasise that the most important aspect of this invitation is public recognition, rather than any specific honour that might be received.)



At this stage it is possible that any heroes with Telepathy will attempt to read Sir James' mind; note the device mentioned in his character profile later.

You should refer to Map 1 on page 16 at this point.

For details of the vault guards see their character descriptions on page 26.

Characters with Super Hearing can learn that the combination is 18-37-19-01. These numbers represent the years of Queen Victoria's accession and death, but the heroes should not automatically know this.

Heroes with Enhanced Senses may be able to detect faint traces of life, weak psionic powers, and dim emotions (mostly frustrations) from the block. Radar Sense or any special power (eg X-Ray Vision) will detect a human form in the block, a woman surrounded by ice.

This is a Psionic device, and will be detected as such by the appropriate power. It amplifies brain waves and converts them to audio signals. It is linked to more components in the block. It is not portable.

Queen Victoria proceeds to explain the history of the search for the Grail, as described above, adding more details on events between the theft and the present day.

P1: NOT DEAD BUT RESTING

Anyone who telephones Buckingham Palace can easily confirm that the message is genuine, and really was sent by Sir James. However, if talked to personally he will not be prepared to discuss the matter before the meeting.

When the team reach Buckingham Palace they may notice that the Royal Standard is not flying: the Queen isn't in residence (and is, in fact, on a tour of Australia). Sir James Petersen, a tall imposing man in his early forties, meets the heroes in the Palace courtyard, and escorts them to his private office. He explains that they have been summoned to undertake a confidential assignment, of vital importance to the throne. He must swear the team to secrecy before he can reveal any information.

Since the heroes may not be British, or even human, and may be using assumed identities, he will not ask them to sign the Official Secrets Act or swear an oath of allegiance. Instead he asks them to give their word that they will never reveal what they are about to be told.

Once oaths have been sworn Sir James leads the team to a secret door in an adjoining room, and down a flight of twisting steps to the deepest cellars of the palace. A twisting corridor ends in a steel door, guarded by four soldiers in the uniform of a famous Scottish regiment. As the team approach, the soldiers bar their way with levelled weapons (not ceremonial rifles but Sterling machine guns) and demand the password.

Sir James says: 'Not dead but resting.' The soldiers lower their arms and allow the group to pass on. The door is fitted with a combination lock and a key. Sir James asks the team to turn their backs while he unlocks the vault.

Inside the thick metal door is a steel vault filled with complex machinery. Much of it looks old, but some seems to be brand new. Characters with any form of scientific knowledge will recognise it as refrigeration equipment. Another steel door, at the far end of the room, glistens with frost. Sir James closes the outer door, and then opens a locker filled with heavy electrically-heated parkas, and offers them to anyone who is vulnerable to the cold. Once he is sure everyone is ready, he pulls a lever on the far wall. Shards of ice fall from the door as it scrapes open to reveal a steel chamber beyond.

In the middle of the room is huge block of ice, approximately eight feet on each side, with an embedded network of complex refrigeration coils. A dim electric light reveals a solid object within the block, though the ice is too irregular to reveal its precise form. Some odd electronic equipment is fixed to the wall near the door [x]. It hums slightly, and hundreds of glowing vacuum tubes can be seen through glass observation panels.

Sir James lifts an old fashioned telephone [y] from a wall rest, and says, 'Ma'am, they've arrived.'

The electronic device hums and crackles, and then a slow, faint female voice can be heard:

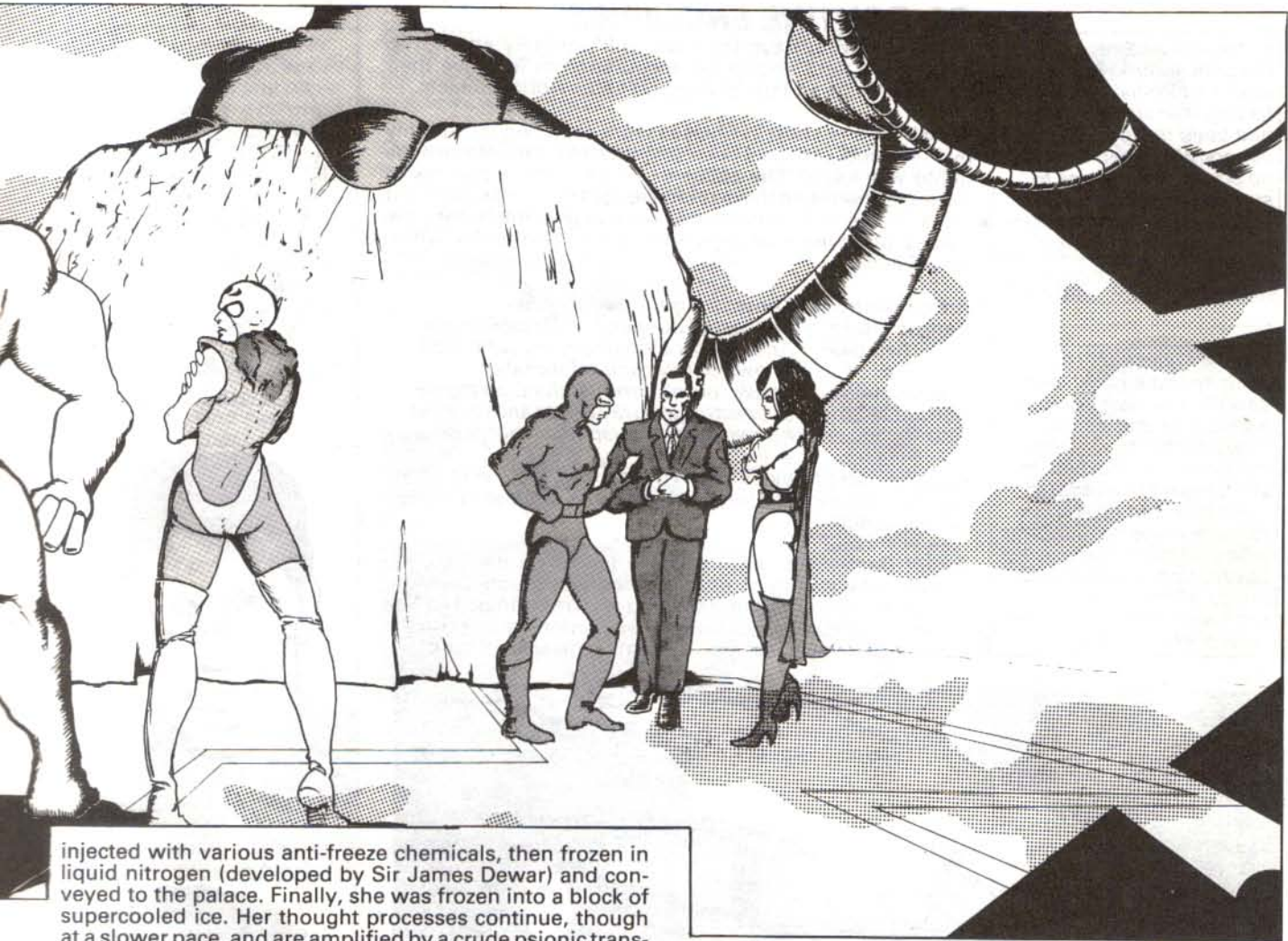
'Good morning. We have called you here to explain why your services are required by the Crown. But first we must introduce ourselves. We are Alexanderina Victoria. From 1837 until one's death in 1901 one was Queen of England and Empress of India.'

In 1898 Queen Victoria realised that she was unlikely to live to see the recovery of the Holy Grail, but was determined that it would eventually be found. She decided that she must find a way to outwit death, and ensure that the search would reach a successful conclusion. A team of eminent scientists was secretly recruited to this project, and developed a form of suspended animation. When she died in 1901 a waxwork was substituted for her body; an empty coffin was eventually buried. Meanwhile her body was



SO YOU SEE THE QUEEN WAS FROZEN UNTIL THE GRAIL COULD BE RECOVERED.

Any modern hero who tries to use time travel to visit London on the day in question will always be thrown back to the present. Heroes arriving in another area and travelling to London by more conventional means, or who arrive early and try to wait for the robbery, will always be waylaid by unusual mishaps (for example, witnesses who claim that a hero is Jack the Ripper) and prevented from witnessing or stopping the theft.



injected with various anti-freeze chemicals, then frozen in liquid nitrogen (developed by Sir James Dewar) and conveyed to the palace. Finally, she was frozen into a block of supercooled ice. Her thought processes continue, though at a slower pace, and are amplified by a crude psionic transmitter (the device on the wall, developed by Lord Thompson), which is wired to a cap of electrical coils frozen onto her head.

The experiment was a success, although she can never be thawed out; the freezing process disrupted most of the cells of her body. However, she has no wish to survive once the Grail is recovered.

In 1942 there were vague rumours that Adolf Hitler had the Grail. A crack team of agents were sent to recover it. They found that a 'medium' had forged a crude fake, and the agents substituted a carefully-disguised bomb. Unfortunately it failed to explode, and Hitler survived.

In the 1950s a physicist developed an experimental time machine, and attempted to send four of that era's heroes back to intercept the thieves. Instead they arrived two days early, and unwittingly set up a complex paradox which hurled them out of that era and blocked access by any form of time travel.

If Major Dawson of DICE is informed the secret will remain secure, so long as it does not conflict with world security, and he will be able to lend help within the UK. INTERPOL and foreign branches of DICE will inevitably leak this story, although it may take some time to reach the press.

Once the audience has ended Sir James seals the vault, and escorts the heroes back to his office. He promises the full cooperation of the Crown, and the use of his influence with the police and other governmental organisations, and asks the team to keep him informed of their progress. He adds one caution: while it might seem a good idea to ask DICE or INTERPOL to help, the heroes must remember that they are multinational organisations. He is not sure that such a secret would be safe in their hands, so he must insist that they are not informed of the situation.

Heroes with Special Senses will notice a tingling sensation as various defensive fields and alarm systems activate.

Last week the police found a new clue. While searching the home of Arthur Willis, an antique dealer and underworld fence who is suspected of being the mastermind behind a series of country house burglaries, they found a colour polaroid of an unusual chalice, obviously extremely old. Since 1897 all reports of odd chalices have been secretly relayed to Buckingham Palace, and passed on to Sir James and his predecessors. Sir James compared the picture with drawings of the stolen artefact, and found that they matched exactly. It seems likely that Willis has the Grail, or may at least be the starting point for a new investigation. There is only one snag: Willis has vanished, and the police cannot trace him.

The team's mission, Victoria concludes, is to find Willis, learn whatever he knows about the chalice, and follow the clues wherever they may lead. She adds:

'Once it is found we may rest, and the burden of knowledge and responsibility will be passed on to a new generation. We charge you to return the Grail to our stewardship.'

P2: ROUTINE ENQUIRIES

Constable Archer, one of the policemen who searched Willis' flat, had a feeling that someone else had been through Willis' papers. However, there is no concrete evidence to support this theory and it isn't recorded in the police log of the investigation.

Neville Pike (age 7) lives in a flat near the canal, and saw the fire start. He told his mother that he saw a 'pterodactyl' fly up from the barge as it burned. His story hasn't been told to the police, but he will certainly approach any heroes who visit the moorings. His description and mental image of the creature are confused, since he was half asleep when he saw it.

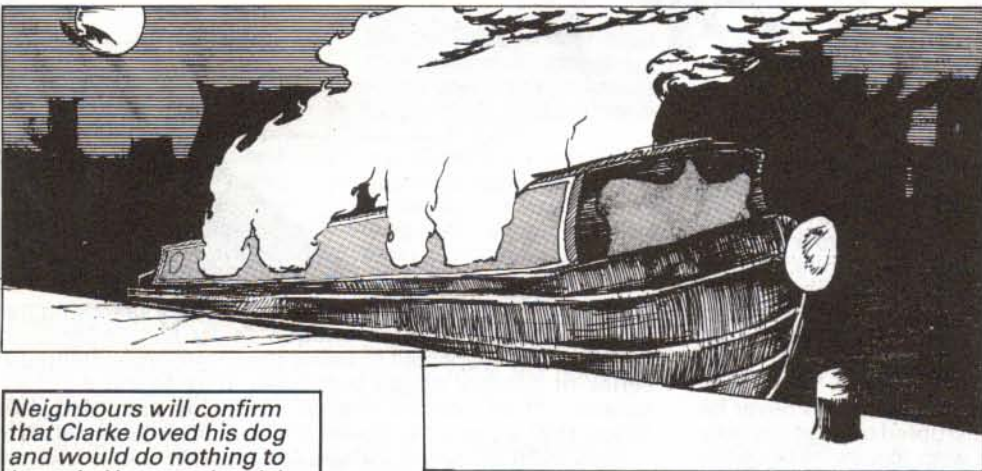
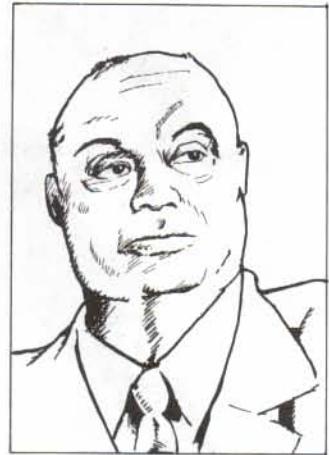
In the following days the team will probably attempt to trace Willis, and should be encouraged to improve their detective skills and use police and underworld contacts.

Willis' flat and shop in Chelsea were searched thoroughly by the police, and have been searched twice more since the photo was found. The police found loot from a number of recent robberies on these premises, but no other significant clues. Police and criminal sources can give the heroes the names of seven criminals who are known to be Willis' associates:

Arthur Bentham	<i>Known burglar and shoplifter</i>
George Clarke	<i>Suspected burglar, known pickpocket</i>
Eric Edwardes	<i>Arrested for armed robbery June 1984</i>
Colin Hill	<i>Known burglar and safebreaker</i>
Brian Irons	<i>Known burglar and car thief; on parole</i>
Gordon McBrien	<i>Suspected getaway driver and car thief</i>
Otto Thorpe	<i>Known burglar, suspected murderer</i>

With the exception of Eric Edwardes, who is serving a five-year sentence in Parkhurst prison, none of these criminals can be found.

Arthur Bentham lived in a converted barge on the Little Venice canal moorings near Paddington Station. On Monday last week it was found burning at its moorings. The Fire Brigade report suggests that a gas cylinder exploded in the barge's galley, and set fire to the main diesel fuel tank.



Neighbours will confirm that Clarke loved his dog and would do nothing to harm it. Heroes who visit the scene and use Animal Senses or any other tracking skill will find three parallel grooves, 20cm long and 4cm apart, on a branch of a nearby tree, approximately 3 metres above the ground.

George Clarke lives in a flat near Wimbledon Common. Last Wednesday he took his dog out for a walk on the common. Later, a park keeper found the dog's disembowelled body on the common. Clarke has vanished.

Eric Edwardes is serving a five-year sentence in Parkhurst prison. He believes that Willis was responsible for his arrest, and is delighted to inform on him (especially if there is some hope of a reduction in his sentence). Unfortunately he hasn't seen Willis since his arrest, and his information is slightly dated. Edwardes is a small weasel-featured man, with a Cockney accent and a vindictive manner. If questioned carefully he will reveal the following information:

Edwardes was arrested while robbing a post office, and wrongly believes that Willis tipped off the police to prevent him from receiving his fair share of the loot from an earlier robbery. The police only have evidence of five burglaries since Edwardes was arrested. They have found stolen goods from these crimes in Willis' shop, but nothing that was reported missing in any other robbery. 'Penman' is criminal slang for a forger.

Willis led a group of burglars who specialised in robbing country houses in the Home Counties. They robbed eight estates in the months before his arrest, and he knows that Willis had plans for at least another six burglaries, though he can't identify the targets. Last Monday he was visited by George Clarke, who said that Willis had run out of easy targets, and had told the gang to lie low for a while. Edwardes remembers Clarke saying that Willis found something really good on the last raid, and that the police 'aren't even looking for it yet.' He also has an idea that Willis isn't in Britain at the moment. Edwardes can't add to the list of gang members, but remembers that Willis once said he knew 'a good penman.' He doesn't know any name.

There is an air-freshener ball in his bedroom, and its perfume masks any other scents. There are no other traces, and no clues to the way he left the flat.

If Mrs McBrien is questioned in more detail she will reveal that her husband came home smelling of beer and saying that he'd just seen a 'giant bat' fly past the flats. If the heroes search the building thoroughly they will find his coat, badly torn, wedged behind a water tank on the roof.



A neighbour heard a woman's voice in the flat the night he vanished, but couldn't hear what was said. If heroes search the flat they will find a secret compartment in one wall, concealing a silenced automatic rifle, 200 rounds of ammunition, and four forged passports for the following identities:

- Otto Kersh, German, resident West Berlin*
- Isiah Kersh, Israeli, resident Tel Aviv*
- Hank Wagner, American, resident Chicago*
- Martin Rodgers, British, resident Birmingham.*

All the passports contain pictures of Thorpe, and are apparently unused. A film packet holds a dozen passport-size photos of Thorpe and Willis. The packet has a processor's label and delivery code: enough information to identify the source as Graham Potter, a photographer with offices a few doors from Willis' shop. The rifle is vital evidence and can convict Thorpe of murder.

Colin Hill has simply vanished, leaving a few drops of dried blood on an unmade bed. Police who raided his Kensington flat last Friday will mention the fact that all the doors and windows were chained or bolted shut.

Gordon McBrien has a council flat in Wandsworth. His wife hasn't seen him since last Thursday, when he came home drunk and she wouldn't let him into the flat. She pretends to be upset about his disappearance, but is secretly pleased by all the attention she is getting.



Brian Irons has also vanished. He was evicted two weeks ago for non-payment of rent, and his landlord doesn't have a forwarding address.

Otto Thorpe has disappeared from his Mayfair flat. Neighbours saw him return home last Tuesday night. In the morning he was gone, and doors and windows were locked, apparently from inside the flat. Thorpe comes from a moderately rich family, but has no living relatives or close friends. The police believe that he used his knowledge of upper-class society to help plan the burglaries. An unconfirmed (and totally untrue) rumour, that will be heard by anyone with good criminal contacts, says that he was involved in a gun battle in the Lake District, and is being hunted by the Mafia.



Graham Potter runs a seedy Chelsea photographic shop. He is a small-time forger and pornographer who has been arrested several times. He is scared of another prison sentence, and even more scared of Willis and Thorpe. He will soon talk if questioned, provided the team agree to provide some form of protection. Ten days ago Potter supplied Willis with a false passport in the name of Gerald Pond. He kept a note of its number. He remembers that Willis particularly wanted an American visa stamp in the passport.

Given this information the police or heroes can easily check customs and immigration records, and learn that the holder of a passport with this number flew to New York three weeks ago. There the trail ends...



The landlord remembers that a social worker called looking for Irons last week. He didn't get her name. Oddly, Irons isn't on the books of any welfare agency in the London area, with the exception of his parole officer. Irons isn't due to see this officer for another four days, and he didn't send anyone to see Irons. The landlord describes the woman as 'a good-looking blonde of 30 or 35, about six feet tall.' Telepathy can be used to 'see' his mental image of the woman; unfortunately it is too vague to be useful.





P3: ATLANTIC CROSSING

Given the information they should, at least in part, have acquired in P1 and P2 it is probable that the heroes will decide to travel to New York.

Sir James Petersen knows that the US Government will probably wonder why British superheroes are active in New York, and he would prefer them to keep the lowest possible profile. Accordingly he will encourage them to wear civilian clothes (but not necessarily use their secret identities) and to hide their powers until they are needed. This may not be possible for some heroes, of course.

In certain cases Sir James will offer to supply transport and papers appropriate to a Foreign Office diplomatic mission. If the heroes agree to this an RAF executive jet will carry them to New York. There they will be ushered through US Customs with minimal delays.

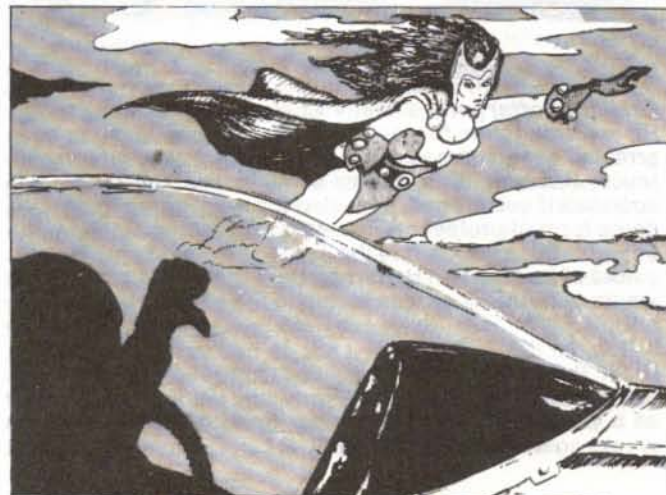
If the heroes decline Sir James' offer (or were of insufficient status to receive it) they must use normal airlines or fly to New York under their own steam. Heroes using normal airlines must, of course, have passports, tickets and the like under the name by which they will be travelling. Upon arrival in the US they may be subject to questioning and cursory Customs inspection. Any illegal weapons (most firearms, blades, explosives and other lethal implements) will be held for the heroes' departure.

Superheroes who choose to travel in costume or who are discovered as such during Customs searches will not be barred from entering the US, but may be questioned by Customs Officials about the purpose of their visit. They will certainly attract a great deal of publicity (much to Sir James' chagrin).

Superheroes who choose to enter the US under their own power should really contact the American Embassy in London to obtain the necessary clearances and to file a flight plan. Whilst this is a mere formality, a number of awkward questions might be asked (such as the purpose of their visit) and information about their forthcoming visit will be leaked to the American press prior to their arrival. They will arrive to find reporters waiting for them.

If the Golden Heroes avoid these formalities they will have to avoid the American DEW (Distant Early Warning) radar, either by flying low or through simple good fortune. If they are picked up by radar, aircraft will be scrambled to meet them.

Superheroes who deliberately antagonise the fighters or who try to evade them will be met by more aircraft, and ultimately by at least one team of American superheroes. If these start looking for foreign intruders, they will continue their search after the British heroes arrive on US soil. They may assume that the heroes are actually Supervillains, or are hypnotised. Their pursuit could add an interesting complication to the next phases of the adventure.



The heroes must each have a Public Status of 21 or more (Popular). They will actually be attached to the Government and be bound by its regulations. Consequently, Sir James will need to know the heroes' secret IDs (which will be kept in strictest confidence, known only to himself), and require that they sign the Official Secrets Act. The arrangement will be made public upon the heroes' return from the USA whereupon their Backing scores will rise to 5.

Sir James will, of course, be able to have the necessary papers and documents prepared in a matter of hours, if they are requested.



Flying below radar level requires the application of Skill: Pilot. The heroes have a percentage chance equal to the average of their combined Personal Status scores of being lucky enough to escape detection.

If the aircraft is fitted with radar evasion apparatus designed by a Brilliant Scientist the aircraft will not be detected.

To avoid designing a special American superhero team, use characters from the Supervisor's Book. For example, Black Druid could become Eagle Spirit, a Sioux warrior and hero. Corona could be Starburst and specialise in patriotic red, white and blue energy attacks. Statistics and powers can be left unchanged.

Nondescript human heroes are unlikely to be searched when they pass through customs. (The player should roll their Personal Status score or below on a D20 to avoid being searched.) If they are searched the SS should determine a suitable chance of any concealed item being discovered. (Rolled on a D20 as above.)

Inhuman-looking heroes will automatically be stopped and searched, unless they have tried to somehow conceal their appearance (by, for example, wearing a bulky overcoat and floppy-brimmed hat), in which case their player should roll half their Personal Status or less to avoid being searched.

The heroes are detected 3D100+50 kilometres from the US coast, and a flight of carrier-borne fighters are sent to intercept them. There will be three fighters for each individual 'blip' picked up on the radar. They will attempt to overtake the heroes from behind and try to establish radio or visual contact. If the Public Status of the Team Leader is less than 16 the jets will attempt to divert the heroes to a USAF base for questioning. Otherwise, they will offer to escort the heroes to the nearest airport (where they will have to pass through customs in the usual way). Heroes with a Public Status of more than 25 will be able to convince the fighter pilots that they do not need such an escort!

P4: MANHATTAN MANHUNT

Sir James has arranged hotel accommodation via the British Embassy in Washington, and Embassy officials have already been trying to trace 'Pond' after he left Kennedy Airport, though without success. They are hampered by their instructions to avoid direct contact with the New York police, intelligence agencies or superheroes, and are curious about the reason for these odd orders.

Willis has gone to ground in another hotel, under the name of Gordon Parker. He and his gang stole the chalice from the Windsor home of Lady Jennifer Caedmon-Davis, a wealthy heiress, three weeks ago, along with other lesser antiques. He was surprised to find that the theft was never reported, and assumes that the antiques he stole were acquired illegally.

Willis recognised the chalice as an extremely old artefact (though he has no idea of its true history) and realised that it might be worth millions to a private collector or museum. He intends to sell it at New York's Carnaby-Smith auction house, and it is already stored in their vaults. Willis left London within days of the robbery, and doesn't know that his colleagues have disappeared from the London underworld.

LADY JENNIFER & THE HOLY GRAIL

Lady Jennifer Caedmon-Davis is actually Morgan Le Fay, often described as the immortal half-sister of King Arthur (though she herself may be responsible for many of the myths surrounding the Grail legend and Arthur, and no single version of the tale can therefore be considered accurate). She is an extremely powerful sorceress, and uses her powers to kidnap and take on the identities of wealthy women in successive generations. This duplication requires an elaborate spell, taking several days to cast, and extends to changes in height, weight, eye and hair colour, bone structure and even fingerprints. Currently she is an attractive blue-eyed blonde with an apparent age of 35.

Morgan originally worshipped the pagan gods, and derived her magical strength from their influence. With the advent of Christianity and their decline she drifted towards darker magics, and eventually formed a pact with the Powers of Darkness. This pact is responsible for her immortality and unnatural health. She must renew it every century, in a ceremony involving a ritual human sacrifice. The exact place and time of the sacrifice are determined by magical divination.

Morgan knows that the Powers of Darkness will reward her with permanent immortality and enhanced magical abilities if she gives them the Holy Grail, and she has spent centuries hunting for it. In 1896, a few years after her last rejuvenation, she happened to take the place of one of Queen Victoria's ladies-in-waiting, and sensed the magical aura of the Grail under Buckingham Palace. At that time the preparations for the Diamond Jubilee were already in hand, and Morgan realised that the noise and confusion of the ceremonies would be a good cover for the theft. One of Morgan's magical artefacts allows her to turn into a Welsh dragon. On June 22nd 1897, during the Jubilee Parade, she took on this form and began to dig a tunnel, using her flames to burn through the foundations and walls protecting the Grail. Once she finally had it in her possession she began the long wait for the next renewal of her immortality.

The second theft of the Holy Grail was a nasty surprise, and has occurred just a few weeks before the next ceremony is due. She used various clues, and her magic, to track down the rest of the gang, and knows that Willis has the Grail. She is in New York, and intends to recover it. However, she hasn't lived thousands of years without acquiring some wisdom, and has taken time to learn the exact situation.

The Grail is stored in a security room under the auction rooms. The vault was built specifically to keep out superpowered thieves, and Morgan isn't quite powerful enough to open it, take the Grail, and escape before flocks of New York's superheroes reach the scene. If Willis is killed before

the auction the Grail will probably be kept in the vault, and she won't be able to take it. The Grail will be displayed in an armoured glass case during the actual sale, and Morgan intends to stage a diversion to cover a quick theft, and then escape back to London in time to perform the next ceremony. (Remember that none of this information is available to the heroes at this time: they should only know that Willis is somewhere in New York.)

There are three potential sources of further information: the police, the New York underworld, and antique dealers.

THE N.Y.P.D.

It is extremely difficult to talk to the New York police about this case without explaining why the heroes are looking for Willis. Players should be encouraged to develop plausible explanations (ie lies!) which don't reveal too much of the truth. However, since Willis isn't known to the American police under his real name or any alias, this effort will be wasted. The police are not prepared to reveal their own sources of information in the criminal community. However, they will say that the biggest fence in Manhattan is Vitto Scuzesi, a pawnbroker who owns a chain of shops in the Bronx. The police don't have enough evidence to convict him, although the managers of his shops are frequently arrested. He is the likeliest contact for anyone trying to sell something illegally.



THE UNDERWORLD

Willis has no criminal contacts in New York, but heroes will not know this, and may wish to investigate the criminal community and see if there are any traces of his activities. If the heroes already have US criminal contacts they will find that these sources cannot produce anything of interest, except the name of Vito Scuzesi. Heroes without such contacts may find that they run into some unexpected complications.

If the heroes don't know about Scuzesi, ways of finding criminals in New York include a walk through Central Park (or any other rough area) at night in civilian clothing, or normal patrolling.

Central Park is a notorious area for muggers and other criminals. If superheroes take a stroll through the area, roll on the encounter table below every half hour, using a d20:

Central Park Encounters

- | | |
|-------|--|
| 1-5 | No encounter |
| 6-8 | 1d3+1 muggers (random thugs with knives WC0) |
| 9-11 | 3d3 muggers (ditto) |
| 12-15 | 1d3+1 muggers (random thugs with pistols WC0) |
| 16-18 | 1d3+1 muggers (random thugs with pistols WC1) |
| 19 | Police patrol (1d3+1 uniformed police in car) |
| 20 | Police undercover team (plain-clothes policeman with radio and 2d3 patrol cars as back-up) |

Muggers always approach their victims as a group. Large groups will attempt to encircle their victims before attacking. They can be caught and questioned, but will have no useful information about Willis. If asked about fences and criminal contacts, they will also steer the team towards Vito Scuzesi. British heroes can attempt to arrest muggers, but are likely to run into problems caused by their ignorance of the American penal code. For example, it may be claimed that walking through the park in civilian clothing is 'entrapment'. Arrests and other hindrances also waste a lot of valuable time.

The police patrol is looking for muggers and other criminals, and will stop and question anyone they find walking through the park. They are likely to find concealed weapons and equipment, and will also be on the alert for any superheroes who are known to have entered the country illegally. All policemen have revolvers, used at WC1; there are pump shotguns for each officer stored in every car.

The police undercover team is also looking for muggers. It is possible that they will arrive to 'save' a hero who is under attack, though they may just as easily assume the team are muggers and move in to question them.

Patrolling, haunting the streets or rooftops and looking for criminal activity, might also lead heroes to criminal contacts. Roll a d20 on the Patrol Encounter Table below once per hour:

New York Patrol Encounters

- 1-5 No encounter
- 6-8 Muggers (reroll on *Central Park Table* above)
- 9-11 Burglars (1d3 random thugs with revolvers WC1)
- 12-15 Bank robbers (2d3+2 thugs with shotguns WC1)
- 16-17 Bank robbers (1d3+1 thugs with SMGs WC0)
- 18-19 Truck hijack (1d3+2 thugs with shotguns WC1)
- 20 Supervillain crime

All of these encounters, apart from the supervillain crime, may be easily resolved. The SS should remember that any intense questioning of criminals probably violates their civil rights and may be grounds for an acquittal, or even a lawsuit. All the criminals can steer the heroes towards Scuzesi.

The supervillain crime should be relatively simple (a bank robbery, jewel store holdup, or wages snatch) and will involve one minor supervillain aided by two or three thugs. Supervillains with limited powers similar to those of *Skyrider* or *Jet* from the *Supervisors Book* are appropriate for this encounter. The villain isn't part of a larger group, and will try to escape once superheroes are encountered. This villain has never heard of Willis (or Pond) and doesn't contribute any other useful information, except the name of the fence who was to 'launder' the stolen goods: Vito Scuzesi.



Vito Scuzesi lives in a modest brownstone house in Upper Manhattan. He owns a chain of ten pawnbroker shops, all involved in receiving stolen goods, and a trucking company which transports these goods out of New York State, and brings in goods from other parts of the country.

He is always accompanied by four bodyguards, and never personally does anything illegal: he is always protected by two or three layers of underlings and lawyers. Heroes who attempt to contact him will find that he isn't afraid of their questions (he knows that his lawyers will 'prove' that any confession was obtained illegally), but will respond to threats to his business interests — like offering to burn down one of his shops — or to his life. Scuzesi has never heard of Willis, or Pond, but knows that a chalice will be one of the lots on sale at the Carnaby-Smith auction rooms, on Fifth Avenue, the following day. Given enough incentive, he will reveal this information to the heroes. If they annoy him sufficiently Scuzesi will try to record an encounter with them, and use the recording (carefully edited if necessary) to blacken the heroes' names. Ideally he will try to get enough evidence to bring criminal charges against the heroes.



ANTIQUE DEALERS

Most members of the New York antique dealing community are aware of the forthcoming sale, and have seen a picture of the chalice in the sale catalogue. Most have also met Willis, under his real name, but are not aware of his criminal background. The chalice has aroused some excitement, and there are rumours that museums have already placed bids in excess of half a million dollars.

If the heroes don't follow any of these leads, they will eventually receive a message from Sir James. He has received a copy of the Carnaby-Smith catalogue, and recognised the picture.

Whichever way the heroes learn of the auction, it will take place at ten the next morning. The British Embassy can easily obtain passes to the auction, and the heroes can thus attend what promises to be an extremely interesting sale.

P5: ENTER THE DRAGON

Carnaby-Smith is a long-established international auction house specialising in art and antiques. Their main claim to fame is the fact that their premises have never been successfully robbed. They have extremely advanced alarm and protective systems, designed to keep out supervillains as well as normal thieves. Their defences are concentrated on the vaults used to store the most valuable objects.

By the time the heroes learn of the auction it will be too late to bring an injunction to prevent the sale. However, Sir James can arrange for the heroes to receive a letter of credit for a maximum of five million dollars, to be used to bid for the Holy Grail.

CARNABY-SMITH'S AUCTION HOUSE

Minor art objects are kept in the storage area behind the auction rooms, while the most important jewellery and antiques are kept in a security vault under the floor of the auction room.

The auction room is small, but cameras and a bank of TV monitors allow bidders in several other cities to see the sale. Six guards (ex-police, armed with revolvers) watch over the sale room; another eight are scattered around the building. Sale items are raised to the display case by a hydraulic lift. As each lot is called it rises from the vault, and emerges in the show case. The shaft is closed by steel barriers at all other times, and there is no way of entering it, or using it to enter the vault, without setting off alarms.

Patrons start to enter the auction house at 9 am, congregating in the lobby. Approximately half of those attending are women. Morgan enters wearing a dark wig and glasses. She carries false papers identifying her as Naomi Bradford, a (real) London antique dealer. Her dragon amulet is concealed under her dress. She carefully avoids thinking about the Grail, in case there are telepaths present.

At 9:45 patrons are allowed to enter the auction room, and take reserved seats.

Morgan makes her move as lot 32 rises into the case. The heroes will see six columns of 'darkness' appear around the room, solidifying as huge black demons. Panic starts as the audience react to this unexpected interruption to the proceedings.

Morgan has previously used her *Ritual* power to contact the Powers of Darkness and arrange for these creatures to materialise, as though conjured. When they appear she pretends to flee in terror towards the case. She gambles that the guards will be too scared and confused to take any immediate hostile action. Next she raises her force field, and then uses a 6D6 HTK *Energy Strike* to shatter the case.



Morgan is allocated seat A7. The heroes, who have received their tickets at the last minute, have seats along the back row. Seat A2 is reserved for Willis, who arrives during the sale of Lot 14 (a Fabergé egg). Place figures or markers for all the bidders, guards, heroes, and the auctioneer. Morgan should not be marked as anything other than a normal bidder until combat starts.

Once Morgan has the Grail she throws a 5D6 HTK *Energy Blast* at Willis, then prepares to leave. She will fight until she has the Grail and succeeds in hitting Willis. During the battle she accidentally loses the wig and glasses to reveal her current true form. She then *Shapechanges* into her dragon form. Once the transformation is complete she *Teleports* away, resumes her human form in a hotel room near the airport, and catches the next Concorde flight back to London (which 'coincidentally' just happens to leave a few minutes later). She isn't interested in wasting time harming heroes or innocent bystanders in this combat, but will do so if the heroes get in her way.

It is essential that Morgan succeeds in taking the Grail. If hero manages to recover it, the referee should improvise a 'lucky' incident to allow her recapture it. (For example, an American superhero arrives, misinterprets the situation,

You should refer to Plan 2, the map of the auction house, for this section. It can be found on page 13.

The vault's defences have deliberately not been specified, because of the wide range of powers which could be present. If the heroes try to steal the Grail before the auction, you should simply counter whatever methods they use.

For example, a hero who Shrinks to the size of a fly and tries to crawl through the ventilation system will find that the vault has its own self-contained air purification system. A hero who tries to sneak in invisibly will trigger ultrasonic motion sensors.

Employees are protected by post-hypnotic commands (which counter Psionic Control), gas masks, etc. The alarm system will always summon a few American heroes who will arrive before intruders manage to enter the vault.

The creatures are Shadow Demons, partially materialised manifestations of creatures from Hell. They are not normal conjured creatures, and will attack the auction patrons, the heroes, and anyone else in striking range except Morgan. Two appear in the front corners of the hall, two in the back corners, one next to the auctioneer, and one in the doorway. See page 26 for more details.

assumes that the hero carrying the Grail has stolen it, and starts a fight. Morgan steals the Grail in the confusion!)

Surprisingly, Willis is still alive at the end of this scene, though in critical condition. Heroes with medical skills can attempt first aid; however, he requires immediate surgery. American heroes arrive 6 rounds later, and will, of course, want to know what is happening. If none of the team are doctors, one of the American heroes 'happens' to be a *Brilliant Surgeon*, and can save his life. In either case, it will be at least four hours before Willis recovers consciousness, and the team learn Morgan's cover identity. By this time she will have already passed through Customs, left Heathrow Airport, and vanished.

Unless the team are being chased by the New York police or superheroes, their return to Britain will be uneventful, and they will land in London at approximately 1 pm.



P6: HOUSE OF TERROR

Once the team know that the woman at the auction was Lady Jennifer Caedmon-Davis, the next logical step is obviously to investigate her past and trace her. The heroes can contact Sir James from New York or from the RAF jet, and arrange for a search of police and newspaper files. There is a facsimile receiver on the aircraft, and a picture of Lady Jennifer can be sent to the team in mid-flight. Of course, it matches Morgan's current appearance.

Records show that Lady Jennifer was born in 1951; her parents died in a car crash in 1968. She was a famous beauty of the early Seventies, appearing in numerous fashion magazines and journals. In 1976 she suffered some form of nervous breakdown, and now lives quietly on the family estate near Windsor. She has no criminal record.

If the team ask Sir James for back-up to tackle the house, he will arrange for the help of an SAS assault team. These soldiers are under the team's orders, but won't do anything suicidal or blatantly illegal. Sir James will also arrange for a helicopter to transport anyone who can't fly down to Windsor under their own steam.

The estate consists of a modest mansion standing in several acres of grounds. Morgan took the place of the real Lady Jennifer in 1976; the latter is still alive, confined in the cellars of the house. Since she moved in Morgan has had certain modifications made, *Hypnotising* the workmen to ensure their silence. She is not at the house; believing herself to have plenty of time in hand, she has collected all she needs for the ceremony to come, and has gone to ground in one of her bolt-holes, a flat near Windsor Castle rented under the name of Megan Jones.

As the heroes approach the house, they should notice that there is an unusually large number of birds flying around the house. These are normal ravens, but have been enchanted by Morgan and will attack the heroes as they near the building.

There are four servants in the house, all normals who are enchanted, behaving as though they were permanently hypnotised. They will ignore any unusual events. They won't react to the arrival of a group of heroes and soldiers, but would respond normally to a visiting meter reader or milkman. This is one of the eerier aspects of the house; these servants will walk through the most violent combat, totally indifferent to all that happens unless they are struck.

There are also six black cats in the house, and at least one will be present whenever the heroes enter a new room. They appear to be normal cats, but are actually *Shapechanged* leopards. They are magically linked to Morgan; she can look through their eyes to see everything the heroes do. At a suitable moment she will release the leopards from their enchantment, and compel them to attack the heroes (and any soldiers present).

Three rooms of the house, and its cellar, are important to this adventure. Other rooms should be described normally, but you should try to imply that an evil aura permeates the entire house.

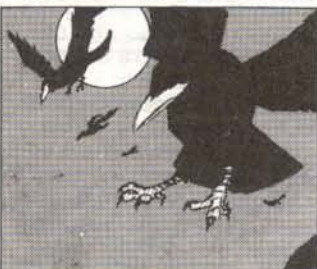
The Hall has one important feature, an imposing staircase leading to the upper floor. If the newel post at the bottom right hand side of the stairs is twisted, the lowest flight lifts like a trap door, to reveal a flight of stone steps leading down to the cellar. Faint moans and cries can be heard from below.

The Study is Morgan's planning centre, since she feels that the noise of her 'guests' in the cellar is distracting. A rolled bundle of papers on the desk is covered in astrological symbols and calculations, in a previously unknown Celtic dialect combined with an arcane and extremely complex form of trigonometry. A picture on the wall covers a small empty safe, the door of which has been neatly blown from its hinges. There is a pile of crumpled ashes in the grate.



The SAS (Special Air Service) assault team consists of 30 men with sub-machine guns and grenades (WC1), plus 4 sharpshooters with rifles (WC3), together with radio and medical equipment and transport. Use the statistics for DICE agents in the Supervisors Book.

See page 26 for full details of the ravens.



The cats will attack when there are no more than two heroes in any particular room. Allocate one cat for each room occupied by heroes, and distribute the rest randomly around the house. All the cats will Shapechange and attack simultaneously.

Accurate forensic analysis (taking at least 24 hours) will reveal that they are plans of the Telecom Tower in central London, formerly the Post Office Tower. However, this information will arrive too late to help the team. Information spells reveal nothing about anything in this room; Morgan routinely uses the counterspell to block this power.



Computer analysis, if available, can reveal that the calculations define space-time coordinates. Unfortunately several pages are missing, and the terms are so arcane that the remainder can only indicate a rough location, somewhere in central London at midnight. An old AA road map of London hidden amongst the papers confirms this fact, but it hasn't been marked with the exact location.

The Library next door consists of books of general interest, with no unusual features. However, one of the cases covers a secret compartment containing an assortment of rare books on magic and arcane lore. Sample books might include *The Necronomicon*, *The Golden Bough*, etc. None have any magical powers in themselves, but they are essential working tools for anyone preparing a *Ritual* spell. There are notes written in the margins, all in the same variant of Celtic.

One oddity, which may be noticed by anyone who studies the books on the open shelves, is that they include an unusually wide selection of Arthurian novels and scholarly works. Most show signs of frequent use, though a few (those taking a flippant attitude to the legends) have rarely been touched. A receipt in one book identifies the source as a large Windsor bookshop. Anyone checking this shop will learn that Lady Jennifer Caedmon-Davis has had a standing order for all new Arthurian material since 1976.

The Cellar has been rebuilt as a close replica of a medieval dungeon, with eight cells surrounding a central room which Morgan uses as her magical workshop. An ornate pentagram is carved into the stone floor. Something appears to be trapped inside the pentagram: a curious motionless black humanoid shape, which seems to absorb light and is seen only by its silhouette.

Anyone crossing or erasing the pentagram lines will release its prisoner. It is the *real* Lady Jennifer Caedmon-Davis, paralysed and cloaked in a parasitic aura of evil (which dissipates once she is released), physically aged to sixty and drained of most of her sanity and vitality. She is hysterical, has no idea that she has aged, and will collapse if anyone is stupid enough to mention it. She does have one item of useful information — the imposter frequently came down to the cellars to look at her and gloat, and recently said that Jennifer would be released when 'I renew my pact at the tower.'

North of the pentagram is a large podium supporting a huge ancient book. This is Morgan's spell book, containing notes on some of the spells produced through Morgan's *Ritual* spell (for example, the spell which allowed her to drain life force from the real Jennifer Caedmon-Davis).

The cells around this room contain Morgan's prisoners. Cells 1, 2 and 7 are empty. Cells 3, 4, 5 and 6 hold members of Arthur Willis' gang. All have been magically tortured and starved, and will require prolonged hospital treatment.

Cell 3 holds Arthur Bentham and Colin Hill. Both are blind and deaf, though there is no obvious reason for their affliction. Doctors will later discover that sections of their brains have been paralysed, apparently by some form of energy power. They will recover after 2d6 weeks in hospital.

Anyone who reads Fiona's thoughts won't find anything wrong. The link to Morgan is deep in her subconscious, and its detection would require several gruelling hours' work.



The stairs down to the cellar are booby-trapped. Anyone treading on the sixth step down [x] triggers both barrels of a shotgun [s] buried in the wall. There is nothing to indicate the presence of this trap; the barrel mouths are covered by a thin layer of plaster and paper which blends perfectly with the rest of the wall.

Any heroes or soldiers on the first flight of steps take a weapon class 1 attack, 2d6+6 HTC, 4d6+6 HTK and may not Dodge unless warned in advance by Enhanced Senses, protected by Probability Manipulation, etc.

As soon as it is touched it will explode as a WC0, 5d6 HTK plasma fireball, affecting everyone in the room and destroying the book. Magical or psionic prying will also trigger this effect. Naturally Morgan has spare copies secreted in various bank vaults, and with a number of cults around the world.

All the cell doors are DC7, 8 HTK.

Cell 4 holds George Clarke, in a disgusting state. His left arm and both legs are gangrenous, and require immediate treatment to avoid amputation.

Cell 5 holds Brian Irons and Gordon McBrien. Both are catatonic, but otherwise seem unharmed. They will recover after 1d6 weeks in hospital.

Cell 6 holds Otto Thorpe, *Shapechanged* into a giant toad. He retains his intelligence, but is also on the verge of insanity. He can't talk, but *Telepathy* will reveal that Morgan punished him for trying to seduce her. He doesn't know anything useful, and won't recover unless another powerful magician can reverse the spell.

Cell 8 is comfortably furnished and contains Fiona Wiggins, a schoolgirl from a nearby village who disappeared several weeks ago. Morgan has chosen her as her next sacrifice, and left her a supply of food and water before she departed for America. Fiona has been enchanted by Morgan (who can tap into her thoughts to learn her exact location). She appears to be in mild shock, and the police will take her to hospital once she has been rescued. If questioned she will say (truthfully) that she doesn't know how long she has been in the cell, or why she was imprisoned.

At the end of this issue, the heroes should know that something will happen in London within the next few hours, and may have an idea that a 'tower' is involved. Fiona, the real Jennifer, and the criminals will be taken to the nearest hospital, Slough General, a few miles away.



P7: BREAK THE DOORS OF HELL

The heroes should know by now that something will occur somewhere in London at approximately midnight. If they have not questioned the real Lady Jennifer a message will arrive (possibly via Sir James) that one of the nurses overheard her muttering something about a tower.

Unfortunately, London holds a fair number of towers, and structures with 'tower' in their name. Examples include Tower Bridge, the various towers of the Tower of London, the borough of Tower Hamlets, the Tower Hotel, the Telecom Tower (also known as the Post Office Tower), Nelson's Column, the Monument (a tower erected to commemorate the starting point of the Great Fire of London), the National Westminster Bank Tower (the tallest point in London), the Barbican Complex, Big Ben in the Houses of Parliament, St Paul's Cathedral, the Centre Point office block, etc. Most are within a radius of a mile from the Tower of London. Checks of these structures can be ordered through Sir James. They will reveal nothing untoward. Morgan doesn't intend to approach the Telecom Tower before 11pm, and is currently still in Windsor, resting and preparing to recover Fiona.

At 5pm Morgan walks to Windsor Castle and enters the grounds, before *Shapechanging* into dragon form. She flies to Slough General hospital, clawing or burning anyone who gets in her way. She grabs Fiona and flies back to Windsor, teleporting back to her flat when she is within range. Any heroes in the hospital at the time may attempt to stop her, but Morgan is determined not to stop for anything, and attacks may harm the child as well as the dragon.

Since she expects the heroes to be looking for her as a dragon, or as a woman with a young girl, she *Hypnotises* Fiona and puts her into a deep trance (which will prevent *Telepathic* location), then cuts her hair and dresses her as a boy. She also uses makeup to add a few years to her own apparent age, dons a brown wig and sets out for London by car, carrying the Holy Grail in a leather shoulder bag. The car is a Jaguar XL, registered to 'Megan Jones'. Morgan doesn't anticipate any trouble, but knows that the heroes might arrange for the police to stop and search all cars travelling to London. This is very unlikely; the roads to London carry heavy traffic, and pass Heathrow Airport — such a block would cause total chaos. If the car is intercepted, and she can't deal with the problem by magic, she will resume her dragon form and fly on to London, teleporting to another bolt-hole (a mews cottage in Marylebone, rented by 'Gloria Anderson') when she is in range. Otherwise she simply drives there.

During the evening storm clouds start to gather over London, and a heavy thunderstorm begins. At 10 o'clock Morgan loads Fiona and two 'cats' into the Jaguar (or an old van registered to 'Gloria' if she has been forced to abandon the car). She drives to a multi-storey car-park near Tower Bridge. At 10:45 she *Shapechanges* to dragon form, *Teleports* to the top of the bridge, and uses her flaming breath to start fires as a diversion. Once she is sure that she has been seen she *Teleports* away, then drives off to the Telecom Tower. By 10:50 the report of the incident will reach the heroes, if they aren't already in the area.

Morgan sets five fires if she is not interrupted. The bridge is a size 19 structure, with 50/3 HTK needed to destroy it. Each fire does 2d6 HTK per round, from 1d3 rounds before the heroes arrive. If any one fire does 50 HTK the bridge will collapse. Each fire has the total damage it has done as its HTK, and may be extinguished by any appropriate attack (eg cold, water) which inflicts that much HTK against DC12.



There should be 1d6+2 hypnotised people per hero. You should use the Generic Guards on page XX later.



The Telecom Tower is 177m high, topped by a 12m mast supporting radio, radio-telephone and radar aerials, and aircraft warning lights. Antennae at various levels relay microwave communications over southern England, and it is a vital link in Britain's TV, telephone and military communications systems, as well as a familiar landmark visible from most parts of London. One of the upper floors was formerly a revolving restaurant, but was closed after a terrorist bomb attack. Access is now limited to Telecom employees under high security conditions. Its location is partially dictated by the geography of London, partly a result of defence requirements. It is quite possible that Morgan or victims of her magic had a hand in its construction at this particular location.

At 11:15 Morgan arrives at the Tower. She takes the lift to the former restaurant, *Hypnotising* security guards and anyone else who gets in her way. This deck currently houses computers and telecommunications equipment. All the equipment is valuable, each unit being worth 1d6×1d6×£10,000. Units have 2d6 HTK, and are useless once this damage is exceeded. The deck above holds the motors used to turn the restaurant (now disconnected), and lift machinery, with an outer gallery used as an observation deck.

The *Hypnotised* guards and technicians are ordered to bar the exits, and block anyone who tries to enter. If necessary Morgan will order them to jump through the windows, knowing that no true hero could fail to rescue them!



At 11:45 Morgan starts to cast her spell in the old restaurant area. By this time the storm is centred on the Telecom Tower, and any heroes who are in the area around the Tower of London will realise that the storm has moved west. By 11:50 the top mast has been repeatedly struck by lightning, and the London telephone system is badly disrupted. Ball lightning flickers up and down the outside of the tower. Other buildings in the area are also struck, and the huge Trendy Homes Megastore in nearby Oxford Street is burning.

By now technicians and guards in other parts of the tower know that something is wrong on the observation deck, and manage to find a working line and call the police. This message will be relayed to the heroes at the earliest opportunity if they are not already at the scene (approximately 11:55).

When the heroes arrive they will see Fiona lying inside a pentagram which has literally been burnt into the floor, deeply unconscious. She holds the Holy Grail in her hands. Morgan stands beside the pentagram, naked except for a dragon-shaped amulet and other jewellery, chanting an elaborate ritual.

Two leopards roam the area, and will attack heroes or the hypnotised people at Morgan's command. If the heroes seem to be on the point of cracking her defences she will throw an *Energy Blast* at the most successful attacker. If she is under real pressure she might also *Enhance* her abilities, *Hypnotise* one or more of the heroes, or trick them with *Illusions*. Meanwhile the Telecom guards and technicians in the restaurant will do their best to stop the heroes, in accordance with their instructions.

If Morgan's ritual is successful the gateway to Hell will open. Read the following description to the heroes:

'Morgan chants the final syllables of her arcane ritual, and waves her hands in a complex gesture. With an ear-splitting roaring the floor under the pentagram disappears, revealing a 3-metre circle of swirling prismatic light. Fiona falls through the hole, shrieking wildly as she regains consciousness. Abruptly you realise what you are seeing: an open gate looking down into the depths of Hell, and the Holy Grail falling into the Eternal Pit!!

'The child and the Grail fall towards roaring sulphurous flames, among which distorted human faces seem to writhe. The sorceress is covered in a network of crackling blue lightning, shrieking in triumph as her immortality is renewed. You realise that the hole will close in seconds, and the Grail will be lost forever!!'

Morgan must expend 5 magic points and one frame per round for five consecutive rounds, to complete her Ritual, but she must start again if she cannot spare a frame or 5 points in any round. If Fiona is removed the Ritual cannot succeed, unless Morgan can return her to the pentacle and run through the five rounds again.

Fiona is bound to the pentagram by a strength 10 Restraint spell, and covered by a curved 6d6 HTK (27 HTK) Mystic Wall. Morgan has raised her Force Shield. These spells were cast before the heroes arrive, and Morgan now has her full complement of Magic Points again.

As the gate opens all the heroes feel total despair under the endless negation of the pit. It makes an automatic Mental Attack, with Ego 10+1d10 against the heroes and anyone else in the tower (bar Morgan and the comatose Fiona). Victims must roll 1d20 plus their Ego to escape being paralysed to the spot until the portal closes.

As a last resort you may rule that Fiona has activated the Grail's power herself, and transported the heroes out. However, this rescue should have some form of unpleasant consequence. Choose one of these options:

1. *The heroes and the Grail are saved, but Fiona is dead when they materialise in the tower. (The Grail has sent her pure soul directly to Heaven.)*

2. *The reality shift caused by the heroes' abrupt return causes earth tremors, and a shift of the tower's foundations. The surrounding streets are showered with falling glass and girders, and dozens of the tower's occupants must be rescued, and hundreds of nearby householders evacuated, before the Telecom Tower collapses.*



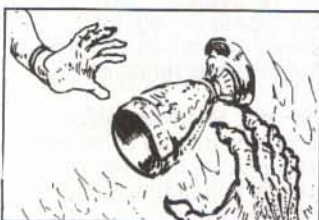
The heroes have four rounds in which to attempt to rescue Fiona and the Grail; at the end of this time the portal will close with a sucking, rending sound. Possible rescue methods include Telekinesis, Flying down to Fiona and catching her, Stretching down into the hole, or dropping down on a line. If the portal closes any lines or extended limbs will be severed as if cut through by a plane of force.

Any heroes caught on the wrong side are trapped in Hell, and plummet into the eternal flames after another 1d6+3 rounds (or fly above them until they die of hunger). There is one escape: if a hero can seize the Holy Grail, and roll under their Personal Status $\times 3$ (+30 if the hero has caught Fiona too) the Grail recognises the hero's innate goodness and transports them out of Hell and back to the tower. This attempt may only be made once per hero holding the Grail.

Meanwhile Morgan *Shapechanges* to her dragon form and teleports away, to find another victim and resume a new life under another identity.

If the heroes successfully stop Morgan casting the spell before the last chime of midnight (30 rounds after combat starts), she loses her immortality. This doesn't mean that she immediately dies and crumbles to dust; she simply starts to age normally. If possible she will recover the Grail, make an all-out effort to escape, assume a new identity, and plan a protracted and very violent vendetta against the team.

Whatever happens, Morgan Le Fay must not be taken prisoner or killed. She is far too good a villain to waste, and is bound to have a hand in later adventures.



EPILOGUE — THE SNOW QUEEN

If the heroes have recovered the Holy Grail, they can bear it back to Buckingham Palace in triumph. Sir James Petersen is waiting for them, and identifies it as the true Grail.

When he is satisfied he takes the heroes down to the vault, and gives Queen Victoria the news. She instructs him to close one valve on the refrigeration system, and open another. In the next few minutes the block rapidly melts, as superheated steam roars through the cooling pipes, revealing her body standing beside a stone pillar. She uses the speaker system for the last time, ordering the heroes to place the Grail on the pillar, watches as they obey her instructions, then slowly disintegrates into the melting ice. Her last words are 'We go to our reward...'

The present Queen will be the next Guardian of the Grail; the current Prince of Wales will be the Grail holdert, the Fisher-King. Sir James solemnly seals the chamber, activating the alarms again, and then escorts the heroes back to his office.

There, he reminds them of their vow of secrecy, and helps to concoct a story which will explain their actions without mentioning the Grail, Morgan, or the Royal Family. Finally, he promises that there will eventually be some reward, although it will take a little time to arrange.

As the team prepare to leave he suddenly remembers an old, almost forgotten responsibility. He says, 'I don't know if I've mentioned this, but I'm a member of the Knights of Malta. You've been so successful that I'd like you to take on another assignment. Back in 1935 we happened to lose an old statue of a falcon...'

CAMPAIGN RATINGS

The Practice Rating for this adventure is 7 (it would have been 8 or 9 if all the facts were publicised). The nature of this adventure means that most other Ratings are likely to change. Allocate these changes as normal. Secrecy, a good cover story, and the protection of the innocent should be rewarded. Random violence, stupid mistakes and breaches of security should be penalised.

Some important notes:

BACKING

If the team are successful, +2. If they fail, no change. If the royal stewardship of the Grail becomes common knowledge, -1. If soldiers or civilians die, regardless of success or failure, -1.

HEROISM

Heroes who helped extinguish the fires on Tower Bridge and in Oxford Street, or disperse the storm before the Telecom Tower is seriously damaged should receive a bonus, above the rewards for the adventure proper. Saving lives in the event of the tower collapsing and other incidents should also be rewarded.

PUBLIC RELATIONS

If the team succeed and the true story is revealed, +2, but remember the loss of backing.

METHODS

Reward use of criminal contacts to trace Willis to New York, questioning Willis after Morgan's theft of the Grail, careful examination of the mansion, etc. Penalise anything which alienates the police or American superheroes.

CONSCIENCE

Saving Fiona from Hell must be worth a good bonus; leaving the Grail in evil hands must be heavily penalised. Heroes who don't give any thought to curing the real Jennifer and Willis' gang should also be penalised, although there is probably nothing they can do to help them.

FUTURE ISSUES

Whether Morgan Le Fay has succeeded or failed, she will undoubtedly return. In this scenario she is acting alone, to fulfil the terms of her contract with the Powers of Darkness; in a future issue she might recruit other supervillains, but they would be far less powerful than Morgan. She prefers to concentrate on revenge, cruelty and the acquisition of more magical power. Magical superheroes are especially likely to run up against her.

Any hero who follows Fiona into Hell and returns with her and the Grail will make some powerful enemies. A Hero who is hunted by demons could have some unusual adventures.

If the team have succeeded, Sir James will do his best to arrange for the awarding of honours, and they will be received on the following scale in the next Honours List:

Public Status 26+	Knighthood or equivalent
Public Status 21-25	C.B.E.
Public Status 16-20	O.B.E.
Public Status under 16	Invited to royal garden party

Naturally, such awards will only apply to hero identities, and a secret identity does not receive the same award. These awards will be honorary for obvious foreigners, aliens, and robots. The ceremonies at which such awards are received attract the wealthy and powerful, and are a tempting target for supervillains and terrorists.



If the team failed and the Holy Grail was lost in Hell there will be no rewards. Queen Victoria will 'live' on, a continual symbol of the team's failure. Perhaps, eventually, they will gain enough power to enter Hell and retrieve it. This option should be reserved for an extremely powerful group of heroes — but if the team messed this one up it's unlikely they'll ever get to be that powerful!

If Morgan failed but escaped with the Grail you can arrange further adventures before it is recovered. Perhaps the legendary Merlin or Arthur will reappear to help the heroes in their fight. It is planned to feature these two characters, and others, in forthcoming Golden Heroes releases.

If you wish to run the search for the Maltese Falcon you should first see the classic film (1941) or one of its many remakes or sequels. This would probably best be run as a comic adventure, with lots of unlikely coincidences, sinister Orientals and mysterious ticking packages.

CAST OF CHARACTERS

MORGAN LE FAY

Alias: None

EGO: 17	STRENGTH: 10 (25)
DEXTERITY: 10	VIGOUR: 14 (24)
Movement: 6m (20m)	Dodge Modifier: +1 (0)
Damage Modifier: 0(+9)	Strike Modifier: 0
Defence Class: 7 (3)	Frames per Round: 3+1/hero
HTK: Divider: 50 - (85) (5)	HTC: Divider: 50 - (85) (4)
Recover: 1d6/actn Hospit/dat: 5(8)	Push-back: 20 (25) Recover: 1d6/actn Stag: 10 Stun: 5



Usual Attacks:	WC	Damage	Notes
Energy Strike	3	15d6 HTC	In human form only; magical
Fist/Foot	2	2D6 HTC/1D6-6 HTK	In human form only
Energy (flame)	3	24D6 in 5 rounds	In Dragon form only
Tail strike	3	2D6HTC/1D6+24HTK	In Dragon form only

Superpowers

MAGIC: Grade 8: 35 Magic Points: Energy Strike (speciality), Enhancement, Hallucinations, Hypnotism (speciality), Information, Magic Shield (used as Mystic Wall only), Restraint, Ritual (see below)

HEALTH: Grade 4: Fast Healing, Immunity To Disease, Immunity To Toxins, Regeneration

PERSONAL FORCE SHIELD: 20 points, Auto-parry

POWER SIMULATOR: Grade 12: magical dragon-shaped amulet (see below)

SKILL: Disguise

Advantageous Backgrounds

IMMORTAL - Age 1500+, physical age 32; **POSITION OF POWER** - Magically controls politicians, etc; **RICH** - Inherited (from earlier identities)

Notes

This character is **extremely** powerful, due to her long association with the forces of Darkness, and has Megavillain status. She has three frames plus 1 per opponent, and can use them *when the referee prefers*, ignoring initiative rolls, with a maximum of 4 frames movement per round. Morgan may seem far too dangerous for any normal hero team; remember, though, that she will usually be the sole object of their attacks. However, referees may prefer to give Morgan four frames and use normal initiative rules with a weaker superhero team.

Morgan's dragon amulet (see below) was stolen from another powerful magician, possibly Merlin. Other powers are innate or gained through the *Ritual* spell. She has progressed beyond the need to chant incantations in regular spell casting, and can cast any normal spell silently (or rather mentally).

History

Morgan Le Fay was one of the most powerful mages of Arthurian times, a pagan sorceress who resisted the spread of Christianity. As the old gods weakened she transferred her allegiance to the Powers of Darkness, the only forces who were prepared to support her lust for power and immortality. She eventually agreed to their terms: if she would perform their errands, and conduct a human sacrifice every few decades, they would grant her immortality and enhance her powers. Naturally this long association with the forces of Evil has corrupted her; she often does evil deeds out of spite, and her soul will be forfeit when she finally dies.

Although she is primarily a servant of Hell she still has some love for the old gods and magic of England. If a crisis

seemed likely to overthrow Britain's ancient defences she might be able to resist her evil nature for a time, and actively cooperate with the other master sorcerers of Britain.

Morgan has been a Queen and a High Sorceress. She is immensely proud - to the point of vanity - and will probably proclaim her identity whenever she meets Superheroes. She always assumes the identities of attractive or beautiful women. She usually appears in normal, but extremely expensive, clothing; she strips to use the *Ritual* spell. The behaviour of male heroes confronted with a ravishing naked sorceress should be monitored closely, for possible ratings effects.

Due to her long association with evil, Morgan takes HTK damage from powerful Holy Objects. In every frame she actually holds the Grail, whether in human or dragon form, she takes 1d3 HTK damage (ignoring damage dividers) and her flesh burns visibly. Ritually pure objects, like holy water, and religious symbols do not have this effect on her.

The Dragon Amulet

The amulet is silver, in the shape of a traditional Welsh dragon. The wearer can transform themselves into a 20' red dragon with glowing eyes and luminous skin. It is obviously magical rather than any form of animal or bio-engineered creature. It is firmly fastened to a strong leather collar, and cannot easily be grabbed or stolen. The amulet is only usable by characters with magical abilities, who cannot cast spells in dragon form. It is powered by the wearer's Magic Points, as though each power were the equivalent spell (eg *Teleport* drains one Magic Point rather than 1 HTC, etc). The powers of the amulet cannot become specialities or enhanced. Its powers are as follows:

ENERGY ATTACK: Grade 2 Flame, 24d6

ENERGY IMMUNITY: Grade 1, heat and flame

FLIGHT: Grade 1

LARGER: Grade 2: +15 STR, +10 VIG, +35 HTK, +35 HTC

SHAPECHANGE: Specific to dragon form

STRENGTH: Grade 1, tail only +20 STR

TELEPORTATION: Grade 2

TOUGH SKIN: Grade 2, DC3, HTK/5, HTC/4

The Ritual Spell

Ritual allows the caster to produce effects which are not usually attainable by magic or by any normal combination of powers. The spell can grant the use of superpowers, make changes in reality, or create any other effect the SS chooses to allow. The spell proceeds in the following stages:

1: The caster specifies the desired effect in as much detail as possible, without comments or help from the referee. The SS then evaluates the effect and decides whether it is allowable in the campaign. The SS must *always* be the final arbiter.

2: The spell caster expends DUPs to research the exact incantation required for the ritual. The time required is estimated, as for power refinement, with the referee allocating a feasibility rating. DUPs for this stage can be spread over a year.

3: The caster prepares the Ritual (expending as many DUPs as in phase 2). If more than 6d6 DUPs put aside for preparation are wasted (by interruptions, for example) this preparation will take too long, and the caster must begin stage 3 again. This stage costs 10GPs pre DUP.

4: The caster performs the Ritual. It will normally take 1d20 hours to complete the spell. 5 Magic Points are expended and are not recovered for 1d20 days.

Once a Ritual has been researched the caster can perform it repeatedly, starting at stage 3 for each fresh casting. It is not possible to specialise in Ritual, or to use the spell to gain additional Magic Points.

Examples of Ritual effects in this adventure include the enchantment used to permanently control Morgan's pets, Morgan's telepathic link to Fiona, her personal *Force Field*, and the Shadow Demons she summons. The Ritual in the tower is the final stage of a larger spell which has been cast over several months.

DISCOVER BRITAIN'S BEST KEPT SECRET IN ...

QUEEN VICTORIA AND The HOLY GRAIL

by MARCUS L. ROWLAND



A summons to the palace! Could it be recognition at last for the Golden Heroes?

But things are not as they seem. Dark satanic forces are gathering to . . .



ABOUT THIS SCENARIO PACK

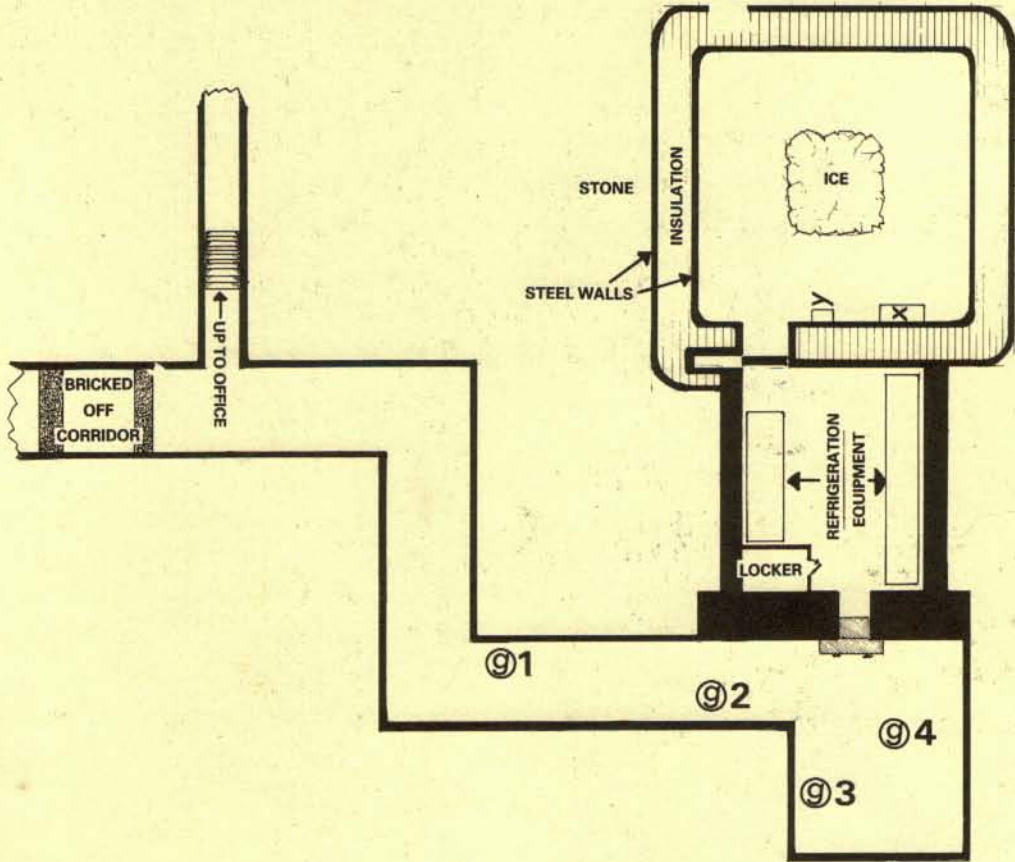
This awesome adventure pack is suitable for experienced players of **Golden Heroes**, the role-playing game of super-heroes. Please note that you cannot play this adventure without the rules for that game.

This pack contains: this fully illustrated **Adventure Booklet** with complete plot details and special pull-out map sections; 24 full-colour, stand-up **Cardboard Characters** of all non-player characters; and 2 full-colour **File Cards** detailing the major villains from the adventure.



MAP FOR SECTION P1

BUCKINGHAM PALACE VAULTS

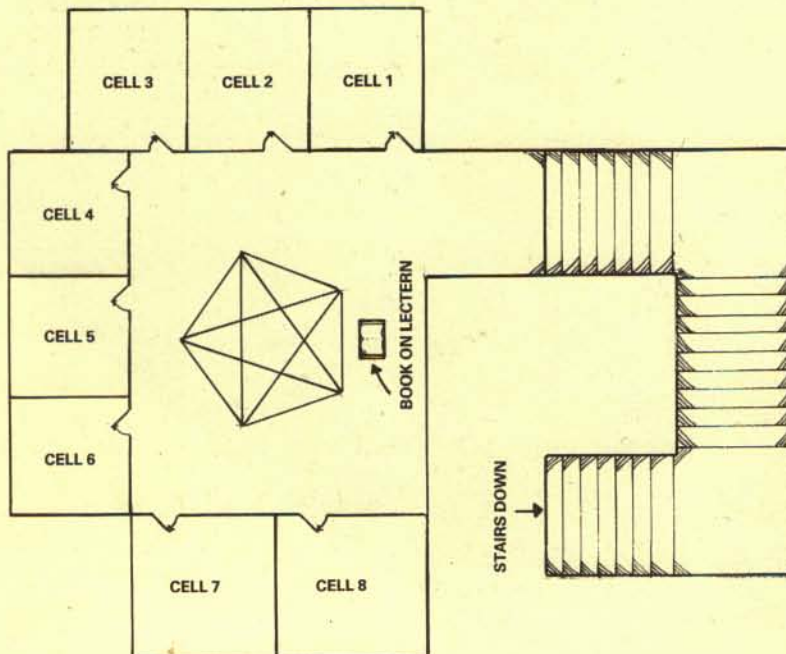


⑨ = GUARDS

SCALE : 1cm = 3m

MAP FOR SECTION P6

MANOR HOUSE - BASEMENT

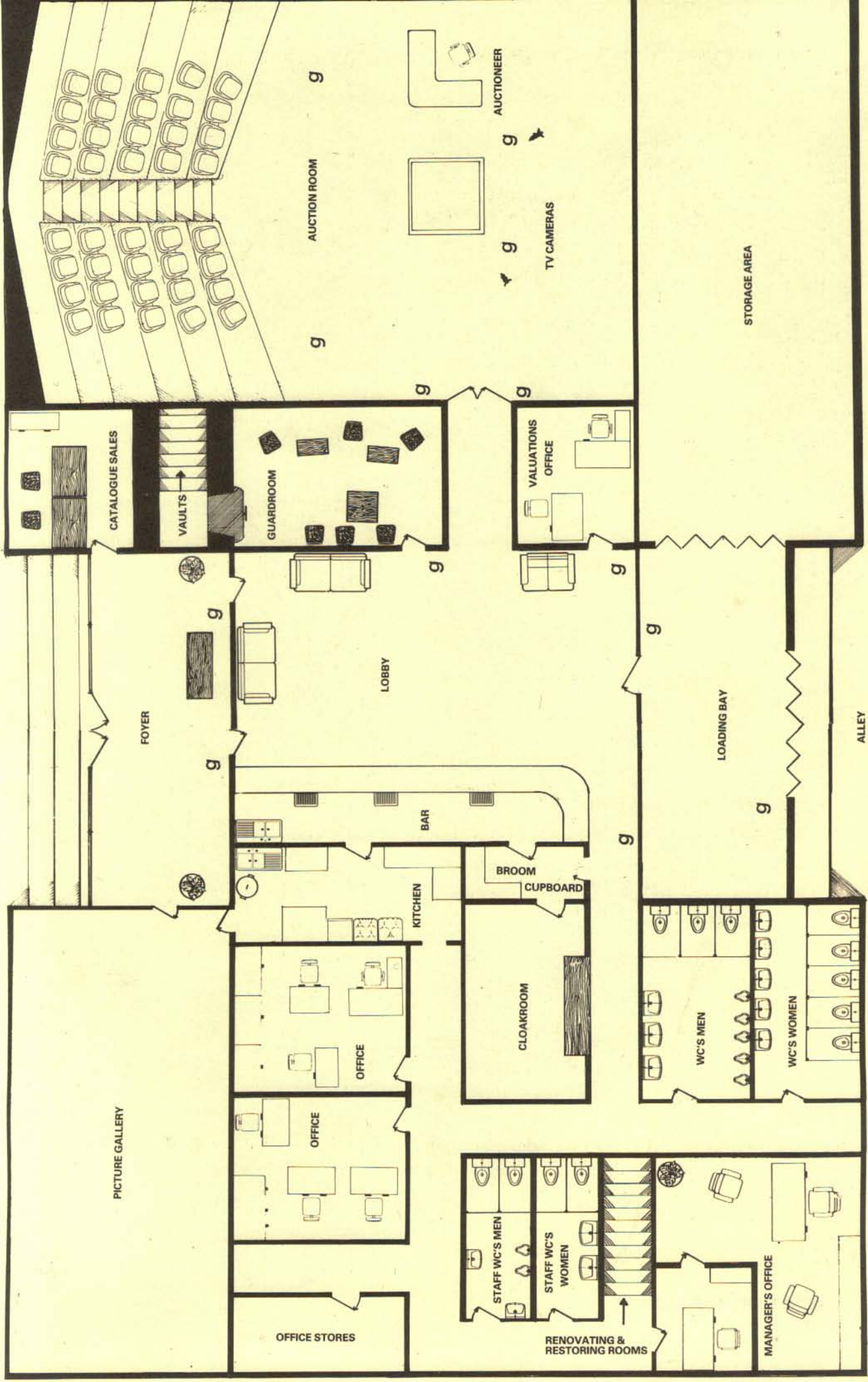


SCALE : 1 cm = 2m

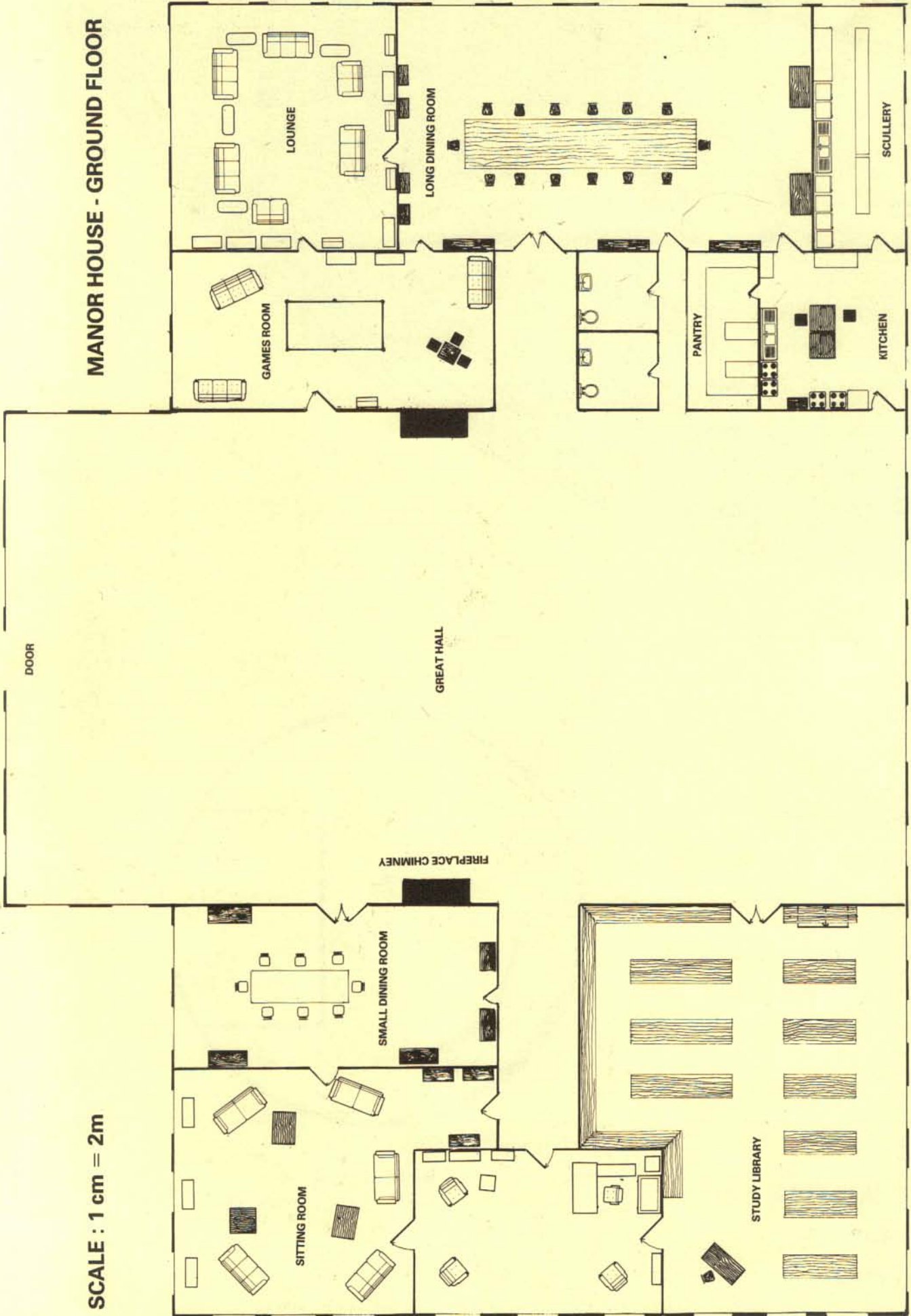
MAP FOR SECTION P5

AUCTION ROOMS SCALE : 1 cm = 1.5m

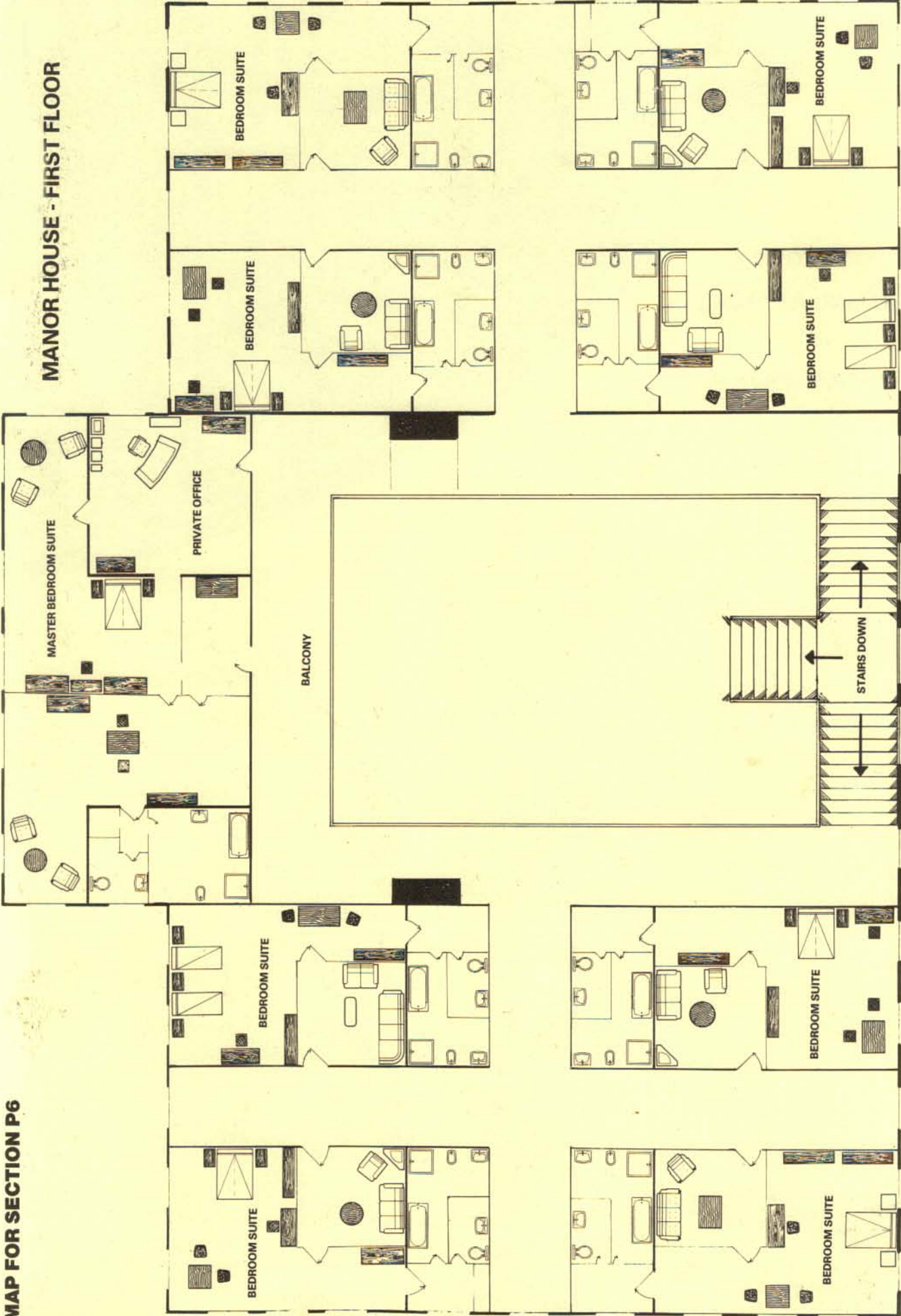
g = SECURITY GUARD



MANOR HOUSE - GROUND FLOOR

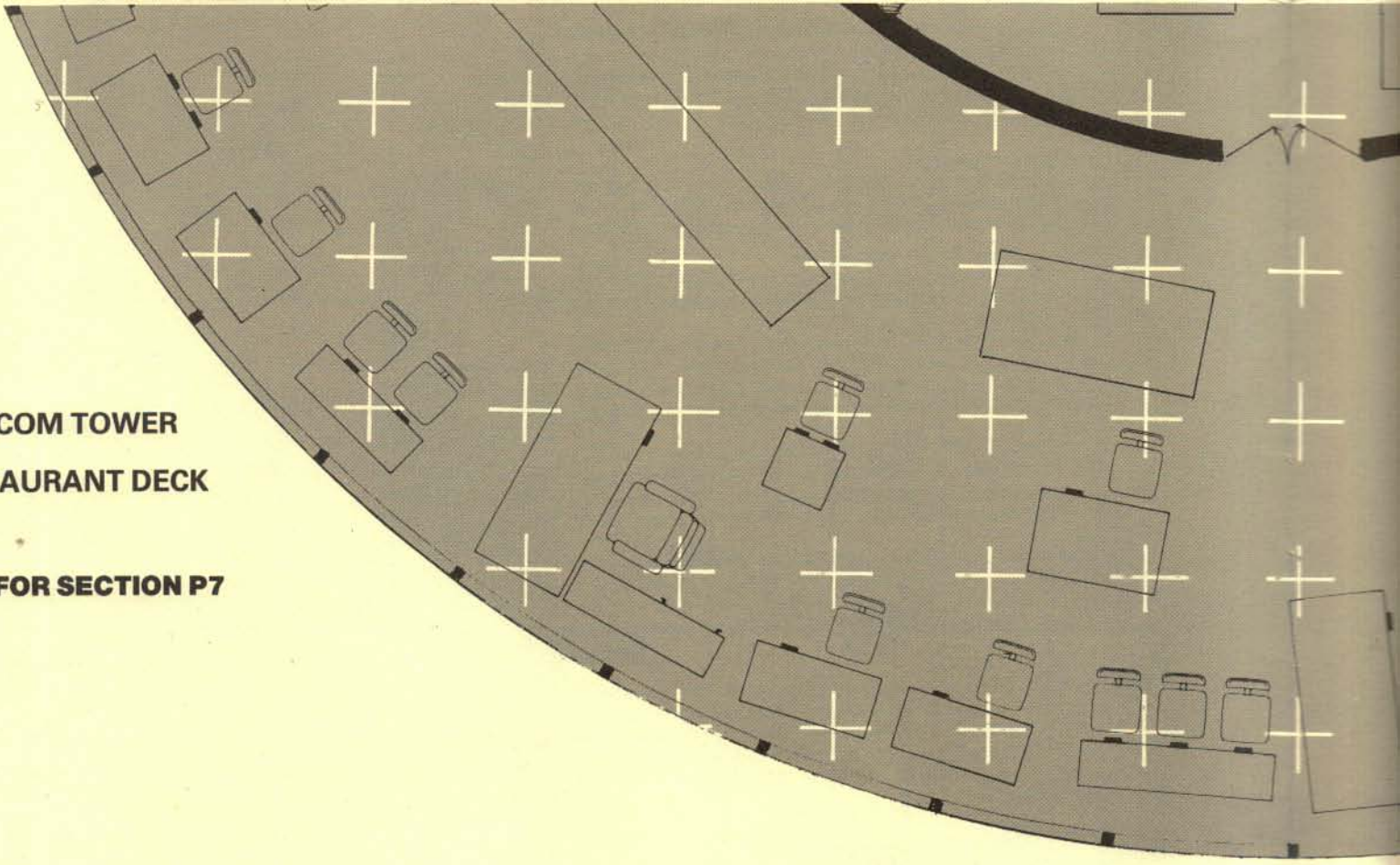


SCALE : 1 cm = 2m



TELECOM TOWER
RESTAURANT DECK

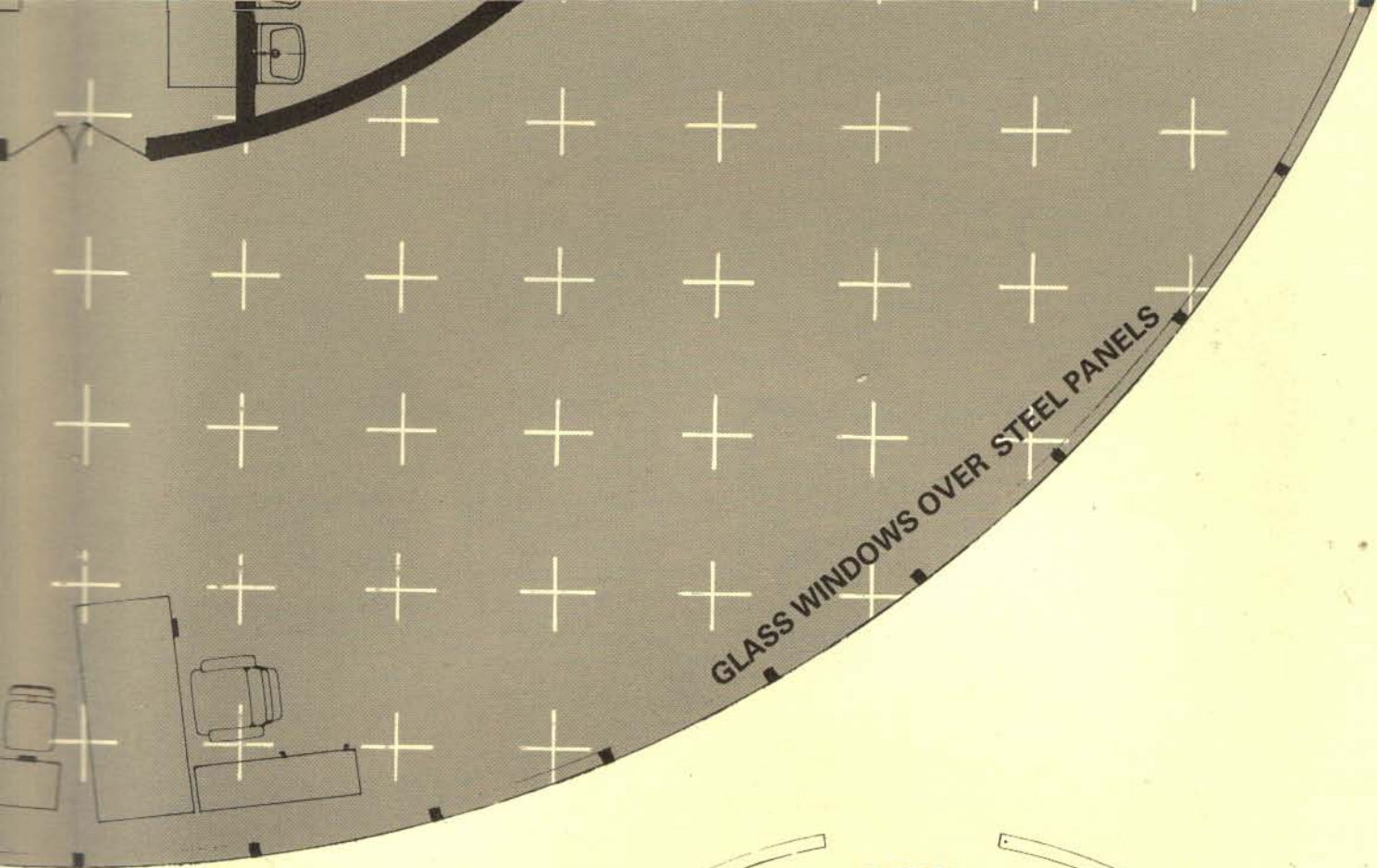
MAP FOR SECTION P7



TELE
THE
SCA

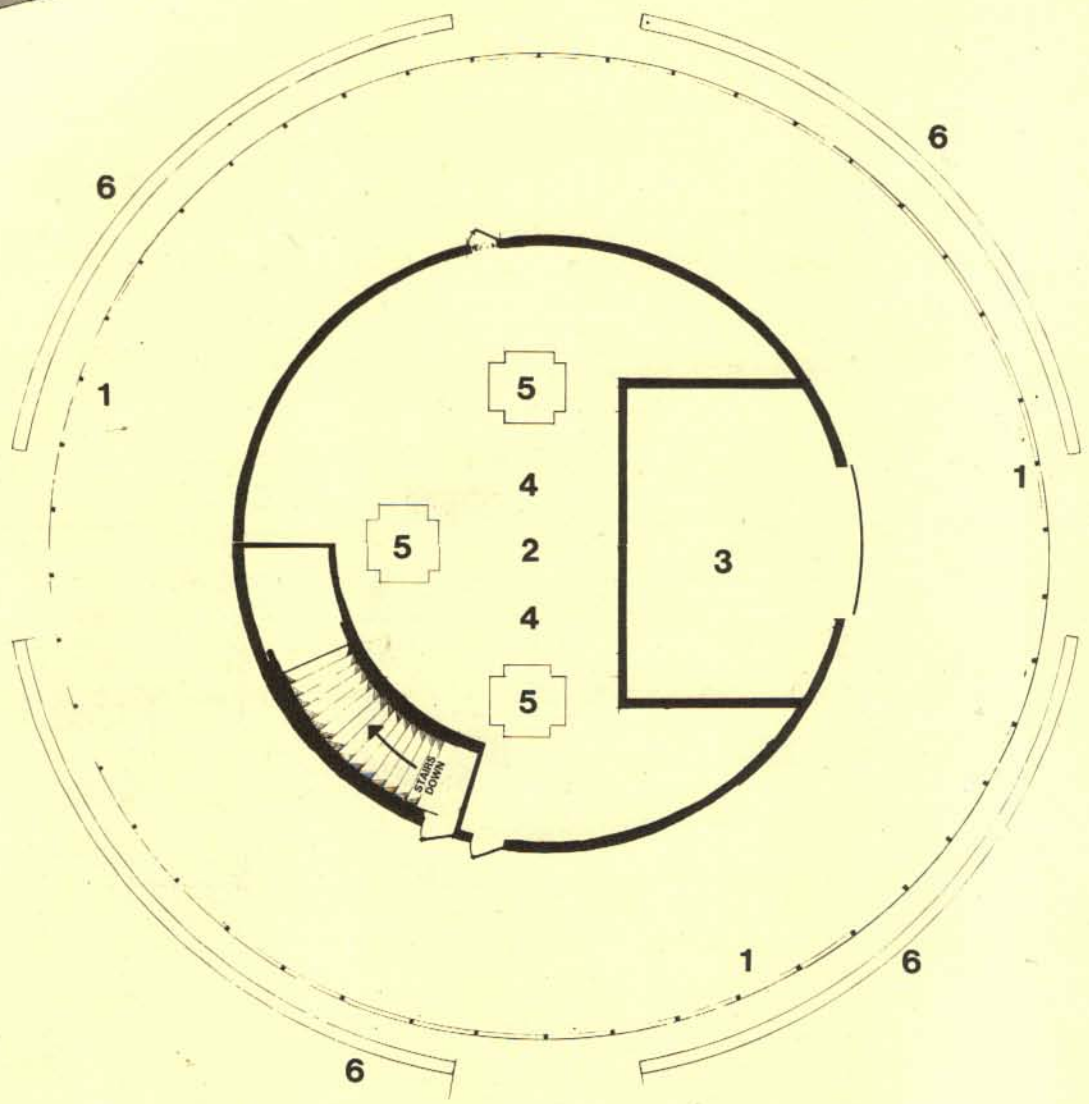
- 1 GLA
- 2 COM
- 3 LIFT
- 4 LIFT
- 5 RES
- 6 TEL

SEE PAGE 28 FOR PLAYSHEET AND FIGURE INSTRUCTIONS



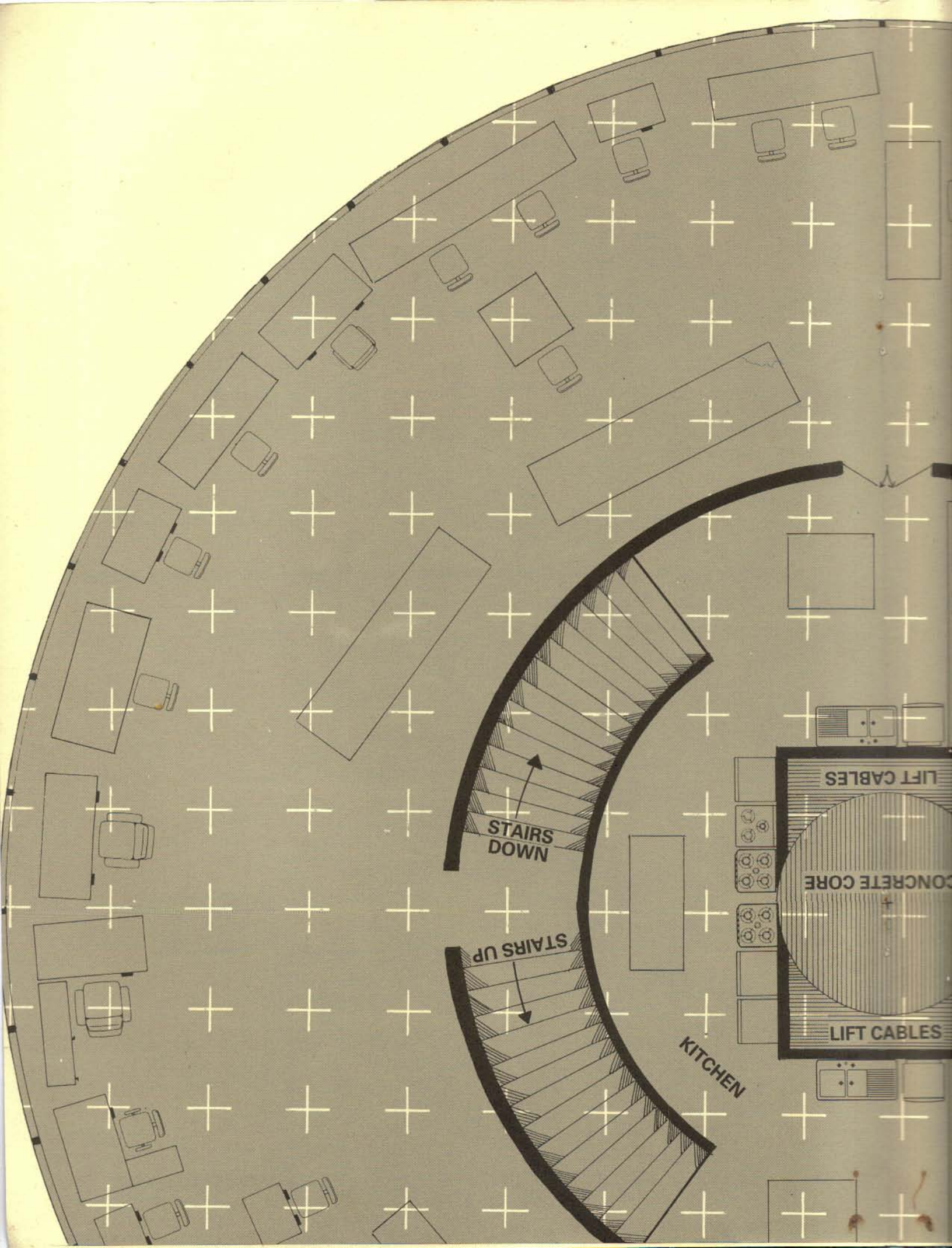
GLASS WINDOWS OVER STEEL PANELS

TELECOM TOWER
THE ROOF
SCALE



- 1 GLASS
- 2 CONCRETE CORE
- 3 LIFT MOTORS
- 4 LIFT CABLES
- 5 RESTAURANT MOTORS
- 6 TELECOM SIGN (NEON)

SCALE : 1/3 OF MAIN PLAYSHEET



STAIRS DOWN

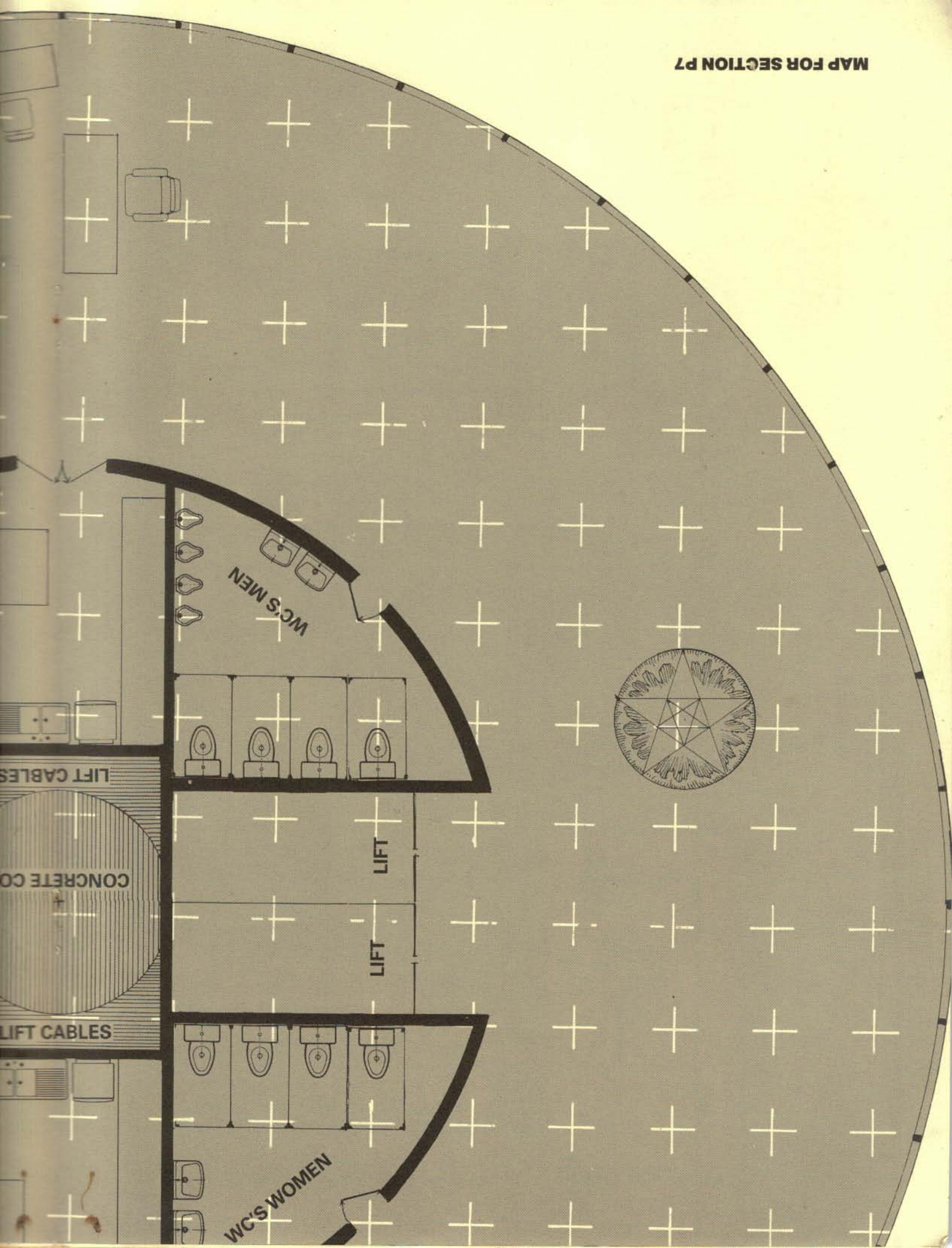
STAIRS UP

KITCHEN

LIFT CABLES

CONCRETE CORE

LIFT CABLES



MORGAN LE FAY
Alias: None

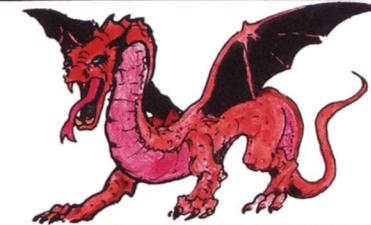
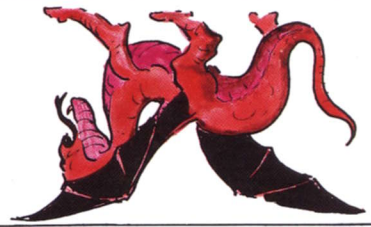
EGO: 17	STR: 10(25)	DEX: 10	VIG: 14(24)
Movement: 6m(20m)	Damage Modifier: 0(+9)	Dodge Modifier: +1(0)	Strike Modifier: 0
Defence Class: 7(3)	Frames per Round: 3+1/hero	HTC: 50 (85)	HTC: 50 (85)
HTK: 50 (85)	Divisor: 5	Divisor: 4	Push-back: 20(25)
Recover: 1d6/actn	Recover: 1d6/actn	Recover: 1d6/actn	Stag: 10 Stun: 5
Hospitalised at: 5(8)	Usual Attacks: WC Damage	Energy Strike 3 15d6HTC	Fist/Foot 2 2d6HTC/1d6-6HTK

Notes
In human form only
In human form only

SHADOW DEMON

EGO: 9	STR: 12	DEX: 8	VIG: 10
Movement: 5m	Damage Modifier: 0	Dodge Modifier: 0	Strike Modifier: 0
Defence Class: 9	Frames per Round: 3	HTC: 35 11(1)	HTC: 35 11(1)
HTK: 32 11(1)	Divisor: 1	Divisor: 1	Push-back: 20
Recover: -	Recover: -	Recover: -	Stag: - Stun: -
Hospitalised at: -	Usual Attacks: WC Damage	Resolidification 3 3d6HTK	

Notes
Strikes as against DC6



Dragon

							Leopard
							Leopard
							Leopard
							Leopard
							Leopard

	Shadow Demon	Shadow Demon	Morgan Le Fay				Shadow Demon	Shadow Demon	Shadow Demon	Shadow Demon

Superpowers

Magic: Grade 8: 35 Magic Points; Energy Strike (specialty), Enhancement, Hallucinations, Hypnotism (specialty)/Information, Magic Shield (used as Mystic Wall only), Restraint, Ritual

HEALTH: Grade 4: Fast Healing, Immunity To Disease, Immunity To Toxins, Regeneration
PERSONAL FORCE SHIELD: 20 points, Auto-parry
POWER SIMULATOR: Grade 12: magical dragon-shaped amulet (see below)
SKILL: Disguise

Advantageous Backgrounds

IMMORTAL—Age 1500+; physical age 32; POSITION OF POWER—Magically controls politicians, etc; RICH—Inherited (from earlier identities)

Notes

Morgan was a powerful pagan sorceress from Arthurian times who resisted the spread of Christianity. As the old gods weakened she transferred her allegiance to the Powers of Darkness, who granted her immortality in return for performing their errands and a human sacrifice every few decades. This long association with evil has corrupted her, though she still has some love for the old gods and magic of England. Morgan is immensely proud and vain, and will probably proclaim her identity to any rival. She always assumes the identities of attractive, expensively dressed women. Morgan takes HTK damage from powerful Holy Objects.

The Dragon Amulet

The amulet turns its wearer into a massive Welsh red dragon. It is only usable by characters with magical abilities, though no spells can be cast in dragon form. It is powered by Magic Points as though each power were a proper spell. It also allows two attacks: a bolt of Flame (WCS, 24d6 over 5 rounds) and a Tail strike (WCS, 2d6HTC, 1d6+24HTK).

ENERGY ATTACK: Grade 2, Flame, 24d6, **ENERGY IMMUNITY:** Grade 1, heat & flame.
FLIGHT: Grade 1, **LARGER:** Grade 2, +15 STR, +10 WIG, +35 HTK, +35 HTC, **SHAPE-CHANGE:** To dragon form only, **STRENGTH:** Grade 1, tall only +20 STR, **TELEPORTATION:** Grade 2, **TOUGH SKIN:** Grade 2, DC3, HTK5, HTC4.

Superpowers

INTANGIBILITY: Grade 2, must stay intangible
HEIGHTENED SENSES: Grade 4; Sense Field Field, Sense Life, Sense Magic, Sense Psionic Powers

REPLICATION: Always operational

Notes

Morgan Le Fay used a *Ritual* spell to summon a minor demon and arrange for it to manifest itself on demand. The six demons which appear are all facets of the same creature, and have the same characteristics. They cannot survive if they become tangible, and return to Hell if a resolidification attack leaves them tangible. They do not recover from injuries outside Hell. Each of the six manifestations has a different form: a giant fly, a large hound, a huge octopus, a giant 'hand' walking on three of its five fingers, a traditional horned demon, and a skeletal horse. Hit points are in intangible form; bracketed hit point dividers are for intangible attackers and for use in the frame in which a demon solidifies.

Supervisors Notes