

# The Circle of Reflecting Glory



Being the chronicles of the CRG, as written by Helen Drake, Witch!

The Chronicle starts in **1907**, in Briar Green - the up-market College District of Newfaire.

*For Solo Play - I plan to use the Example Assignment for Briar Green p108, "Mythic GM Emulator v2" and "The Solo Society" (a small Vaesen Supplement with random tables of Period Horror/Investigation)*

## **The "Example Assignment" for Briar Green.**

*A student from Briarbank College stumbled upon a large, dead creature in one of the greenhouses on campus, its neck gashed open and one massive, clawed hand severed and missing [I later decide to change "hand severed and missing" into "throat slashed and its horn missing"]. The dean of the school calls in your circle to figure out what this creature is and, more importantly, what terrifying beast was powerful enough to harm it.*

## The Circle of Reflecting Glory

The following background information is known to the Player Character...

### **Your circle once did something horribly evil. What did you do, and how do you seek absolution?**

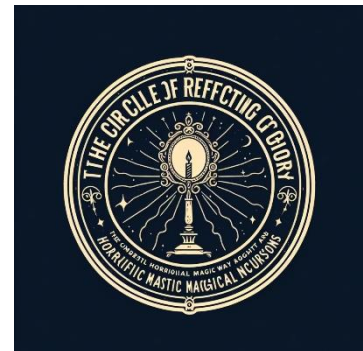
The Circle opened a portal via Mirrors to allow an Entity through The Flare to defeat another Entity (*possibly an Edaxani p192*) summoned by an Otherware sect during The War. This required an **innocent** human sacrifice!

Since then, we have re-doubled our efforts to protect innocents, but the crime still haunts us. Especially as the Mirror Shade is still free somewhere in our world.

### Why "Reflecting Glory"?

The original founders of the Circle included a powerful Occultist / Medium who could view spirits reflected in mirrors and even step from one mirror to another. Sadly, shortly after The War, she entered a mirror and never returned. Some of us thought this was due to the Mirror Shade (*possibly a Mortenebran p192*), others thought it was due to her feelings of guilt over "The Incident" and that she either consciously or unconsciously sought death.

**Bethany Cole** (The Looking Glass Witch) was my saviour and the mentor who brought me into Candela Obscura. I miss her guidance every day.



## The Chapter House

The Circle meets in a 3-storey Town House in Briar Green (officially for Employees of the **Mara Winfield Botanical Conservatory** – described on p108 of the Core Rulebook).

*“Constructed in 1870, this opulent greenhouse is considered an architectural gem within Newfaire. Boasting living specimens of rare and unusual creatures and botanicals from around the world, it hosts scientific, political, and cultural events throughout the year.”*

Mara Winfield herself is an old woman now but is aware of our organisation's work and supports us by allowing us rent-free access to this house to use however the Circle requires. We also get access to rare plant and animal samples.

*I'll tweak the Example Assignment slightly to say that Mara Winfield is asked by the Dean of Briarbank College to identify the strange beast and it is she who calls-in our Circle as she recognises the beast may have its origins **beyond The Flare!***

## Circle Abilities

**STAMINA** - Three GILDED Dice per Assignment & **INTERDISCIPLINARY** (to allow me to multi-class)

## Circle Resources

Two **STITCH** and two **REFRESH**

## Helen Drake – Witch!



**Name:** Helen Drake

**Pronouns:** She/Her

**Style:** Crazy Witch

NERVE					
Drives Available...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drives Max...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resistances...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ MOVE run, dodge, navigate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ STRIKE punch, break, knock down	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ CONTROL drive, shoot, finesse	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CUNNING					
Drives Available...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drives Max...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resistances...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ SWAY convince, command, consort	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ READ body language, lies, motives	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ HIDE sneak, distract, sleight	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INTUITION					
Drives Available...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Drives Max...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Resistances...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ SURVEY search, track, spot	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
👉 FOCUS inspect, analyze, remember	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
👉 SENSE attune, channel, reveal	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MARKS			
Body:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brain:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bleed:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SCARS			
ROLE: WIERD			
Ritual: When you have a few minutes to prepare, you may take a bleed mark to perform a ritual on yourself or an ally. Circle of Protection (soaks 1 Body mark for the person within), Reinvigorate (refresh 1 resistance), or Remote Viewing (one moment).			
SPECIALITY: OCCULTIST			
Extend Your Senses: When you make a Sense roll to understand more about a phenomenon you've encountered, also add a number of dice equal to your current Intuition resistance to the roll			

**Catalyst for Joining the Circle:** She was lured into the use of Magick by a Corrupt Tome and later saved by Bethany Cole (then Light-Keeper of the Circle of Reflecting Glory). Bethany was an older Occultist / Medium with powers involving the use of Mirrors. She then acted as Helen's Mentor and friend until her death five years ago, at the end of The War, a few months after "The Incident".

**The Character's QUESTION:** Can Magick EVER be used for Good?

## Assignment One



### Scene One – The Call to Action

It was about 10am on February 4<sup>th</sup>, it would have been just a typical cold day in winter, but thanks to the Shiver, it was **bitterly** cold outside. When the lad came to fetch me, I considered remaining by the fire, but Mara Winfield has been good to the Circle, and I owed her this.

“There’s something been found in a greenhouse at the College! Madame Winfield was called to examine it by the Dean. She’s had it taken to the **Botanical Gardens**. She sent me to fetch you. Apparently, this will be right up your street!”

*Mythic requires me to roll to see if I get the Expected Scene, Chaos Factor 5, and I do.*

The others were out of town, so I wrapped up as much as possible and hurried across the park to the Gardens, led by the lad. I knew the way of course but welcomed his arm crossing the slippery ice. Mara sent him off to bring hot tea when I arrived, and she led me to the tarpaulin-covered carcass on her workbench.

*Let’s see if Helen can SENSE anything as she approaches the carcass, even before she gets to see it. I’ll say this is a **STANDARD STAKES** thing. **EXPECTATIONS**: she could get an unpleasant or even damaging vision as a Consequence, could learn some interesting/useful info on a Success.*

*She has the “Extend Your Senses” ability [p32] to add dice equal to current Intuition resistance (2) so it’s a good time to try this. She has 2 **Gilded** Dice for Sense plus the 2 Dice for the ability...*

Helen Drake SENSE	
GILDED successes	0 on 2 Dice
Normal Successes	2 on 2 Dice

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GILDED successes	0 on 2 Dice
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Rolling 2d6 > 4 = (5+4)

*There’s no coloured border around the numbers so no 1s and no 6s.*

*I already know that un-bordered “Successes” must be 4 or 5 – enough for a mixed success. Hovering over the “2” I can see exactly what the dice rolled.*

*Mythic requires me to roll to see if I get the Expected Scene, Chaos Factor 5, and I do.*

## Scene Two – The Mysterious Corpse

I get a strange feeling off the thing as I approach. The room seems to blur. Definitely Magickal!

*From "The Solo Society" inspirational random tables I got the words "Force" "Man" "Move".*

Then all of a sudden, as Mara peeled away the tarpaulin, the feeling intensified and actually pushed me away with sufficient force to make me slide a few steps backwards as though driven by a wind that affects no-one and nothing else.

*I have a random table for the 7 types of GM Move [p160] and got "Ask them to Choose".*

It feels as if I could probe more deeply by touching the thing, but at the risk of a severe physical backlash!

Mara's eyes widen, frightened. The old lady knows what we do but has never seen anything so blatant.

I back off and ask her to sit with me a while at a bench further off. I'd best find out what she knows, where it was found and then let her get on with her day and leave me to it. Protect the Innocent! That's what we pledge at the end of every formal Circle Meeting... ever since The Incident.

Even from here, I can see what it looks like.

*From my Mythic random tables I got Descriptors "Bleakly" & "Familiar", "Beautiful" and "Horns", then Creature Abilities "Control" and "Open". I'm going to change the "missing hand" to a missing horn instead.*



I've seen pictures of something like this. It's similar to a small deer or antelope from the Frozen Wastes. Something extinct, if I remember correctly. It has a horn like an ibex, curling back over its slender body. White and black stripes like a zebra but sweeping all the way back over its body like brushstrokes from a master painter.

Mara tells me that a student found it, with its throat torn open, blood everywhere. In the gardens of Briarbank College, between the Great Oaks. Mara coughs uneasily "There ought to be a second horn, a smaller one, just in front of the one you can still see (not alongside), It's been ripped out.

Under that tangle of bloody fur near its nose, there's a hole and fragments of snapped ivory."

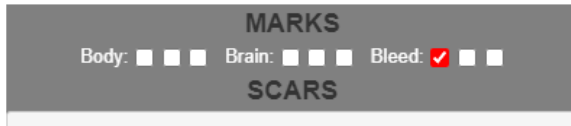
Mara shoos the lad away when he returns. We sip the tea and close our fingers around the cups. "Mara, my dear. You had best leave me to it. You shouldn't be here when I... well, when I examine it further. It could be dangerous. Extinct antelopes are Circle business I'm afraid. Thanks again for all you do for us." The old lady nods wearily "I'll be up at the house if you need me. If there's anything you're allowed to tell me, I'd be fascinated to hear it. There's a chain and padlock if you need to leave it here a few days. Here's the key. What on earth am I to tell the Dean? He wants to know what it is and what killed it!"

"Tell him it was a student prank! A painted deer and a carved wooden horn, crudely attached to mimic something from a palaeontology book. The throat and snout hacked repeatedly with a machete. The Dean might believe it, or at least prefer it to other explanations and bringing the attention of The Periphery [Newfaire's Police]."

*Mythic requires me to roll to see if I get the Expected Scene, Chaos Factor 6 (as the previous scene raised the tension), and I do.*

### Scene Three – Further Investigation

When I'm alone at last, and warmed by the tea, I approach more cautiously, keeping entirely to my physical senses. No further attack is triggered. As it seemed to hit me with some sort of telekinetic repulsion when I opened my Magickal awareness to it, I decide to spend a few minutes on a Ritual and subtly scrawl a Circle of Protection around the table so even if Mara or the lad has another key, they should be protected.



*Costs me 1 Bleed now but soaks 1 Body for anyone within the Circle.*

Right, "Piss or get off the pot!", as my old man used to say. Let's try pushing a bit harder with my Magickal Senses. I feel there is more to see.



*Same use of "Extend Your Senses" for 2 Extra Dice.*

*Sadly, the same result "Mixed Success" as before.*

*However, this followed an "Ask Them to Choose"*

*Consequence that promised more information, so I'm going*

*to say it reveals something of how the thing got here and what killed it. As the Consequence needs to be greater this time, I'll say it triggered another blast of repulsion, that would have caused 1 Body Mark. If I try again, it will escalate to 2.*

The same blast of repulsion was emitted, but my Circle of Protection held... just. In my vision, the thing was being pursued. Its natural protection against Magickal predators (this repulsion field) wasn't enough to stop its pursuer, so it used its other power, to find a Thinning and "Open" The Flare, just for a moment, so it could slip through to safety for a few seconds and then drop back a few miles from where it had been.

But the predator was already on it, a claw hooked into its flank. Had, perhaps expected this move, PERHAPS had manipulated the creature into it. Then killed it before its power drew it back through.

The thing... the Predator... it was here. Here in Newfaire! But the dying creature had barely glimpsed it as it strode away. Helen would need to look again, look even harder. Force her Sense to see what the dead thing had been too afraid to see.



*Much better, green borders indicate 6s and green borders on both rolls **guarantees** a CRITICAL SUCCESS!*

*Hovering, I can see I got a 5&6 on the Gilded and a 6&4 on the Normal.*

*I haven't yet spent any Drives (although I really should have by now), so choosing the Gilded Dice doesn't restore a Drive, but the Critical Success means I see the Predator, and get something extra. I don't take any pain as it seems to have exhausted its Magickal Repulsion now it's dead.*





The Predator was vaguely humanoid, thin and tall, wrapped in smoke and a sort of hooded robe that might have been fine cloth or MIGHT have been loose skin with thousands of elaborate veins. Its hands ended with razor-sharp, rending fingernails six inches long. It was fast and agile. It radiated FEAR that panicked the prey. It was clever and it knew how to push the frightened deer to the edge, until its only escape was to find a Thinning and open The Flare. There was no face beneath the smoky hood, just vertical stripes of black and white.

It was time for Helen to call in Candela Obscura's clean-up crew. They could take this thing off to the Fourth Pharos before its unnatural corruption (Bleed) weakened The Flare any further or infected Mara. Meanwhile SHE had a fear-inducing intruder to track down.

### **MYTHIC**

*I'll leave the Chaos Factor at 6 as I seem to be safe for the moment, but the vision of the Predator has Helen a bit rattled.*

*It's time to fill in some Lists to provide random tables specific to these adventures.*

#### **Threads List...**

- *The Predator. I'll make it a "FOCUS THREAD" (an optional variation in Mythic GME v2) with a Thread Progress track of 10 to be sort of "sticky" and not take too long to complete (1/10).*
- *The Mirror Shade (probably a Mortenebran) that was summoned by the Circle just before the end of the War and is still loose in the world.*
- *Where are the rest of the Circle?*

#### **The NPCs List**

- *My Light-Keeper (as yet undefined)*
- *Mara Winfield – owner of **Mara Winfield Botanical Conservatory** – described on p108)*
- *Mara's Lad (as yet un-named assistant/caretaker)*
- *The Dean of Briarbank College*
- *The College Student who discovered the dead "deer" (might be infected by Bleed)*
- *Other Members of the Circle (as yet undefined)*
- *Bethany Cole (missing Mentor/Friend – "lost in the Realm of Mirrors!")*

#### **Adventure Features List**

*(another Variation of Mythic GME v2 – usually to help introduce elements from a pre-written scenario, but I'll use it to introduce elements of the Candela Obscura setting that would otherwise not be appearing in the Mythic or "Solo Society" books)*

- *The Periphery [Newfaire Police]*
- *The OUP (a division of the Periphery – Office of Unexplained Phenomena)*
- *EONS (dangerous Scientists experimenting with sorcery)*
- *Oldfaire (the Magick-infused ruins beneath Newfaire)*