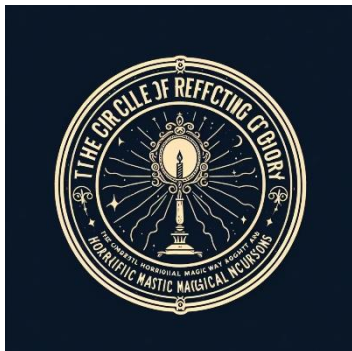


# The Circle of Reflecting Glory 002



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

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



The Circle of Reflecting Glory, its Chapter House in Briar Green, close to the Mara Winfield Botanical Conservatory and my Solo PC – Helen Drake, are described in the first issue of this story which can be found at [https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_001.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_001.pdf)

At the end of last issue, Helen had called-in Candela Obscura's clean-up crew to remove the Bleed-corrupted corpse of a long-extinct Magickal deer with the power to locate Thinnings and "open" them to escape danger!

Helen's "Extend the Senses" ability had caught glimpses of the creature's flight from a terrifying predator, but the monster had come through too, slaughtered the deer before it could return through the Thinning (presumably teleporting to another location in its world – or its Time!). The Predator had also ripped the front horn from the deer and left the carcass in the grounds of Briarbank College.

A critical success had given Helen a glimpse of the thing as it strode away from the dying deer.

**AND NOW...**



## Assignment One (continued)

*Mythic – Chaos Factor 6 – The Expected Scene will be investigating where the deer was found (Briarbank College). In Mythic we have to make a Test to see if that's what actually happens. It does (unusually the last three scenes have all followed "Expectations", no Altered or Random elements so far).*

## Scene Three – Briarbank College



It was now about noon on Wednesday February 4<sup>th</sup>, still **bitterly** cold, with the frost hard and crunchy underfoot. The College grounds were full of students, hurrying (and sliding!) between buildings as quickly as they could. They were too busy to pay much attention to an old woman in black, hobbling about between the giant oaks, staring at the churned-up ground.

Bloodstains and Footprints. Lots of footprints! She shouldn't have been surprised, the thing was discovered early in the morning, then the Dean had presumably come to look, then Mara Winfield was called and then it would have taken a couple of men to carry the corpse to the Botanical Conservatory.

She'd have to track down all those who came into contact – any of them MIGHT be infected by The Bleed. She's already got a bit of Bleed herself! But, first, she wanted to check on the state of the potential Thinning. Her hands were shaking and cold, even with thick gloves, so cold!

INTUITION	
Drives Available...	✓✓✓✓
Drives Max...	✓✓✓✓
Resistances...	◀▶
◇ SURVEY	✓
search, track, spot	

*Can she track the hoofprints of the deer (and the Predator?) from where they broke through The Flare? Helen's only got 1 in Survey (not Gilded), so I'll spend a couple of Intuition Drive to get 2 more dice.*

Helen Drake SURVEY	
GILDED successes	0 on 0 Dice
Normal Successes	3 on 3 Dice

*A full success on the Normal dice, so she finds where the tracks started.*

The poor beast didn't make it far but seemed to emerge into the world close to a bank of rhododendron bushes. The Predator has left only a few long scratch marks in the frost (presumably dragged by the fleeing beast, with its long talons already ripping the deer's throat). No tracks from the Predator leaving the scene, they would have been scuffed over by the rubber-necking civilians.

Wait! What on earth is that? She pokes with a walking stick at an odd-looking pile of frost-covered...

"I wouldn't..." It's a tall youth, wrapped up in two heavy coats, woollen mittens and two scarves, one around his mouth, steaming up thick-lensed spectacles. "Sorry. That was me. I threw up when I found the ... the thing." He looks embarrassed. "I think I dropped my pen. You haven't seen it have you?"

[Mythic FATE Check – Likely = YES]. Helen straightens up from scanning the ground and spots the pen just to the side of the pile of frozen puke. She wipes the end of her stick in the snow. Oh well, at least that's saved her having to hunt for the First Witness.

CUNNING	
Drives Available...	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances...	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
◇ SWAY	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
convince, command, consort	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
◇ READ	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
body language lies motives	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Let's try to READ the lad. Get an idea how he feels about what he saw and whether he saw anything else. Just 1 normal Dice for READ, so I'll use a Cunning Drive to get a second. **Stakes Normal, Expectation:** Understanding his state of mind will allow me to question him further and check him for Bleed, failure will send him running. No successes, so Failure + Consequence.

The boy looks pretty shaken and pale, he snatches up the pen, mutters what might have been a thank you, then another apology. Finally "Lectures... Late!" and sprints away across the gardens, vanishing into the College.

"Bugger!" Helen tries to pursue and keep him in sight.

She has no points at all in MOVE and no Nerve Drive, so will be rolling 2 dice and taking the worst!

**Stakes:** Normal. **Expectation:** I'll see where he goes, on a Fail, fall and take 1 Body and 1 Bleed from landing in the bloodstain, on a Partial just Slip and take 1 Body.

After deciding on the Stakes, I'll call on 2 of the Circle's 3 Gilded Dice instead to give me 2 dice.

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

Partial Success on Gilded (but I had no Nerve Drive to recover).

After a couple of slips [causing 1 Body Mark], pulling a muscle in her left knee, Helen reaches the College and sees the young man enter a room further along the hall.

MARKS	
Body:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Brain:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bleed:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

With everyone in Lectures, the halls are empty and, mercifully, out of the chill wind. She hears the Lecturer in the boy's classroom shouting. "Not the first time you've been tardy, Mr Miller!", so he'll keep for now.

Mythic – felt in control, so Chaos Factor down to 5.

Next Expected Scene: Dean's Office, identify who carried the body. Result: **INTERRUPT** Scene.

Random Event Focus: Move Toward A Thread (or Adventure Feature)

Action 2: Pain, Descriptor 2: Extravagant

As I've got "The Predator" as a Focus Thread, I'll go for that. Pain/Extravagant sounds like a bad day for either a student or member of the Faculty! Will narrow it down by asking Mythic FATE Questions.

## Scene Four – Pain and Fear

A woman screams from a room upstairs. A young woman, by the sound – likely a student and it’s a scream of **pain**. The screaming doesn’t stop, it builds to a horrifyingly **extravagant** crescendo.

Despite her age and the current state of her knee, Helen is up the stairs and bursting into the Ladies’ toilets before confused students and staff get out of their classrooms.



It’s there. Right there in front of her, holding the girl up against a wall with the talons of one hand piercing her shoulder while the other, pressed a short white dagger (which must be the horn of the ead deer) into her belly.

It has its back to me, watching her with its head tilted to one side. It flexes the wrist holding the impaling horn, adjusting the pitch and quality of the girl’s screaming.

I can see now that the “Robe” really is loose flesh, riddled with veins of blue, red and green.

*I hadn’t given any thought in advance about how I’d handle solo Combat against one of these horrific monsters or how such a being could be captured, killed or driven back through the Flare. Clearly the horn is a significant thing – probably the means by which the Thinnings can be located and opened. It also seems likely that this wanton act of cruelty is the unnatural means by which this monster can re-charge it.*

*Helen’s Ritual magick doesn’t seem applicable here, because it takes a few minutes to create a Circle of Protection and it clearly shouldn’t provide the ability covered by “Ghostblade” (p32). I’m ALMOST tempted to let Helen develop the Ghostblade Ability on the grounds that normally there would be an entire Circle of 3-5 characters facing a challenge such as this. I think I’ll let her Level Up after this session and take it then. For now, she’ll try to save the girl and grab the horn.*

The monster is too involved in savouring its victim’s suffering, perhaps seeking the exact quality of agony. It does not seem to have noticed Helen’s entry into the scene.

*A STRIKE action might allow Helen to knock the horn from its hand. **Stakes:High. Expectations:Fail - 2 Body or 1 Body and 1 Brain (from the horror). Partial – knock the Horn to the floor and either 1 Body or 1 Brain, Success – grab the Horn. I’ll grant 2 bonus dice for the Monster being unaware and spend the last of the Circle’s 3 Gilded Dice too. Critical Success! Helen will manage to grab the horn and get something extra.***

### Helen Drake STRIKE

GILDED successes 1 on 1 Dice

Normal Successes 2 on 2 Dice

Smacking the monster’s arm with her walking stick, it drops the horn and the girl and recoils. Helen stoops and snatches up the blood-drenched ivory spike.

Strange sensations flood her senses. The horn is filled with Magick.

*Helen should be able to attune/channel the power of the Horn and use it to drive off, or even destroy the Predator. I think a SENSE Check, using her “Extend Your Senses” is a reasonable mechanism.*

**Stakes: High, Expectations: Fail: 2 Bleed, Partial: 1 Bleed but frighten off the Predator, Success: choose to frighten off the Predator or save the girl, or take 2 Bleed to frighten it off AND a chance to**

save the girl, or 3 bleed to frighten off the Predator AND save the girl, CRITICAL: destroy the target and save the girl.

<b>Helen Drake SENSE</b>	
GILDED successes	0 on 2 Dice
Normal Successes	1 on 4 Dice
<b>Helen Drake SENSE</b>	
GILDED successes	1 on 2 Dice
Normal Successes	0 on 0 Dice
<b>Helen Drake SENSE</b>	
GILDED successes	2 on 2 Dice
Normal Successes	0 on 0 Dice

I'll burn 2 of my 3 Intuition Drive + my 2 GILDED points of Sense + my 2 for Extend Your Senses for the maximum of 6 dice. At least there's one partial success there.

However, I'm going to risk burning an Intuition Resistance to reroll with just my 2 GILDED Sense dice in the hopes of doing getting a six. Still only one partial success. I have one point of Resistance left so could risk it all on another try.

Same result again – no six, so just a Partial Success.

1 Bleed but frighten off the Predator.

MARKS		
Body:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Brain: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bleed:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	

As Helen holds the horn and lets it flood her mind with strange sensations, it glows – faint yellow light, stained with scarlet and green veins. As she waves it toward the Predator, it backs off, featureless face snapping left and right as though looking for a way out. Then it wraps the robe of flesh around it emitting a wave of terrible fear. It barrels past Helen and out the door. Frightened cries come from the hallway and stairs as terror overcomes the students and teachers drawn by the screams. Everyone is fleeing.

Fighting off the fear, Helen tries to help the girl, but it's too late.

[1 Brain Mark for the Trauma of losing an innocent]

MARKS		
Body:	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Brain: <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bleed:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	

In the panic that follows, Helen slips out of the college, the horn concealed in her bag. Maybe today's not the day to talk to the Dean. The Periphery or the Office of Unnatural Phenomena will definitely be called for this – probably both. I'd better warn Mara so she can have a story for them if they come to look for the dead deer (taken by Candela Obscura) – "must have been the same students who came up with the prank of making a fake extinct animal, breaking and entering".

### MTYTHIC

Chaos Factor up to 6. I'm going to take two more ticks on the Focus Thread as I got the horn and drove off the Predator. I may decide to end the story earlier even if I haven't hit the end of the track if it seems better for the narrative.

<b>FOCUS THREAD Progress Track...</b>										
The Predator									10 points	<input checked="" type="radio"/>
1.	<input checked="" type="checkbox"/>	2.	<input checked="" type="checkbox"/>	3.	<input checked="" type="checkbox"/>	4.	<input type="checkbox"/>	5.	<input type="checkbox"/>	
						Flashpoint +2	<input type="checkbox"/>	6.	<input type="checkbox"/>	
		7.	<input type="checkbox"/>	8.	<input type="checkbox"/>	9.	<input type="checkbox"/>	10.	<input type="checkbox"/>	

I'll add Mr Miller's name (the boy who found the deer) to the NPC List.

I'll also add the Predator to the NPC List a second time, so it becomes more likely to show up.



*I'll also add representatives of the Periphery and the OUP to the NPC List (based on how public this encounter at the College became)*

***It occurs to me after the session...***

*I could have declared that Helen had a Bleed Detector as a piece of Gear. I'll try to remember Gear in future.*

*Maybe this Magickal Horn will prove to be a useful narrative device for levelling the playing field if I decide to keep Helen as a solitary investigator. Perhaps causing a point of Bleed each time its used but being an effective weapon vs Otherworldly creatures.*

*If it needs the death-agony of an innocent to re-charge, that would play into one of the themes I already established for the Circle of Reflecting Glory!*

*Based on the narrative so far, it seems the Horn might be able to detect and open Thinnings! Perhaps that's why the Predator fled, not wanting to be cast back to where it came from.*

*Clearly, taking and re-charging the Horn was its intention, so it's likely to try and take it back.*