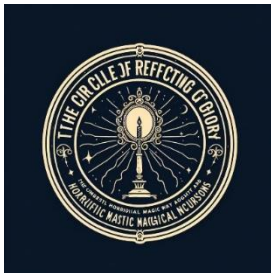


# The Circle of Reflecting Glory 005



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

*For Solo Play – I’m using “Mythic GM Emulator v2” and “The Solo Society” (a small Vaesen Supplement with random tables of Period Horror/Investigation). For this Assignment, I’m playtesting a scenario of my own design called “THEY COME OUT AT NIGHT”*

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 these adventures...



Assignment One “The Predator”

[https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_001.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_001.pdf)

[https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_002.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_002.pdf)

[https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_003.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_003.pdf)



Assignment Two “They Come Out At Night”

[https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_004.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_004.pdf)

At the end of last issue...

- Helen had found a dead cat
- Transferred 4 Otherworldly Maggots from the corpse into a Bleed Containment Jar
- Watched as they burst, releasing 4 Otherworldly Moths
- Discovered that the discarded cat corpse appears to have walked away across the Park

*The scenario says that the zombies are drawn by partial memories back to their homes and filled with hatred for those they formerly loved.*

*Would Helen realise the thing has animated as a Zombie, or assume it has been carried off by a fox? Would Helen pursue? Perhaps with the help of Ted?*



**AND NOW...**

**Assignment Two (Part Two)**

As I'm following a pre-written scenario (of my own) that uses a strict timeline for the unfolding of events, there won't be the usual Mythic checks for "Expected Scene", or much use of Lists...

d?	d10	Characters
-	1-2	The Light-Keeper (Cornelia Gillis)
	3-4	Mara Winfield (Botanical Conservatory)
1-2	5-6	Mara's Assistant - Roly (Rowland Campbell - thinks I'm dotty)
	7-8	The Dean of Briarbank College (as yet undefined)
	9-10	John Miller (College Student who lives in Shriveline)
d4	1-2	Other Members of my Circle (as yet undefined)
	3-4	Bethany Cole - missing Mentor/Friend - "lost in the Realm of Mirrors!"
3-4	5-6	Ted - Cornelia's Manservant who secretly loves her
	7-8	A Periphery Detective (as yet unnamed)
	9-10	An OUP Investigator (as yet unnamed)
d6	1-2	Zombie Cat
	3-4	Mariella Drake (Grand-niece of Helen)
5-6	5-6	Clawed Shadow
	7-8	
	9-10	

d?	d10	Threads
-	1-2	The Mirror Shade (probably a Mortenenbran)
	3-4	Where are the rest of the Circle of Reflecting Light?
1-2	5-6	Jar of Otherworldly Moths
	7-8	
	9-10	

d20	Adventure Features
1	The Periphery [Newfaire Police]
2	The OUP - a division of The Preiphery - Office of Unexplained Phenomena
3	EONS (Exoteric Order of New Sciences)
4	Oldfaire (the Magick-infused ruins beneath Newfaire)
5	Jar of Otherworldly Moths
6	Missing Cats
7	Mariella Drake
8	Regents Park Street
9	

## Scene Four – Evening in the Park

The bloody tracks in the frost and the state of the tablecloth it was wrapped in (torn open from the inside) lead to a single... horrible... conclusion. The dead cat, despite having most of its internal organs reduced to gloop, clawed its way out and walked away!

*Because I know the scenario, I'm leaving the PC decisions up to a Mythic FATE Check.*

*Would Helen head for the Library to see what she can find about Zombies? Likely – Mythic FATE check returned NO.*

*Would she or the Light-Keeper spot the odd (directional) behaviour of the Moths? Likely – Mythic FATE check returns YES + RANDOM EVENT. Random Event Focus: **Ambiguous Event (or Adventure Feature)**. A roll on the Adventure Features List gives – “Missing Cats”. Action 1: Fight, Descriptor 1: Gracefully. I went on to roll a random NPC and got “Masculine, Military, Loyal, Good, Intellect and Deceiver”. “Deceiver” seems the odd one out so I might have to ignore that. In Mythic, an “AMBIGUOUS” event can be Narrative Foreshadowing and I will make this something that the audience sees but is not yet known by Helen.*

### In the Park...

Somewhere in the half-mile of darkness between the Chapter House and Regent's Park Street, Frank Atkins, a Custodian of the so-called “Revenant” Park, was starting his night shift. It's easier these days, not so dark and scary, since the City Council switched the streetlamps to that new-fangled Electric. It's less scary in winter too, when the ground's too frozen hard to let bodies float up through the mud from the ruins of Oldfaire. “Yes”, he thought, perhaps a little too often, “Nothing to be scared of out here. Shit!”. A sudden rustle in the bushes and a ginger cat stepped out. Almost embarrassed at his sudden fright Frank gave a nervous chuckle. He spoke to the cat in friendly terms and knelt to stroke it. “You scared me more than the Enemy, little fella. Why don't you...” Then it leapt for him, mouth opened for a screaming yowl, but only a strange soft hiss. He saw the wound in its side, the white of rib bones in the dark cavity and then the thing was slashing at him.



*Frank, an ex-soldier, almost certainly survives and either kills or drives off the zombie cat. I'll find out later which.*

*Mythic – Chaos Factor increases to 7 as the tension mounts and I'll add Frank to the Adventure Features List.*

9

Frank Atkins, Park Custodian - savaged by zombie cat

Meanwhile, in the Chapter House, Helen and Cornelia are examining the Moths. The usual behaviour (fluttering towards a light) doesn't seem to be happening. “There IS something odd about this, Cornelia... watch this.” Helen rotated the jar and watched as the four moths fluttered back to press against the side facing the drinks cabinet. She gave a derisive snort “Perhaps they'd like a spot of brandy”.

After taking the jar for a walk around the house it seemed they were drawn like a compass to somewhere south-east. That was also the path taken by the dead cat. It led towards Revenant Park and Regent's Park Street, where the dead cat had been found. Cornelia watched as Helen angrily put her filthy coat and boots back on. "You can take my carriage. Don't get Ted killed. He's not Circle."

### Scene Five – "Revenant" Park



There was quite a smell of Ted's rough tobacco in the cab, but Helen didn't mind it too much. Better than the cold wind and trudging half a mile across the frosted ground. On the seat across from her was the jar of moths. Their occasional fluttering or crawling on the glass merely confirmed their attraction towards Regent's Park Street.

#### From the Scenario...

*If the Moths flutter in the light of the All-Weather Streetlamps from about 4am to dawn at 7am (when the Light is "special"), the reflection of the light on their black spots causes paralysis in any viewer within 30-feet.*

*It's too early – only about 10:00pm – for this to be a problem (or a clue). However, it will be clear that the Moths are attracted to the streetlamps. I'll give Helen a SENSE Check to see if she realises it is the Streetlamp itself, rather than it just being the Street or the area that draws the moths. Likely: Yes.*

"Stop here Ted, if you don't mind." She steadies the jar as the carriage shakes to a stop and the horses stamp.

"There you go Miss Drake. Easy now lads, Easy."

Holding the jar carefully, she wanders about checking where the moths are attracted.

*SENSE (+3d and Gilded) with "Extend Your Senses" (+2d). Success: Identify the Streetlamps are the attractor (but only the ones in this Street). Partial: As above but so absorbed in the Moths, stumble into either a Zombie Cat or another Cat Corpse. Fail: You become sure that it's just the Street that matters. Critical Success: Also notice the peculiar whiteness of the light and that the Bulbs look a slightly unusual shape.*

Helen Drake SENSE	
GILDED	4
Normal	5 6 3

*I'll take the 4 on the Gilded to recover one of my Intuition Drives.*

INTUITION	
Drives Available...	✓✓✓✓
Drives Max...	✓✓✓✓
Resistances...	⬇️ ⬇️
◇ SURVEY	
search, track, spot	✓
👉 FOCUS	
inspect, analyze, remember	✓
👉 SENSE	
attune, channel, reveal	✓

It seems any streetlamp in this Street will do for these Moths. What is it about this Street or these Streetlamps that makes it Monster-Central!

*A FATE check to see if it was the Cat I ran into, returned an **EXCEPTIONAL NO**, so I rolled on the Adventure Features list and got "OUP". To explain their presence here, let's return to Frank Atkins...*

### In the Park...

"I know it looks like it's been dead a few days! But I'm telling you, like I told you and your oppo earlier it was that cat made these claw marks not an hour ago. I had to pin it down with me walking stick and stamp on its head half a dozen times to get it to stop! It weren't natural I tells ya. Owww!"



The Periphery Constable muttered a half-hearted apology as he wrapped Frank's slashed leg in bandages. Frank was sitting on one of the park benches. His cries had summoned this patrolling Periphery man who (after smelling his breath!) had run off to the local station carrying Frank's story.

The man had returned half an hour later (by which time Frank's leg had almost frozen!) with a woman from the Office of Unexplained Phenomena.



*Character Personality: Leader, Character Skills: Experienced, Character Traits/Flaws: Young, Character Motivation: Love, Character Identity: Explorer, Character Conversations: Warm, Character Descriptor 2: Fancy, Character Descriptor 1: Deceitful*

Detective Sergeant **Sophronia Fable** had been assigned to Briar Green nick, for the last month, due to the suspicious nature of the murder of a young girl at Briarbank College. No further evidence of Unearthly Mischief had been forthcoming, so this apparent Zombie Cat encounter was a welcome break from the unremitting boredom.

After questioning the unfortunate Mr Atkins, she had allowed PC Attila Reece to administer first aid.

The cat had been expertly scooped into a waterproof evidence bag and would be destroyed by cremation as soon as possible at the OUP Furnace in Grayslate Asylum. DS Fable was currently tracking the curiously straight-line path of the cat's bloody paw prints through the park. The tracks disappeared into bushes before reaching the edge of the Park, so she turned back and decided to take the line and extend it forward, leading her to the other edge of the Park and the well-lit Regent's Park Street.

From the shadows of the park, she observed a strange old woman in a leather coat wandering about under the streetlamps with what looked like a jar of Moths! She might have thought the old woman a harmless eccentric, but for the apparent richness of her carriage – two horses and a chauffeur whose clothes looked fancier than his passenger's. That... and the mysterious Zombie Cat who could almost have been coming to meet them!

*If this was a bit later in the night. I would have her hide in shadows to watch and be killed by the Clawed Shadow (or paralysed by more Moths and impregnated by the Clawed Shadow!)*

*Mythic – Chaos Factor up to 8 due to being spotted by OUP. I'll add PC Attila Reece and DS Fable to the "Adventure Features" List.*

d20	Adventure Features
1	The Periphery [Newfaire Police]
2	The OUP - a division of The Preiphery - Office of Unexplained Phenomena
3	EONS (Exoteric Order of New Sciences)
4	Oldfaire (the Magick-infused ruins beneath Newfaire)
5	Jar of Otherworldly Moths
6	Missing Cats
7	Mariella Drake
8	Regents Park Street
9	Frank Atkins, Park Custodian - savaged by zombie cat
10	PC Attila Reece - Periphery Constable around Revenant Park
11	DS Sophronia Fable - OUP Detective assigned to Briar Green
12	

## Scene Six – An Unwanted Tail

“Come on Ted, run me back to the Chapter House, if you would. There doesn’t seem much point hanging about all night in this weather.” Helen clambered back into the carriage, and with a few clicks and flicks of the reins, they were soon in motion.

As they left Regent’s Park Street behind, the Moths ceased their fluttering, but continued to cling to the glass of the jar on the side facing back that way. The carriage took a few turnings, but the eerie insects always shuffled around to the south-east.

Muttering to herself, “Well at least that’s handy!”.

*Would she or Ted notice DS Fable scampering along in their trail? I’ll make this a Mythic FATE Check rather than a skill roll, and assume it’s Likely. YES!*

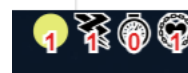
Ted’s light tap on the roof got her attention and she leaned out of the window.

“Miss Drake – we appear to have a young woman following us on foot. Do you want me to lose her?”

A young lady, out in the bitter night alone! Curiouser and Curiouser.

“Not yet, Ted, best not take her back to the Chapter House with us. Take a right down there and drop me off just around the corner. I’ll hide and get a closer look at our little shadow. Then you can lose her, and I’ll make my own way home. You’ll have to come pick up Cornelia, so I’ll see you back there in 20 minutes or so.

*A HIDE check should cover this. Success: get a good look at DS Fable and see her OUP badge. Partial: +1 Body as have to stand in the cold for half an hour before it’s safe to proceed. Fail: be spotted and have to engage in conversation. Critical Success: When DS Fable starts chasing the carriage, she drops her notebook.*



Helen Drake HIDE		
GILDED	3	
Normal	6	5

*Helen has 1 box of Hide and will spend a Cunning Drive for another and one of the Circle’s Gilded dice.*

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

*Full Success.*



As the younger woman goes past, Helen, lurking in the bushes, spots the OUP Logo on her notebook as she scribbles something.

When Ted suddenly urges the horses to a canter, the detective tries to run after the carriage, but the frost and uneven cobbles make it too difficult.

*Mythic – a short scene, but success so Chaos Factor can come down to 6.*