

The Circle of Reflecting Glory 007



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_002.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_005.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_006.pdf

At the end of last issue...

- Helen had discovered...
 - The Moths scintillate in the light of the Regent Street Streetlamps and cause Paralysis
 - The Clawed Shadow is a “projection” from the Beyond. It hasn’t managed to physically penetrate the Flare fully.
 - It has apparently impregnated PC Attila Reece and DS Sophrinia Fable through wounds on their stomachs.
- She left a hat box containing a jar of Moths at the edge of the Park
- She witnessed their ordeal and helped the two Periphery officers into No 44 to get warm.
- DS Fable had obviously recognised her as the “mad old woman” from the previous night and told the PC to slap her in cuffs!
- **I forgot during the last session that the black zombie cat should have been “Ratty” going home to Mariella’s house. That means the “old woman” at 42 was her mother – Samantha Drake. I’ll say she luckily didn’t recognise Helen and that Mariella was out working nights on the Trams. AND NOW...**

Assignment Two (Part Four)

Scene Ten – Handcuffed



The young constable at least had the decency to look embarrassed / apologetic as the cold steel cuffs snapped shut around Helen's wrist.



The homeowner looked confused as he returned to the room, bringing a tray of teacups, a hot water bottle and a couple of thick blankets. After about half an hour, all three of them were warmed-up enough for a conversation.

Helen was thinking "Arrested by the O.U.P! Cornelia is going to give me such an earful over this".

Both of the Periphery were shaking and pale. The girl had suffered particularly from the cold as well as the horror of the Shadow's attack. But she showed a lot of backbone and gathered her wits enough to start an interrogation.

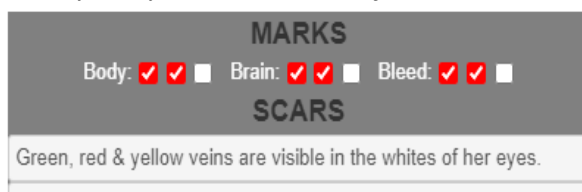
"First, you'll tell me your name. Then you'll tell me why you butchered a cat earlier tonight at No. 42 and finally, you'll tell me how and why you summoned that ... thing ... that attacked us. I saw you Monday night by the streetlamps."

It was awkward drinking with the wrong hand, because the right one was cuffed to PC Attila Reece. Helen took a sip to give her time to compose a reply.

"First.... No. No names. Second... that cat was dead long before I got to it. Third... I could have left you out there you know, left you to freeze to death. Maybe a bit of gratitude is in order. I didn't summon it. I was just ... investigating. I want to stop the thing. Stop it from ... well ... getting any more real. We're on the same side Sophrinia. Well.... more or less." Putting down the cup and pulling gently on the cuffs. "And there's no need for these. You young people need to be seeing a doctor. The O.U.P. has specialist doctors doesn't it? You need to be getting out of you whatever that thing put into you!"

That made an impression! They both placed a hand on their abdomens and shuddered. It had put something into them, and the wound had closed around it!

This is the fourth session of the current Assignment, I'd hoped to wrap it up in three sessions, as I did for the first Assignment, but it's proved trickier and the escalation in the Timeline means it's likely going to run a couple more. It now seems that a single PC doesn't have sufficient resources (Drives or Marks) to keep going effectively on a longer Assignment. Helen has used all her Drives except for 2 Intuition, all her Resistance re-rolls except for 1 Cunning Resistance. She only has 1 of the Circle's Gilded Dice left (For "Stamina") and none of the Circle's "Train" dice and is already badly shaken in terms of Marks...



Advancement and the tallying-up of Illumination Keys, the use of Stitch and Refresh to remove Marks and the regeneration of the Circle's Stamina doesn't usually happen until the end of the Assignment.



From now on, I'm going to introduce a House Rule for Solo PCs, that I get 1 of the Circle's "Stamina" Gilded Dice and Train dice back at the start of each Session after the 3rd and can use each of the Circle's Stitch (for 1 type of Mark per point only, not ALL) & Refresh (for one type of Drive per point, not ALL) during sessions, but only with a Narrative element such as a friendly Doctor or some time with a Friend or a Hobby. I'm also going to grant her 1 extra Gear pick each Session after the 3rd even after she has used her normal allowance of 3 for an Assignment.

A plan had occurred to Helen as they sat there. She looked at the clock on the mantelpiece and worried at a thumbnail trying to remember what time Dawn was.

"Hadn't we better make a move. We can collect my things from the park, and then you can take me to Briar Green lock-up. I can get a message to my lawyer, and he can smooth over this little misunderstanding and get me released."

SWAY. Stakes: Normal. **Expectations:** They will fall for Helen's plan. **Partial:** will fall for it, but it will require an additional HIDE roll to pull off the plan. **Fail:** They will take her to an O.U.P. facility (Grayslate Sanatorium). **Critical Success:** as Expectations, but also will hush up what happened here – no fugitive search for Helen.

Helen Drake SWAY	
GILDED	6
Normal	2

Only 1d for SWAY, will spend 1 of my 2 Circle Gilded Dice.
A great result. Regenerates a Cunning Drive and the Plan works.

It's only 20 minutes before dawn when they lead Helen out of the house.

Further down the street, they can see the next streetlamp beyond the broken one has fluttering Moths. She leads them across the street to the bushes where she hid the hatbox. She lifts it out and takes a few steps down the Street to a streetlamp without Moths.

She says with a deliberately sly expression, "There's no need to open it until we get to the jail." It was a dangerous ploy, but it paid off. She closes her eyes as DS Fable grabs the box from her and lifts out the jar of Moths and their wings catch the light, and hopes that not seeing the creatures will protect her.

It works. Both the young officers are paralysed again. It takes a few minutes for Helen to grope her way blindly through Atilla's pockets to find the key and reclaim her confiscated swordcane and hatbox, but she manages to free herself.

Before she leaves, she is going to try and take one of the four Moths with her. Despite the danger, they make a useful tracker for the weird lights.

Stakes: High, **Expectations:** Secure 1 Moth. **Partial:** Secure a Moth but get bitten for 1 Bleed. **Fail:** Release all the moths, get 1 Bleed. **Critical Success:** get 2 Moths.

Helen Drake CONTROL	
GILDED	0
Normal	5 1

1d for CONTROL, +1d for the Circle's Train dice.
Partial Success. 1 Bleed.

MARKS		
Body:	✓✓	□
Brain:	✓✓	□
Bleed:	✓✓	✓✓

With 1 Moth rattling about inside the hatbox, she blindly wanders down the Street, one foot tapping the kerb until she turns off into side street and feels far enough away to risk opening her eyes.

She can see them both standing there, looking at the jar, halfway out of the hatbox. She couldn't risk releasing them. They would easily catch up to her with their younger legs. It was only minutes to Dawn and the streetlights would go off and release them.

She breaks into a slow jog and heads back to the Chapter House.

*Mythic – Chaos Factor reduces to 8. I'll add "Wanted" to the list of Adventure Features as a description of Helen will be passed around to Periphery Officers. **OLD WOMAN, GAUNT FACED, WITH WILD GREY HAIR.** What do they mean OLD! Helen's only 60. Fortunately, the O.U.P. want to suppress stories about the Supernatural, so all they **officially** want her for is killing the Drake's cat!*

Scene Eleven – Rest and Research

Using my new **House Rule for Solo PCs** - Spend 1 Stitch (Recover her 2 Body Marks) and 1 Refresh (Recover 3 Cunning Drives). Then perform a **Ritual** (take 1 Body Mark, back to 1/3) to refresh 1 Intuition Resistance and perform the **Ghostblade** Ritual to enchant a dagger (take 1 Body Mark, back to 2/3)

NERVE	
Drives Available...	<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"/> <input type="checkbox"/> <input type="checkbox"/>
Drives Max...	<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"/> <input type="checkbox"/>
Resistances...	<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"/> <input type="checkbox"/>
◇ MOVE	<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"/> <input type="checkbox"/>
run,dodge,navigate	<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"/> <input type="checkbox"/>
◇ STRIKE	<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"/> <input type="checkbox"/>
punch,break,knock down	<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"/> <input type="checkbox"/>
◇ CONTROL	<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"/>
drive,shoot,finesse	<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"/>
CUNNING	
Drives Available...	<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"/>
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"/>
◇ HIDE	<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"/>
sneak,distract,sleight	<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"/>
INTUITION	
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"/>

MARKS	
Body:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Brain:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Bleed:	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
SCARS	
Green, red & yellow veins are visible in the whites of her eyes.	
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.	
Ghostblade: Take a Body Mark. Enchant a weapon vs Phenomenon.	

Helen had got back to the Chapter House just after dawn and spent the morning resting and tending to her wounds.

She spent lunch time spilling blood and casting spells in the basement, restoring some of her Intuition and enchanting the swordcane.

The Circle keeps copies of old newspapers, and the Circle members usually take turns indexing the articles into a card system. With the others all gone on their extended expedition, Helen has failed to keep up to date, but now spends half a day flicking through the last few months' worth looking for articles about Briar Green.

The Moth can go into a small brown beer bottle made of thick glass and a perforated cork. Hopefully the dark glass will stop the paralysis effect, but Helen will still be able to see which way it's pointing.

Mythic – Leave the Chaos Factor at 8. The next Expected Scene will be Helen arranging to send some urchins to smash all the bulbs in that street and then see if the Moths are drawn anywhere else.

Mythic Expected Scene Check = As Expected.

Scene Twelve – The Bigger Picture

By early-afternoon Helen is somewhat rested [although at exactly the same state of Marks due to the two spells she cast]. Disguising herself a little, she crosses the lane to enter the Botanical Gardens to find Roly. She has an unusual favour to ask the young man.



"I need a little gang of urchins (maybe from South Soffit?) to go to Regent's Park Street and smash every streetlamp – EVERY SINGLE ONE! I can give you some money to hire them. Let's say 5...10 Dollars. Spend what you have to and keep the rest for yourself Roly. I know it's a lot to ask, but it's important and it has to be done before nightfall, so you've only got 3 hours. Can you do it. Will you do it? Please Roly."

SWAY – Helen only has 1 Dice but I'll allow +1d for the bribe and spend 1 Intuition Drive.

Stakes Low. Expectations: **Success:** Roly will arrange it. **Mixed Success:** Roly will arrange it, but an Urchin will be recognised and arrested and blabs so that Roly gets into trouble. **Fail:** Roly gets beaten up in South Soffit and robbed. He will then either go try and do the deed himself or will decide never to help Helen again! **Critical Success:** Roly will start secretly following Helen about with a view to getting him involved in future Supernatural happenings and joining the Circle.

Helen Drake SWAY			
GILDED	0		
Normal	4	3	3

Result - Mixed Success: The job is done. Vandals smash the rest of

the lights in regent's Park Street. Each Morning from now on, there will be 1 in 6, then 2 in 6 then 3 in 6 etc. chance of Roly getting into trouble for arranging it.

The Evening Post will report the vandalism and that this happened DESPITE a heavy Periphery presence in the Street due to a recent spate of minor disturbances in the area. However, a source close to the Periphery has said that they are pursuing certain leads, and an arrest is expected in the next few days! The Street will remain dark only for a night or two as The Sunshine Bulb Corporation have agreed to replenish the new All-WEATHER PROTOTYPE BULBS as soon as the production line can be re-started. A



spokesperson for the Corporation said that "Such luddite vandalism by the small-minded is a regrettable consequence of scientific progress but the purer, cleaner, cheaper electric light of their new bulbs will soon drive the gaslight shadows from many more of the city's streets at night."

I will leave tracking the other Bulbs for the next session.

Mythic – Chaos Factor still 8 – although Helen was mostly in control, the situation is getting more escalated. There are more Zombie Cats and more Moths, Roly is in danger of arrest and the mass-production of the Bulbs is getting closer.

I've added Roly to the Adventure Features List (he was already on the NPC List)