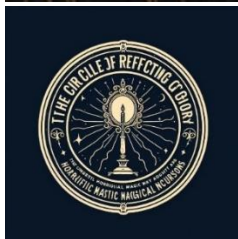


# The Circle of Reflecting Glory 009



Being the continuing chronicles of the CRG, as written by Helen Drake, Witch!  
 For this Solo Play – In a break from Mythic, I'm using Nostromo's Choose-Your-Own-Adventure version of their "Descent" Assignment. You don't have to read the other Assignments – this one is standalone.

<https://nostromosreliquary.itch.io/the-descent-solo-edition-community-version>

<https://nostromosreliquary.itch.io/the-descent-solo-edition-unabridged-version>

The Circle of Reflecting Glory, its Chapter House in Briar Green, close to the Mara Winfield Botanical Conservatory and my Solo PC is Helen Drake a Weird/Occultist

## The Character

NERVE				
Drives Available...	<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"/>
Resistances...	<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"/>
◇ STRIKE punch, break, knock down	<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"/>
CUNNING				
Drives Available...	<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 type="checkbox"/>
Resistances...	<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"/>
◇ READ body language, lies, motives	<input checked="" 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"/>
INTUITION				
Drives Available...	<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 type="checkbox"/>
Resistances...	<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"/>
▶ FOCUS inspect, analyze, remember	<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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Burn a resistance to reroll a number of dice equal to your action rating

MARKS		
Body:	<input type="checkbox"/>	<input type="checkbox"/>
Brain:	<input type="checkbox"/>	<input type="checkbox"/>
Bleed:	<input type="checkbox"/>	<input type="checkbox"/>
SCARS		
Green, red & yellow veins are visible in the whites of her eyes.		
ROLE: <input type="text" value="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: <input type="text" value="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.		

Name: Helen Drake  
Pronouns: She/Her  
Circle: Circle of Reflecting Glory

**RELATIONSHIPS**

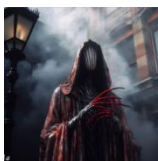
**ILLUMINATION KEYS**  
Consult Arcane Texts -  
Collect Oddities -  
Act Bizarre -

Style: Crazy Witch  
Catalyst: Lured by Evil Tome and saved by CO  
Question: Can Magic EVER be used for Good

**GEAR**

Upto 3 times during an assignment, when you want an item of Gear you can say that you packed up one of these or something else that is common/cheap and makes narrative sense...

Bleed Detector  
Hand Weapon (Dr Appleby's Fancy Sword Cane)  
Bleed Containment Vessel  
Arcane Text  
Ward (Soak 1 Bleed)  
Occult Supplies  
The Magickal Horn from Assignment One (depleted)



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)
- [https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_005.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_005.pdf)
- [https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_006.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_006.pdf)
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- [https://aigm.igm4u.com/Circle\\_of\\_Reflecting\\_Glory\\_solo\\_008.pdf](https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_008.pdf)

At the end of last issue...

- Helen had recruited Rowland "Roly" Campbell to join the Circle. However, I'm going to assume Roly is unavailable for this mission as it is specifically designed for a solo character.

**NOSTROMO: I REALLY ENJOYED THIS ADVENTURE!** There are lots of comments in red, with minor suggestions and opinions, all prefaced with "Nostromo". They are just my suggestions for future Choose-Your-Own adventures for Candela Obscura and I appreciate they would make the document MUCH longer and more complicated. Thanks for writing this.

**AND NOW...**

## Assignment Three (Part One)

*Mythic – Chaos Factor is 5.*

*We won't be using the usual Mythic mechanisms to check for the Expected Scene etc.*

### Scene One – Meeting the Expedition



Cornelia – The Lightkeeper – had waited a few minutes for Roly to join them at the Chapter House before raising an eyebrow, sighing (she clearly blamed Helen for recruiting the lad) and proceeding to the briefing.

Helen would have to look for Roly later. The mission was urgent, and she would have to tackle it on her own.

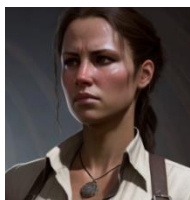
Cornelia explained that she had pulled a few strings to arrange for Helen to join an expedition into the Undercity – Oldfaire. Her instructions are "to infiltrate Fleishman's expedition to Oldfaire, and determine if any magickal artefacts are uncovered by the expeditioners. Ensure that any dangerous items are safely acquired for Candela Obscura and don't fall into the hands of any... well... anyone else". Fleishman has added Helen to the expedition because Cornelia spoke highly about her academic knowledge of Oldfairen Occult Artefacts.

The following morning, after hearing Henry Fleishman III deliver his opening remarks in his regal drawing room, Helen and the other expedition members agree to his proposals.

*In terms of the options given in the scenario...*

*"A quick expedition, one week there and back, following a path that our guide knows well. If all goes according to schedule, we'll be back this time next week, with more riches and fame than we know what to do with. What do you say?"*

- Say yes, to steal any artefacts you can.
- Declare that your abilities are Magickal in nature.
- Background: I'll say **ACADEMIC BACKGROUND** **Nostromo: There isn't an obvious option given matching an OCCULTIST or a MEDIUM**



**Lara Strong** is in charge of Security. Seems confident and capable. Used to be a Corporal in the Last Great War.

**Red Connelly** seems to be our Guide into the depths of Oldfaire. An urchin of about 12 yrs of age!

**Professor Adrian Martinez** from Briarbank College. An expert in Antiquities. Helen has heard of him - rumored to provide intelligence to the Exoteric Order of New Sciences (EONS).

**Henry Fleishman III** himself, sponsor of the expedition. Rumoured to be a peripheral member of the Esoteric Order of the Ascendant Star and to be burning through his family fortune at an alarming rate.



*Entry 5: Helen will choose to speak with Red "Entry 16".*

*Entry 16: Helen will try to befriend the young girl SWAY: 1 Dice + use 1 Gilded "Stamina" Dice and 1 Cunning Drive 2/3.*

Helen Drake SWAY	
GILDED	2
Normal	6 2

*Full Success: Entry 19. After listening to Red (a mixture of defiance and a hint of vulnerability), Helen gains the CARD: A GOOD LISTENER.*

***Nostramo: There doesn't appear to be a Consequence for Mixed Success. Maybe worth adding something like -1d to future Sway/Read attempts with this person as a Consequence?***

It only takes a short conversation for the old woman to get an idea what motivates their young guide. Knowing the way to their target location in the undercity is the girl's ticket out of her rough life in South Soffit where she has had to become very self-reliant.

*Back to Entry 16. Helen chooses the option to use the CARD: A GOOD LISTENER. Entry 20 and gain the CARD: A FRIEND OF RED. Then back to Entry 16 and choose to ask about Red's Background Entry 17*

"You won't be alone on this one kid. I'll be watching your back, don't you worry about that". Despite pretending not to need such kindness, it's clear the girl is grateful. Helen manages to coax out of her a few bits of info about her life with The Tunnel Rats and that their path will lead down The Big Steps.

*Back to Entry 5 (the rest of the group). Talk to the Professor. Entry 11. Because I opted for the "Academic Background" I'm allowed to ask about his research. Entry 13.*

With Helen's obvious interest, he enthusiastically explains how he has studied Oldfairen Imperial Bureaucracy but that it is his understanding of traps and locks that made Sir Henry invite him to join the expedition.

*Back to Entry 11. Helen probes him on his Background. Entry 12. Then back to 11.*

He goes on to talk about the fantastic library at Briarbank College, complaining slightly that he hasn't managed to get tenure yet. Perhaps that's why he's on what could be a dangerous expedition.

*Entry 6. Time to speak to the Expedition's Sponsor. Then able to choose Entry 23 because of Academic Background and so gets CARD: A KEEN MEMORY. Then Entry 23.5.*

From the Dossier given her by the Lightkeeper, Helen knows something about Henry Fleishman III.

Helen recalls various details of the lost expedition "Dig Site #347" that was widely reported back in 1872 and was led by this Henry's grandfather. 50 people were sent to study an unearthed Plaza. Rescuers found the bodies of the lost expedition arranged around a crystal in the plaza with all their equipment just left where it was. No survivors and no explanation found.

*Back to Entry 21. Then because I have CARD:A KEEN MEMORY, I can ask Henry specifically about Dig Site #347. Entry 26.*

He admits that they are headed to the same Plaza but assures them all that whatever caused the tragedy is surely long gone.

*Take some time to study the charter. Entry 24. FOCUS. 1d Gilded + 2 Intuition Drives 4/6. Takes the Gilded Result of 5 so a Mixed Success, recovers 1 of the 2 Intuition Drives 5/6. Then choose to demand a fairer split Entry 25. Gain the CARD: A FRIEND OF RED (again).*

Helen Drake FOCUS	
GILDED	5
Normal	1 2

Helen spots that Henry is getting a huge share and that Red isn't getting any. She argues for a fairer split.

***Nostramo: Again, no Consequence for the Mixed Success. I'd suggest some future penalty of -1d on Checks involving Fleishman. If this were a game with a GM, I'd probably have chosen the option to***

*split Henry's share without telling the others, but then ensured Red got a fair share out of mine. I appreciate that offering every option would bloat the document too much.*

Back to Entry 5. Then chat with Lara. Entry 6. Then Analyse the Map FOCUS. 1d Gilded + 1 Intuition Drives 4/6. FAIL, but spend Resistance 1/2 to roll 1d Gilded. Full Success so recover Intuition Drive 5/6.

Gain the CARD: PUTTING A NAME TO A PLACE. **Nostromo: Again no Consequence for the Mixed Success.**

Helen Drake FOCUS	
GILDED	1
Normal	2

Helen Drake FOCUS	
GILDED	6
Normal	0

Helen studies the map and memorizes many of the details.

Back to Entry 6. Then ask about having a child on the expedition Entry 9.

Lara has worked with Red before and is confident in the girl's abilities.

### Scene Two – Into the Sewers

Back to Entry 5 and then prepare to start the expedition. Entry 27. Helen votes to take the Tram to get to South Soffit. Entry 29.

Red is delighted with tram travel. Henry, less so.

Entry 31. Speak to the Warehouse supply clerk. Entry 32.

We collect the heavy haversacks prepared in advance.

Entry 31. Speak to the Hotdog kid. Entry 33. And pick up "Suspicious Street Meat". Then 31, then 34.

Helen eyes the hotdog with suspicion, but it MIGHT be OK in a pinch. She peers up between the cramped houses for a last look at the sky. Lara is looking wistfully at South Soffit – she admits it's where she grew up. Shouldering their packs, they descend into the sewers, letting Red lead the way.

Entry 37. Jump! Wriggle! Or Wade!

When they reach a mass of pipework, they must choose between jumping a gap, wriggling through the maze of pipes or stepping into the sewer water. Helen is thin and wiry and tries to pick her way through carefully.

CONTROL: 1d will use 1 of the remaining 2 Gilded Dice from the Circle's Stamina Training.

Helen Drake CONTROL	
GILDED	3
Normal	5

Mixed Success:

**Nostromo: No Consequence for Mixed Success**

Helen wriggles through with some difficulty, but Red slips along with childish ease. "Oh to be young and fit again!". The others jump the gap and we continue deeper into Oldfaire.

Entry 41. Eerie Orange Eyes. **Nostromo: An Occultist or Medium might try to use SENSE to understand what the thing is or the ability to speak the language of phenomena to SWAY (pacify or intimidate the "creature" or maybe pacify Lara to stop her shooting!). It also seems like the Player should only be saying what their PC does and maybe rolling to see whether the Expedition's Security (Lara) 1-2 takes a shot, 3-4 shoots to scare or 5-6 pops a Flare.**

Given the lack of a SENSE-based option, I'll go for the SWAY (to scare them away) but use SENSE instead to give insights to Lara how best to scare them away.

SENSE 3d +1d for "Extend Your Senses"

Helen Drake SENSE	
GILDED	6
Normal	3 5 3

The Gilded Full Success gives me Intuition Drive back to full 6/6. I'll interpret the result accordingly.

**Nostromo: A Mixed Success here could have maybe given a Body or Brain or Bleed Mark (Player's Choice)**

The thing is creeping around in silence and Helen senses its hyper-acute hearing. She shouts and bangs on the pipe work, disorienting the creature. Soon the others join in and the thing shambles away.

**Nostromo: Maybe there could be a 4-point Countdown Dice,. Where the PC has been instrumental in defeating an obstacle, they are gaining status in the group to the point where it makes more sense that the Player is choosing what the whole Group does?**

Entry 47.

Red and Lara stop to discuss the route and Lara asks for a vote. "Decision time, people. We can take the scenic route, winding through the Catacombs and dodging some rope work. Or the direct route, through The Endless Descent. Faster, but we'll have to do a bit of climbing. Thoughts?"

**Nostromo: This seems like a good opportunity for the Player to make a SWAY, with +1d for CARD: FRIEND TO RED and +1d for befriending others and succeeding at handling the orange-eyed thing.**

Helen votes for the longer / smoother / slower route. "The Plaza has stayed unvisited for 20 years, a few hours or even days won't make any difference".

Entry 157. When we reach a sinkhole, Helen suggests we navigate around it.

**Nostromo: It feels a bit odd using the PC's skill to Navigate down here. Red knows the tunnels and Lara is an experienced explorer so presumably both have decent ratings for Survey or could at least provide Help.**

**FOCUS: 1d (Gilded) + 1 Cunning Drive (1/2) – result Mixed.**

Helen Drake FOCUS	
GILDED	1
Normal	4

Entry 164.

**Nostromo: No Consequence on Mixed. Could have soaked a Mark (Player's choice which type)?**

After a half an hour we find a way around.

Entry 161. Red is lost!

**Nostromo: Could have been an option to auto-succeed if the PC had CARD: PUTTING A NAME TO A PLACE (had studied the map back in the Drawing Room, but I guess Lara is carrying the map anyway – if that Card doesn't crop up as useful later – maybe have Lara drop it down the sinkhole so that it was worth the PC spending time with)**

Helen decides to help Red by extending her senses and trying to feel the Magical "pull" of the Plaza.

SENSE: 3d (Gilded) +1d for Extend Your Senses.

Critical Success! Entry 165. **Nostromo – no guidance for Critical Success**

Helen Drake SENSE	
GILDED	3
Normal	6 6 2

### Scene Three – Camping on the Sixth Step

After an hour, following the faint glimmers of her Magickal Senses, Helen leads the group back to the trail Red and Lara were looking for. They have reached the Sixth Step of the Endless Descent, having bypassed the many 25-foot tall steps above.

Lara and Henry are arguing whether to press on or rest, they ask Helen's opinion. Helen's an old lady, she's keen to rest and can make a good case for the common sense of it.

*Entry 61. The Camp.*

Helen decides to talk to Red – the girl must be nervous down here and Helen did say she'd look out for her.

*CARD: A FRIEND OF RED. Swap Stories. Entry 63.*

Helen manages to sooth the girl's worries and tucks her in to a peaceful slumber.

*Entry 61. The Camp.*

The Professor has been studying the carvings on the walls for the last few hours. Helen tries to find out what he's learned.

*Entry 65. READ: 1d +last Cunning Drive (0/3), + last Gilded "Stamina" (0/3).*

*Takes the Gilded Result (Mixed Success) and recovers back to 1/3*

*Cunning Drive. **Nostramo: No Consequences for Mixed Success. This means the PC isn't yet being challenged very much (although that might be unfair, I just haven't failed a roll yet!).***

Helen Drake READ	
GILDED	5
Normal	1 5

His answer (about seeking the secrets of Oldfaire in order to use them) confirms he is a member of EONS (as Cornelia had suggested in her Assignment Dossier).

*Entry 61. The Camp. Talk to Henry. Entry 71.*

Henry seemed quite agitated to reach the Plaza quickly, let's see if Helen can find out why.

*Asking what he's hoping to find. READ: 1d +1 Cunning Drive (0/3)*

*Mixed Success.*

***Nostramo: No Consequences for Mixed Success. So very little need to spend any resistances for re-rolls.***

Helen Drake READ	
GILDED	0
Normal	4 2

Hentry talks about his Grandfather being lost in the First Expedition, then the Rescuers remaining silent about what happened. He desperately wants to know and to bring back a haul of treasures. He also admits to being in the Esoteric Order of the Ascendant Star who are hoping to get a rich haul of Artefacts.

*Back to 71, can ask the next question about the First Expedition. Entry 73.*

*READ: Just 1d, no Cunning Drives or Training or Stamina dice left. Mixed Success.*

Helen Drake READ	
GILDED	0
Normal	4

Henry relates more of the story of what the Rescuers found "...Bodies in a macabre display. No survivors, no explanations. The expedition's work left unfinished."

Entry 61. Return to the Camp. There's only Lara left to talk to. Entry 68.

**Nostromo: This might have been a good opportunity to force a Player Choice and say you can talk to any 2 of the other members and get some Rest or talk to all of them and get no Rest. I suppose that each skill roll has its own risk of a penalty on a Fail, so maybe not needed.**

Ask how they are holding up. Entry 69.

READ: 1d. Looks like I spoke too soon and now have my first Fail.

Helen Drake READ	
GILDED	0
Normal	3

**Nostromo: A bit disappointing, even the Fail had no apparent Consequence! You could perhaps have given out a CARD: Lara Doesn't Like Me.**

Entry 61, Camp and finally Sleep Entry 74.

When Helen awakens, it's because Lara is talking in her sleep. Red has already awakened and is on watch.

SENSE: 3d (Gilded) +1 for Extend Your Senses + 1 Intuition Drive (5/6). To try and reach into Lara's dreams.

Helen Drake SENSE	
GILDED	5
Normal	1 4 5 6

**Nostromo: Because there are never any Consequences for Partial Success, I might as well take that Gilded Partial and recover Intuition Drive (6/6) instead of the un-gilded Full Success. This bypasses one of the meaningful Choices the elegant rules system usually offers. If there is 1 Bleed for a Success, there could have been 1 Bleed or 1 Brain for a Fail (caused by the stress). If I was GMing this, I'd probably have said before the roll, that the Consequence would be worse if you Extend Your Senses and get a Fail or Mixed Success.**

I take 1 Bleed, even on a Success.

MARKS	
Body:	■ ■ ■ ■ ■
Brain:	■ ■ ■ ■ ■
Bleed:	■ <input checked="" type="checkbox"/> ■ ■ ■ ■
SCARS	
Green, red & yellow veins are visible in the whites of her eyes.	

I learn from Lara's dream that she was present at the Lightning Event on the battlefield, but the Magickal stress prevents me from getting back to sleep for a long time.

Entry 77... 78

When Helen next wakes, it is to find Red staring hard at the carvings on the wall of the Sixth Step. She quietly approaches the girl and hears a faint buzzing noise. Helen (as usual) Extends her Senses to try and understand the phenomena.

Entry 81. SENSE: 3d + 1 Intuition Drive (5/6) +1 for Extend Your Senses.

Helen Drake SENSE	
GILDED	6
Normal	6 4 3 5

**I can take the Gilded so get the Intuition Drive back (6/6) Critical Success Nostromo – no guidance on the possible effects of Critical Success. I'm going to say in this case it avoids the automatic 1 Bleed damage.**



The buzzing noise clarifies a bit and seems to be the combined dreaming minds of each of the other expedition members. Helen witnesses each of their most prominent dreams.

Red is worrying about getting the party lost. The Professor seems to be making a presentation to the Academic Board (possibly seeking Tenure). Henry is worried about his financial position. Lara is caught in her nightmare memory of the Lightning Event and the death of her fellow soldier – Johnson.

*Entry 71... Entry 80. With the CARD: FRIEND OF RED*

Helen asks Red if they can hear it too. She reluctantly admits to hearing whispers and seems afraid of being put into Grayslate Asylum.

*Entry 71... Entry 79. Listen Closely. Takes 1 Brain Mark.*

Helen listens and examines the Wall closely, seeing more details of ornate towers (minarets) and the whispers continue until it makes her head ache. With nothing more to discover, she tries to go back to fitful and unsatisfying sleep.

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

**SCARS**

Green, red & yellow veins are visible in the whites of her eyes.

#### Scene Four – The Plaza of the Crystal

Next morning, they trek through stone tunnels for several hours until they reach an expansive chamber.

*Entry 82. Dig Site #347*



There are dessicated bodies, tied down with stakes around the glowing crystal, their faces frozen in agony. There are boxes and ruined tents, and a side tunnel leads to a large circular door.

The nervous expedition members look to Helen for guidance and she indicates the side tunnel to examine the Dig Site before tackling the Crystal or the Bodies.

*Entry 91. The Side Chamber.*

There are desiccated bodies in beds. Oldfairen uniforms on pegs. Miscellaneous equipment strewn on the floor. Stone tablets covered in Oldfairen script. A barrel filled with Oldfairen weapons (swords and spears). The walls have grotesque carvings of mythical beasts.

*Bunks 92. Tablets 93. Art on the Walls 94. Weapons 95. CARD: EXPEDITIONER'S JOURNAL 90. Continue search 82. We'll go for Tablets 93.*

The Professor can read the "Tablets of the Undying". They seem to list various groups of visitors and how many were sacrificed (most) and how many were made citizens (a few). Helen scoops up the tablets.

*Entry 96. Zombies!*

Unfortunately, taking the Tablets seems to have stirred the corpses into zombie-like un-life!



Helen runs for the door and tries to close it to lock them in.

*Entry 99. CONTROL to re-lock the door. 1d no drives or resistances! Mixed Success. Close the door but take 1 Body Mark*

<b>Helen Drake CONTROL</b>	
GILDED	0
Normal	4

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 type="checkbox"/> <input type="checkbox"/>
SCARS		
Green, red & yellow veins are visible in the whites of her eyes.		

With frantic effort, the expeditioners help Helen slam shut the circular door and it locks into place, severing the arm of one of the grasping draugir.

*Entry 101. Expedition is Panicked... Join Red investigating the bodies out here in the Plaza.*

While the others argue about whether to flee or not and what the hell these Draugir might be, Helen notices Red staring at the tied-down bodies in the Plaza and goes over to calm the girl and take a closer look herself.

*Entry 106.*

Red is brave enough to notice one of the bodies has fancy brass gauntlets.

Well – Helen's job is to prevent any Magickal Artefacts from falling into the wrong hands so she will take them herself but not put them on.

***Nostromo: Can they be Taken without putting them on? Can a SENSE Check (attune) discover what they are? Based on my understanding of the Assignment, my PC is slipping them into a bag unseen by the others (except for Red, who I have already befriended). Maybe an option here could be to HIDE the items from the others – possibly with a bonus +1d as they are currently arguing?***

*I gain the CARD: TOMB RAIDER. Back to 101 – the panic of the expedition.*

Helen asks the Professor how much he knows about Draugir.

*Entry 102.*

"Revenants, sustained by dark, alchemical forces. Servants of the Empress." (presumably Empress Iomene)

As the Draugir seem to be trapped in the side chamber, and the dead bodies in the Plaza are all tied down, Helen supports the idea of completing the full investigation of the Dig Site.

*Entry 105.*

Lara and Red aren't thrilled to be staying, but the Professor is very keen and Henry... well Henry is desperate to find treasures.

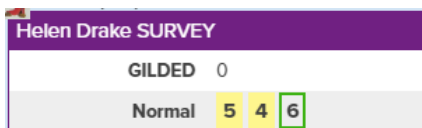
*Entry 107. Investigating. Camp 83, Barracks 91, Crystal 108, Leave 130.*

"Let's try the ruined camp – perhaps they left a journal."

*Entry 83 – the Ruined Camp. Bodies 84, Equipment 85, Flirt with Lara 84.5, CARD: EXPEDITIONER's JOURNAL 90, Leave 82.*

Helen heads over to inspect the equipment that's scattered around the camp.

*Entry 85. SURVEY 1d + 2 Intuition Drive. (4/6)*

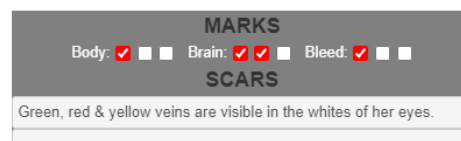


*Full Success. Leads to Entry 86.*

Among the rest of archaeological supplies, Helen finds 40 sticks of dynamite, wrapped in curious crystals! The Crystals twinkle strangely in the low lantern light. As Lara has military experience, Helen asks her opinion.

*Entry 87. Take 1 Brain Mark. 2/4*

Lara is clearly terrified of the sweaty sticks of dynamite. "Enough to collapse the whole place and VERY volatile.", so we leave it and step away.



*Back to 86. Then 83 (the Ruined Camp). Then Inspect the Bodies 84.*

*SURVEY: 1d +2 Intuition Drive (2/6). Full Success.*

Helen Drake SURVEY

GILDED 0

Normal 6 4 3

After examining the grisly scene, Helen and the Professor find CARD: EXPEDITIONER'S JOURNAL.

*Back to 83 (the Ruined Camp) then read the Journal 90.*

This is the "Court of Iomene's Mercy". Where newcomers pledge loyalty to the Empress in a Magick ritual centred around the crystal. There are partial details of the ritual CARD: A PARTIAL TRANSLATION.

*Back to 83. Then Leave 82 – The Plaza. All that's left is to "Approach the Crystal" 108 or "Return to the Surface" 130.*

***Nostromo – I think there should also be an option to use the dynamite to bury this chamber forever. That seems like the best option for Candela Obscura.***

I'll opt for the Return to the Surface and hope that an option to use the Dynamite becomes available. Helen would be willing to explode Henry and the Professor and even herself, but not endanger Red or Lara. The Magick (and Draugir) down here can't be allowed to reach the surface world.

*Entry 130: and I have Card's Tomb Raider (but for non-selfish reasons) and Tablets of the Undying (to return for Candela Obscura) so it leads to 131.*

***Nostromo: I very much appreciated the 999 option which seems like it would allow the ending I think Helen would have tried for in a game with a GM. I'll try the standard ending and reserve the right to ret-con back to 999 if necessary (but would willingly pay for it with a Scar).***

### Scene Five – Iomene's Mercy!

As we are arguing about whether to turn back or investigate the Crystal, suddenly swarms of Draugir rush at us from out of the darkness – pursuing us toward the entrance tunnel and the Endless Stair.

*Entry 132.*

Helen sees Red turn off her lantern and start following the perimeter wall in the shadows. She's running desperate and afraid. The old woman promised to watch out for the girl and has no choice but to run after her.

*Entry 132.5 2 Brain Marks – which causes a second SCAR for Helen!*

***Nostromo: There's no guidance on how to cope when you get a Scar (supposed to be knocked-out).***



Lara and the others are ringed by the Draugir. Some fall to Lara's pistol, but they begin to close in. Then one of the massive Jackal-headed statues, steps from its plinth to block their way.

Helen realises that she has left the rest of the expedition to die, but ... Red is so young... too young to be left alone with such monsters! The sheer magnitude of the Magick in this place overwhelms Helen and she faints.

***I'm going to assume Red comes back for me and manages to wake me up.***

*Gains the CARD: LEFT FOR (4) DEAD. Entry 156.*

***The Effect of the Scar: Nervous Alertness: Overwhelmed By The Scale of Magick (reduce SENSE from 3 to 2, increase MOVE from 0 to 1 as she is going to be ready to run)***

MARKS		
Body: <input checked="" 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"/>
SCARS		
Green, red & yellow veins are visible in the whites of her eyes.		
Overwhelmed By The Scale of Magick (Nervous Alertness)		

Helen feels hands grabbing her, shaking her and opens her eyes to see the wide-eyed, terrified face of Red. "Wake Up! Get Up – we have to go NOW! While the monsters are busy with the others!" Red

whispers. In a daze, Helen scrambles to her feet. Helen follows Red for what seems like days, not daring to rest. Eventually they reach the surface and escape into the "fresh" air of South Soffit.

## Epilogue

1. Did the expeditioners successfully escape the Court of Iomene's Mercy?
  - a. **Helen and Red escaped, the rest were left behind**
2. Did they help anyone during the course of their investigation?
  - a. **YES - Red**
3. Did you bond with any NPCs, and if you did, what became of them?
  - a. **Red, she survived – HELEN WILL INVITE HER TO JOIN CANDELA OBSCURA**
4. Did they form any alliances or enmities with the NPCs or supernatural forces chasing them?
  - a. **No.**

## Wealth

I only got the "Tomb Raider" Card because I was bringing out the artefact for Candela Obscura to study it and then hide it away in the Fourth Pharos.

***Nostromo: I think this would have been worth mentioning as an option as I can't be the only one who interprets Candela Assignments as "recover or destroy ALL Artefacts, just make sure that they don't fall into the hands of anyone else"***

## Magick

I escaped with the Tablets of the Undying which I'm going to count as meeting the requirements for the Occultist's Illumination Keys – "Consult Arcane Texts" and "Collect Oddities".

***Nostromo: Should the Tablets be considered a Magickal Artefact? It certainly seems like enough to tick the Occultist's Illumination Keys – "Consult Arcane Texts" and "Collect Oddities"***



## Scars

Helen DID get a second Scar from this adventure. I'm perfectly OK with this, **the Adventure itself was excellent and certainly dangerous enough to warrant a Scar.**

***Nostromo: Would be worth giving some guidance on how to handle it when the PC gets a Scar – if they are KO'd in a scene where they can be safely woken up or if they are KO'd where they would be on their own.***

