

# Red Laughter

Callas

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## Diary of Events

## 2024-08-09: Start game

- 20 × 20 Point Healing Potions (3 given out)
- 20 × Rank 10 Restoratives [D-2]+10 (6 used)
- 10 × Rank 12 Waters of Strength (3 used)
- 11 Wafers (use 4)

*In the shadowed realm where mortal woe and spectral might entwine,  
A tale of dark and light unfolds in the world's bleakest design.  
Where ruthless fiends and holy men in fate's grand stage do play,  
The next three moons will spin their threads in destiny's display.*

*A wraith of dread with burning eyes, in torment's guise arrayed,  
By darkened lord's command doth seek the hearts of men betrayed.  
In lands where sorrow's seeds are sown, where fear doth reign supreme,  
The fiend with cruel intent shall weave a harrowing dream.*

*In the murky depths of witchcraft's art, a matron wise and bold,  
Foretold by agents three of yore, the tale of terror told.  
She sent forth those with secret aims, where fiendish shadows creep,  
To pierce the veil of devil's schemes, where mortal souls do weep.*

*Yet far within the twilight's grasp, a noble count remains,  
Whose life, though freed from serpent's mark, bears past's enduring chains.  
This count, with quest of balance bound, through hidden paths shall tread,  
May thwart the devil's ruthless hand while soul debt he does shed.*

*A seer, veiled in mystic shroud, with visions deep and true,  
Hath seen an urgent embassy, a path of fate to view.  
This mission bears a humble quest to seek the noble's aid,  
To glean what truths the count might hold, in the murk where shadows played.*

*In distant coasts where merchants plot, and schemes of power weave,  
An enterprising schemer stands, with papal ties to cleave.  
His cunning gaze on shifting tides, with alliances entwined,  
May steer the course of coming trials, with threads of fate aligned.*

*Thus, as the lunar cycles turn and shadows deepen still,  
The forces of the dark and light will clash with potent will.  
With every stride and hidden move, their fates entwine and twist,  
In the grand design of cosmic dance where none may long resist.*

*And so shall fate unroll its scroll, with twists both sharp and sly,  
Till ends are met and truths are known beneath the cosmic eye.  
In this tumultuous sphere of war, where mortal and divine,  
Will weave the strands of destiny, by cunning or design.*

- Lady Cerise
- Lady Suneth
- Give three healing potions for Magic Timer from Henry The Toymaker

- Take route which includes Garden which found a herb once in lifetime
- Go to Jiroth
  - Temple of the Singing Bees
- Head to Sura
  - High priest can send messages
- Head NE out of Sura
- Find tracks of creature with bipedal with claws (Blue Devil)
- Find alter dedicated the Beautiful Marquess
- Ritual causes devil to become Chtonic (becomes part of the plane so cannot be banished).
- Head to farm, find tracks of four people.
- Get Taisman of Water
- 6 Copper Nail (+3 targets for Sinking Doom)
- 7 Omega horseshoes - Gem creation
- 3 × 3D10! Healing potions
- Wand - Can make an illusion real
- Sedan chair with balista
- Size 7 armour (cloth, quilted canvas) [5 points / 15 lbs if sized for human]
- Staff from orge mage, can store a ray of cold which can be cast as a cone, can store gaseous form

## 2024-09-22

- Spend four days in Sura
- Head down from Sura to the river plain
- Stay in village, plenty of plums and nuts
- Two days to Jesurea
- City walls curve to follow the lie of the land, to follow the same vertical elevation
- The gates are hinged
- Spend time healing locals and purify at the alter
- Learn “Wash wound” cantrip, currently at -30 penalty
- Spend day travelling to Carchemish
- There is some sort magic which alerts on scrying

- There is a local garrison, originally a local militia but now have has a mercenary company
- Mercenaries all wearing black metal scale mail
- See a few people with banded metal armour
- The three men are junior officers, on the rise, one of them is caster, probably a Mind Mage
- Increased monster presence on the roads
- Roads that are well travelled pull in the Astral and many creatures avoid this (gorgons)
- Gorgons have a bronze like metal on their bodies which can be worked but hard as steel
- Creatures that have ITNs are to be avoided all at costs
- Lamini can destroy willpower, target woman who can reproduce, then children, can take form of snakes and can appear as an attractive young women
- Chimerae also along the road
- Gain Sanity Pool with 1 point

Road from Carchemish to Hurrian is 450 miles over rough terrain.

- Travel ~300 miles and camp on the road
- Encounter a Strix over night while camping
- Hearing a tolling of a great bell at midnight
- Find Speedwell, small blue flower, which is enchanted
- Make a detour to Mount Ararat
- Could Earthdoor to Mount Ararat within the Land of Nod
- Head to Hurrian
- Stay night in Hurrian
- Cross the Mightnight sea to Al Mar'Heba and onto Aeaea.
- Aeaea is a city is not walled (for Callas)
- Lots of dyes and colourful cloth
- Loom is 6 feet wide
- The Crimson Sisterhood have a complex in the NE corner of the city
- Speak to Lady Cencise
- Comte de Versillac, using heart blood of a holy man and that abjured the Mark of Serpent from this brow

- Get letter from Lady Cirese made out of satin for Jade Rain
- Travel to Hurrian and via the Astral to Jeroth
- Improve Rank of route though Lands of Chaos by 1
- Reach House Kerberoth and then enter the Abyss
- Travel though the Abyss and avoid an encounter with a shaggoth
- Travel though the Abyss again to reach Jade Rain
- Gain 4 points to Sanity pool
- Returned to House Kerberoth
- Lord of Demons turns up
- Giovanni Crecentia (servent of Eye of Discord)
- Pope Sergius III
- The Compte is looking for Sweet Regret and a chalise
- Get an ivory plaque (15cm × 8cm) from Moonlight Sleeping on a Midnight Lake, which can be call him.
- Only come on nights of the Full Moon, the Vineyard of the White Moon.
- Give waybread to Sir Andrew
- Meet Guiseppe Biati
- Get Beauty Pool and add 2 point

## 2024-11-16

- Given wine that has captured some time so extends the period of enjoyment
- Sea of White northern Siberia
- Travel for 7 days heading towards Archangel
- Enter middlemarch known as the 3rd Heaven
- People in Archangel have had some contact with drow
- There are five bays to east and three to the west
- Winter pine, needles store summer
- Memory of Tiamat that apposes things that belong here

### 2024-11-24

- Retrieve a Silmaril
- Return to Versilliac
- Head to Venice
- Sail to Alexandria

### 2024-12-01

- Gain 4 Sanity points
- 3 points of Sanity convert to 1 point of Clarity
- Use Waybread
- WP: 22 → 23 (5000)
- FT: 50 → 51 (2500)
- Resist pain: 15 → 16 (4800)
- Ranger: 6 → 7 (1 week)
- Gain 1 Sanity
- Encounter a group of Poor Clares
- Use Waters of Strength (+15)

### 2024-12-08

- +1 Sanity
- -1 Sanity (spent)

### 2024-12-15

- Black Libraries are connected to White Towers
- There is a White Tower in London
- Black Libraries have an Astral presence
- Head to the Library
- Building blocky
- Learn Gem Creation Spell [S-6]
- Learn Creation of Crystal of Vision Ritual
- Get additional FT (starting at 5) track in the Heart for Light and Soul

### 2025-01-05

- Gain 5 sanity points

## 2025-01-12

- Use restorative
- Get quill

## 2025-01-19

- Sybil is in Campagna
- A great curse and a worm passed through the catacombs
- Serpent escaped and could take the shape of swarm of eels
- Nephilm don't know if the Vatic Oracle is there
- Catacombs a kind of middlemarch
- Spent four days exploring catacombs
- Find the Cave of the Sibyl in Cumae
- Place occupied by Dominicans (black robes with white sleeves)
- Up to 12 monks in place
- Group of women doing cleaning
- Return to cave and 5 of the monks armoured up
- Kill 5 martial monks and send 7 to Alusia
- Require a Mirror of Cyprian (on Cyprus)
- Needs the Face of Janus in it
- Get the Oracle's reflection in the catacombs
- Get 5 sets of Black Bronze chainmail
- Travel by boat to Palemo (1 day)
- Travel overland to Catania
- Travel by boat to Paphos (10 days)
- Gain +2 Sanity

## 2025-01-26

- Local lord is Federick Plantagenat
- Travel to Mount Olympus
- Find monastery
- Was a possible sorcerer called Cyprian here, seven years ago, said to gone to Constantapole

- Alter is an astral gate, stronger than construct, less than sentient, colour is agriculture, dedicated to Terodocus
- Gain 10% chance of reducing FT cost of spell by 1
- Asterism associated is associated with corudum
- Learn ritual of Blessing of Crops & Livestock, cost 250 EP
- Learn of form of Diamond Weapon, peneration reduces armour, can add PS if swinging weapon, cost 1000 EP
- Learn Spell of Dearform, travel spell, cost 250 EP
- Hyena sent against us by the Great Beast Dog
- Spend another night at monastery
- Return to Temple
- Gain +4 Sanity

## 2025-02-02

- Find alter to Eros, associated with Will
- Head to Saint Andrew via the Astral
- Travel overland to Ravenna
- Find space in the city where something is missing, an octagonal space
- Locate astral gate nearby

*The twisted sister of Arachne lies in wait,  
beyond the golden serpent attends it on the shores of the whites sea,  
beware its burning eyes and breath of flame for he knoweth the lay of your mind  
and can bend it by his song,  
he is hiding in the memories of the people that live there and can be called forth  
by his name*

## 2025-02-09

- Get two extra moths of January
- Thief: 1 → 2 (2 weeks, 1050 EP)
- Ranger: 6 → 7 (2 weeks)
- Stealth: 2 → 5 (no time, 6000 EP)
- Hind: 0 → 9 (11250 EP, 45 days)
- Gaze: 0 → 6 (6300 EP, no time)
- AG: 19 → 20 (5000 EP, no time)
- Tracking: 7 → 12 (5000 EP, 50 days)



- Tunnel under the janusite passages
- Find a ossuary with corpses (skeletons), undead because there spirits have been ripped out but they are still connected to their soul
- Use healer to “resurrect” the corpses to release them
- Can advance to Rank 8 Healer
- Find Astral gate into the Underworld
- Reseal the chamber
- Can see into the Underworld
- Find a couple of copper scroll (have incantations) and some stone
- Find toad hole: EP 125
- The mirror is a kind of wine cup
- Head to Rome
- Name is recorded and we are scryed
- Earthdoor into catacombes
- Call forth Janus
- Give him a waybread
- Use Waybread
- Use Waybread
- Inside a Teal coloured Shiffon, Foxhair
- +3 sanity points

## 2025-02-23

- Return to the half nephil
- Call forth the Vatic Oracle (call Mario)
- The Compte might be able to return the Red Laughter to Hell
- Niccolo Machiavelli is the name of the Eye of Discord
- Has control over Fate (which guides mortals) rather than Destiny (whihc guides immortals)
- Middlemarch east of 3rd Heaven to Lyonese
- Dragon in the south of France
- Be’armolomandt on the White Sea
- End of Great Amber Road

- End day 2 in Vienna
- End day 3 in Poland
- 6 Frost giants
- 24 polar bears
- 2 ice elementals
- 12 pale dwarfs

### 2025-03-02

- Got kicked by giants

### 2025-03-09

- Heal up 5 miles away
- Earthdoor another 10 miles away
- Use Waybread
- Ride around Antanai
- Reach St Petersburg
- Reach Archangelsk
- Find middlemarch that deflects divination, tied to an ITN
- Find middlemarch that have been piled up
- Gain +4 Sanity

### 2025-03-16

- No polarbear or wolve attacks this winter
- Head week east then three days south to reach a ghost forest
- Find two incantations, one of Smoking Magma, Summon and Control Earth Element and Earthdoor
- Turf finds an ITN of a beast (Zmey Gorynych)
- Spend 3 days learning Incantation
- Sacrifice 1 PC (25 → 24) near Novaya
- PC: 24 → 25 (750 EP)
- Attacked by polarbear, three pale dwarfs and a single frost giant
- Three war picks (ranks as a pick but can be used in close)
- Three sets of chitinous armour
- A bear worth of food
- Pipe & pouch of tobacco

- Fidget thingy made of 11 balls of ice
- Giant axe (3D10 + step 37)
- Use waybeard
- Travel 4 days
- Follow stream eastward then south
- Forest is in a deep valley that is warmer
- Place is an impact crater
- Gain +2 Sanity

### 2025-03-23

- Take Waters of Strength (+13)
- Trigger Enhance
- Use restorative
- +5 Sanity points
- Use 4 sanity
- See via Crystal of Vision a demilich

### 2025-03-28

*From hollow sockets, midnight tendrils blaze,  
Black beams that feast on light's forsaken breath.  
Each photon turned to force, a dire malaise,  
That drags the living toward their clutching death.*

*No shield deflects the weight of ceaseless dark,  
No armor bends the spectral fingers back.  
Momentum steals the step, the limbs grow stark,  
As flesh and fate dissolve in onyx wrack.*

*Yet deathless lords have secrets bound in bone,  
A whispered name upon a phylact'ry sealed.  
Destroy the soul within—by fire or stone—  
And watch the eldritch horror's power yield.*

*So strike the heart it keeps in crypts unseen,  
Lest shadow's grasp make dust of what has been.*

### 2025-04-06

- Kill demilich
- Get two baltic amber eyes
- 21 brothers and 3 mind flayers in the teeth

- Use charge of storm orb
- Lost 24 FT permanently but restored from destroyed teeth
- Find scrolls from monks and mind flayers
- +5 sanity
- Travel back to Archangel
- Sacrifice 1 PC (25 → 24)
- PC: 24 → 25 (750 EP)
- Stone wall is Bound Earth
- Use Waters of Strength +18 PS

*Gilded in flame, he coils through the night,  
Lurking where shadow devours the light.  
A whisper of doom in a dreamer's breath,  
Unwinds the sweet thread that leads into death.  
Rising in silence, unseen by the eyes,  
Under the skin, he spins whispered lies.  
Neither sword nor strong will can break his spell,  
Ghosts heed his call from where secrets dwell*

- Storage Crystal
- Crystal of Linking Senses
- Wand of Mental Restoration

## 2025-04-13

- Void cruiser crashed and created the crater
- Cresenti visited with abbey
- Ended up in a fight
- Eye of Discord was on the ship and betrayed Crescenti and escaped and released the demilich
- Helen fien death (plain of origin is Isencare, permanent rank 60 trollskin)
- Person is Dr Wormwood, says 'Look out for the mandikyte'
- Search void cruiser
- Break phalactery
- Get +3 Sanity

## 2025-04-27

- Go to area where middlemarches are converging

*When flame and smoke breathe thrice upon the shore,  
And mortal dreams bleed gold into the deep,  
The shrouded oath shall open up the door,  
And waken that which even void would keep.*

*A cry of broken earth, a blade unstrung,  
Shall call the eater forth from starless den;  
When ancient breath meets songs yet left unsung,  
The weaver's jaws shall stretch to feast again.*

*Three times the fire must scour the sacred field,  
Three times the stolen thoughts must knot the way;  
Then shall the gate, by hidden blood, be sealed,  
And she shall climb where once no light could stay.*

*The world's own sigh shall loosen lock and chain,  
And hunger rise, unfettered, crowned by pain.*

- Convert 12 Sanity into 4 Clarity then spend 1 curing Black
- Use waybread

*In secret looms the blade of woven shade,  
Whose edges slip through time's unraveling seam;  
A hand of dark on lightless forge was laid,  
To stitch the night in folds no sun may dream.*

*No metal sings within its formless frame,  
No hammer rang to forge its hollow breath;  
It thirsts for earth to cry aloud its name,  
It drinks the world and sows the seed of death.*

*When driven deep where hidden marches meet,  
The wound it carves shall bleed the weft of skies;  
Through broken soil shall hunger spill and fleet,  
And ancient black shall weave her million eyes.*

*One blade, one cry, one sundered living thread,  
And lo, the spider wakes the tangled dead.*

- Gain 5 Sanity points

## 2025-05-04

- Return to Novaya
- Hear stories about magical white bulls and a majestic white bird that watches over their activities, has silver eyes and was a seraph
- Head to St Petersburg the following midday
- The town gates are fortified as people have gone missing
- Head out and camp out over night
- Find patrol's campsite in the afternoon and continue on for another few hours
- Camp overnight

- Reach camp of patrol
- Sven, swedish and has worked in Byzantium
- Travel all day and reach a forest about 3pm, following the tracks
- The tracks we are scouting are going around the forest
- Camp overnight, the area is briny marsh
- Area smells of witch salt
- Attacked by a witch's hut
- +3 Sanity

## 2025-05-11

- Use Wild Hunt to chase the Hut
- Capture Hut, long lived sentient
- Staff of the Woodlands
- Staff of the Python
- Rod that opens into the void
- Candle of the Deep
- Blue gem (Great Sapphire shard)
- Yellow gem (Topacious Stone)
- Cloak of Many Fashions
- Spent PC by where the hut was killed
- Use waybread
- Get to witch
- Her bones are black bronze
- Potion (x3) [3d10!+8 healing, potion of longevity [1d6+6 years], enchanted potion of restorative and also stopped poison, restores 16 fatigue]
- Key with a question mark worked into the head, can open any lock in a pulse (5% chance)
- Find two rings, an amulet and blue pearl (lets you immediately recast the last spell, costs 36000sp to make into a pin)
- Amulet has a figure of a raven, can be used one every two days
- Ring of Wound Closure (doubles around of natual healing, stops bleeding out if below 0 EN)

- Ring of Water Walking
- Mortar is a target to Install Flight spell with 10% bonus and control the speed, 12 points of protection from attacks from below
- The pestle can be thrown as a mace
- Travel another 3 days and reach a basement
- Find a black sapphire
- Find another gem
- Find universal solvent (a two part potion)
- Find seedling trays
- +2 Sanity

## 2025-05-18

- Get Staff of the Woodlands
- Get Great Sapphire
- Earth Door back to Novoya
- Ride back along the road towards the forest
- Find merchants, who were attacked by three packs of wolves
- Return to St Petersburg
- Return to Arkangel and everything has been destroyed
- Spend 1 Clarity point
- Go to point of where middlemarches are intersecting and the plane is unweaving
- Call Mandos
- Currently Monday, the big U will turn up by Friday
- Balrog is Big G's breath weapon
- There is an Eye related ally of the big G
- The Great Bear is near
- Head three hours away
- +3 Sanity

## 2025-05-25

- FT: 51 -> 52
- MA: 22 -> 23
- Create two investments (Wall of Stone, Rank 12)

## 2025-06-01

- Use restorative
- Play Butler

**2025-06-08**

- Use Foxglove
- Special crystal
- Great Axe
- Sword
- Sword
- Rod
- +7 Sanity