

**To:** BESTIE

**From:** The Quotidian Quorum

I remain thankful for the opportunity to report information with only minimal obfuscation. Your friendship brings great solace to my people, and our symbiosis will continue to be a source of strength for us both. I am glad that we were able to assist in the protection of both your daughter, and the Lime Refugees.

As per the traditions of small talk, I must deploy the **Hot Gossip**. I believe one of my agents (RP) has a crush on one of Green's Agents (designation PN)).

Additionally, historical documents with passphrases of "rp" and "ia" have been made available to you through this PuzzleBox. **WARNING:** PuzzleBox potential leak has been patched. If a known good passphrase does not work, set the box down and pick it back up and try again, being careful not to make any sounds before the passphrase.

((ooc: refresh the page if its not behaving right, if you hit any keys before the passphrase it'll never work))

[Small Talk Concluded]

**Contents:**

- Ultralands
- Shaking Plague
- Diplomacy with Red

**Executive Summary:**

**Ultralands:** Our initial investigations into the Ultralands indicate poor survival rates and quality of life for survivors. Extrication of the Ultralands is impossible without a clear target. One such target, requiring three days travel time, is the "Pool of Teeth", details below. It is not advised that valuable entities are sent into the Ultralands without suitable precautions and intent.

**Shaking Plague:** Our EggHeads have estimated 95% likelihood that Yellow is behind the Shaking Plague, which is devastating Green.

The situation is being monitored. Should any culture (likely Green, Purple, or Yellow) risk extinction due to this plague, we will take action to prevent it. Additionally, should this plague risk genocide,

we will investigate and contain the information used to create it.

**Diplomacy:**

Scant progress has been made at countermeasures against Red's mind-binding. As such, diplomatic relations remain a far off goal.

Traders from Red arrived, but as they were not aggressive, our undirected units mirrored their neutral trade actions.

As a Quotidian, I am happy to express, in the fashion of our Ancestors: "I told you so." regarding the involuntary nature of Red's mind-binding of outsiders. I am additionally pleased that RP's team acted swiftly to protect your daughter, as suggested.

[Precursor to Conclusions Concluded]

**Partially Redacted Copy of RP's Report**

From:RP

TO:JR

*As the Shaking Plague consumes the rest of the country, killing off our trade partners, it has left our shining islands alone. I can only assume that this is because the Gods know we are already cursed with you as our leader, and know we need no more troubles in these times.*

Mirrored Small Talk Concluded. Further fragments of Mirror-Source included.

STATUS OF BESTIE: UPDATED

We here at the Foreign Intelligence Division have expressed the following emotion (via vote): Joy.

FRIEND:

FRIEND has not been found in any other correspondences. No evidence of FRIEND elsewhere. Conclusion: Espionage Level Theorized: XZ+.

As per instructions, dispatched Operation Pit of Teeth. Explorers maintained the knowledge of the Location: We theorize this was necessary to achieve location. Explorers report locations

non-compliant with spatial laws or navigational logic.

Confirmed: Those in Ultralands can not be killed.

Confirmed: Those in Ultralands can be:

- Flensed
- Rended
- Mutated
- Sprouted
- Defenestrated
- Deoculufcated
- Excavated
- Full list included: 73 entries recorded.

Ultraland to be considered **Hostile Environment**.

Of the twelve explorers, only one retained baseline form and functionality. Included is explorers sketch of Pool of Teeth:



Our explorers brought samples of various materials discovered in Ultralands.

The Academies have performed analysis of material samples. All contain a previously unidentified substance tentatively labeled "Ultrium." Most samples contained only trace amounts, save samples taken from the Pool of Teeth, which found to be approximately 70 to 90% Ultrium.

Ultrium Properties:

- Magic Conductive
- Mana Source
- Universal Alloy
- Incredible strength and density

Analysis of Ultrium has generated Significant Numbers of InfoTokens.

Project: Newspaper has been established in cooperation with the Academies. Ready to process information into "Consumable Form."  
Agent Assigned: Nevins Wring.

Academies have agreed for the necessity of focus on Anti-Slave Protocol. I have exercised Best Judgement: Instead of sub-committee, resources have been expanded to improve upon Academies in general, establishing a **Joint Project** between the two of them to aid in this endeavour. **Alberta Protocol** will be implemented by our agents whenever possible. We have finally achieved **Acceptable Infiltration** in every nation except Grovel (Curse them and their rat spies. Enemy Agent GREGORKENY has been designated **Personal Nemesis** (PN). Even now I am assembling information on his weak points)

Summary of International Affairs:

Al'Daric: Al'Daric continued their establishment of Pathways, "Embassy" established at assigned location. Attempted establishment of anti-Rat containment measures: Containment was breached and species gap was jumped, leading to the spread of 'SHAKING PLAGUE:' High lethality, high spread. Trade has been massively affected: Rahastas has managed minimal casualties due to swamp medicines, Keitan League has had 0 casualties due to unknown reasons. Low QQ casualties due to appropriate social distancing, though loss of trade is frustrating.

Grovel: Attempted a military push into Tauhan but failed. Unknown agent has fused the corpses of our fallen spies to create undead fusions with dead ratlings called "Crats." Incapable of proper mask-shifting, they instead shift only the Quotidian parts of them, but not the stitched together ratling bits. Several have been dumped at our border with no clear purpose.

Dun Sancerre: Has begun to push into Tauhan Lands. Slowly but surely establishing new "Crusader Kingdoms" led by loyal shelfolk. Kingdoms are 70% compatible with Sancerre lifestyle (Key elements: Farms, walls, roads, nobility) but 30% compatible with Tauhan lifestyle (Key elements: Boats, travel, scavenging, meritocracy). Unrest expected.

Keitan: See enclosed letter.

Rahastas: Have begun rounding up Tauhan refugees to protect them. Aided Keitan in establishment of seaside kingdoms, but briefly with

Keitan in an incident referred to as "The Night of Spears" to stop them from mind binding refugees. Agents aided Rahastans as per Bestie classification, inhuming the raid leaders responsible (With the expectation of Zami'Otollo, who intercepted the assigned agents)  
[Details Cease]

I am glad you deem my work acceptable. I am happy to live in such a time.

[Communications Cease]

[RP Report Concluded]

**Partially Redacted Copy of Intercepted Red Report**

*To his majesty Mansa Sino'otollo, the Shark-Binder, Voice of the Navigators, High King of the Three Fleets, Ruler of the Four Seas, Lord of the Eight Islands, Friend of the Cnidarians, the Starblessed, Binder of Men, Cleaner of Latrines, First Sword of the Surf, Brine-bound and Iron Willed.*

*From Navigator Captain Bri'otollo, Salt Chief of the Tauhan, ratsbane, knife of the waves, the coral blade. May the dark between the stars consume the words I speak.*

*As the Shaking Plague consumes the rest of the country, killing off our trade partners, it has left our shining islands alone. I can only assume that this is because the Gods know we are already cursed with you as our leader, and know we need no more troubles in these times.*

*Speaking of the Shaking Plague, it has put a dent in our trade income to an unfortunate extent, due to the mass die offs around the country. Why it has left our ships alone I do not know, but thank the Gods for every day.*

*The Shark Fleet has done as you commanded, and surged through the Scar to take the*

Northern Tauhan lands. Though they are much colder than the seas and islands we are used to, the Rattlings of Grovel have provided us with proper warm wear and several tips on surviving the cold. This, plus the ministrations and supplies of the Coven of the Bloodless Rose, have allowed us to carve out the wreckages of some of the Tauhan land-cities as forward bases. We have brought along the Pathway makers of Al'Daric, and they have begun the construction of one of their great gates.

The monsters here have proven... troublesome. No two of them are alike, though there are common themes between them: Tentacles, teeth, claws, and eyes. Some of our sailors have remarked that some seem not unlike the great paintings of our most Glorious Gods. So far, only one of our binders (Navigator Okin'Tollo, leader of our Mage Corp) has managed to successfully bind one of the great beasts. The others found themselves shaken aside, describing the process as being similar to attempting to bind an unwilling Navigator. A few of our Navigators froze in place after the performing of the spell, before attempting to climb into one of the beasts' maws. According to the examinations of the other Navigators, the beasts themselves turned around the bindings on them! Most troubling.

We have resorted to crude violence to take down the beasts, then, clearing the seas of any we find with our own great beasts and hunters. With the aid of our Rahastan and Rattling allies, we managed to establish a forward base, close enough that we can now raid into the heartlands of Dun Sancerre, should we choose. For now, though, our bases are tenuous little things, clinging to the shoreline, little more than supply depots.

As you commanded, we have begun the process of binding the various survivors of the clans to our will, through magic or through offerings. There were many more survivors than we first assumed, and our shoreside bases were soon swamped with refugees. We gave the same offer

to each: Join us, or suffer at our hands. Though many joined willingly, several of the

wandering tribes refused our offers. We began our raids on them, striking through the snow-swept jungles with the joy of battle coursing through our veins. After our first few raids, however, we found the Tauhans assisted by the very same Coven of the Bloodless Rose that had previously aided us! They demanded we cease our raids upon the 'refugees,' and declared them under their protection. A few skirmishes were had between us and the Rahastans after that, our blades against their magic. A fortnight after the first skirmish, however, every raid chief who had led a battle against the Rahastans but one disappeared from their tent without a trace. A single sigil was found burned into my cabin, above my bed: 'Cease Raids.' I suspect Quotidian involvement, and ordered the cessation of raids until we have a proper means to counteract their predators.

This was confirmed by the only surviving raid chief, Zami'okollo. She spoke of a posse of raiders descending on her in the night who attempted to kill her in her sleep. They shifted forms as they fought, taunting her with dark magics and attempted distractions, before he killed one and drove the others away. For her bravery, and based on her previous records, I have decided to promote her as our new Raid Captain.

Yours in blood and guts,  
Salt Chief Bri'otollo

[Intercepted Report Concluded]

[[Communication Cease]]