THE DAGGER AND THE TOGA

ADVENTURE LOG

The field agent's notebook,
a reading companion for "The Last Blade", Volume 1

BY MARCUS KROSS

A good agent does not leave everything to memory. Names, hours, a number overheard in the rain, a symbol cut into stone: if you do not write them down somewhere, Rome swallows them faster than you can chase them. This is not the book: it is what the book cannot write for you. Keep it beside you, on paper or on screen, for the whole length of the investigation.

WHAT THIS LOG IS FOR

A place to record your investigation without writing in the printed volume and without wrestling with your Kindle's keyboard. Print it and fill it in by hand, or type directly into the fields of this PDF from your computer or tablet. No page reveals how the plot unfolds: only room for your own version of events.

Agent's name (optional):

IN THIS LOG

I. How to use this Log 2
II. The agent's bookmark 2
III. Hours elapsed in the investigation 2
IV. The suspects 3
V. Clues and evidence gathered 4
VI. Keywords 5
VII. The investigation path 5
VIII. Decipherment workshop 6
IX. Playthrough log 7
X. Free notes 7
XI. The cipher wheel 8

The Last Blade · The reader's Adventure Log · © 2026 Marcus Kross. All rights reserved.

I. HOW TO USE THIS LOG

- Consult it whenever the book suggests it, or whenever you feel the need.
- On screen, one click on a field is enough to write in it. On paper, if you use a pencil, the same copy will serve you for later investigations too.
- The pages are laid out to print at actual size on both US Letter and A4 paper: choose "Actual size" or 100% in your print settings.
- Save the file at the end of every session, using a PDF reader that keeps filled-in forms, such as Adobe Acrobat Reader or Preview on a Mac: some viewers built into web browsers do not.
- One copy is enough for several playthroughs: use the "Playthrough log" at the back to keep them apart.

II. THE AGENT'S BOOKMARK

A paper bookmark can slip out, the "Back" button can let you down: note here where you left the investigation.

DATE / SESSION	PARAGRAPH REACHED	QUICK NOTE

III. HOURS ELAPSED IN THE INVESTIGATION

"This is not a stopwatch to be started at every line: the story itself will tell you when time passes."

Hours marked: ☐ 6 ☐ 12 ☐ 18 ☐ 24 ☐ 30 ☐ 36 ☐ 42 ☐ 48

Starting hour (optional):

Total estimated hours (optional): / 48

PRACTICAL TIP

On an e-reader, open this PDF on a second device (phone or tablet) while you read: you will avoid losing your place in the book every time you want to note something down. On paper, a paperclip or a divider between the pages of the volume and this sheet saves you from having to leaf through both at once.

The Last Blade · The reader's Adventure Log · © 2026 Marcus Kross. All rights reserved.

IV. THE SUSPECTS

Three names, three doors. Mark whom you have met and what they left you with.

MARCUS JUNIUS BRUTUS

☐ *met*

Suspicions, motive, details observed:

GAIUS CASSIUS LONGINUS

☐ *met*

Suspicions, motive, details observed:

DECIMUS BRUTUS ALBINUS

☐ *met*

Suspicions, motive, details observed:

The Last Blade · The reader's Adventure Log · © 2026 Marcus Kross. All rights reserved.

V. CLUES AND EVIDENCE GATHERED

Every fragment counts, even the one that seems irrelevant today.

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.
18.
19.
20.

The Last Blade · The reader's Adventure Log · © 2026 Marcus Kross. All rights reserved.

VI. KEYWORDS

Every time the book invites you to mark a keyword on the Log, write it in the next free box, in the order in which you meet it. No investigation gathers them all in a single reading: different roads lead to different words, and a box left empty is not a mistake on your part, only a road you did not take.

1.	**2.**	**3.**	**4.**	**5.**
6.	**7.**	**8.**	**9.**	**10.**
11.	**12.**	**13.**	**14.**	**15.**
16.	**17.**	**18.**	**19.**	**20.**

VII. THE INVESTIGATION PATH

Your own Ariadne's thread: note the paragraph numbers you pass through so you can find your way back, without folding pages and without the "Back" button. If the boxes run out, carry on in the Free notes.

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104
105	106	107	108	109	110	111	112
113	114	115	116	117	118	119	120

 © 2026 Marcus Kross. All rights reserved.

VIII. DECIPHERMENT WORKSHOP

When a coded message stands in your way, do not solve it in your head between the lines. Write out below, letter by letter, the shifted alphabet you are testing: the upper row is the normal alphabet, the lower row is the space for your attempt.

FIRST MESSAGE

Coded message, copied from the book:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Number of shift positions found:

Deciphered text:

SECOND MESSAGE

Coded message, copied from the book:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Number of shift positions found:

Deciphered text:

HOW A SHIFT WORKS *(an example, not taken from the book)*

Each letter of the message is replaced by the one that sits N positions further along in the alphabet. With a shift of 5: A becomes F, B becomes G, C becomes H, and so on. If the coded message were "UWTOJHY" and you tried sliding it 5 positions backward, you would get "PROJECT". The book will tell you whether the right shift is this one or another: keep trying until a line makes complete sense. If you prefer, the cipher wheel on the last page slides the alphabet for you.

 © 2026 Marcus Kross. All rights reserved.

IX. PLAYTHROUGH LOG

Every investigation can end in different ways. Note here, playthrough after playthrough, how yours closed, so you remember the roads already taken when you decide to start again.

PLAYTHROUGH	DATE	HOW IT ENDED
No. 1		
No. 2		
No. 3		
No. 4		
No. 5		
No. 6		
No. 7		
No. 8		
No. 9		
No. 10		
No. 11		
No. 12		

X. FREE NOTES

Whatever finds no room elsewhere: a suspicion to check, a rough sketch of a street, the rest of your path.

THE LAST BLADE, THE DAGGER AND THE TOGA, VOLUME 1

by Marcus Kross

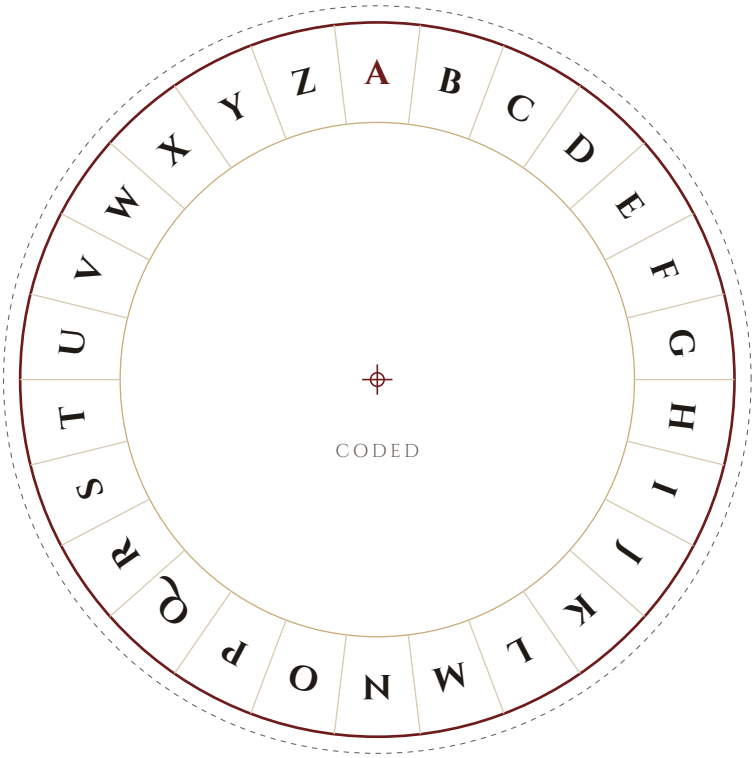
Adventure Log, a reading companion to use alongside the volume

© 2026 Marcus Kross. All rights reserved.

XI. THE CIPHER WHEEL

An agent's tool, ready in five minutes. Print this page on its own, on cardstock if you can: the other pages stay untouched.

1. Cut out the two wheels along their outer edge.
2. Lay the small wheel on the center of the large one and join them with a brass fastener, or with a pin pushed into a cork.
3. The outer ring carries the letters of the coded message, the inner ring the plain letters. Turn the small wheel one notch at a time: each notch is one shift position, and when a word starts to make sense you have found the right one.



cut along the edge



cut along the edge

 © 2026 Marcus Kross. All rights reserved.