THE DAGGER AND THE TOGA

ADVENTURE LOG

The informer's field notebook,
a reading companion for "Blood Debts", Volume 2

BY MARCUS KROSS

A good informer does not leave everything to memory. Names, sums, an address whispered in a tavern, a figure that recurs identically in a money-changer's register: 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.

Informer's name (optional):

IN THIS LOG

I. How to use this Log 2
II. The informer's bookmark 2
III. Days elapsed in the investigation 2
IV. The sources and the conspirators 3
V. Clues and evidence gathered 4
VI. Keywords 4
VII. Objects and materials 5
VIII. The investigation path 5
IX. The money-changer's counter 6
X. Decipherment workshop 6
XI. Playthrough log 7
XII. Free notes 7
XIII. The cipher wheel 8

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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 INFORMER'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. DAYS ELAPSED IN THE INVESTIGATION

"This time you do not have forty-eight hours. You have many more, and that, in Rome, in an autumn about to rot into winter, is no good news at all."

Days elapsed: _____ / 63 **Starting day chosen (optional):** _____

Days marked: ☐ 8 ☐ 16 ☐ 24 ☐ 32 ☐ 40 ☐ 48 ☐ 56 ☐ 63

Rome did not count in weeks but in cycles of eight days, from one market day to the next, closed by the nundinae: tick a box each time the story lets one go by.

> **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.

IV. THE SOURCES AND THE CONSPIRATORS

Mark whom you have met along your investigation, and what you remember of each.

- ☐ **Marcus Tullius Cicero**
- ☐ **Lucius Sergius Catilina**
- ☐ **Fulvia**
- ☐ **Quintus Fabius Sanga**
- ☐ **Publius Cornelius Lentulus Sura**
- ☐ **Gaius Cethegus**
- ☐ **Quintus Curius**
- ☐ **Gaius Manlius**
- ☐ **Lucius Statilius**
- ☐ **Gaius Antonius Hybrida**
- ☐ **Titus Volturcius**
- ☐ **Adiatorix**
- ☐ **Lucius Cassius Longinus**
- ☐ **Philemon**
- ☐ **Tiro**
- ☐ **Marcus Porcius Laeca**
- ☐ **Gaius Julius Caesar**

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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.

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.

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VII. OBJECTS AND MATERIALS

Anything you pick up, carry with you or leave behind along the way.

1.	**2.**	**3.**	**4.**
5.	**6.**	**7.**	**8.**
9.	**10.**	**11.**	**12.**

VIII. 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. A complete playthrough usually runs through more than a hundred of them: 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
121	122	123	124	125	126	127	128
129	130	131	132	133	134	135	136
137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152
153	154	155	156				

IX. THE MONEY-CHANGER'S COUNTER

When the book sets a money-changer's accounts before you, use this table to keep the thread: copy into it the figures you find in the scene, coin by coin.

COIN	QUANTITY	VALUE (DEN.)	TRIBUTUM (DEN.)	NET (DEN.)
Denarius Romanus				
Aureus Statere				
Drachma Attica				
As Aes				
			TOTAL	

One row per coin: what it is worth in Denarii, what the money-changer keeps, what is left in your hand.

X. 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.

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.

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XI. 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		
No. 13		
No. 14		
No. 15		

XII. FREE NOTES

Whatever finds no room elsewhere: a name to check, a sum to redo, the rest of your path.

BLOOD DEBTS, THE DAGGER AND THE TOGA, VOLUME 2

by Marcus Kross

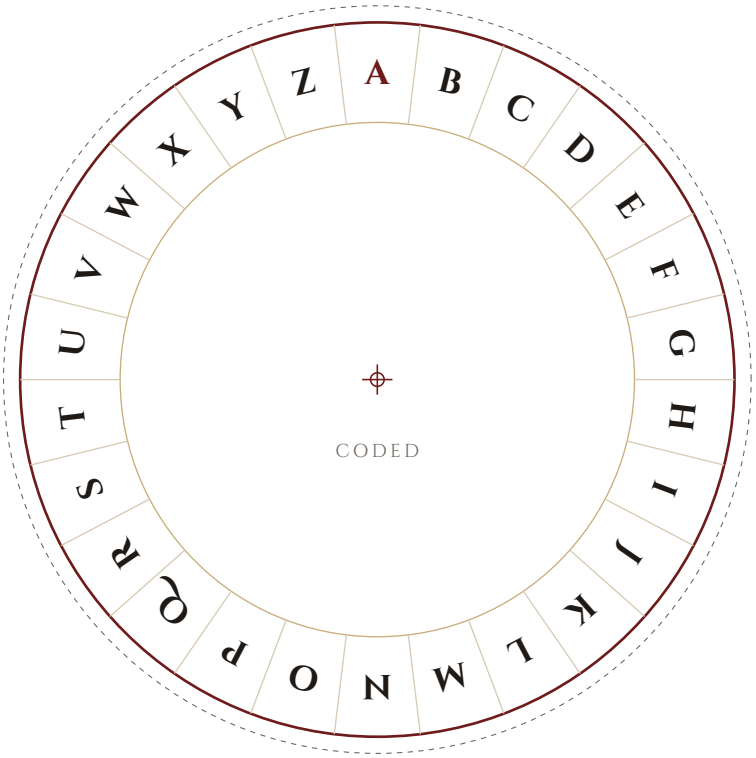
Adventure Log, a reading companion to use alongside the volume

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XIII. THE CIPHER WHEEL

An informer'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

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