THE DAGGER AND THE TOGA

ADVENTURE LOG

The scribe's notebook on the march,
a reading companion for "The Last Toga", Volume 3

BY MARCUS KROSS

A good scribe does not leave everything to memory. Names, dates, an account that does not add up, an oath sworn unwillingly to a man marching under the wrong standards: if you do not write them down somewhere, the civil war 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 journey.

WHAT THIS LOG IS FOR

A place to record your journey 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.

Scribe's name (optional):

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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 journeys 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.
- Not far from the beginning, the book splits your road in two: this Log works unchanged for either, with no need to know in advance where it leads.
- One copy is enough for several playthroughs, even on different roads: use the "Playthrough log" at the back to keep them apart.

II. THE SCRIBE'S BOOKMARK

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

DATE / SESSION	PARAGRAPH REACHED	QUICK NOTE

III. DAYS OF THE CAMPAIGN

"This book is not measured in hours, like your first journey into the Subura, but in months and then in days: from the spring of 42 BC to the marshes of Philippi, in October."

Days marked:

Last number of days read in the book (optional):

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.

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IV. YOUR FACTION AND THE FACES ON THE ROAD

The book itself will soon ask you which side to stand on. Mark your choice here, and whom you met along the road that followed from it.

FACTION CHOSEN

☐ Not yet decided ☐ The Liberators (Brutus and Cassius) ☐ Octavian and Antony

HISTORICAL FIGURES MET

☐ Marcus Junius Brutus	
☐ Gaius Cassius Longinus	
☐ Gaius Cassius Parmensis	
☐ Marcus Valerius Messalla Corvinus	
☐ Octavian	
☐ Mark Antony	

PEOPLE YOU HAVE TRUSTED, AND HOW FAR

☐ Philemon	
☐ Nearchus	
☐ Voconius and his group	
☐ Titus	
☐ Sergia and her brother	
☐ Fabius	
☐ Volesus	
☐ Servius	
☐ Tryphon	
☐ Rutilius	
☐ Celsus	
☐ Marcius	
☐ Aemilia	

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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. OBJECTS AND MATERIALS

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

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

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VII. THE ROAD TAKEN

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	157	158	159	160	161
162	163	164	165	166	167	168
169	170	171	172	173	174	175
176	177	178	179	180		

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VIII. KEYWORDS

The text hands them to you in square brackets, in capital letters. When you receive one, write it in a free box together with the paragraph where you found it: further on it may open one more road for you, or take you along a different way from those who do not have it, until the two meet again. No keyword, however, is indispensable for going on.

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

IX. HELVIUS'S PROPHECY

If you have received it, copy it out here: it may prove useful to remember it later.

X. PUZZLES SOLVED AND SECRETS DISCOVERED

Tick every puzzle you solved on your own, before reading the answer in the book, and note the secrets the road has put in your hands.

- ☐ **The opening ciphered papyrus**
- ☐ **The reckoning of the supplies**
- ☐ **The sacks and the rising water**
- ☐ **The nameless message**
- ☐ **The damaged dispatch**
- ☐ **The count of the tributes**

SECRETS DISCOVERED

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XI. THE TABLE OF ACCOUNTS

When the book sets before you an account that does not add up, do not solve it in your head between the lines. Use the space below, item by item.

THE RECKONING OF THE SUPPLIES

ITEM	QUANTITY	PER UNIT	TOTAL

THE COUNT OF THE TRIBUTES

	CITY	TRIBUTE DECLARED
1.		
2.		
3.		
4.		
5.		

TRUE TOTAL: **DIFFERENCE:**

THE SACKS AND THE RISING WATER

ITEM	AMOUNT

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XII. 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.

THE OPENING CIPHERED PAPYRUS

A shift of five letters. To read it, move every letter back five places.

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

Shift found: *Deciphered text:*

THE NAMELESS MESSAGE

A shift of three letters, Caesar's. To read it, move every letter back three places.

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

Shift found: *Deciphered text:*

THE DAMAGED DISPATCH

Here nobody tells you the shift in advance. Look for the words that repeat, and the shortest ones: if you recognize one, the distance between one of its letters and the letter that replaces it is the shift, and it holds for the whole message.

Coded message, copied from the book:

Fragments gathered:

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

Shift 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 4: A becomes E, B becomes F, C becomes G, and so on. If the coded message were "TVSNIGX" and you tried sliding it 4 positions backward, you would get "PROJECT". The cipher wheel on the last page slides the alphabet for you.

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XIII. PLAYTHROUGH LOG

Every road can end in different ways, and this book offers more than one from the very start. Note here, playthrough after playthrough, how each one closed, and on which road, so you remember them when you decide to begin again. Some endings can only be found by crossing from one side to the other, others only with a keyword: keeping count will tell you how much remains to discover.

PLAYTHROUGH	FACTION	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			
No. 16			
No. 17			

Endings found so far: _____ **out of seventeen**

XIV. FREE NOTES

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

THE LAST TOGA, THE DAGGER AND THE TOGA, VOLUME 3

by Marcus Kross

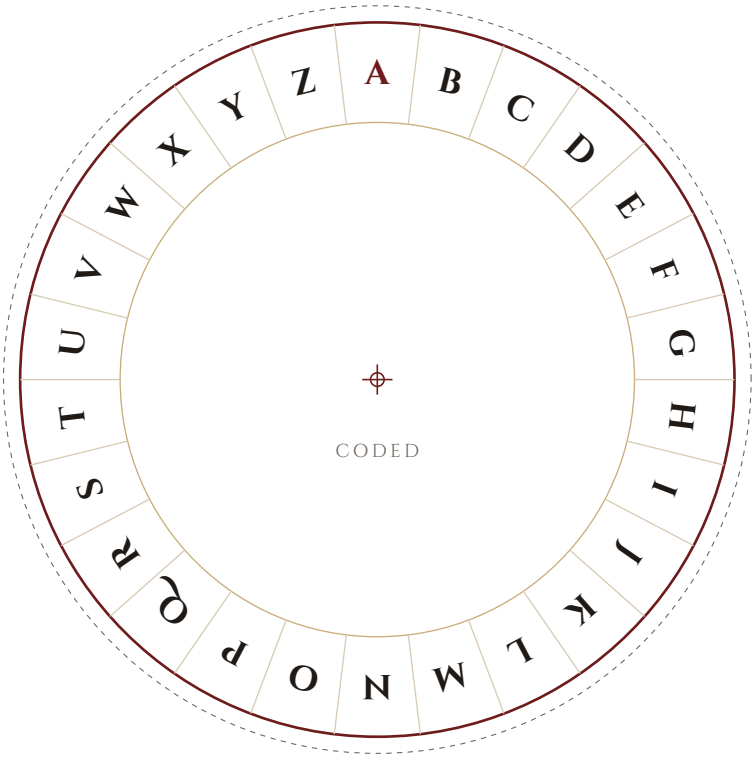
Adventure Log, a reading companion to use alongside the volume

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XV. THE CIPHER WHEEL

A scribe'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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