

From The Desk of Deputy Icarian

Rank 4 and Above Eyes Only

To: The Headmaster

I had heard rumors of infiltration of our academy, but recent events have shocked me to my core.

As per your instructions, I began research on two projects related to the Shaking Plague: Project Angelus and Project Diabolis, a cure and a dormant form of the plague respectively. Both of these projects have found themselves stymied via the disappearances of both researchers and our data. From undergraduates to professors to even independent researchers, we have had researchers vanish. Some have been found dead. Other locations are unknown. In response, I began increasing the amount of security, both magical and conventional, and began ordering a careful inspection of our ranks for infiltrators. We began to find spies and assassins everywhere: Quotidians, that most dastardly and deadly race, have managed a full-scale infiltration of our populace and even our schools. Though we have managed to catch and exterminate many (the ones that are caught usually kill themselves rather than be taken), we have lost several key researchers, and found segments of **vital** data rendered inoperable. I have requisitioned a portion of the funds you have sent me to empower the **Dean's Office** ((Weak Anti-Espionage Asset, costs 12))

Project Diabolis has been all but stalled, while Project Angelus has so far only been able to produce medicine that can alleviate or remove the symptoms of an active sufferer (thanks in part to aid from the Rahastans, and in part from our meager supplies of Ultrium). ((The stalling of Diabolis + creation of symptomatic cure costs 3 Wealth))

To make matters worse, the plague has been tampered with. As mentioned before, the plague is modular, designed to have been customized to a specific setting. Although it is apparently impossible to change the settings once the plague has been released, either random chance or some foreign mad wizard has managed it: The Shaking Plague

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has been rendered more deadly than ever, killing quicker and spreading faster. We believe it may even be capable of jumping the species gap. It has been dubbed the “Blue Blight,” as the cooling of the blood causes those under the last grasps of the plague to have their eyes turn to a vivid blue. The Blue Blight has swept across our countryside, apparently with the first recorded cases in Dun Sancerre.

Though it feels strange to go about normal business under such circumstances, I have continued the expansion of the Pathways. I have sent the first envoys to begin construction of a pathway in Grovel, and have finished the Pathway at Port Kaiwah (A northern port in the Tauhan, held currently by the Keitan League). This Pathway does not yet provide us with much economic gain, but could prove a massive strategic asset for allowing easy movement of troops to and from the north.

Speaking of the Keitan League, envoys have arrived: Supposed “Adventurers,” as they call themselves. They are supposedly led by a young human, called ‘Akira’ who spoke of a land that not even the Heralds have mentioned. I personally believe him a madman with a sword, with the true power of the group lying with the party’s Navigator Via’Tollo (A granddaughter of Sino’Tollo, from what I can gather). They spoke of the ‘Shrine of D’Vaya’ for some inane quest. I granted them access to some of our less interesting historical archives, where they have apparently located evidence of D’Vaya as some God worshiped in the early days of Al’Daric, along with a location for the shrine. I granted them leave to explore freely, provided we are given a large share of any discovered artifacts and wealth...

That is, by the by, the model upon which I have funded the expansion of our **Adventurers Guild** ((Weak Asset, costs 12)). Led by Askor Breakneck (Real name Daryl Simmons), any member of the guild is given access to information, healing, resources, and permission to ‘adventure’ within Al’Darician territory. I have granted them the knowledge given to us by the Quotidians, hoping to bait some into exploring the Ultralands. The first few parties have taken the bait. Of the nine parties to have

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entered the Ultralands, eight returned successfully, speaking of monsters slain, battles fought, enchantments overcome, etc. etc.

The 'Pool of Teeth' they recall reaching is the only place that all eight groups agree on: A sketch is inclosed.



The adventurers returned with, as instructed, samples taken from the maw: Some even descended within and removed a handful of the teeth. Samples taken near the area have proved incredibly rich in Ultrium, providing us with a reasonable amount to fund future experiments. I highly recommend the expansion of our extraction efforts from the Ultralands, and request recommendation as to what task the Ultrium should be put to first.

Lastly: Worrying news from the North. There are rumors of the Keitan and Dun Sancerre fighting side by side, of some great pact signed. I fear for the future of our great nation.

Wishing Good Health,

Icarian