

To: JR

From: Iago Allium

Please stop hiding so many assassins in my house. You know I get nervous when there's more than four I can spot.

[Small Talk Concluded]

Multiple individuals spotted crossing our borders. No evidence of espionage spotted by our spies (or by their spies, or by the people spying on them), nor thoughts of espionage gained by any the mind-scan rituals we performed on the ones we kidnapped when they were away from the group (we returned them wiped or replaced them with similar-ish looking Masks of course).

Unsure if means intruders are catspaws for other's plan or just have good mind shielding. Tempted to believe catspaws.

Protocol Ghost Town:

- minimal interaction, send a single target as the obvious distraction
- have 13 additional spies as the real distraction
- 73 extra spies run sub level coverup
- 37 additional spies, thieves, and observers perform the operation, maximize information acquisition
- remove any goods that have not previously been acquired
- leave compensation for services in form of InfoTokens relevant to target

Notable intruders:

Ratlings. Origin: Kingdom of Grovel.

Bearing: [list abridged for brevity]

Offering: Gold [note: Any ciphers on said gold have not yet been cracked]

Result: Protocol Ghost Town successfully executed, Ratlings compensated with knowledge on weaknesses in their supply patrols. Surveillance spells undetected.

Lizardmen, Humans, Frogs. Origin: Rahastan Assembly of tribes.

Bearing: [list abridged for brevity]

Offering:[list abridged for brevity] Spices (18 types), Fish (19 types), Herbs (23 mixes), Salves (19 types), Unidentified Animal Remnants.

Result: Protocol Ghost Town successfully executed. One of each object acquired. Animal remnants proved to have strong magical sympathy. Further research at Academy of History recommended? Surveillance spells undetected.

Humans. Origin: Al'Daric

Bearing: [list abridged for brevity]

Offering: [list abridged for brevity], various magical assets, new spell formulae.

Result: Protocol Ghost Town successfully executed. New spell formulae have been sent to the academy for dissecting. Formulae mainly focus on minor cosmetic illusions (some form of disguise? They described it as 'make up', containing extremely minor mind alteration effect) or temperature control ("cold boxes" for use of, I believe, storing food?) Surveillance spells detected, removed.

Humans. Origin: Keitan League

Bearing: [list abridged for brevity]

Offering: [list abridged for brevity], fish, various Titanspawn remnants.

Results: Protocol Ghost Town successfully executed. Some data collected: It appears that the League uses some form of advanced mind control on a percentage of its subjects and beasts of burden. Titanspawn remnants potentially useful for research, further examination at Academy of History recommended. Surveillance spells detected, removed.

Other notes of possible interest:

Robin Parr's activity remains within expected boundaries

Birth rate down 13%, suspected obfuscation by enemies

Aetheric Radiation up 87% by border with the Ultralands

Rat population is increasing 23% above expected rates

Instances of unintended corvidification up 13% by border with Ultralands

Annual butterfly migration began 13 days before expected date range

Instances of random monster attacks up 100% by border with Ultralands (from 1 to 2)

Academy of History forced-shifts down 23%, employee turnover up 17%, new data believed to be at fault

I still have been unable to catch or interrogate a Herald, but so far their data seems to be straightforward. I currently theorize they are attempting to use us (all of Bellor) as part of a plot against something else

At this rate, we might be facing major InfoToken inflation.
[[Communication cease]]