**To**: RP

**From**: JR

**Included Info-Tokens: 25 (ooc: All of them)**

**Subject**: Superlative work.

Compensation and reward provided for improved observation formula, and exemplary work framing Red for attempting to assassinate one of Green's agents. Your quick eye was correct that both would prove to be highly problematic to our goals.

InfoTokens specifically encode reports from IA, which you can cross reference with your own copies of their reports. Additionally, InfoTokens are provided detailing my Intern's progress assimilating modern culture.

[Small Talk Concluded]

In brief, I would like to bring your attention to the following broad topics:

* BESTIE: Pink is officially our Bestie and their interests are now our interests.
* FRIEND: A master spy known only as FRIEND has offered us a job and secrets.
* NEWSPAPER: I am sending you the funds needed to deploy our NEWSPAPER to both pink and yellow. Recruit any subleaders you may need.
* SLAVERS: I am sending you the funds needed to create a sub-committee with sub-leader focused on investigating anti-mind-binding techniques.
* RAT SPIES: Your reports on green troubles me. We must find a solution other than merely killing.

[Summary Concluded]

**BESTIE**

After subscribing to our NEWSPAPER via agreeing to give us calories in exchange for knowledge, as well as sufficient interaction to maximize empathy, Pink has been given our Terms of Service and Quick Start Guide, as well as a PuzzleBox Brand Information Transmitter. This is more than sufficient to classify them as "Bestie" status.

We have promised to provide counter-intelligence services for them (especially useful against the rats) and to support one "The Coven of the Bloodless Rose" in any way possible, especially within the ULTRALANDS.

As you well know, as Bestie, Pink's interests are our interests. We are the first generation in hundreds to have a Bestie and I look forward to seeing how your keen eye does our Ancestors proud. There is no one else I would rather have on the task.

**FRIEND**

A terrifyingly potent spy has given us knowledge found nowhere else in Bellor as a demonstration of power, as well as a job. We are asked to "Send an expedition to the Pool of Teeth in the Ultralands. It is a three day walk in, no matter where you start walking from.".

We are further told: "Anyone seeking the Pool of Teeth is guaranteed to arrive within three

days of seeking. No one dies in the Ultralands. Anyone who reaches

the Pool of Teeth will be able to return within three days of seeking

return."

Your own reports indicate 100% casualty rate so we must assume there are layers to FRIEND's riddle we have not yet sussed out. I trust your ability to complete this task.

**NEWSPAPER: Suggested InfoTokens: 10**

As Bestie, **Pink** is a subscriber to our PLATINUM PREMIUM service. Any knowledge Pink seems to want should be delivered to them, in exchange for calories. Their current interests appear to be:

* Prevent a Genocide at the hands of an unknown "Enemy".
* The Ultralands (location of enemy)
* How best to Peacefully Unite Bellor Against the Enemy.

**Yellow** has also requested a subscription, at our entry level tier. They will be providing non-publically available academic knowledge to us in exchange. They appear to have the following interests:

* Magic
* History of the Before Times

In addition to providing information, in our Ancestor's times, newspapers doubled as information gathering systems with a specific "on the ground" focus on subscriber countries. While obviously we would never sell information obtained from subscribers, this information is invaluable to better target data feeds to them.   
  
As such, I expect a non-trivial portion of the InfoTokens sent to you to be used to create a sub-committee, as well as assigning a sub-agent to head this committee. The Newspaper is the lifeblood of our people, and we must spare no expense in returning it to circulation.

((ooc note: these will be 1920s newsies, literally the Daily Days from Baccano, this is \*vital\* for the refranceS))

**SLAVERS: Suggested InfoTokens: 15**

Our people can not know peace of mind until we have mitigated the threat mind-binding presents to us. Spin up a sub-committee with attached sub-agent focusing on investigating how to best counter mind-binding.   
  
Potential topics include, but are not limited to:

* Detecting mind-binding, even for non-magical non-quotidians.
* Mind-binding immunity, even for non-magical, non-quotidians.
* Mind-binding removal, even for non-magical, non-quotidians.

We will not be slaves again. Our Ancestors fought hard to give us the right to Independence and it will not be taken from us.

**RAT SPIES**

Included are InfoTokens regarding the Alberta Protocol, from the Before Times. Of particular note are efforts to prevent rats from entering a relatively isolated region. Fool's Pass would be an ideal place to place a checkpoint to prevent potentially infected rats from entering our Bestie's territory.

Weylin's Grasp may well prove more difficult to similarly police, but strict customs patrols on ships from there to Pink's main territory should prove helpful.

From there, it's a matter of investigating Pink's territory to see if infected rats are already native, and if so, eliminate them.

Intern Jaimie (see attached InfoTokens) has reached out to Yellow in the hopes of finding a more permanent counter-intelligence action.

[Details Concluded]

You have been doing fine work, RP. Your exploits fit right in among the tales of our Ancestors.

[Communication Cease]