

1	2	3	4	Object	Price								
1				<p><b>Devildog</b>  <i>A dog, with sleek black fur and hooves. It makes for a trustworthy and reliable companion, and will always stay by your side.</i>            This item has no action.</p>	Something which was once valuable, but isn't any longer.								
2				<p><b>Paradise's Songbird</b>  <i>A golden songbird in an ornate cage. It sings beautifully of the next world.</i>            This item has no action.</p>	A dream, forgotten forever.								
3				<p><b>Mirror of Desperate Want</b>  <i>A beautiful ornate mirror which shows whoever standing in front of it how they would like to appear.</i>            This item has no action.</p>	Five droplets of blood.								
4				<p><b>Oneiros Phylactery</b>  <i>A skull which when placed on your bedside captures your nightmares and stores them, ready to be released in the future.</i>            This item has no action.</p>	A secret from your childhood.								
5				<table border="1"> <tr> <td><b>Unnamed Child</b></td> <td><b>Novice (1)</b></td> </tr> <tr> <td colspan="2"><i>This infant has deep purple skin and glowing white eyes. They are swaddled in cloth, and their small teeth are very sharp.</i></td> </tr> <tr> <td colspan="2">1. This infant has no name, and like all demons, its history is shrouded in mystery.</td> </tr> <tr> <td colspan="2">Childish, Babbling, Wise.</td> </tr> </table>	<b>Unnamed Child</b>	<b>Novice (1)</b>	<i>This infant has deep purple skin and glowing white eyes. They are swaddled in cloth, and their small teeth are very sharp.</i>		1. This infant has no name, and like all demons, its history is shrouded in mystery.		Childish, Babbling, Wise.		There's no price at all.
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				<p><b>A Child's Crown</b>  <i>This small metal circlet is the perfect size to fit on an infant's head. Two small spikes emerge from it, imitating horns.</i>  This item has no action.</p>					
				<table border="1"> <tr> <td rowspan="2">The card is not associated with an action. When you complete an endeavor to increase this card's score, it becomes another basic card type of your choice.</td> <td><b>Target.</b> N/A</td> <td rowspan="2"><b>Your Novice does nothing of much use, for now.</b></td> </tr> <tr> <td><b>Commit.</b> N/A</td> </tr> </table>	The card is not associated with an action. When you complete an endeavor to increase this card's score, it becomes another basic card type of your choice.	<b>Target.</b> N/A	<b>Your Novice does nothing of much use, for now.</b>	<b>Commit.</b> N/A	
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6	1			<p><b>Coin of the Fallen Lich-Lords</b>  <i>A small golden coin, with a skull emblazoned on the front. It feels heavier than it should. It multiplies in the presence of death.</i>  +1 <b>Decadence</b> to an <b>Action</b> this Item's holder takes if the holder has witnessed someone's death this week.</p>	4 Decadence, in the form of a luscious and enormous feast provided to the merchant.				
7	2			<p><b>Storm-Forged Blade</b>  <i>A long jagged blade, which resembles a bolt of lightning. It smells of burning ozone, and it sparks at the touch.</i>  +1 <b>Might</b> to an <b>Action</b> this Item's holder takes if <b>Covert Dice</b> were also committed.</p>	Have one of your Score 1 Character Cards take an Action at the request of the merchant.				
8	3			<p><b>Cloak of the Old Truths</b>  <i>A large cloak made of white feathers, that curls around the wearer. While wearing it, you voice booms with honesty.</i>  +1 <b>Will</b> to an <b>Action</b> this Item's holder takes if this Item's holder tells someone an ugly truth this week.</p>	Start an Endeavor to increase this Far Merchant's score.				
9	4			<p><b>Box of Silent Music</b>  <i>A musical snuff box, small enough to fit into your hand. Something about it seems...hungry. When wound it</i></p>	A promise to always protect the merchant, should it need your protection.				

				<p><i>consumes all sound around it.</i>  <b>+1 Covert Dice</b> to an <b>Action</b> this Item's holder takes. Holder must feed the box a lock of their hair upon use.</p>									
+	5			<p><b>Warding Light</b>  <i>A golden lantern, with a prayer inscribed around the edges and a small candle in the middle.</i>  Whenever this item changes hands, move the associated <b>Guardian of Warding Light</b> Character Card to new owner's associated Court or Cast. This item has no action.</p>	<p>Knowledge of your Noble's deepest desire, which the Far Merchant will then sell.</p>								
				<table border="1"> <tr> <td><b>Guardian of Warding Light</b></td> <td><b>Bodyguard (2)</b></td> </tr> <tr> <td colspan="2"> <p><i>A tall being dressed entirely in armor made of stained glass, this demon possesses a shield the size of an ordinary person and a blade that sends shimmering motes of light across the room. It has a flame inside of it that burns bright red, and when it opens its mouth you can see flames.</i></p> </td> </tr> <tr> <td colspan="2"> <ol style="list-style-type: none"> <li>According to the merchants that sell them, Guardians are created through an arcane process that binds a spirit of flame inside a column of glass.</li> <li>While the art for creating these Guardians has been long forgotten, their souls (now filled with lost purpose and a desire to protect) are valuable to those who need protection.</li> </ol> </td> </tr> <tr> <td colspan="2"> <p>Stoic, silent, 1 additional word describing the character's personality of your choice.</p> </td> </tr> <tr> <td> <p>All your <b>Item Cards</b> and <b>Character Cards</b> (excluding Bodyguards) get a <b>Security</b> bonus equal to your single highest # Bodyguard. This is a passive bonus, and does not require an action.</p> </td> <td> <table border="1"> <tr> <td><b>Target.</b> N/A</td> <td rowspan="2"><b>Your bodyguard protects you.</b></td> </tr> <tr> <td><b>Commit.</b> N/A</td> </tr> </table> </td> </tr> </table>		<b>Guardian of Warding Light</b>	<b>Bodyguard (2)</b>	<p><i>A tall being dressed entirely in armor made of stained glass, this demon possesses a shield the size of an ordinary person and a blade that sends shimmering motes of light across the room. It has a flame inside of it that burns bright red, and when it opens its mouth you can see flames.</i></p>		<ol style="list-style-type: none"> <li>According to the merchants that sell them, Guardians are created through an arcane process that binds a spirit of flame inside a column of glass.</li> <li>While the art for creating these Guardians has been long forgotten, their souls (now filled with lost purpose and a desire to protect) are valuable to those who need protection.</li> </ol>		<p>Stoic, silent, 1 additional word describing the character's personality of your choice.</p>	
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	6	1		<p><b>Mask of the Queen of Nothing</b>  <i>An ornate and complex mask, made of many interlocking pieces of glass and metal. It shifts constantly, based on how the light catches it. It allows a person to slip in and out of the form of a beautiful-yet-mysterious stranger.</i>  Whenever this item changes hands, the GMs will transfer control of a special <b>Discord Account</b> to the Item's new owner. The account may be used in public channels as this Item's holder dons their disguise. This item has no action.</p>	<p>A perfect imitation of your voice, which the Far Merchant can then sell.</p>								

	7	2	<p><b>Key of Malbolge</b>  <i>A large black key, that weighs a huge amount. It is constantly trying to slip away in your grip.</i>  As a Standard Action, free any Imprisoned Character Card.</p>	The secret word that allows one to enter your chambers unharmed, a <b>Word of Entering</b> , which the Far Merchant may then sell.						
	8	3	<p><b>Scroll of the Three Demons</b>  <i>A large scroll bound with red-painted bone, and covered in magic runes and incantations.</i>  <b>Entreat</b> either Yarilo, King Swallow or Leviathan without any requirements.</p>	Knowledge of an Action you or your Court took that was Concealed or Well Concealed, that the Far Merchant can then sell.						
	9	4	<p><b>The Blade of the Mad King</b>  <i>At first glance, this item looks like an ordinary cane with a grip that resembles a dragon's head. However, the grip unsheathes to reveal a long, entirely black blade.</i>  If this Item's holder caused a <b>Character Card's</b> death this week, gain that card to the holder's associated Court or Cast as a ghost.</p>	A rune on your left ankle which, if struck, kills you instantly. The Far Merchant can sell the knowledge that this rune exists.						
	+	5	<p><b>Painting of the Forgotten Killer</b>  <i>A large canvas painting with a golden frame, which appears to be entirely black - save for the blurry figure with red eyes. You swear the figure gets larger every time you look away.</i>  Whenever this item changes hands, move the associated <b>Forgotten Killer</b> Character Card to new owner's associated Court or Cast. This item has no action.</p> <table border="1" data-bbox="470 1172 1713 1487"> <tr> <td><b>The Forgotten Killer</b></td> <td><b>Assassin (3)</b></td> </tr> <tr> <td colspan="2"><i>Most of the time, this being looks like a blurry shape inside a dark painting, with two red dots for eyes. Sometimes it appears as a black smear against the walls, as it moves quickly in pursuit. You only ever see it clearly when its talons and teeth tear into you.</i></td> </tr> <tr> <td colspan="2"> <ol style="list-style-type: none"> <li>Sometimes, demons end up in possession of souls. Sometimes, these souls are too dangerous, too powerful to be allowed to roam freely. Demons will trap these souls inside objects, like paintings, ensuring they can be retrieved in the right situation.</li> </ol> </td> </tr> </table>	<b>The Forgotten Killer</b>	<b>Assassin (3)</b>	<i>Most of the time, this being looks like a blurry shape inside a dark painting, with two red dots for eyes. Sometimes it appears as a black smear against the walls, as it moves quickly in pursuit. You only ever see it clearly when its talons and teeth tear into you.</i>		<ol style="list-style-type: none"> <li>Sometimes, demons end up in possession of souls. Sometimes, these souls are too dangerous, too powerful to be allowed to roam freely. Demons will trap these souls inside objects, like paintings, ensuring they can be retrieved in the right situation.</li> </ol>		The life of one of your Character Cards of Score 2 or higher.
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<i>Most of the time, this being looks like a blurry shape inside a dark painting, with two red dots for eyes. Sometimes it appears as a black smear against the walls, as it moves quickly in pursuit. You only ever see it clearly when its talons and teeth tear into you.</i>										
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				<p>2. Perhaps this killer was once a baker, who felt righteous anger at those who wronged her. Or maybe they were a cruel noble who enjoyed the suffering of others, and bathed in their blood.</p> <p>3. Regardless of their history, their identity has long been lost - a fact which only furthers their tormented state.</p> <p>3 words that describe the character's personality of your choice.</p> <table border="1"> <tr> <td rowspan="2">If the number of <b>Covert Dice</b> committed + # is greater than the target <b>Character Card's</b> security, the target character dies. If not, this Assassin is <b>Imprisoned</b> by the card's owner.</td> <td><b>Target.</b> Any Character Card.</td> <td rowspan="2"><b>What is your Assassin's plan to kill?</b></td> </tr> <tr> <td><b>Commit.</b> 0 Force, 0+ Covert Dice.</td> </tr> </table> <p><b>**Assassin 3**</b>, Character Name:  Target:  Force Commit:  Covert Dice Commit:  Bonuses:  <i>*What is your Assassin's plan to kill? *:</i></p>	If the number of <b>Covert Dice</b> committed + # is greater than the target <b>Character Card's</b> security, the target character dies. If not, this Assassin is <b>Imprisoned</b> by the card's owner.	<b>Target.</b> Any Character Card.	<b>What is your Assassin's plan to kill?</b>	<b>Commit.</b> 0 Force, 0+ Covert Dice.	
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		6	1	<p><b>Old Long-Tusk's Broken Skull</b>  <i>A heavy mahogany box contains a rotting boar's head, oozing black pus with small teeth. It's mouth is wide open, and seems to fall away into a dizzying pit. When you feed it one of your fingers, hundreds of spectral creatures emerge, an army of ghosts.</i>  +4 <b>Might</b> to a <b>Maim</b> action this Item's Holder takes if this Item's Holder feeds it one of their fingers this week.</p>	The Far Merchant takes either your Compassion, your Remorse, or your Hope (your choice)				
		7	2	<p><b>Elysium Spider [Remaining Uses: 1/1]</b>  <i>A small mesh cage that contains a perfectly white spider. This spider has ten long legs, and it moves too fast for the eye to spot.</i>  When used, automatically take and succeed at a <b>Sway</b> Action by taking control of the target Character Card's mind.</p>	The Far Merchant creates an identical copy of your face, a <b>Clay Mask</b> which the Far Merchant can then sell.				
		8	3	<p><b>Unnoticeable Cloak</b></p>	Your shadow.				

				<p><i>It would be easy to think there's nothing here at all, until you look at it funny...</i> An action taken by this Item's Holder is <b>Well Concealed</b>.</p>												
		9	4	<p><b>The Lying Pen</b> <i>This pen writes in only red ink, and the words it writes leak into the dreams of others.</i> As a Standard Action, Increase or Decrease any Faction's Score by 1.</p>	Knowledge of your deepest regret, which the Far Merchant may then sell.											
		+	5	<p><b>The Grimoire of Dread Obsession</b> <i>This heavy book is wrapped in chains and covered in runes. The pages are written on in gibberish, but when you speak them out loud, the air begins to shift.</i> Whenever this item changes hands, move the associated <b>Glasyana, Our Lady of Obsession</b> Character Card to new owner's associated Court or Cast. This item has no action.</p> <table border="1"> <tr> <td><b>Glasyana, Our Lady of Obsession</b></td> <td><b>Special (4)</b></td> </tr> <tr> <td colspan="2"><i>Glasyana pours forth from the grimoire, a mass of twisting arms attached to the body of a huge centipede. The arms writhe and twist as if they're trying to grab onto something, and at the middle of the arms is a huge, slobbering mouth. When Glasyana speaks, her voice is smooth and sweet.</i></td> </tr> <tr> <td colspan="2"> <ol style="list-style-type: none"> <li>Like all demons, little is known about Glasyana's past, beyond what is outlined in the margins of her grimoire.</li> <li>Long ago, Glasyana developed an impossible obsession with Leviathan, and she wove her dreams into wolves that would hunt her lover.</li> <li>Leviathan, in retaliation, wound his serpentine body around Glasyana's, and took on the illusion of loving her. Of course, Leviathan could love none but himself, and once she fell for his trap, he bound her within a grimoire of ancient secrets.</li> <li>Of course, that's only how the myth goes.</li> </ol> </td> </tr> <tr> <td colspan="2">Obsessive, mocking, hungry.</td> </tr> <tr> <td> <b>Possession.</b> The Target Card takes its action, with a target of your choice, committing any combination of Force and Covert Dice totalling no more than #.         </td> <td> <b>Target.</b> Any Character Card with score less than #.   <b>Commit.</b> 0 Force, 0+ Covert Dice.         </td> <td> <b>How does Glasyana invade their mind?</b> </td> </tr> </table>	<b>Glasyana, Our Lady of Obsession</b>	<b>Special (4)</b>	<i>Glasyana pours forth from the grimoire, a mass of twisting arms attached to the body of a huge centipede. The arms writhe and twist as if they're trying to grab onto something, and at the middle of the arms is a huge, slobbering mouth. When Glasyana speaks, her voice is smooth and sweet.</i>		<ol style="list-style-type: none"> <li>Like all demons, little is known about Glasyana's past, beyond what is outlined in the margins of her grimoire.</li> <li>Long ago, Glasyana developed an impossible obsession with Leviathan, and she wove her dreams into wolves that would hunt her lover.</li> <li>Leviathan, in retaliation, wound his serpentine body around Glasyana's, and took on the illusion of loving her. Of course, Leviathan could love none but himself, and once she fell for his trap, he bound her within a grimoire of ancient secrets.</li> <li>Of course, that's only how the myth goes.</li> </ol>		Obsessive, mocking, hungry.		<b>Possession.</b> The Target Card takes its action, with a target of your choice, committing any combination of Force and Covert Dice totalling no more than #.	<b>Target.</b> Any Character Card with score less than #.  <b>Commit.</b> 0 Force, 0+ Covert Dice.	<b>How does Glasyana invade their mind?</b>	The promise of your soul, in Glasyana's stead, should she ever be killed.
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				<p><b>**Possession**</b>, Character Name:  Target:  Force Commit:  Covert Dice Commit:  Bonuses:  <i>*How does Glasyana invade their mind?*</i></p>	
			6	<p><b>Broken Compass</b>  <i>A simple compass contained within a black octagonal box. The compass doesn't point North, but it seems to be pointing somewhere...</i>  This Item's Owner learns how to find the Oracle. This item has no action.</p>	<p>The soul of the current heir to your House.</p>
			7	<p><b>The Contract of the Heart-That-Was [Remaining Uses: 1/1]</b>  <i>A piece of paper, covered in red runes that bleed together. At the bottom, a place for you to sign your name.</i>  When used, add +2 to all <b>Forces</b>, and +2 <b>Covert Dice</b>, along with incredible narrative magical powers. This Item can't be stolen, transferred, or destroyed.</p>	<p>Your heart, which the Far Merchant can then sell. As long as you don't possess your <b>Heart</b>, you cannot feel love.</p>
			8	<p><b>Eye of All-Knowing</b>  <i>This eye fits perfectly into your skull. It has a bright red iris, and it swivels around madly.</i>  This Item's Owner can ask the GMs as many questions as they'd like about any single event that happened in the game last week.</p>	<p>The capacity to observe the world around you regularly.</p>
			9	<p><b>A Prince's True Name [Remaining Uses: 1/1]</b>  <i>A word which, when spoken, is unintelligible. But it sticks in your mind, and you know if you say it in the right context, it can change the world.</i>  <b>Entreat</b> either Yarilo, King Swallow, or Leviathan (the GMs will decide which one) and force the demon to grant them a favor with no cost.</p>	<p>A <b>Favor</b>, which the Far Merchant may then sell.</p>

			10	<p><b>The Winding Path [Remaining Uses: 1/1]</b>  <i>You can see it in your mind's eye - a glimmering lantern floating over a winding path, that guides you into the darkness. All it takes is a single step in the right direction, and you can follow that path.</i>  This Item's Holder may leave Solomon and enter into the outside world, accompanied by no more than one other person. This will free them from the city and the game.</p>	Everything you have.
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## Special Offers

These Item Cards are only obtained when you sell it to the Far Merchant, which the Far Merchant can then sell to others.

### Word of Entering

*This is a single word on a white piece of paper, that when pressed against the wall of a certain House, opens that wall for you.*

This Item is associated with a particular Noble House. Ignore Security for an Actions against a specific House or Cards belonging to that House.

### Clay Mask

*This is a clay mask, which perfectly replicates the face of another Head of House in the city.*

This Item is associated with a particular Card. An Actions taken by this Item's Holder is attributed to the person this mask is of in *The Inquirer*.

### Heart

*This is a simple container, perhaps a box, which holds within the heart of a certain Head of House within the city.*

The character whose heart this can perform no negative Actions towards this Item's Holder. If this Item is destroyed, that character dies. This Item has no action.

### A Favor [Remaining Uses: 1/1]

*It's a promise, that one Head of House owes another. A promise that can't be broken.*

The Item's holder may ask a favor of any kind from the associated Head of House, which that player must oblige in the most generous and appropriate way they can.

Knowingly failing to attempt to perform the favor within 2 weeks results in death.