

## **PROVENANCE**

**Produced by Jim White**

**Premise:** Shady merchants fabricate history to maximize profits.

**Prep:** Gather players, blank cards, and dice. Choose six Descriptors. Each player writes two secret Descriptors describing their buyer and three second-hand objects. Write each object's starting Value: 1d.

**Play:** Write a desirable incident on one of your object cards and verbally describe it. Choose another player to react. They narrate a response, categorized as Confirm (+1d Value), Endorse (+1d and Descriptor), Decline (no effect), or Reject (-1d Value). Note the response.

**Pass:** Players may trade items and bargain for future Endorsements.

**Pitch:** Players may agree to end play at any time. Once all items have reactions from all players, play ends. Reveal your buyer's Descriptors. Each matching object Descriptor multiplies your object's Value dice (example: 3d Value "Victorian" object, "Victorian x2" buyer = 9d). Roll dice and note sale price for each of your objects. *Optional:* Role-play each sale.

**Profit:** The player with the highest total buys the next round.

### **Prototypical Descriptors (Modern):**

1. Neoclassical
2. Victorian
3. Postmodern
4. Revival
5. Deco
6. Modern

### **Prototypical Descriptors (Fantasy):**

1. Fey
2. Shadow
3. Elemental
4. Primal
5. Arcane
6. Divine

(Patterned from the TV Series *Lovejoy*.)