

THE HOUSE OF BLACK & WHITE



Becoming a Faceless Man (assassin) for the House of Black and White is no easy task. A girl gave up all she was, lost her eyesight, and trained with her fellow acolytes to become just this. After many trials, she was given a final task by their leader, the priest of the Many-Faced God.

“Explore the Hall of Faces. If you can recite to me which masks are painted black and which are painted white, you will have completed your training.”

Wandering the Hall of Faces, she committed certain features to memory:

Three columns each had two black masks which were separated from each other by white masks. These columns were also not adjacent to one another.

Two rows each had two black masks separated by white masks as well. They were also not adjacent to one another, and neither was on the top or bottom row.

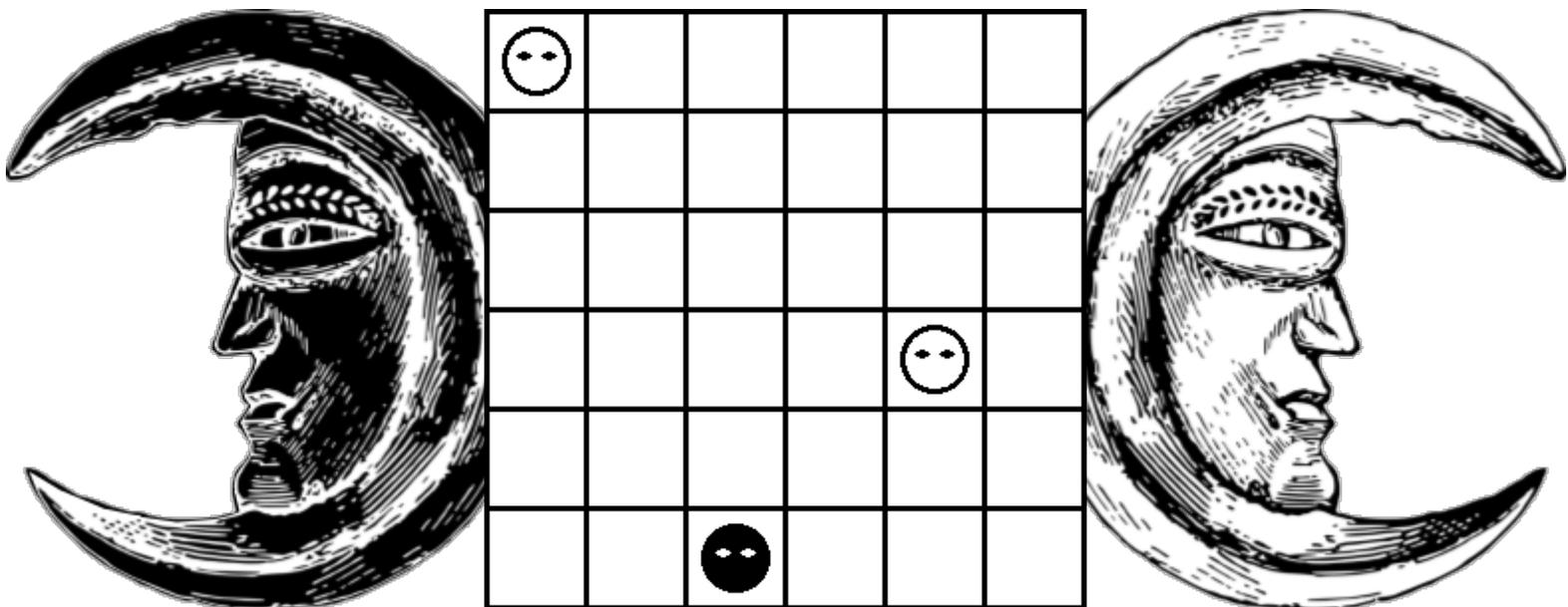
There were only two locations with three black masks in a line: one in the bottom row with only white masks for company; the other was in a column above a white mask and two black masks.

The third column had three masks of each color, none of which were above or below their own color.

The second row alternated from black to white, until the last mask broke the pattern.

Only once did a line of four or more masks of the same color occur: in the fourth column, there was a line of four white masks.

Exactly one row and one column started with one white mask followed by two black masks.



A girl managed to navigate the Hall of Faces, correctly reciting the faces despite her blindness. Once she exited, she looked out upon the clear night sky above the ocean. She never forgot the first thing she saw after her eyesight magically returned to her.