

*Sacred
Forge*



Sacred Forge

Everyone who is part of the story touches Destiny in some way. Even if they are not the heroes. Even if they are not even named in the pages.

You are a master bladesmith, the keeper of the Sacred Forge. Your blades are renowned for their strength, sharpness, and harmony.

A holy sword does not come from nowhere. It does not materialize from starlight and a wish. It is built through effort, honed through attention, and consecrated by a powerful heart.

They will not name you in the story. But your blade will never be forgotten.



You will need:

- † A piece of paper, word processor, social media feed, or some other way to track Destiny and your sword's progress
- † A piece of paper and pencil for sketching (optional)
- † Some six-sided dice, preferably four or five of them

How to play:

You start the game by establishing the world you're playing in. You can just decide these things, if you already have an idea what kind of smith your story is about, or you can roll on the tables.

The next five steps are spent in the forge. Your goal is to create a sword in which the five elements of Wood, Fire, Earth, Metal, and Water are balanced.

In every forge step, you spend as much Destiny as you choose from your starting total of 20 in order to roll that many dice. (If you want to split it evenly, you can spend 4 Destiny in every forge step and roll 4 dice.)

After rolling the dice, you choose a value and look that value up on the table. You then count how many times you rolled the same number.

If you have no Destiny remaining, proceed to the last step to determine what kind of sword you have made.

Step One:

You, Your Forge, and Destiny

Start the game by building your little world, your forge, the crisis that threatens them.

You can choose anything you want. If you can't decide, though, try rolling on these tables.

Who are you?

You are the smith of the Sacred Forge. You labor to build blades that surpass every other, blades whose names will go down in history. You have the strength to hammer the metal, the wisdom to heat it to the right point and no further, the patience to hone it to a razor's edge, and the purity of spirit to enchant it.

Who else are you? What do the people of your community see when they look at you?

1	A holy figure, like a priestess or bishop
2	A warlike figure, like a retired veteran or a general
3	A homey figure, like a village smith or farmer
4	A prestigious figure, like a noble or community leader
5	A mysterious figure, like a hermit or alchemist
6	An otherworldly figure, like a dragon or an angel

Where is your forge?

Your sacred task needs its own workshop, a place where you have the materials and tools you need to do your work. Do you need to be away from others for your rituals, or can you create blades anywhere?

Where will the hero have to go in order to find you and your work?

1	A sacred grove, deep in the forest, on holy ground
2	A military encampment, an old battlefield, a fortress
3	A little shop in a humble village, down a side street, in plain sight
4	A grand palace, a lavish atelier, a crowded place
5	An island in the bay, by a holy spring, near the river
6	The top of a sacred mountain, a place outside this world



What threatens?

You may be aware of it already. Something is threatening the world you live in. It is not your job to fight it, but that doesn't mean you don't have a part to play in this story.

1	An ancient forest spirit has grown enraged and threatens to stamp out humanity
2	A giant who was wronged by this country's founder is seeking vengeance
3	The wall between your country and a wasteland populated by demons is failing
4	The ghosts of the nation yours replaced are rising en masse to reclaim it
5	A brute ogre has taken the countryside hostage, threatening to kill all the villagers
6	A demon is threatening to bring about the apocalypse of this world

Who approaches you?

One day, a person comes to your forge. It may have been an easy journey for them, or it may have been a quest in and of itself, but they have come to see you. They are willing to try. They are willing to fight. They have a passion and a strength that shines through as you talk to them.

They only need a blade.

1	Someone who can hear the cry of the woods
2	A young warrior who has trained for battle all their life
3	A simple farmer who was called here in a dream
4	The child of the ruler, who rejects a pampered life
5	An acolyte, apprentice, or other young person training for a holy life
6	Someone who is part human, part spirit.

Name your forge. Name your hero.

Mark down 20 Destiny.

Make space on your record to note how much Wood, Fire, Earth, Metal, and Water energy your blade has.

The time has come to get to work.

Step Two:

Bones of the Blade (Metal)

In order to forge your blade, you need your hero to bring you some materials. What do you ask for, and how much can they gather?

Choose how many dice you will roll in this step and subtract that much from your total Destiny.

Roll your dice.

Choose a number that you rolled between 1 and 6.

1 (Wood)	A metal with layers of minerals like the rings of a tree. Add 1 Wood for each 1 you rolled, then subtract 1.
2 (Fire)	A dragon's own gold, very carefully stolen from beneath it. Add 1 Fire for every 2 you rolled.
3 (Earth)	A gem that shines in every color of the rainbow when held up to sunlight. Add 1 Earth for every 3 you rolled.
4 (Metal)	A legendary metal said to have fallen from heaven. Add 1 Metal. Then, add 1 Metal for every 4 you rolled.
5 (Water)	A crystal that grows in a secluded sea cave that shines brilliant blue. Add 1 Water for every 5 you rolled.
6 (Energy)	A rare mineral you saw in a dream but have never worked with before. Add 1 to any element. Then, add 1 Destiny for every 6 you rolled.

Step Three:

Heat and Hammer (Fire)

Now, the time has come to take your material to the forge. At this point, it is just you, the fire, and the metal. Your experience guides you as you carefully watch the metal's subtle shifts in color, and your hammer guides the metal into the shape of a blade.

What kind of blade are you shaping?

Choose how many dice you will roll in this step and subtract that much from your total Destiny.

Roll your dice.

Choose a number that you rolled between 1 and 6.

1 (Wood)	A broadsword with an elegant Damascus pattern on the blade. Add 1 Wood for every 1 you rolled.
2 (Fire)	A blade with a series of dramatic curves that make it look like a dancing flame. Add 1 Fire. Then add 1 Fire for every 2 you rolled.
3 (Earth)	A heavy sword with a broad, straight blade. Add 1 Earth for every 3 you rolled.
4 (Metal)	A thin, agile, and flexible blade. Add 1 Metal for every 4 you rolled, then subtract 1 Metal.
5 (Water)	A long blade with an elegant curvature. Add 1 Water for every 5 you rolled.
6 (Energy)	The head of a magnificent glaive. Add 1 to any element. Then, add 1 Destiny for every 6 you rolled.

Step Four:

Bathe the Blade (Water)

Once your blade is shaped, you need to heat it and quench it to make sure it is durable enough to stand up to the challenges before it. Perhaps you watch the blade closely to detect the delicate changes in color, or perhaps you use a magnet to determine when the steel is hot enough to lose its magnetic pull.

How do you cool your blade?

Choose how many dice you will roll in this step and subtract that much from your total Destiny.

Roll your dice.

Choose a number that you rolled between 1 and 6.

1 (Wood)	Aromatic oil used in holy ceremonies that fills the room with scented smoke. Add 1 Wood for every 1 you rolled.
2 (Fire)	A sacred oil that flashes up into a dramatic flame when it makes contact with the hot metal. Add 1 Fire for every 2 you rolled, then subtract 1.
3 (Earth)	Melted salt that cools the blade slowly and evenly. Add 1 Earth for every 3 you rolled.
4 (Metal)	Heavy oil normally used for machine parts. It won't smoke easily, but it takes a while to cool the blade. Add 1 Metal for every 4 you rolled.
5 (Water)	Blessed water from an enchanted spring that glitters in the light. The steam released from the hot metal casts rainbows. Add 1 Water. Then, add 1 Water for every 5 you rolled.
6 (Energy)	The tears of a dragon or other magical creature. Did you have this on hand? Add 1 to any element. Then, add 1 Destiny for every 6 you rolled.

Step Five:

Stone and Edge (Earth)

Now that you have shaped and forged your blade, it needs time on the grinder to sharpen its edge. This takes time and patience, but you are a master. The anxious hero peeks into your workshop often to watch you work, but does not have the endurance for this kind of work.

What kind of stone do you use to grind the edge?

Choose how many dice you will roll in this step and subtract that much from your total Destiny. Roll your dice.

Choose a number that you rolled between 1 and 6.

1 (Wood)	A chunk of petrified wood said to belong to a tree long since extinct. Add 1 Wood for every 1 you rolled.
2 (Fire)	A piece of stone from a volcano that still seems to hold an innate heat and power. Add 1 Fire for every 2 you rolled.
3 (Earth)	A reliable stone you have used for this task for ages. Add 1 Earth. Then, add 1 Earth for every 3 you rolled.
4 (Metal)	A shining rock with a seam of mysterious metal running through it. Add 1 Metal for every 4 you rolled.
5 (Water)	A stone from the nearby river, blessed by the river spirit. Add 1 Water for every 5 you rolled, then subtract 1 Water.
6 (Energy)	A stone seamed through with crystal particles that hum musically. Add 1 to any element. Then, add 1 Destiny for every 6 you rolled.

Step Six:

The Power of a Name (Wood)

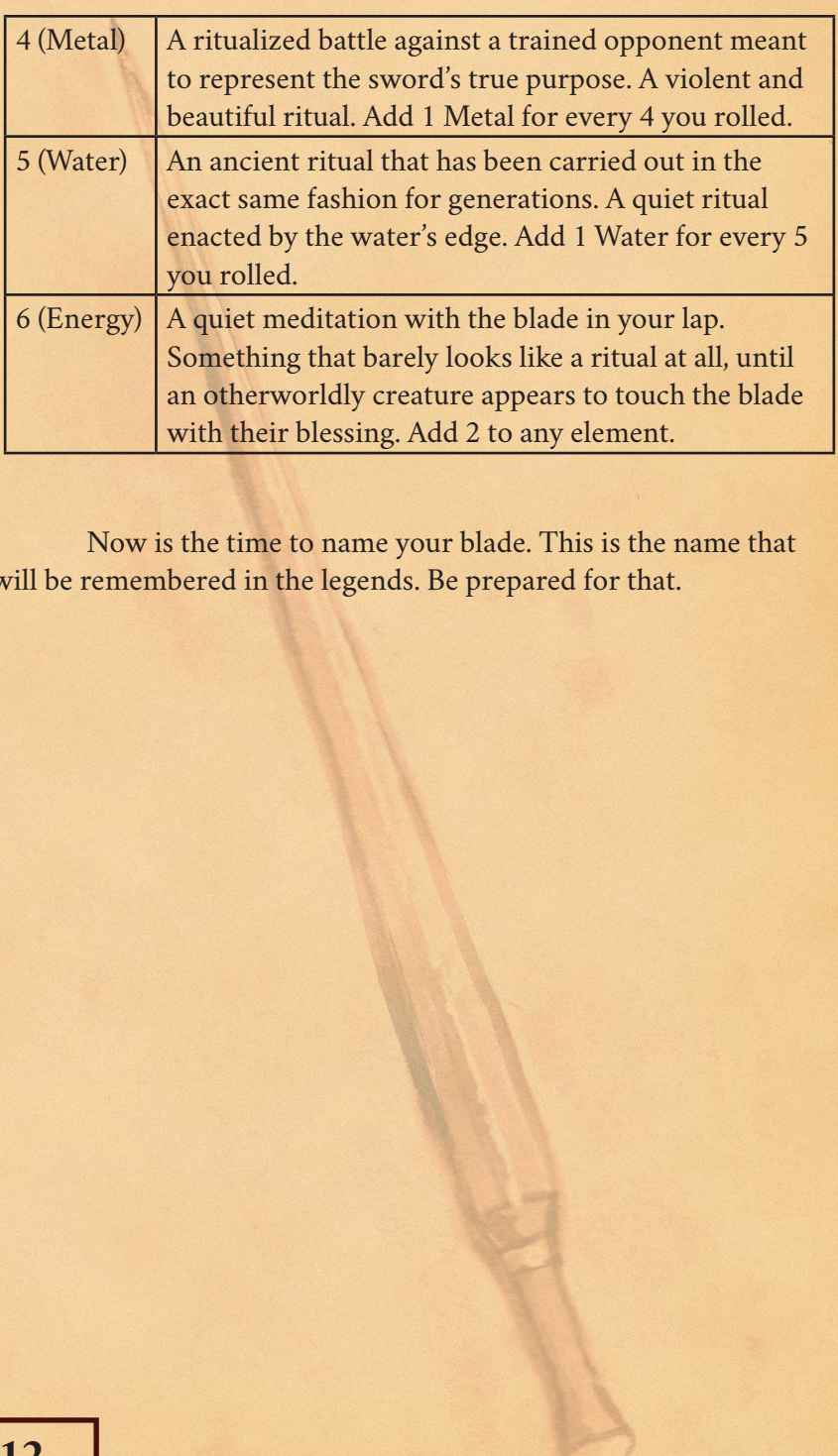
Now all that remains is to turn the blade into a sword. You must add a handle, and a guard. Most importantly, however, you must give the sword a name, and carry out the ritual that will imbue the sword with the magic that will help your hero prevail.

What kind of ritual do you carry out?

Roll your dice. Roll 1 dice for every remaining point of Destiny you have.

Choose a number that you rolled between 1 and 6.

1 (Wood)	A ritual that involves calling the community together to bless the blade. A new ritual, a warm and happy ritual. Add 1 Wood. Then, add 1 Wood for every 1 you rolled.
2 (Fire)	A ritual found in an ancient text passed down through the ages. An extravagant ritual involving lavish offerings and magnificent decorations. Add 1 Fire for every 2 you rolled.
3 (Earth)	A ritual that involves calling down and giving offerings to an ancient deity. A ritual passed down from master to apprentice. Add 1 Earth for every 3 you rolled. Then, subtract 1 Earth.



4 (Metal)	A ritualized battle against a trained opponent meant to represent the sword's true purpose. A violent and beautiful ritual. Add 1 Metal for every 4 you rolled.
5 (Water)	An ancient ritual that has been carried out in the exact same fashion for generations. A quiet ritual enacted by the water's edge. Add 1 Water for every 5 you rolled.
6 (Energy)	A quiet meditation with the blade in your lap. Something that barely looks like a ritual at all, until an otherworldly creature appears to touch the blade with their blessing. Add 2 to any element.

Now is the time to name your blade. This is the name that will be remembered in the legends. Be prepared for that.

Step Seven:

To Battle

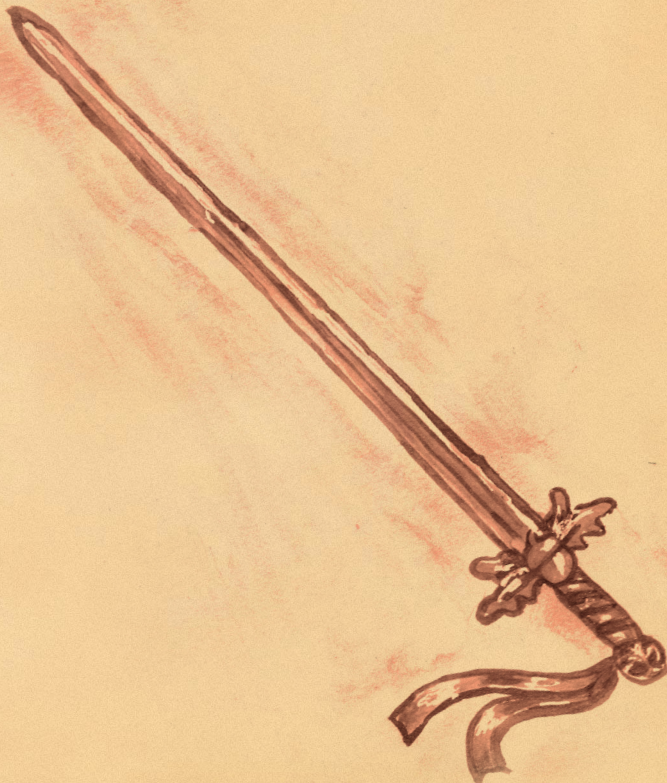
Your blade is complete. You can give it to your hero now with full confidence that you have done everything you could.

What element has the highest value?

Wood	A whispering blade. A blade that can cut through trees. A blade whose power will continue to grow
Fire	A flaming blade. A blade that moves like wildfire. A blade that glows with energy.
Earth	A heavy blade. A blade that will never be dulled. A blade that will refuse to harm the innocent.
Metal	A gleaming blade. A blade that seems to move by itself. A blade that will never allow its wielder to retreat.
Water	An intelligent blade. A blade that moves faster than the eye can see. A blade that shows the truth in its reflection if held perfectly still.
A Tie	A radiant blade. A blade that sings joyously through the air. A blade of unparalleled beauty and light.

What is the value of your lowest element?

0	Your blade is Ordinary. It has some magic to it, but it is not harmonious enough to be worthy of your hero.
1	Your blade is Consecrated. It is unbalanced, but it has a small amount of harmony. It is a good blade, but not heroic.
2	Your blade is Holy. It is in harmony with the five elements and it is powerful enough to fell a giant. This blade is worthy.
3	Your blade is Sacred. Although all five elements are powerful within the blade, they hold one another in check. This blade is excellent.
4	Your blade is Divine. All five elements have exceptional power in this blade, and they sing together in harmony. This blade is perfect.



Example

Step One:

Mona is not a human. She is an angel, a heavenly being who has come to earth to live among humans and teach them about celestial harmony. Her forge is in a grand tower located in the capital city, though she rarely leaves it to mingle with the crowds.

Then one day, a young person comes to Mona's atelier. She can see in their eyes that they are not entirely human – the scent of fallen leaves follows them, and their eyes are autumn-gold. They tell Mona that the forest spirit is growing enraged with humanity and threatens to stamp out the city and all its inhabitants!

So, Mona will forge a blade for this stranger. Together, they will save the people.

Step Two:

Mona rolls 4 dice, bringing her total Destiny to 16.

The results are 5, 5, 4, and 1.

Mona chooses the number 5. The stranger has brought her mysterious blue crystals from a sea cave. Since Mona has rolled two 5s, the blade has a Water element of 2. It looks like this:

Wood	0
Fire	0
Earth	0
Metal	0
Water	2

Step Three:

Mona rolls 4 dice, bringing her total Destiny to 12.

The results are 5, 5, 2, and 1.

Mona has already chosen 5, so this time she chooses the number 2. Mona is forging a flamberge with elaborate curves. According to the table, she adds 1 Fire and then adds 1 Fire for each 2 she rolled.

Since Mona rolled one 2, the blade has a Fire element of 2. It looks like this:

Wood	0
Fire	2
Earth	0
Metal	0
Water	2

Step Four:

Mona rolls 4 dice, bringing her total Destiny to 8.

The results are 2, 4, 5, and 6.

Mona chooses the number 4. The blade is quenched in heavy machine oil, easy to find in the crowded city where Mona lives.

Since Mona rolled one 4, she adds 1 Metal element. Now the blade looks like this:

Wood	0
Fire	2
Earth	0
Metal	1
Water	2

Step Five:

Mona rolls 4 dice, bringing her total Destiny to 4.

The results are 2, 2, 3, and 1.

Mona chooses the number 3, since this is the Earth step and the table says she will get another Earth element. Mona uses the same sharpening stone she has always used.

Now, the blade looks like this:

Wood	0
Fire	2
Earth	2
Metal	1
Water	2

Step Six:

Mona spends all her remaining Destiny.

The results are 5, 5, 3, and 4.

Mona chooses the number 5. She conducts an ancient ritual by the sea, hoping that the sea will resonate with the sword's Water element.

In the end, the blade looks like this:

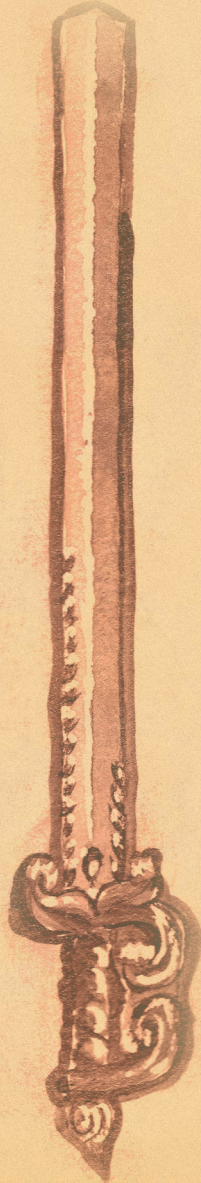
Wood	0
Fire	2
Earth	2
Metal	1
Water	4

Mona names the sword Wavecrasher, after the sound that echoes through the air when the young hero swings it.

Step Seven:

Mona's sword Wavecrasher is a strong Water element sword. It moves faster than the eye can see. It is clearly a magical blade, but since it has 0 Wood element, it does not have the harmony to be a truly Holy sword.

Hopefully Mona's young hero is resourceful enough to protect the nation with this sword!



Thanks

Thanks to everyone who offered me feedback on this game! I appreciate all your time and enthusiasm.

A very special thanks to Ralf Mayenberger, who created the Five Powers system on which Sacred Forge was (loosely) based, and started the Five Powers Jam 2. Thanks for your kind words and for the foundation this game was built on!

Thanks to you for reading the game. I hope you play it and enjoy it. I'd love to hear about your blades, whether you play the game in its own or to help develop a magic sword for another story. You can tell me about your swords on Twitter @CatlingGun or @PeachGardenRPGs.

This game was written on unceded Treaty Six land.

