



Lacksmith

congratulations! You have inherited your family's smithy! It's a well stocked, well equipped workshop in a bustling fantasy port town. Your clientele range from the lowly farmer to the highest rankings of the noble and merchant classes. This business has been in your family for years, passed down from parent to child from time immemorial; the proud accumulation of countless years of sweat, and fire now rests in your hands.

But... you've barely held a hammer, and the anvil of your family's pride hangs 'round your neck. Left only with the family diary of secret techniques, the smithy's collection of materials and equipment, and your faith in the smithing god, it's up to you to honor your family's legacy. Build the smithy beyond your proudest ancestor's dreams, and go from **Lacksmith**, to **Blacksmith**.

What you'll need to play:



1 standard deck of playing cards



At least 10 six-sided dice (referred to as d6)



Pencil and Paper

How To Start:

- Start with 6d6 (the remaining dice are set aside for later use).
- Draw 9 cards from the deck, and place face up nearby. This is your **Client List**.
- You're now ready for your first day with the new shop.

Game Objective:

Your goal is to complete projects to clear the client list before the deck runs out. Complete projects by drawing cards every turn, rolling dice, and Heat, Hammer, and Hone those projects with your dice. Eliminate cards on your client list by applying successful projects that add up to or exceed the value of the client list cards. Shelf projects you can't complete for future attempts, and gather more dice as a mark of your growing experience. But beware the demanding noble clients who insist on same-day service and won't be shelved!

If you cannot complete the client list within the year (end of the deck), your smithy closes and you bring shame to your family's proud heritage.

Game Overview:

- Each day you will select a project by drawing cards.
- Each suit represents a different metal, and different requirements for the treatment and completion of that metal. (More on this later. See: **Metal Table**)
- Using your pool of dice, you must assign combinations of 2 dice to meet the requirements of that project's **Heat, Hammer, and Hone** values. This is dictated by the metal type (card suit) of the project you chose during the draw step.
- Upon successful completion of 2 cards on the client list, you will add a die (a token of your newfound experience) into the pool of dice you roll every turn. This gives you more options to select from for your projects.
- When you successfully apply a perfect combo of dice to Heat, Hammer, and Hone values on a single project, you create a **Masterwork**. A perfect combo is the application of the maximum, minimum, and/or middle of a given metal. E.g.
- A masterwork Iron item would be $\uparrow(12) \uparrow(12) \downarrow(2)$ A **Masterwork** item allows you to add a +/- to a single die rolled per project (you may wrap around.) Consider setting aside the client card scored as a Masterwork and "tapping" it to signify its use on a given turn.
- If you fail to roll the required numbers to complete the project you may add the project to the **Shelf**. The Shelf may hold a max of 3 projects, and projects may stay indefinitely on the shelf until completed or game end.
- Once a card on the client list has been started, you **MUST** finish it before starting another. Applied values do not overflow into other cards, and a **Doble** (face card) can **ONLY** be completed with another **Doble** card (face card type does not matter. No match is needed).
- Noble client projects (face cards) demand day-of service, and cannot be added to the Shelf!



Turn Tempo

1 Draw **3** cards, and pick one to be your project for the day. Note the card's suit to determine what metal you will be working

2 Roll your dice pool and set the dice aside.

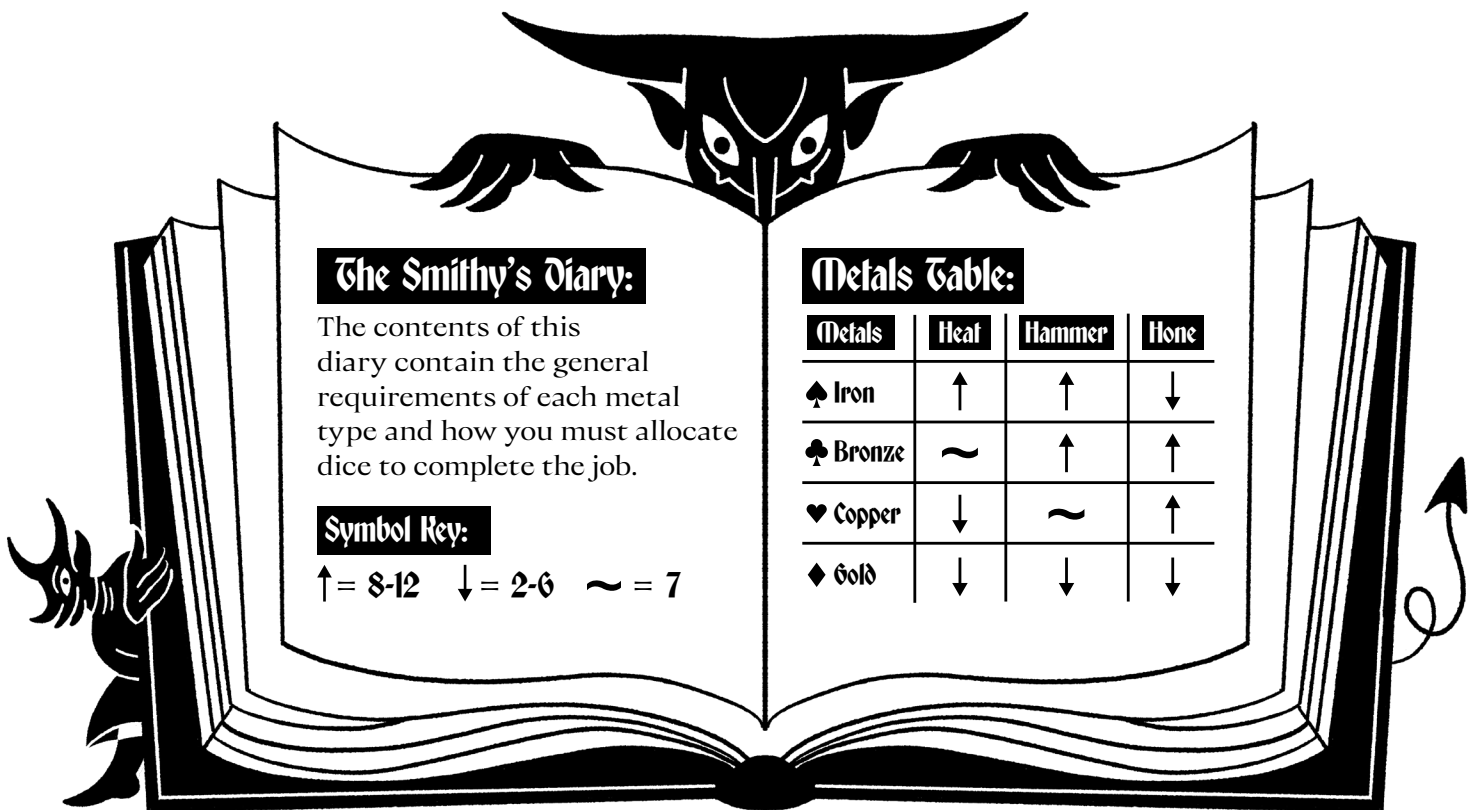
3 Assign **2** dice from your pool to fulfill the range of values based on the **Metal type** (see table below)

4 If you successfully complete the job, add the completed project card to your client list. Once you fulfill **2** cards from the **Client List** take a new d6 and add it to your pool

5 If you cannot fulfill the values of the job, you may place the project on the **Shelf** if there is space available. You may also attempt to use the dice pool instead to complete a project on the **Shelf**.

6 Return to step **1** until your **Client List** is complete, or the deck is depleted for your first year of business!

For an added challenge, try to match **Client List** metals to project metals completed to fulfill them! Once you complete year 1, try another round for year **2** with **10** clients on the client list. Add one client per year and see how many you can complete!



The Smithy's Diary:

The contents of this diary contain the general requirements of each metal type and how you must allocate dice to complete the job.

Symbol Key:

↑ = 8-12 ↓ = 2-6 ~ = 7

Metals Table:

Metals	Heat	Hammer	Hone
♠ Iron	↑	↑	↓
♣ Bronze	~	↑	↑
♥ Copper	↓	~	↑
♦ Gold	↓	↓	↓

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