

SWORD POEM RPG

Hello. This is a **one-page tabletop roleplaying game** about a **cursed sword** and the people it kills.

To play, you will need a *six-sided die*, a *journal* or *long-form recording device*, and *one to seven people to play with*. You will play as a **cursed sword**, narrating the lives of the people who wield it from the moment they pick it up to the moment it destroys them – utterly. It can also be about another weapon. Anything that inflicts **violence**.

To start, describe the **wielder** of the **cursed sword**. Beginning with the oldest player, create a number of **principles** that the wielder of the **cursed sword** follows. These **principles** should only be a single sentence with a clear or practical application – it can be anything from “*I will love my spouse from this life to the next*” to “*I will never betray my leader, no matter the circumstance.*” Write these **principles** down as you determine them. You may contextualize these **principles** as much as you like, but only write down the **principle**. Once you have created a suitable number of **principles** (I recommend ten), determine the name and pronouns of the **wielder**.

After you have described the **wielder**, they shall find the **cursed sword**. Have each player describe the **cursed sword** with a single adjective. Is it curved? Is it shadowy? Is it plain? I remember it with shining steel and firm grip... As a table, determine where they found the **cursed sword** and how it called to them.

Next, starting with the youngest player, write down an additional **principle** that the **wielder** gains with experience. Describe how they came to learn this lesson, and how the **cursed sword** influenced their actions. Then, roll a six-sided die and cross out a number of **principles** equal to the number rolled. Describe how the **cursed**

sword caused them to either destroy or warp their **principles**. Once these **principles** are lost, they are lost forever. Go around in a circle, repeating this process, until all of the **principles** are destroyed. The **wielder** will then die and drop the **cursed sword**.

Then, the six-sided die twice and add the numbers rolled together. This number will determine how long until the next **wielder** encounters the **cursed sword**. Each number will correspond to a unit of measuring time: a (2) *minute*, (3) *hour*, (4) *day*, (5) *week*, (6) *month*, (7) *year*, (8) *decade*, (9) *lifetime*, (10) *century*, (11) *millennia*, and (12) *age*. Once you have determined how much time has passed, describe the next **wielder** of the **cursed sword**, and determine how they found it.

Repeat the entire process of adding and removing **principles** until the next **wielder** is destroyed. Repeat this cycle of **violence** until you find it narratively satisfying to end.

To end the game, have the final **wielder** destroyed. Going around in a circle, have each player describe in one to two sentences the area around the **cursed sword** as it waits for the next **wielder** to hold it. The **cursed sword** cannot die, nor can it be destroyed. The game then ends – but the **sword** never ends. Never.

