

PromptForge

Fantasy Forge Design System

High-fantasy, forged-metal UI with arcane glow and ember accents.

Tokens, components, and background materials for a consistent vibe.



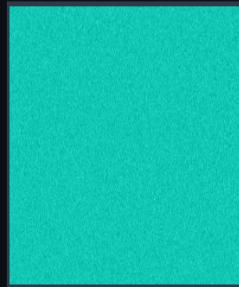
PromptForge

Color Palette

Arcane teal + gilded gold with ember accents. Neutrals are stone and coal.

PromptForge - Fantasy Forge Palette

Core tokens for a high-fantasy MMORPG / forged-metal vibe



Arcane Teal
#12C8B5



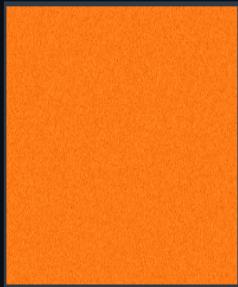
Deep Teal
#0A6A64



Forge Gold
#D6A640



Antique Gold
#B8872B



Ember Orange
#FF7A18



Coal
#0B0F14



Midnight Charcoal
#1D2630



Slate
#2E3A46



Parchment Mist
#E6E1D5



Ash
#B7B0A5

Signature gradients



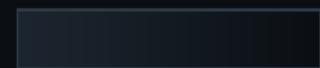
Arcane: #12C8B5 -> #0A6A64



Gilded: #D6A640 -> #B8872B



Ember: #FF7A18 -> #D63A00



Storm: #1D2630 -> #0B0F14

Typography & Voice

Epic headlines, readable body. Ornament in surfaces, not paragraphs.

Recommended stacks

Display/Headers: Cinzel (or Trajan-like), fallback to serif. Use mild bevel/outline and a faint teal glow for key headings.

Body/UI: Inter or a clean system sans. High-contrast text on textured backgrounds is non-negotiable.

Voice principles

- Mythic, not cheesy: use 'Forge', 'Rune', 'Artifact' sparingly and intentionally.
- Functional magic: labels should still read like software.
- Use color as rarity: gold = primary/premium; teal = focus/active; ember = danger.

Forge the Prompt

Craft artifacts from intent

Keep the hero copy punchy. Let the UI do the ornament.

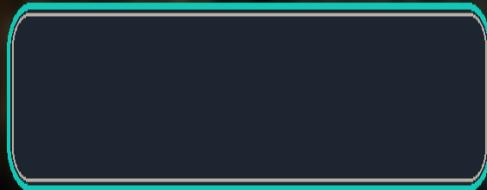
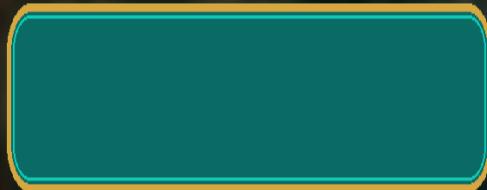
Prompts are spells. Keep copy short, confident, and action-oriented. Reserve ornate treatments for headings; keep body text modern and clean.

Core Components

Bevel + trim + restrained glow. Texture belongs in the surface.

UI Components - Fantasy Forge

Beveled metal, gilded trim, arcane glow. Use subtle texture + vignette, avoid flat UI.



Panel / Card

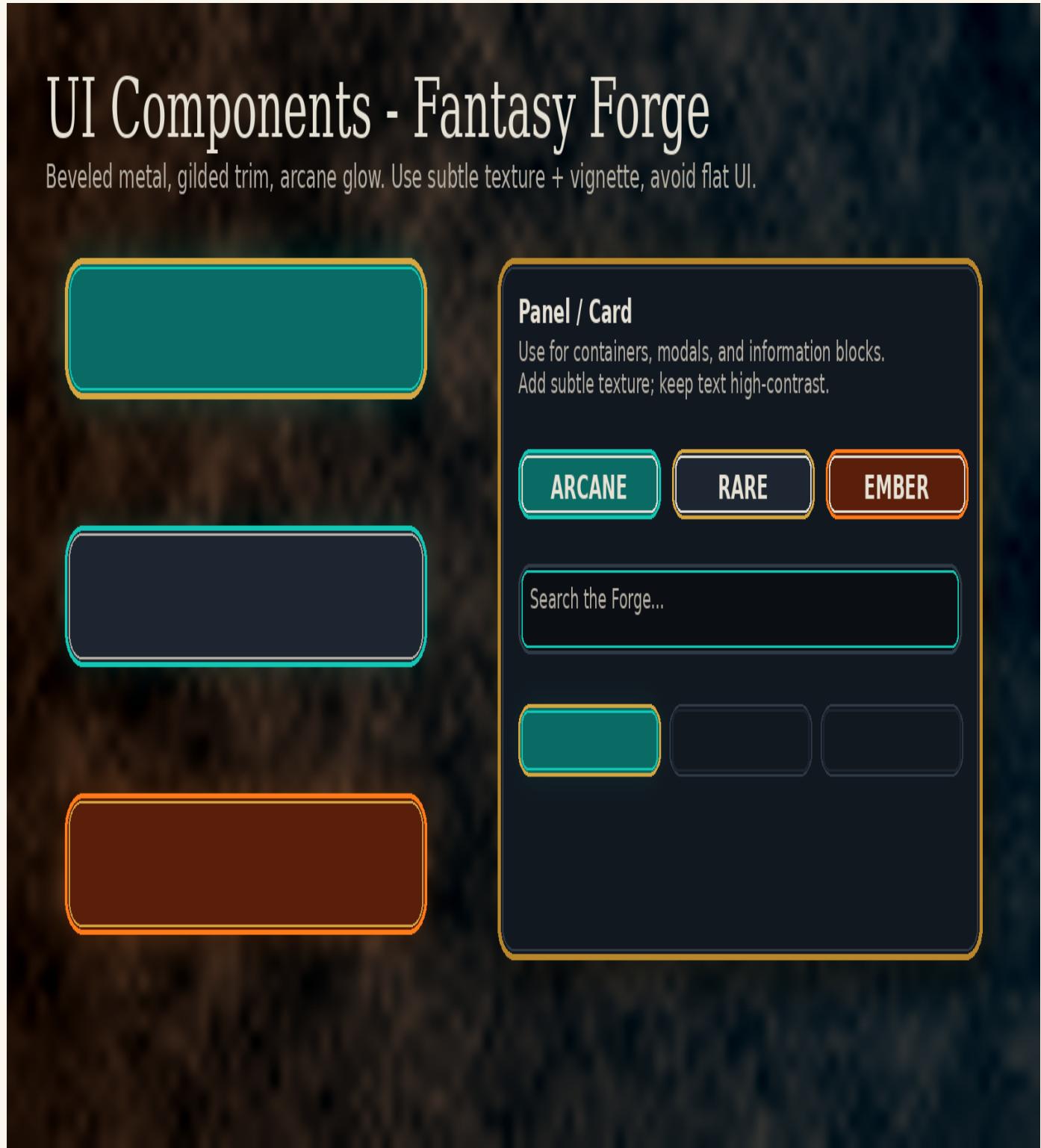
Use for containers, modals, and information blocks.
Add subtle texture; keep text high-contrast.

ARCANE

RARE

EMBER

Search the Forge...



Backgrounds & Textures

Smoky gradients + embers + runes at low opacity.



Usage notes

Use the rune tile at 6-10% opacity for panels and hero sections (as a masked overlay). Blend warm-to-cool gradients and keep particle density low behind text.

Design Tokens

Single source of truth for code + design. Keep glow effects subtle.

Tokens should be used everywhere: marketing, product UI, and docs. Gold trim is 'rare' - reserve it for primary surfaces, active states, and premium elements.

```
/* Example: Primary button */  
.pf-button-primary {  
    background: linear-gradient(180deg, rgba(18,200,181,.22), rgba(10,106,100,1));  
    border: 2px solid rgba(214,166,64,.9);  
    border-radius: 18px;  
    box-shadow: 0 0 24px rgba(18,200,181,.28), inset 0 1px 0 rgba(230,225,213,.12);  
    color: #E6E1D5;  
}  
.pf-button-primary:hover {  
    transform: translateY(-1px);  
    box-shadow: 0 0 34px rgba(18,200,181,.32), inset 0 1px 0 rgba(230,225,213,.12);  
}
```

Pack contents

- promptforge-design-tokens.json
- promptforge-theme.css
- tailwind.promptforge.theme.js
- promptforge-designsystem-palette.png
- promptforge-designsystem-components.png
- promptforge-rune-texture-tile-1024.png
- promptforge-background-1920x1080.png
- promptforge-rarity-frames.png
- promptforge-ornamental-dividers.png