



WEATHERGUARD GOLD ~ FRAGMENTS & AFTER BOX

Dear Weatherguard, this letter is to acknowledge the debt you paid to own a piece of gaming history--several notes and sketches made during the creation of Spell Saga, from 2009 to 2014

Papers B1 - B27 are from before the 2013 (failed) fundraiser.

Papers A1 - A18 are from the planning stages of the 2013 (failed) fundraiser.

Paper A19 is from the planning stages of the 2014 (successful) fundraiser.

- B1 ~ 2009 SPELL SAGA GAMEPLAY DIAGRAM
- B1 ~ (REVERSE) EARLY IDEAS FOR SPELL SAGA
- B2 ~ IDEAS FOR BEGINNING OF GAME & MECHANICS
- B3 ~ IDEAS FOR ENEMY CARDS
- B3 ~ (REVERSE) EARLY IDEAS FOR SPELL SAGA
- B4 ~ 2010 EARLY DAMAGE MECHANICS
- B5 ~ 2010 SPELL SAGA GAMEPLAY DIAGRAM
- B? ~ 2011 EARLY DECK 2 ~ THE FOREST DIAGRAM
- B? ~ (REVERSE) GEN CON PLANNING
- B6 ~ VERSION 3.6 NOTES + POST-IT NOTE ABOUT TONE
- B7 ~ 2011 DOUBLE-SIDED DECK NOTES & WORRIES
- B7 ~ (REVERSE) EARLY 4.0 MECHANICS
- B8 ~ NOTES FOR VERSION 4.0
- B9 ~ NOTES FOR VERSION 4.0 (CONTINUED)
- B10 ~ NOTES FOR 4.0 PRELUDE & DECK 1 ~ THE HIGHLANDS
- B10 ~ (REVERSE) 4.0 NOTES FOR GAMEPLAY & DESIGN
- B11 ~ SPELL SAGA DIAGRAM FOR FOLK IDEAS
- B12 ~ NOTES FOR FOLK MECHANICS & ATTACHING
- B13 ~ SPELL SAGA 4.0 GAMEPLAY DIAGRAM
- B13 ~ (REVERSE) 4.0 ENEMY NOTES FOR PRIZE & PENALTY MECHANICS
- B14 ~ 4.0 ENEMY CARD LISTS WITH REWRITE NOTES
- B16 ~ UNCUT SHEET OF DECK 1 ~ THE HIGHLANDS VERSION 4.0
- B17 ~ UNCUT SHEET OF DECK 1 ~ THE HIGHLANDS VERSION 4.0
- B18 ~ UNCUT SHEET OF DECK 1 ~ THE HIGHLANDS VERSION 4.0
- B19 ~ DIAGRAM & PLANS FOR DECK 3 ~ THE CAVES
- B20 ~ PLANS FOR ITEMS & FOLK FOR DECK 3 ~ THE CAVES
- B21 ~ PLANS FOR ITEMS FOR DECK 3 ~ THE CAVES
- B22 ~ PLANS FOR UNDERGROUND LAKE, BLUE MONK & OTHER PLACES FOR DECK 3~ THE CAVES
- B23 ~ PLANS FOR MISSING MINSTRELS, RAINBOW MONKS, & COLOR CHURCHES FOR DECK 3 ~ THE CAVES
- B23 ~ (REVERSE) DIALOGUE FOR BLACK MONKS FOR DECK 3 ~ THE CAVES
- B24 ~ PLANS FOR DECK 3 ~ MUMBLE CARDS
- B25 ~ PLANS FOR ENDLUDE BATTLE
- B26 ~ PLANS FOR ENDLUDE BATTLE
- B27 ~ UNUSED PRINT FOR SIDE PANEL OF SPELL 4.0 GEN CON BOX
- A1 ~ ART NOTES FOR 2013 FUNDRAISER/5.0 VERSION
- A2 ~ ART NOTES FOR 2013 FUNDRAISER/5.0 VERSION
- A3 ~ ART NOTES FOR 2013 FUNDRAISER/5.0 VERSION
- A4 ~ ART NOTES FOR 2013 FUNDRAISER/5.0 VERSION
- A? ~ ART NOTES FOR 2013 FUNDRAISER/5.0 VERSION + POST-IT NOTE ABOUT DECK 3 ENEMY MECHANICS
- A5 ~ 5.0 STORY CARD DESIGN SKETCHES
- A6 ~ FEBRUARY CALENDAR OF 5.0 DESIGN TIMELINE
- A7 ~ 5.0 HERO CARD DESIGN SKETCH
- A8 ~ PACKAGING IDEA / FIRST SKETCH OF "BAND OF TWO"
- A9 ~ 5.0 REFINED FOLK IDEAS + NOTE FOR "THE SPECIAL SONG" CARD
- A10 ~ VERSION 5.0 (EVENTUALLY) 6.0 NOTES
- A11 ~ POST-IT NOTE FOR DECK 2 ~ THE FOREST SEED & PALADIN MECHANICS
- A12 ~ DESIGN SKETCHES FOR CARDS
- A13 ~ UNCUT HOME-PRINTED 6.0 PLAYTEST CARDS
- A14 ~ TEST PRINTING FOR UNUSED RULEBOOK FORMAT
- A15 ~ FIRST MECHANICS FOR "THE SOURCE AT GOLGOSSA" CARD SET
- A16 ~ FIRST MECHANICS FOR "FIRST DREAMS OF THE LAST WAR" CARD SET
- A17 ~ FIRST MECHANICS FOR "NEW TURNS IN CLOCKWORK CITY" CARD SET
- A18 ~ UNUSED CARD IDEAS FOR "CHIMERA" CARD SET + POST-IT NOTE ABOUT AN UNUSED SPELL-SONG ATTACK CARD
- A19 ~ UNUSED JAPANESE TRANSLATION BY NATHAN IVES
- OF DECK 1 ~ THE HIGHLANDS STARTING STORY CARD

In this box you will find a stack of papers detailing the creation of Spell Saga, from 2009 from 2013, and ranging from notes made just outside of St. Louis, Missouri, to Nashville Tennessee, USA. The box also includes a rare holographic print of The Last Minstrel, as drawn by Wesboyot Alvitre.