



WEATHERGUARD GOLD ~2011 SPELL SAGA DECK 3 PROTOTYPE

Dear Weatherguard, this letter is to acknowledge the debt you paid to own a piece of gaming history--The original 2011 Spell Saga Deck 3 ~ The Caves Prototype.

This, my friend, is a one-of-a-kind object. It is the only copy in existence of the third act of Spell Saga. It has only been played once, and not even it's creator has run through those gloomy depth-fallen halls.

In the Summer of 2011 I was busy ignoring my crumbling marriage, shitty (it was real bad) desk job, and fast at work constructing a prototype of Spell Saga to pitch to a man at Gen Con of that year. I had three months to get an idea that didn't work into a fully functional product with art and packaging. And so that is what I did. I put the same songs on repeat, I didn't shave, or leave the house (and when I did it was to greet the neighborhood coffee shop as a shambling caricature).

I was obsessed with this little shop near the office of my data entry job (see? awful); the shop was filled with rare (to these shores) Japanese treats and candy. Also a room of colored wigs. I know, right? But the candy. My god. I had never experienced such delight or excitement in my life. I decided to put that in the game, using Wind, Rain, and Grass candies. The Last Minstrel & his friends could chew on (My theory was down in the caves, creatures would find such flavors exotic and fortifying).

My original plan had always been to create something obnoxiously large, spreading the three disc Japanese Role-Playing games across the room as a constantly expanding stack of playing cards. To this end, I took the mechanics from the previous decks, and combined them to create a horrifying world of tunnels and caverns. I put Kirby-esque giant monsters (3 cards large!) to chase our heroes, a goblin city with a pentagram you could steal from a church (after transforming into a goblin, of course--careful, that trick wears off!) and an underground ghost city. I put one of the oldest Spell Saga ideas into this deck, something I had jotted down in December of 2009: the idea of a skeletal ostrich that would take you back from the lands of death. I populated the cave with monks in the midst of a color war, and added chasms you could stand over with a candle to have rare items blow up to you, summoning circles, and even five special rings which could be combined when found into a rainbow sword. I mined a lot of these ideas from my memories of underground travels in the fiction of my childhood, everything from The Silver Chair to Mario 64, with quite a healthy dose of Alan Dean Foster's terrible Star Wars novel, "Splinter of The Mind's Eye".

My buddy Sakroka says Deck 3 is the actual game, and that anything played before reaching it is just a long-winded tutorial. And I'm likely to agree. He should know, after all. He was the only person ever to play the deck now in your hands, during that terrible Summer of 2011.

I can still remember him sitting down at a pool table in his mother's house, downing a 5 hour energy shot and watching do a playthrough of the whole game until he collapsed about 6 hours later. It was really an incredible moment for me. Not only was I watching the story come together for the first time, but this was proof that the game worked, Sakroka was completely immersed until the very end, and would have kept at it had exhaustion not claimed him in the end. I will never forget him finding the green ring and pulling the forest into the caves--nor his excitement as the giant monsters began to creep out of the darkness.

And so...this one and only version of Deck 3 is STILL playable, using modern Spell Saga rules. And though Sakroka got toward the very end, he never technically finished the thing...which means the owner of this deck (you) might be the very first person ever to get through the caves. Best of luck!

One word of caution: You will need a HERO card that is not present in this DECK, "Winter, The Last Weatherguard" from DECK 2 should suffice.

Inside this box is the original 2011 Spell Saga 4.0 Deck 3 ~ The Caves Prototype, crafted at 918 Knox Avenue, in Nashville Tennessee, USA.