



SPELL SAGA

ALL OUR UNCOUNTED STARS

2ND EDITION TABLETOP NOVEL DEMO

RULEBOOK 0.1 (JUNE 2022)

PREFACE

Hi, I'm Chronically Apologetic Designer Todd Michael Rogers. Thank you for downloading this first demo for "**All Our Uncounted Stars**". This game is unfinished. You can play it for hours. You can win. You can lose. But please keep in mind: this is just a test for the tone, design & various mechanics of what will become **Spell Saga™ 2nd Edition**.

So I need your help. Please send me your feedback. This game is simultaneously being downloaded and enjoyed across the world from a very special group of players. The faster you share your thoughts, the quicker I can finish the next version...my goal is to make three demos and then put the final one up by the end of the year (at which point we should have a demo or two finished of the NEXT release, more info on the SpellSaga.com blog)!

Please take a look at the mechanics, the icons, the font choices, the dialogue & narration--everything! Just keep in mind, Spell Saga™ is not just a gaming experience, it's a story too. The most important

feedback is things like: Is this fun? Is it too challenging? Is it confusing? Is it immersive? How long did you play it for? And: How could it be better?

Any & all opinions are welcome, and can be directed toward SPELLSAGA@GMAIL.COM

PS DON'T WORRY, HALF THIS RULEBOOK IS PICTURES & GLOSSARY!

1 - WHAT IS Spell Saga™?

Spell Saga™ is a multi-generational story about a family who has struggled to survive during an apocalyptic set of events known as The Four Follies. They have been tasked, unwittingly and without hope, to stop the Fifth & Final Folly from occurring. To do this, they'll have to compose the powers of Harmony & Discord, without giving in to the seduction of The Silence. Think medieval. Think post-apocalyptic with a massive dose of Weird Western. Spell Saga™ is a massive story, and it's told across several forms of media.

Spell Saga™ Tabletop Novel 2nd Edition is a solo-play card game which can be printed at home for free. It combines the stories, characters and event-driven narration of your favorite JRPGs with the mechanics and decision-making of your favorite TCGs. There is a specific story to be told, with a beginning, middle, and end, but how you get there is entirely up to the actions of the player.

2- INTRODUCTION TO DEMO

Spell Saga™ All Our Uncounted Stars is a card-driven game of exploration.

1 PLAYER

AGES 13+

2-3 HOURS TO PLAY

In **All Our Uncounted Stars**, you'll play as Edyta, a former Minstrel Guard turned Prairie Knight (slang for someone who left their duties) who works as a freelance bounty hunter (called a Silencer). After the sighting of a stranger on the borders of her home, and the activation of an ancient magical gate in the distance, Edyta will be forced one last time into the life she left behind, to join old friends and new on a mission where her choices will echo throughout future Tabletop Novel releases.

3 - SECTION LISTING

1 - WHAT IS Spell Saga™?

2- INTRODUCTION TO DEMO

3 - SECTION LISTING

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14 TERMS & DEFINITIONS

15 LEGEND

4 - COMPONENTS

You will need a **deck** of “**All Our Uncounted Stars**”, this rulebook, and one token of your choice for your **hero token**.

5 - GAME OBJECTIVE

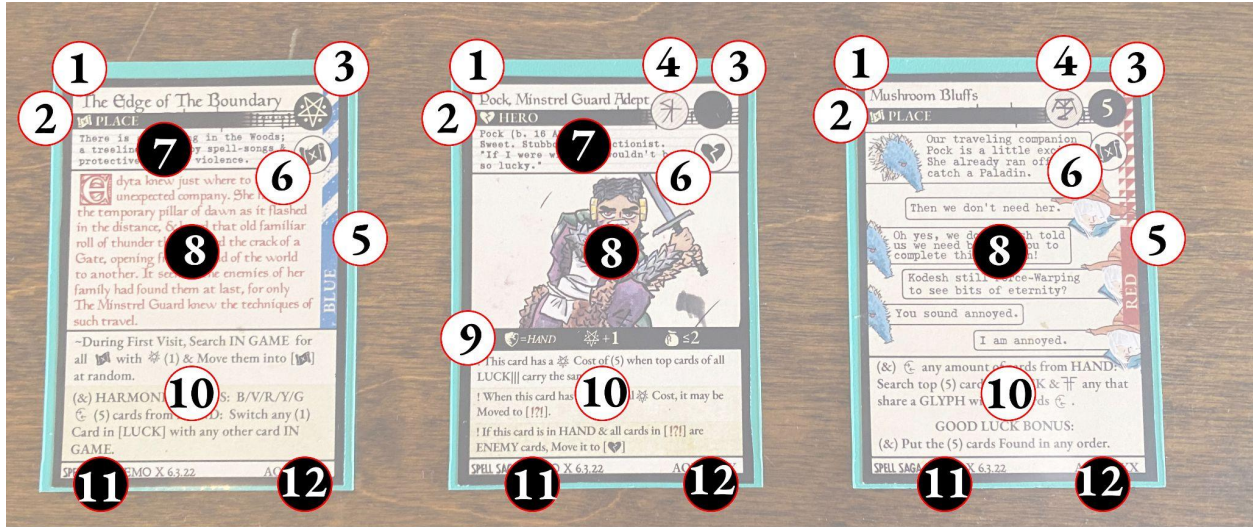
Much like reading a book, the goal of Spell Saga™ is to enjoy the story, and finishing the game should be seen as a reward, not a final goal. This is a game of exploration and is designed to create a uniquely immersive experience.

VICTORY	Occurs by the card which states “End of Demo” in its rules.
LOSS	occurs at the end of any turn where there are no cards in hand .

6 - UNDERSTANDING CARDS

6A - CARD ANATOMY

Cards in Spell Saga™ have only 6 features necessary for gameplay. Anything else is either a story element, a copyright banner, or card number.



○ Gameplay Element ● Story Element

1 CARD NAME	
2 INFO BAR	
3 SOURCE COST	Cards with a numerical source cost may be purchased & moved into the play area when they are considered acknowledged . Cards with a blank source cost may only be acknowledged when specific conditions are met.
4 (optional) GLYPH	Most cards have (1) of (5) optional luck glyphs . These luck glyphs are most often used while performing a luck check during the mandatory steps of a turn , or activating the optional good luck bonus of a card's rules.

<p>5 (optional) HARMONIC</p>	<p>Most cards have one or more colors, representing the card's Harmonics (these can be Blue, Violet, Red, Yellow, Green, or a combination of those colors). Harmonics are used while performing a luck check during the mandatory steps of a turn, or activating the optional harmonic bonus of a card's rules.</p>
<p>6 CARD TYPE</p>	<p>The card type shows you where the card belongs in the play area.</p>
<p>7 (optional) FLAVOR BAR</p>	<p>A line of text having to do with the story. This can be ignored in terms of gameplay.</p>
<p>8 - (various) NARRATION, ART, DIALOGUE</p>	<p>Each card face has either narration, artwork, or dialogue between characters. This can be ignored in terms of gameplay.</p>
<p>9 (optional) WARNING BAR</p>	<p>Some cards have a warning bar which lists either heroic stats, how an enemy battles, or the subtype of a card.</p>
<p>10 CARD RULES</p>	<p>This area explains how (and sometimes when) to use a card.</p>
<p>11 COPYRIGHT</p>	
<p>12 CARD NUMBER</p>	

6 - UNDERSTANDING CARDS

6B - CARD TYPE



There are (7) card types.

HERO

Hero cards represent the protagonists of the game.

ENEMY

Enemy cards are battled by hero cards at random during the adventure.

Enemy cards are never paid for. They are **battled** when **acknowledged** in the **action pile**.

FOLK

Folk cards represent non-player characters who might appear at random to help or hinder the hero cards. There are also **folk-hero** & **folk-enemy cards**, which have limited abilities to join or battle the protagonist.

Acknowledged folk cards are always free to **move** into the **play area**.

ITEM

Item cards are used by **hero cards** to manipulate the rules of the game & **battle enemy cards**.

PLACE

Place cards enforce the structure of a **turn**, & represent the various parts of the world your **hero cards** may **visit** during the game.

When a **hero token** is moved to a **place card**, the player is considered **visiting** that **place** (called the **current place**) until end of turn.

SPELL-SONG

Spell-Songs are powerful cards that bend or even break the rules of the game, these are often used together with certain **items**.

STORY

Story cards represent the growth of your character, and collecting them marks your progress through the game.

6 - UNDERSTANDING CARDS
















6C - CARD RULES & ICONOGRAPHY

Once a card is in the **play area** or **acknowledged in hand** or **action pile**, the **card rules** are followed.

There are two types of rules:

~ Mandatory Rules	These will have a tilde beside them. These rules must be followed.
(&) Optional Rules	These will have a parenthetical ampersand beside them. These rules do not need to be followed.

Cards Rules use Icons in place of common text.





Card Type Icons		Battle Icons		Gameplay Icons	
	Action		Armor		Attach
	Enemy		Attack		Flip
	Folk, Folk-Hero, Folk-Enemy		Battle Round		Cycle
	Hero				Source
	Place				
	Item				
	Spell-Song				
	Story				

In addition, Icons can be marked to specify a particular part of the **play area**.

[icon] = Pile

Icon||| = Stack







EXAMPLES:

☞: Move to any  in [, regardless of where it sits in  |||, as long as it shares HARMONICS with Current .

When Using this , Move  you are Leaving into HAND.


Flip this card face-down to activate the following rule: move your **hero token** to any **place card** in the **place pile** that shares any **harmonic colors** with the **current place** you are **visiting**, regardless of where that **place** sits in a **place stack**.

When using this **item**, **move current place** you are leaving into your **hand**.

 (1)  from HAND or [!?] (When  in this manner,  any other   to this card).

☞ Use  without .

GOOD LUCK BONUS

Search top (5) cards of DECK for any  & Move any (1) Found into HAND.

You may **attach** (1) **spell-song** from **hand** or **action pile** to this **item card** (when **attaching** a **spell-song** to this **item card**, **cycle** any other **spell-song** already **attached** to this card).

Good Luck Bonus

If the player has **good luck** during their turn, search the top (5) cards of the **deck** for any **spell-song card**, and move any (1) found into **hand**.

! This card may be Moved to [] if doing so would put the top cards of each [] in HARMONIC ORDER (B/V/R/Y/G).

(&) ☹️ this [] at End of Turn: Draw cards = ⚡ Limit. You may choose to Switch any [] cards from HAND, [LUCK] & [] that share a GLYPH or HARMONIC COLOR.

(&) HARMONIC BONUS: If all cards in HAND are same HARMONIC, you may Search IN GAME for any non-WANTED [] & Move it to [].

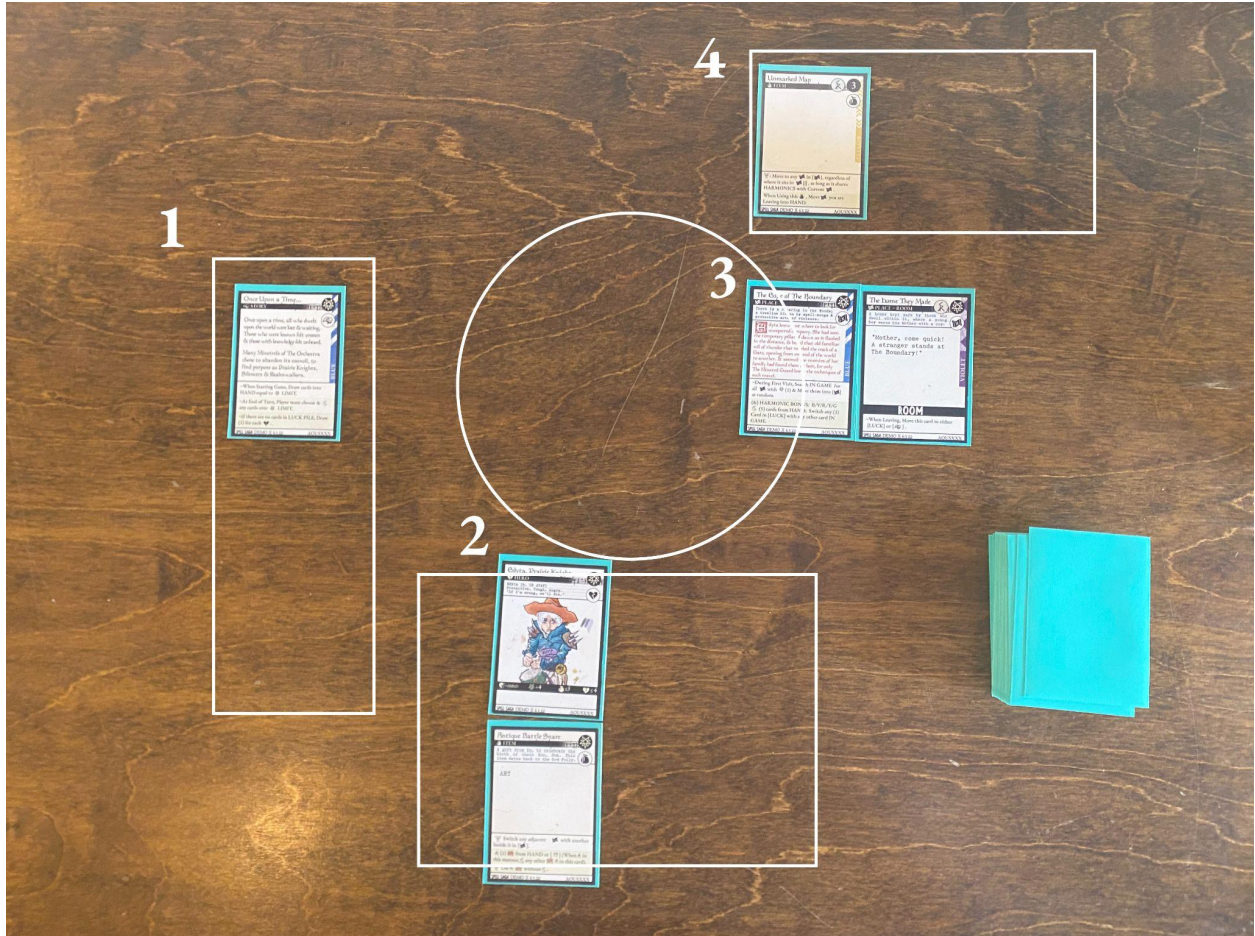
Attention! Before you try to do anything with this card!: This card may be moved to the **place pile** if doing so would put the top cards of each **place stack** in **harmonic order** (blue/violet/red/yellow/green).

Optional rule: once this card is in **place pile**, if you are **visiting** this **place**, you may **cycle** this card at the end of your turn. Doing so will allow you to draw cards from the deck equal to the amount of your current **source limit**. You may also choose to switch any **item cards** from **hand**, **luck pile**, or **hero pile** that share a **luck glyph** or **harmonic color** with one another.

Optional rule: If all the cards in **hand** carry the same **harmonic color**, you may search every card of the game for any **folk-hero card** that is not marked as “**wanted**” in their **warning bar**, and **move** that card to the **hero pile**.

7 SETUP INSTRUCTIONS

Unlike many tabletop games, there is no board or character sheet used to progress through the story. Instead, Spell Saga™ makes use of a **play area**, which is set up at the beginning of each game.



1 story card in story pile

2 hero in hero pile with attached item

3 place card in place pile with attached room

4 random card drawn from top of deck into luck pile

To begin, find the (5) cards marked with a **source icon** in their **source cost**. These are your **starting** cards, & they will be placed in the following areas, before shuffling the **deck**.

Pull (1) card for the top of the **deck**, & move it face-up to the **luck [pile]**(as per the rules on your starting **story card**).

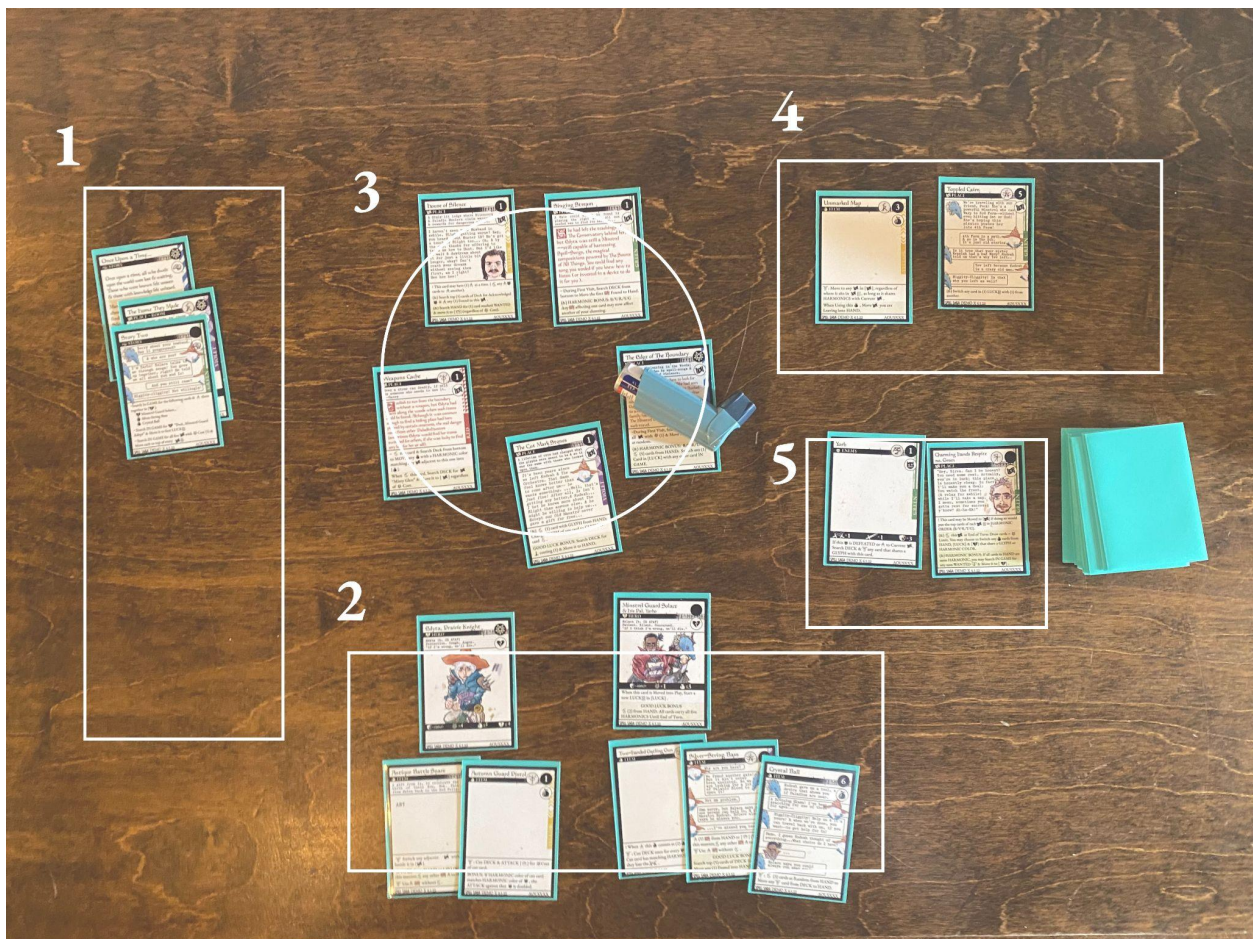
Your starting **hand** size and **source limit** is shown in the **warning bar** of your starting **hero card**. In this case, it tells you to draw an amount of cards equal to the number of cards in the **story [pile]**, and draw an (4) cards. Because of this, you draw (5) cards and keep them face-up in the **hand**. For the rest of the game, we'll follow this **source limit** (though additional **hero cards** may extend this limit).

8 AREAS OF PLAY

8A PILES

[Piles]

The play area is composed of (5) card [piles]. Each [pile] has a specific function that represents a part of the game.



1 STORY PILE

The **story [pile]** represents how much your character's have grown during the game, and how far you have progressed through the story.

The amount of cards in this [pile] tells you what cards can be **acknowledged** and which must be **ignored**. So the larger the **story [pile]**, the more options a player has in the game. The **story [pile]** is grown by figuring out how to move each subsequent **story card** into the **play area**, or by taking various actions to move other card types into the **story [pile]**.

Remember, the game is lost when a turn ends with no cards in your **hand**, and the amount of cards in your **hand** is limited by the amount of cards in the **story [pile]**.

*Cards in **story [pile]** are considered **adjacent** to one another.

2 HERO PILE

When in the **hero [pile]**, hero cards are considered active and are represented by the Hero Token in the Place Pile.

There is a **hero limit** which states the maximum number of **hero cards** allowed in the **hero [pile]** at any given time, which is found in the **warning bar** of your starting **hero card** (though additional heroes may help extend this limit).

Item Cards are also kept in the **hero [pile]**, and can be used by **attaching** them to **hero cards**. Each **hero card** has an **item limit**, which is found in the **warning bar** of that **hero card**. When a **hero card** reaches their **item limit**, more cards can be added by **cycling** the **item card** from the **play area**.

3 PLACE PILE

The **place [pile]** is kept in a circle. It represents where your heroes may travel in the world of Spell Saga™. The **place [pile]** is where **place cards** are moved into the **play area**.

Understanding The Place Pile Limit

There is a limit to the amount of cards you can keep in the **place [pile]**: (5) **stacks** with (5) cards each (see 8b: Piles & Stacks).

Understanding Folk & Rooms in The Place Pile

Cards **attached** to the **place [pile]** do not count against the **Place Pile Limit**. This rule includes **folk** & **place cards** marked as **rooms**, which are both **moved** into the play area by setting them next to the card they are **attached** to.

When a **folk card** is **attached** to a **place card**, they may have card rules that can be activated only by **visiting** the **attached place**.

When any **place card** is **attached** to another, it becomes marked as a “**room**” until it is **detached**. **Room cards** are considered adjacent only to the card they are **attached** to. Some **place cards** are marked as **rooms** to begin with. These cards can only be **attached** to other **place cards**, and are generally not moved into the **place [pile]** on their own.

4 LUCK PILE

During the game, any and all cards might be moved at various times in-and-out of the **luck [pile]**, which will affect specific conditions when checking **harmonics** & **luck** during Gameplay.

Any card in the **luck [pile]** is considered a **luck card**.

The **luck [pile]** has a special rule involving card **stacks** (see 8b: Piles & Stacks).

***Stacks** of cards in **luck [pile]** are considered adjacent to one another.

5 ACTION PILE

The **action [pile]** is generally empty at the beginning and end of every turn. It is made up of random cards that are drawn from the **deck** each turn. The **action [pile]** represents random chance in the world of Spell Saga™. Drawing cards into this **[pile]** is the only part of the game where **battles** occur (See 13 battles, below).

Any card in The **action [pile]** is considered an **action card**.

The **action [pile]** is often used in conjunction with Harmonics & Luck luck glyphs (See 11 & 12 below).

8 AREAS OF PLAY

8B HAND & DECK

HAND

Cards in **hand** are kept face-up. The **hand** represents the **armor** of the entire **hero [pile]** during the game. The **hand** also represents opportunity in the world of Spell Saga™, as **acknowledged** cards may be purchased & **moved** into the **play area**.

DECK

The **deck** is where all cards are drawn from during the game. Cards in **deck** are generally kept face-down.

When cards are **cycled** from the **play area**, they are moved face-down beneath the **deck**.

8 AREAS OF PLAY

8C STACKS

A **stack** is a set of face-up cards placed on top of one another. There are two [**piles**] in the **play area** which contain **stacks**.

PLACE PILE

Remember, the **place pile limit** allows (5) stacks of cards containing (5) cards each. Because of this, the **place [pile]** could be seen as having (5) spots to put stacks of cards in. When a single place card is in one of these spots, it is considered the “top” card of its **stack**, even if there are no cards beneath it.

When a new **place card** is moved into the **play area**, it must be moved into any of these imaginary empty spots. If there are no empty spots, it may be put on top of any **place card** that is not being **visited**.

When **hero cards** leave a **place card** on top of a **stack**, that **place** is moved to the bottom of the **stack**.

LUCK PILE

Each **hero card** in the **hero pile** gets its own **stack** in the **luck [pile]**. If a new card would be added to their **stack** it is moved to the top of that **stack**. Cards in **luck stacks** may be rearranged by using certain cards during gameplay.

9 HOW TO USE & PLAY CARDS

HOW TO MOVE CARDS IN & OUT OF PLAY

Cards are most often **moved** into the play area from the **hand** or the **action [pile]**.

Cards must be **acknowledged** before they can be moved or **used**. To check if a card is **acknowledged**, look at the **numerical source cost** of the card in question, and compare it to the number of cards in the **story [pile]**. If the **source cost** is less than or equal to the amount of cards in the **story [pile]**, it is considered **acknowledged**, and may be purchased & moved into the **play area**.*

If the **source cost** is greater than the amount of cards in the **story [pile]**, the card is considered **ignored**.

*The exceptions to this are **acknowledged folk cards**, which are always free to play (**attach** them to **current place**) & **acknowledged enemy cards**, which are never purchased, but must be **battled** if they are in the **action [pile]**.

To Purchase **acknowledged** cards from **hand** or **action [pile]**, simply choose & **cycle** an amount of cards from your hand equal to the **numerical source cost** of the card being purchased (to **cycle** a card, move it to the bottom of the **deck**).

BLANK SOURCE COST

Some cards have no **source cost**, & must be **acknowledged** & **moved** into the **play area** by either following the directions upon them, or using other cards to manipulate the rules of the game.

HOW TO USE CARDS

To use a card, just follow the rules upon it. Some cards must be **cycled** or **flipped** to use them. This is the difference between losing a card from the **play area**, or just for the rest of a turn.

10 TURN OVERVIEW

Each turn starts by **moving** your **hero token** from one adjacent card in the **place [pile]** to another (this can also be stated as: from the top card of the **current place stack** to the top card of any adjacent **place stack**). Each turn ends after following all **mandatory steps** of a turn.

There are also several **optional steps** you can perform during a turn.

MANDATORY STEPS

- 1 move your **hero token** to an adjacent **place card**.
- 2 flip (face-up) any (face-down) **item cards** in **hero [pile]**.
- 3 follow any **mandatory rules** of the **current place card**.
- 4 draw (1) card into **hand** for each **hero card** in **hero [pile]**.
- 5 draw (1) card (face-up) into **action [pile]** for each card in **hero [pile]***
*when playing with multiple heroes, cards are drawn in **kismatic order**
- 6 check your **harmonics**
- 7 check your **luck**
- 8 **acknowledge** &/or **ignore** cards in the **action [pile]**
- 9 battle **acknowledged** enemy cards

10 **cycle** cards from **hand** until the amount left is equal to your **source limit**.

OPTIONAL STEPS

optional: You may purchase acknowledged cards from **hand** or **action [pile]**.

optional: You may use any item cards in **hero [pile]**.

optional: You may switch any **item cards** between **hero cards**.

optional: You may follow any optional rules of the **current place card**.

11 PERFORMING LUCK CHECKS

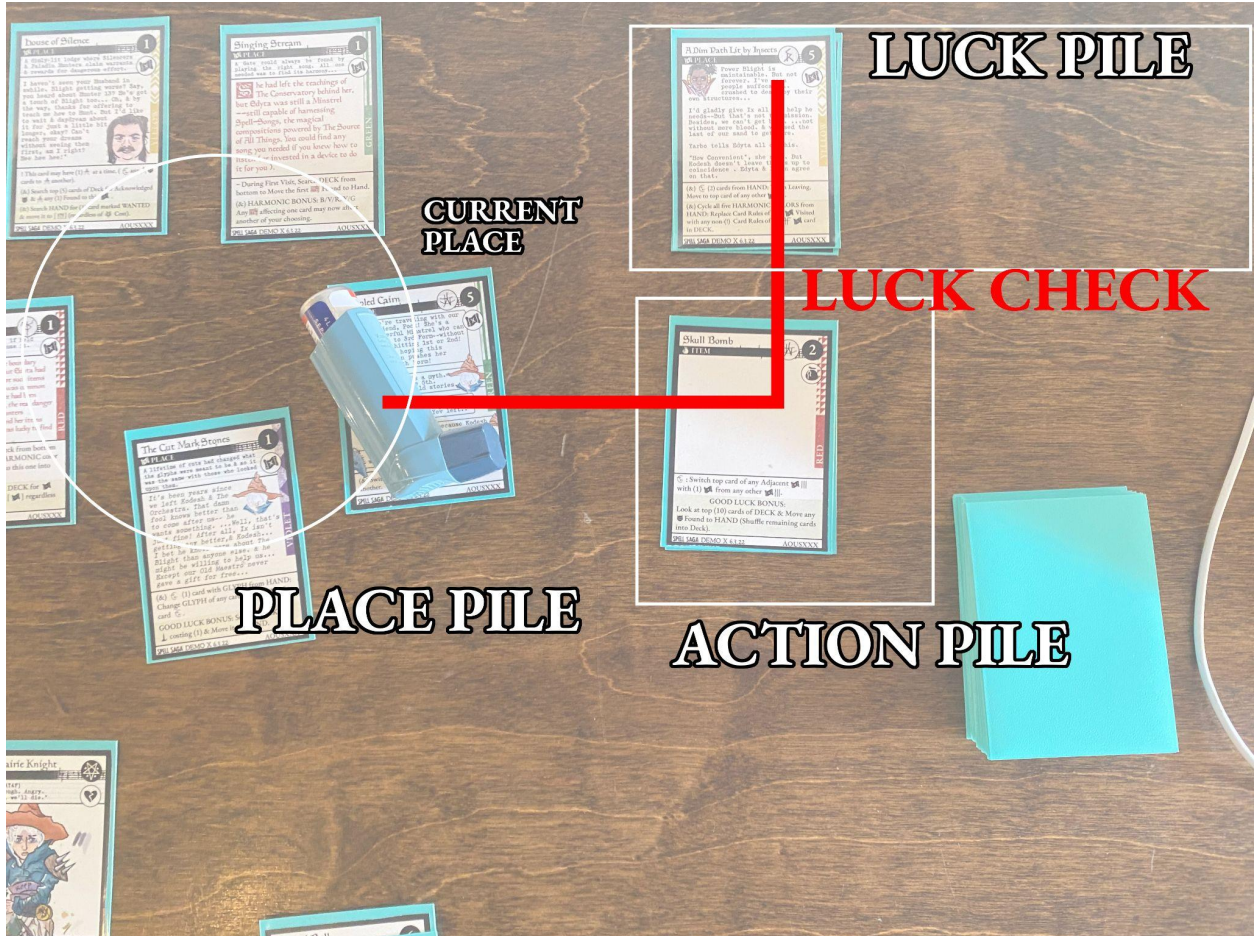
LUCK BONUS WITH (1) HERO

During each turn you will perform a **luck check**. This is done differently depending on the amount of **hero cards** being used.

KISMET CARDS

When there is only (1) hero card, the luck check is performed by comparing your (3) **kismet cards**:

The **current place card**, the top card of **luck Stack** & the card in **action [pile]**.



Check each of these cards for (1) of (5) possible **luck glyphs** in the top right corner.

Luck Glyphs	
	End-Winter
	Spring
	Summer
	Autumn
	New-Winter

If **kismet cards** have:

GLYPHS	LUCK	OPPORTUNITIES
All Matching:	Good Luck	-move all acknowledged cards to Hand. -No battles.
All Different:	Bad Luck	action [pile] gets to Attack first.
Some Matching:	No Luck	Hero Pile gets to Attack first.

If one or more cards do not carry a **luck glyph**, the luck check is considered “**no luck**”.

A **hero card's** luck status can change many times during their turn, based on the player's actions. For this reason, a **luck check** may be repeated at any time, and is especially recommended if the player has changed or manipulated the cards in the **luck [pile]** or **action [pile]**.

PERFORMING LUCK CHECKS WITH MULTIPLE HEROES

KISMETIC ORDER

When there are multiple hero cards during a turn, each will have their own **luck stack|||** in the **luck [pile]**. For this reason, you'll draw cards into **action [pile]** in what is called **kismatic order**.

With multiple heroes, think of the **action [pile]** as having an empty spot for each Hero, one that is parallel to that hero card's Luck |||. The more **hero cards** in the **play area**, the more **luck stacks|||** & empty spots in **action [pile]**. This means more opportunities when checking your luck each turn.

Kismet order means you can choose to **draw** (1) card from the **deck** & **move** it (face-up) into any empty spot in The **action [pile]**, and repeat this step until a card has been drawn for every **hero card**. This allows you a bit of control when trying to match **luck glyphs** or **harmonics** between the Piles.

MATCHING HARMONICS

The only exception to the above rule is if the cards have matching **harmonics**. IE, if all (3) **kismet cards** (the **current place**, card in **action [pile]**, & top card in **Luck|||**) carry at least (1) **harmonic** of the same color, the hero is automatically granted “**good luck**” (see section 12).

11 PERFORMING LUCK CHECKS

11B GOOD LUCK BONUSES

GOOD LUCK BONUS

Some cards have a **good luck bonus**, which is an optional card rule only available when a **luck check** reads as **good luck**.

CHECKING LUCK BONUSES WITH MULTIPLE HEROES

When checking **luck bonuses** with multiple **hero cards**, you’ll compare cards in the same manner as with a single hero, but you’ll repeat it for every **hero card** in the **hero [pile]**. The only difference is that **good luck** would pull that specific hero card’s **action** card into hand, and would not affect any other **action** cards or possible **battles**.

The exception to the rule concerning Matching Harmonics is still true: if the **kismet cards** all carry the same **harmonic color**, they are considered to have **good luck** (see section 12)

12 HARMONICS

In Spell Saga™, there are (5) colors of importance. These are called **harmonics**.



HARMONIC ORDER

Cards are considered in **harmonic order** when the **harmonics** upon them are in the above order: BLUE, VIOLET, RED, YELLOW, and GREEN. There is no correct color to start this order, as long as the correct color always follows the previous one.

Colors may also be placed in backwards order, as long as the correct colors are beside them.

Colors may also repeat if they are next to one another without losing Harmonic Status.

DISCORDANT ORDER

Cards are considered in Discordant Order when the Harmonics are in any other order.

EXAMPLES:

RED, YELLOW, GREEN, BLUE, VIOLET	HARMONIC
GREEN, BLUE, YELLOW, RED, VIOLET	DISCORDANT
BLUE, VIOLET, VIOLET, RED, YELLOW	HARMONIC
GREEN, GREEN, RED, BLUE	DISCORDANT
GREEN, YELLOW, RED, VIOLET, BLUE	HARMONIC

IMPORTANT HARMONIC RULES

If a card has multiple **harmonics**, it is considered to have all **harmonics** upon it.

If a card with **harmonics** is attached to another card, they are considered to share both of their **harmonics**.

CHECKING HARMONICS

During the **mandatory steps** of each turn, you'll check your **harmonics** before you **check your luck**.

This is accomplished by checking your **kismet cards** (the **current place card**, **action card** of a **hero** & top card of their **Luck|||**) to see if they have matching **harmonics**.

HARMONIC & DISCORDANT BONUSES

Some cards have optional rules that are only available when the **harmonics** of specific cards line up. These are activated by searching [piles] in the **play area** for **attached** or adjacent cards carrying the same **harmonics** referenced in the **bonus**.

This just means:

1

If the necessary **harmonics** are found in the correct order upon adjacent cards, you may claim the **harmonic/discordant bonus** of a card. (think **story [pile]** or **place [pile]**).

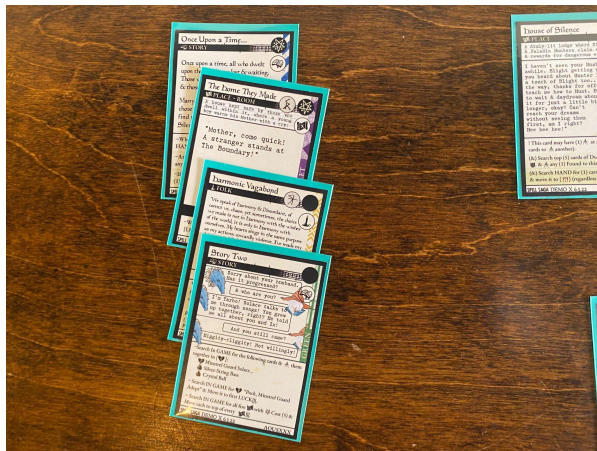
2

If the necessary **harmonics** are found in the correct order upon attached cards, you may claim the **harmonic/discordant bonus** of a card. (think **place [pile]** or **item [pile]**)

3

If the necessary **harmonics** are found in the correct order upon **kismet cards**, you may claim the harmonic bonus of a card.

EXAMPLES



The cards in the story [pile] are considered adjacent to one another. That means any harmonics found in this pile can be used when trying to unlock a harmonic or discordant bonus.

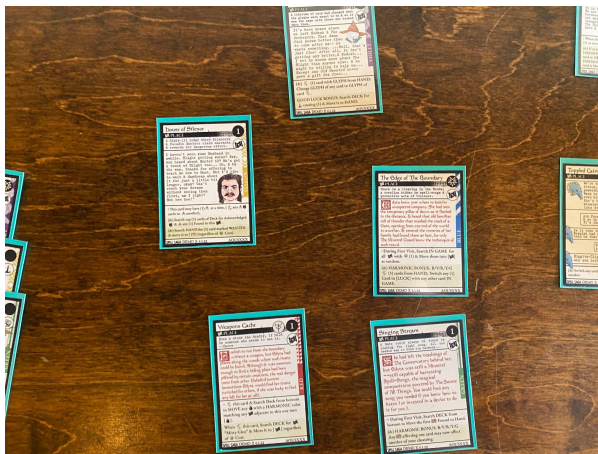
For example, if a Bonus cost was:

(VIOLET, YELLOW, GREEN) you could

claim the bonus, as those colors are found connected to one another within these adjacent cards.

Remember: You could also claim the bonus if the cost was (GREEN, YELLOW, VIOLET), as harmonics work forwards and backwards.

(These cards are in Discordant Order).



Cards in the luck [pile] are also adjacent to one another.

But the best place to look for harmonics is often the place [pile].

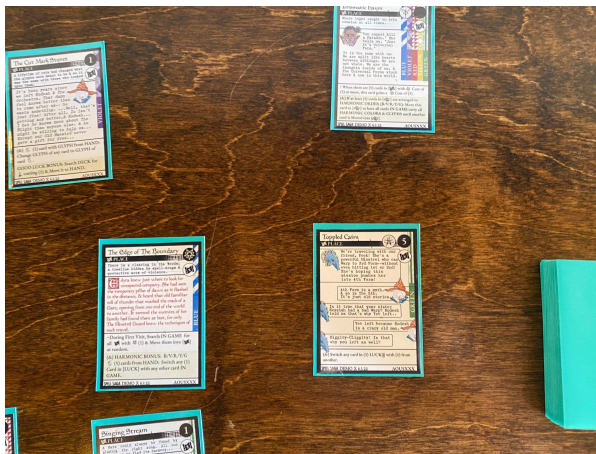
The top cards of place stacks||| in the place [pile] are considered adjacent to one another. That means any harmonics found in this pile can be used when trying to unlock a harmonic or discordant bonus.

For example, if a Bonus cost was: (RED, GREEN) you would not claim the bonus, as those colors are adjacent to one another.

But if the Bonus was: (GREEN, RED, YELLOW) you could.

The player could also use items or songs to change or switch colors and cards during a turn, to create conditions that might satisfy a Bonus cost.

(These cards are in **harmonic order**).



The kismet cards are also available to pay the cost of hamonic or discordant bonuses.

For example, if a Bonus cost was: (BLUE, GREEN, BLUE) you would claim the bonus, as those colors are found in order upon these kismet cards.

In this example, you could also claim any Bonus cost of (BLUE, GREEN) or (GREEN, BLUE) or (Any Color + Green) or (Green + Any Color).

Remember: a card with multiple harmonics has any (1) of the harmonics marked upon it.



Attached cards can be used to claim Bonuses as well. That means the place [pile] & hero [pile] are excellent locations to look for harmonics.

In this example, the hero card has (3) items attached to them, meaning they could potentially unlock any harmonic that cost (Red, Yellow) or (Yellow, Red).



In this final example, we see another hero in the same pile, who has (4) items attached to them.

One important thing to remember is each hero has their own attached items, so you can't just combine the first hero's harmonics with the second.

Another important thing to remember is that the attachment in the item pile aren't in any order, so the player could claim any combination of (GREEN, VIOLET, and YELLOW) just based on these **harmonics**.

13 BATTLES

Battles occur when an enemy card is **acknowledged** in the **action [pile]**. There are (5) steps to every **battle**:

1 ITEM LOCK

Whenever an **enemy card** is **acknowledged** in the **action [pile]**, each **hero card** may only use (1) **attached item card** during a **battle round**, until the **enemy** is removed from the **action [pile]**.

2 ADVANTAGE CHECK

Deciding who goes first during a battle (the **heroes** or **enemies**) is determined by the **luck glyphs** present on the card, recall from above:

If all cards have:




GLYPHS	LUCK	OPPORTUNITIES
All Matching:	Good Luck	-move all acknowledged cards to Hand. -No battles.
Some Matching:	Bad Luck	action [pile] gets to Attack first.
All Different:	No Luck	Hero Pile gets to Attack first.

If one or more cards do not carry a **luck glyph**, the luck check is considered “**no luck**”.

MATCHING HARMONICS

The only exception to the above rules is if the cards have matching **harmonics**. IE, if **kismet cards** each carry a harmonic of the same color, the **hero card** referencing the **kismet cards** is automatically granted **good luck**. (see section 12)

3 ATTACKS & ARMOR

Battle Icons	
	Armor
	Attack
	Battle Round

BATTLING WITH (1) HERO

The **hero card** may **attack** the **enemy card** by using various **item cards**. The **attack number** generated must be greater than the **armor number** on the **enemy card** (this **armor number** is listed on the **warning bar** of the **enemy card**).

The **enemy card** will **attack** the **hero card** using its **attack number**, which is also found in their **warning bar**. Simply reference this number & **cycle** an amount of cards equal to it from the **hand**; the cards **cycled** in this manner must be chosen at random.

BATTLING WITH MULTIPLE HEROES

When multiple **hero cards** and/or **enemy cards** are present, each **hero card** can choose to **attack** any (1) **enemy card** in the **action [pile]**, regardless of whether that **enemy card** is being attacked by another **hero card**.

Multiple **attacks** made against a single **enemy card** are added together against their **armor number**.

COMPLETE ALL ROUNDS

Enemy cards will have a **battle round** icon stating how many times the **enemy card** must be **battled** before starting the fifth & final step of the **battle**.

A single **battle round** takes place when all **hero cards** in **hero pile** & all **enemy cards** in **action [pile]** have had a chance to **battle**.

At the end of each battle round:

1 cards are cycled from hand to denote damage.
2 all (face-down) item cards in hero [pile] are reset.
3 all enemy armor is reset to their full armor number .

2 all Flipped Item cards in Hero Pile are reset.

All remaining **battle rounds** are **ignored** if the **enemy card** is Defeated.

When enemy cards are in **action [pile]**, each is considered to share the highest battle Round Number among them.

5 PRIZE & PENALTY

Some **enemy cards** have mandatory or optional prizes for defeating them, while others have mandatory penalties for losing against them. These prizes or penalties are only claimed after the fourth step of **battling** has been completed. .

Defeated Enemy Cards	Move these cards to hand .
Undefeated Enemy Cards	Cycle these cards.

14 TERMS & DEFINITIONS

Acknowledge	Cards must be acknowledged before they can be moved or Used. A card is acknowledged if it's numerical source cost is less than or equal to the amount of cards in the Story Pile.
Action Card	Any card in the action pile
Action Pile	A Pile which remains empty until cards are drawn into it while following the mandatory steps of each turn.
Armor	Armor for Heroes is equal to the amount of cards in Hand. enemy cards have an Armor Number found in their warning bar. Attacks against the Enemy must be greater than their Armor Number to defeat them.
Attaching (Item cards)	Item cards are Attached to hero cards

Attaching (Place Pile)	Folk cards & Room cards are Attached to Stacks in the Place Pile.
Battling	Battling occurs when acknowledged enemy cards are in the action pile.
Battle Round	enemy cards have a battle Round Number found in their warning bar. This number is the amount of times an Enemy must be successively battled in a single turn until they are Defeated or Cycled.
Cycle	The act of Moving a card from Hand or play area back under the deck.
Discordant Order	Cards are said to be in Discordant Order when the Harmonics upon them are not set in Harmonic Order.
Discordant Bonus	An optional Rule Unlocked by finding a specific set of Harmonics within the play area.
Flip	turning a card Face-Up or Face-Down.
Folk card	Folk cards represent Non-Player characters. If a Folk card is acknowledged in Hand or action pile, it may be moved into Play Area for free by Attaching it to the Current Place card.
Folk-Hero	Folk card that can be moved into Hero Pile.
Folk-Enemy	Folk card that can be moved into action pile.
Luck Glyph	Cards may have (1) of (5) luck glyphs. These are used during the luck check Mandatory Step of a turn.

Harmonic Bonus	An optional Rule Unlocked by finding a specific set of Harmonics within the play area.
Harmonic Check	During each turn, you'll check your Harmonics before your Luck Bonus. This is done by checking if a hero card's kismet cards have matching Harmonics.
Harmonic Order	Cards are said to be in Harmonic Order when the Harmonics upon them are not set in Harmonic Order: (Blue, Violet, Red, Yellow, Green). There is no correct color to start this order, as long as the correct color always follows the previous one.
Hand	The Hand is where cards are kept to be purchased. The hand also represents the Armor Number for the entire Hero Pile.
Hero Card	hero cards represent the protagonists of the game.

Hero Pile	When in the Hero Pile, hero cards are considered active and are represented by the Hero Token in the Place Pile.
Hero Token	The Token in the Place Pile which represents the Hero Pile.
Ignore	Cards must be acknowledged before they can be moved or Used. A card is Ignored if its numerical source cost is greater than the amount of cards in the Story Pile.

In Game	Cards that ask you to search “In Game” are instructing you to search the Hand, play area & deck until the card in question is Found.
Item Card	Cards allow you to bend, break & manipulate the rules of the game as well as battle enemy cards. They are Attached to hero cards in the Hero Pile.
Item Lock	Whenever an Enemy is acknowledged in the action pile, each hero card may only use (1) Attached Item card during a battle Round, until the Enemy is removed from the Pile.
Kismet Cards	The current place card + action card of a hero + top card of their Luck .
Kismetic Order	The act of Drawing cards into the action pile in any order you choose.
Luck card	Any card in the Luck Pile.
luck check	
Luck (Good, Bad, No)	<p>If all luck glyphs Match During the luck check Mandatory Step of a turn, The Player has Good Luck.</p> <p>If no luck glyphs Match During the luck check Mandatory Step of a turn, The Player has Bad Luck.</p> <p>If Some luck glyphs Match During the luck check Mandatory</p>

	Step of a turn, The Player has No Luck.
Luck (good luck bonus)	An optional card rule only available when the Player has Good Luck.
Luck Pile	A Pile used during the luck check Mandatory Step of your turn.
Luck Stack	Each hero card in the Hero Pile has their own Stack of random cards in the Luck Pile.
Mandatory Steps	The sequence of actions that must be followed in order to finish a turn.
Move (cards into Play Area)	Cards may be moved from hand or action pile into the play area.
Move (Hero Token)	Moving the Hero Token from the Current Place card to an Adjacent Place card starts a new turn.
Optional Steps	Optional actions you may choose to take during a turn.
Penalty	Some enemy cards have Mandatory Penalties for losing against them.
Place cards	Enforce the structure of a Game turn, & represent the various parts of the world your hero cards may visit during the adventure.
Place (Current)	The Place card where the current turn is occurring.

Place Pile	Represents the places your heroes might travel in the world of Spell Saga™. It is where Place cards are moved into the play area.
Place Pile Limit	There is a limit to the amount of cards you can keep in the place [pile] : (5) stacks with (5) cards each

Place (Rooms)	When any Place card is Attached to another, it becomes a “Room” Subtype Place card. Room cards are considered Adjacent only to the card they are Attached to. Some Place cards are marked as Rooms to begin with. These cards can only be Attached to other Places, and are not moved into Place Pile on their own.
Place (Visiting)	When a Hero Token is moved to a Place card, the player is Visiting that Place card until End of turn.
play area	Everything outside of the deck & Hand.
Prize	Some enemy cards have Mandatory or Optional Prizes for defeating them.
source cost (Blank)	Cards with a blank source cost may only be acknowledged when specific conditions are met.
source cost (Numerical)	Cards with a numerical source cost may be purchased & moved into the play area when they are considered acknowledged .

source cost (Starting)	Cards with a Source Icon instead of a source cost are the Starting cards of the Game.
Spell-Song card	Cards that grant you more powerful ways to bend, break & manipulate the rules of the game as well as battle enemy cards. They are Played for free from Hand or action pile, or Attached to certain Item cards in the Hero Pile.
Stack	A stack is a set of Face-Up cards placed on top of one another. There are only two Piles in the play area which contain Stacks: The Place Pile & The Luck Pile.
Story card	Story cards represent the growth of your character, and collecting them marks your progress through the game.
Story Pile	The amount of cards in this Pile tells you what cards can be acknowledged and which must be Ignored .
Wanted	Cards marked as “Wanted” are a special subtype of cards that may create bonus opportunities during gameplay.
warning bar	Some cards have a warning bar which lists a hero card’s special stats, how an Enemy battles, or the subtype of a card.

Legal Shit:

Spell Saga™ is a trademark of Todd Michael Rogers (who will unveil his new company's name when he's damn well ready). The story of Spell Saga™, all its characters and lore are copyright Todd Michael Rogers. The mechanics, the descriptor "tabletop novel" and even the concepts this rulebook contains are free for you to create something even better with. That's how art works. I made this for everyone. Let us not be greedy, yeah? Special thanks to Kosteri for the Rulebook help, and everyone involved with The Weatherguard over the last ten years. I'd especially like to thank just a few of you, but you know who you are, and let's not make anyone jealous, yeah?

The backgrounds of the cards are modified vintage cardbacks uploaded by uzlolzu & made free by the creative commons attribution license 3.0

The fonts used are many and maddening:

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The art is by me, motherfuckers. I taught myself! Take that, seventh grade!

Spell Saga first edition was created by Todd Michael Rogers & eventually Lauren Rogers, who for some time provided most of the finished illustrations while the two designed the look of that world together. It was also heavily playtested (with rules endlessly rewritten) by Joshua Rizzo & Samuel

“Sakroka” Hood, while championed & cheered for by Jesse “Paxson of Ashgarden”, who left this world 100 years too soon.

Spell Saga™ Second Edition was created entirely by hand, macbook & ipad, alone but for a sleeping child beside me, after the world ended.

This game would not exist without Meagen C. Crawford.

15 LEGEND

Card Type Icons		Battle Icons		Gameplay Icons	
	Action		Armor		Attach
	Enemy		Attack		Flip
	Folk, Folk-Hero, Folk-Enemy		Battle Round		Cycle
	Hero				Source
	Place				
	Item				
	Spell-Song				
	Story				

MANDATORY STEPS

1 move your Hero Token to an Adjacent Place card or Place|||.

2 Flip (Face-Up) any (Face-Down) Item cards in Hero Pile.

3 Follow any Mandatory Rules of Place of Current Place card.

4 Draw (1) card into Hand for each hero card in Hero [pile].

5 Draw (1) card Face-Up into action [pile] for each card in Hero Pile*

*when playing with more than one hero, cards are drawn into **action [pile]** in
Kismet Order (see 11).

6 Check your Harmonics (see 12).

7 Check your Luck (see 11).

8 **Acknowledge** &/or **Ignore** cards in **action [pile]**

9 battle **acknowledged** enemy cards (see section 13 battles)

10 **Cycle** cards from Hand until it is equal to Source Limit.

OPTIONAL STEPS

optional: You may Purchase acknowledged cards from Hand or **action [pile]**.

optional: You may use any Item cards in Hero Pile.

optional: You may switch any items between hero cards.

optional: You may follow any optional rules of Current Place card.

battle STEPS

1 Item lock

2 Advantage Check

3 Attacks & Armor

4 Complete All Rounds

5 Prize & Penalty

GLYPHS	LUCK	OPPORTUNITIES
All Matching:	Good Luck	-move all acknowledged cards to Hand. -No battles.
All Different:	Bad Luck	action [pile] gets to Attack first.
Some Matching:	No Luck	Hero Pile gets to Attack first.