

Edyta, Prairie Knight

HERO

Edyta (b. 05 AT4F)
Protective. Tough. Angry.
"If I'm wrong, we'll die."



♣=HAND ♣+4 ♣≤3 ♣≤4

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Antique Battle Spare

ITEM

A gift from Ix, to celebrate the birth of their Son, Nok. This item dates back to the 3rd Folly.

ART

⇄ Switch any ♣ card with another ♣ that is adjacent to it in [♣].

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

⇄ Use ♣ ♣ without ♣.

SPELL SAGA DEMO X 6.3.22

AOUSXXX

The Home They Made

PLACE ~ ROOM

A house kept safe by those who dwell within it, where a young boy warns his Mother with a cry:

"Mother, come quick!
A stranger stands at
The Boundary!"

ROOM

! When Starting the game, ♣ Token starts here.

~When Leaving, Move this card to either [LUCK] or [♣].

SPELL SAGA DEMO X 6.3.22

AOUSXXX

The Edge of The Boundary

PLACE

There is a clearing in the Woods; a treeline hidden by spell-songs & protective acts of violence.

Edyta knew just where to look for unexpected company. She had seen the temporary pillar of dawn as it flashed in the distance, & heard that old familiar roll of thunder that marked the crack of a Gate, opening from one end of the world to another. It seemed the enemies of her family had found them at last, for only The Minstrel Guard knew the techniques of such travel.

~During First Visit, Search IN GAME for all ♣ with ♣ (1) & Move them into [♣] at random.

(&) HARMONIC BONUS: **B V R Y G**
♣ (5) cards from HAND: Switch any (1) Card in [LUCK] with any card in [!?!], HAND OR DECK.

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AOUSXXX

Once Upon a Time...

STORY

Once upon a time, all who dwelt upon the world were lost & waiting. Those who were known felt unseen & those with knowledge felt unheard.

Many Minstrels of The Orchestra chose to abandon its council, to find purpose as Prairie Knights, Silencers & Realmwalkers.

~When Starting Game, Draw cards into HAND equal to ♣ LIMIT.

~At End of Turn, Player must choose & ♣ any cards over ♣ LIMIT.

~If there are no cards in LUCK PILE, Draw (1) for each ♣.

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AOUSXXX

The Cut Mark Stones

PLACE

A lifetime of cuts had changed what the glyphs were meant to be & so it was the same with those who looked upon them.

It's been years since we left Kodesh & The Orchestra. That damn fool knows better than to come after us-- he wants something. ...Well, that's just fine! After all, Ix isn't getting any better, & Kodesh... I bet he knows more about The Blight than anyone else. & he might be willing to help us... Except our Old Maestro never gave a gift for free...

(&) ♣ (1) card with GLYPH from HAND: Change GLYPH of any card to GLYPH of card ♣.

GOOD LUCK BONUS: Search DECK for ♣ costing (1) & Move it to HAND.

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AOUSXXX

Weapons Cache

PLACE

Even a stone can deadly, if held by someone who needs to use it. --Carry

Foolish to run from the boundary without a weapon, but Edyta had places along the woods where such items could be found. Although it was common enough to find a hiding place had been pilfered by certain creatures, the real danger came from other Paladin Hunters (sometimes Edyta would find her items switched for others, if she was lucky to find any left for her at all).

~ ♣ this card & Search Deck to MOVE any ♣ with a HARMONIC color matching this card or any adjacent ♣ into [♥] (regardless of found card's ♣ Cost.

When ♣ this card, Search DECK for ♣ "Misty Glen" & Move it to [♣] regardless of ♣ Cost.

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House of Silence

PLACE

A dimly-lit lodge where Silencers & Paladin Hunters claim warrants & rewards for dangerous effort.

I haven't seen your Husband in awhile. Blight getting worse? Say, you heard about Hunter 13? He's got a touch of Blight too... Oh, & by the way, thanks for offering to teach me how to Hunt. But I'd like to wait & daydream about it for just a little bit longer, okay? Can't reach your dreams without seeing them first, am I right? Hee hee hee!"

! This card may have (1) ♣ at a time. (♣ any ♣ cards to ♣ another).

(&) Search top (5) cards of Deck for Acknowledged ♣ & ♣ any (1) Found to this ♣.

(&) Search HAND for (1) card marked WANTED & move it to [!?!] (regardless of ♣ Cost).

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Singing Stream

PLACE

A Gate could always be found by playing the right song. All one needed was to find its harmony...

She had left the teachings of The Conservatory behind her, but Edyta was still a Minstrel --still capable of harnessing Spell-Songs, the magical compositions powered by The Source of All Things. You could find any song you needed if you knew how to listen (or invested in a device to do it for you).

~ During First Visit, Search DECK from bottom to Move the first ♣ Found to Hand.

(&) DISCORDANT BONUS: **R Y B B**
Any ♣ affecting one card may now affect another of your choosing.

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AOUSXXX

Crumble Gate

PLACE

Each Gate is connected to others, & unlocked by one key: the silver sand that comes from Paladins.

Solace. You shouldn't have come.

...

Still not speaking, I see.

! If card in [LUCK], Move it to [] if (3) adjacent cards have HARMONIC Colors **B B B**.

! If card is in [!?!], Move it to [] if there is a GOOD LUCK BONUS.

! If card is in HAND, Move it to [] if (3) adjacent cards have HARMONIC Colors **G G B**.

~ During First Visit, Search IN GAME for STORY TWO & Move it to, [].

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Misty Glen

PLACE

POSSIBLE FLAVOR TEXT

Here were many who refused to believe in Palanic sightings. Most Folk said the creatures all died out, hunted to extinction after causing the Second Folly. But Etya knows better. She's a Paladin hunter, & the money she makes from their blood is just enough to keep her family safely in hiding.

When Visiting, with $\leq (4)$ are not acknowledged.

(&) DISCORDANT BONUS **G P G**: (1) card from HAND to Switch this with any Acknowledged or Blank COST in DECK.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Harmonic Vagabond

FOLK

"We speak of Harmony & Discord, Yet sometimes, the choice we make is not in Harmony with the wishes of the world, but with ourselves. My hearts sings in the same purpose as my actions: cowardly violence. I've made my bed, & it's a pinewood box just a 'waitin' for me. You have a decision too: ill me for the bounty ...or allow me to live on, your actions in Harmony with my wishes."

WANTED!

When Found in [!?!]:

Move this card to [] + Draw double amount of cards each turn until another card is Moved to [] or

REMOVE FROM GAME to Search [LUCK] for any (1) card & Move it to [!?!].

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Song of Summer

SPELL-SONG

Artwork featuring Etya.

You may this card from HAND or [!?!] to Use it.

Change HARMONIC color of any (1) card to any HARMONIC color repeated at least (3) times in HAND.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Song of Autumn

SPELL-SONG

Artwork featuring Solace.

You may this card from HAND or [!?!] to Use it.

any \blacktriangle card in [!?!]: Move any card in Deck to any LUCK|||.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Song of End-Winter

SPELL-SONG

Artwork featuring Etya & Solace.

You may this card from HAND or [!?!] to Use it.

Cards from HAND this Turn are.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Throwing Stars

ITEM

FF: Move top card of any LUCK||| to bottom of that LUCK|||.

GOOD LUCK BONUS: FF: Move 1 card in any LUCK||| to another.

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Autumn Guard Pistol

ITEM

FF: Cut DECK & ATTACK [!?!] for \leq COST of cut card.

BONUS: IF HARMONIC color of cut card matches HARMONIC color of \blacktriangle , the ATTACK against that \blacktriangle is doubled.

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Yorb

ENEMY

XXX=1 =1 =3

If this \blacktriangle is DEFEATED or \blacktriangle to Current, Search DECK & FF any card that shares a GLYPH with this card.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Yorb
 ENEMY

1

GREEN

= 1 = 1 = 3

If this is DEFEATED or to Current , Search DECK & any card that shares a GLYPH with this card.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Prize-Fighter
 ENEMY

2

VIOLET

= 1 = 1 = 3

WANTED!

PRIZE
 (&) Transform this into the following & it to any , where it remains an until it is .

Prize-Fighter Gloves
 When , for every Defeated this Turn, Move (1) card from DECK to [LUCK], or from [LUCK] to [!?!].

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Bangslapper
 ENEMY

1

YELLOW

= 2 = 1 = 3

PRIZE
 When DEFEATED, this card to any .

PENALTY
 (1) card in [].

SPELL SAGA DEMO X 6.3.22 AOUSXXX

There-Be-Not
 ENEMY

1

VIOLET

= 3 = 1 = 3

At start of each , Draw (1) Random card from HAND & (1) Random card from DECK. If HARMONIC colors or GLYPHS of both cards match, Move them to HAND. If neither Match, both cards.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Bowch
 ENEMY

2

RED

= 2 = 1 = 3

When Current : You may this card to switch any (1) ACKNOWLEDGED card from (1) PILE to it's [TYPE] or [!?!].

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White-Wood Mask
 ITEM

= 1

When this is , cards from HAND are Chosen instead of Random.

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House of The Fallen
 PLACE

2

BLUE

A half-fallen tree caught against its brethren waits for the wounded to drag themselves inside.

"Sigh. Let us patch you up. Welcome to our fallen log. We are The Cotopuffs, healers of mercy. Pain is only memories. Here, drink this Cotowater. It will make your damages like puddles. We can reach in & grab the pain. It is like orbs to us. Like seeds. This craft can be taught by any Cotopuff instructor!"

(&) If amount of cards in HAND is < amount of cards in [], Draw cards until amount in HAND = [].

(&) HARMONIC BONUS: **R R V**
 For every card Drawn in the above manner, top card in any LUCK|||.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

The Falls
 PLACE

2

BLUE

POSSIBLE FLAVOR TEXT

Ix has Power Blight-- The painful crystals that grow upon Minstrels when they Warp into higher forms. He can't play music anymore, or battle, it's just too painful. He has to meditate to keep it at bay ...to keep the crystals from growing, so it's up to me to keep Ix & Nok safe... Until we can find a cure.

(&) HAND & Draw the same amount of cards .

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Minstrel Guard Solace & his Pal, Yarbo
 HERO

= HAND +1 ≤ 3

Solace (b. 02 AT4F)
 Patient. Silent. Concerned.
 "If I think I'm wrong, we'll die."

When this card is Moved into Play, Start a new LUCK||| in [LUCK].

GOOD LUCK BONUS
 (2) from HAND: All cards carry all five HARMONICS Until End of Turn.

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Silver-String Bass

ITEM 4

Why are you here?

We found another gate! But it ain't never been anointed. So we are looking for a lot of Palanic Blood to open it!

Not my problem.

Umm sorry, but Solace says only one person can help Ix, & it's Maestro Kodesh. Solace also says he misses you.

...I've missed you too.

♠ (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.

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Crystal Ball

ITEM 6

Kodesh gave us a tool, a device that shows you if Paladins are near.

A Divining Glass! I've been searching for one of these for ages...

Higgity-Cliggity! Help us & it's yours! & when we're done, you can travel back with us, if you want--to get help for Ix!

Damn. I guess Kodesh thought of everything...What choice do I have?

...

Solace says you could always run away again...

⌘ : Ⓞ (3) cards at Random from HAND to Move any ⌘ card from DECK to HAND.

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Escape Cape

ITEM 3

⌘ : Ⓞ (1) card from [!?!] & Draw (2) More. (cards Drawn in this manner count as (1) card & should be viewed as such if using them for HARMONIC or LUCK bonuses).

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Unmarked Map

ITEM 3

⌘ : 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.

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Story Two

STORY

Sorry about your husband. Has it progressed?

& who are you?

I'm Yarbo! Solace talks to me through songs! You grew up together, right? He told me all about you and Ix!

And you still came?

Higgity-cliggity! Not willingly!

~Search IN GAME for the following cards & ♠ them together in [!?!]:

- ♥ Minstrel Guard Solace...
- ♠ Silver-String Bass
- ♠ Crystal Ball

~ Search IN GAME for ♥ "Pock, Minstrel Guard Adept" & Move it to first LUCK|||.

~ Search IN GAME for all five with Cost (5) & Move each to top of every |||.

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Pock, Minstrel Guard Adept

HERO

Pock (b. 16 AT4F)
Sweet. Stubborn. Perfectionist.
"If I were wrong, I wouldn't be so lucky."

♥=HAND +1 ≤2

! This card has a Cost of (5) when top cards of all LUCK||| carry the same Glyph

! When this card has a Numerical Cost, it may be Moved to [!?!].

! If this card is in HAND & all cards in [!?!] are ENEMY cards, Move it to [!?!]

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Skull Bomb

ITEM 2

Ⓞ : switch any (1) card with another card in the [!?!] PILE.

GOOD LUCK BONUS:
Ⓞ : Look at top (10) cards of DECK ♠ & Ⓞ all found to Current (Ⓞ remaining cards).

SPELL SAGA DEMO X 6.3.22 AOUSXXX

A Dim Path Lit by Insects

PLACE 5

Power Blight is maintainable. But not forever. I've seen people suffocate... crushed to death by their own structures...

I'd gladly give Ix all the help he needs--But that's not the mission. Besides, we can't get back. ...not without more blood. & we used the last of our sand to get here.

Yarbo tells Edyta all of this.

"How Convenient", she says. But Kodesh doesn't leave things up to coincidence. Edyta & I can agree on that.

(&) Ⓞ (2) cards from HAND: When Leaving, Move to top card of any other |||.

(&) Cycle all five HARMONIC COLORS from HAND: Replace Card Rules of next Visited with any non-(!) Card Rules of any ⌘ card in DECK.

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Toppled Cairn

PLACE 5

We're traveling with our friend, Pock! She's a powerful Minstrel who can Warp to 3rd Form--without even hitting 1st or 2nd! She's hoping this mission pushes her into 4th Form!

4th Form is a myth. & so is The 5th. It's just old stories.

Is it true that your sister Kessiah had a bad Warp? Kodesh told us that's why Yev left..

Yev left because Kodesh is a crazy old man.

Higgity-Cliggity! Is that why you left as well?

(&) Switch any card in (1) LUCK||| with (1) from another.

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The Crownless Clearing

PLACE

5

Yarbo stared into the crystal ball, a look of concern upon his face.

Where do Paladins come from?

No one knows... The Orchestra does, I think...

Solace says: if they do... it's a closely guarded secret.

Kodesh would know, at least. & Yev too. I think that's why she left...

(&) (2) cards carrying same GLYPH from HAND: Switch (1) card in [] with another.

(&) (2) all cards in [LUCK] & Move (1) card from HAND into each LUCK!!!

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AOUSXXX

Story Three

STORY

I'm partnered up with a Hunter named Carry. He taught me every detail of Paladin Hunting. We'll need his help. But after this job, I'm out. If Kodesh sends for me again, I'll kill any Minstrel Guard who comes looking.

Not if he sends me.

! This card may be Moved to [] when [] "Pock, Minstrel Guard Adept" is in [].

! Cycle all [] from Play when this card is Moved to [].

END OF DEMO

Thank you for playing! PLEASE share your opinions on SPELLSAGA.COM to help me finish designing this adventure! - TODDMICHAELR@GMAIL.COM @SUBHEATHEN #SPELLSAGA

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Overgrown Tomb

PLACE ~ ROOM

I fell asleep...in my dream there were five glowing embers, winking like eyes in front of me, down inside a pool of water. & a hundred thousand countless people in the trees. Only they weren't people, and each was pointing many fingers at me.

ROOM

! Cycle all [] from Play when this card is Moved to [].

! If each [] contains only cards that carry the same HARMONIC COLORS and/or GLYPHS, this card may be A to any [].

(&) Move any [] in [LUCK] to [].

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Prismatic Haven

PLACE

Where light caught on webs remains at all times.

"You cannot kill a Paladin." She tells us, "Just it's Universal Form."

It is the same with us: We are split like hearts between siblings. We are not whole. We are the thoughts inside of us, & The Universal Forms stuck here & now in this world.

! When there are (5) cards in [] with [] Cost of (5) or more, this card gains a [] Cost of (5).

(&) If at least (5) cards in [] are arranged in HARMONIC ORDER (B V R Y G): Move this card to [] to have all cards IN GAME carry all HARMONIC COLORS & GLYPHS until another card is Moved into [].

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Scrying Circle

PLACE

X

! When there are (3) cards in each [] this card is free to Move into [].

(&) If at least (5) cards in [] are arranged in DISCORDANT ORDER (Not B V R Y G) Move all [] cards in DECK to HAND.

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Where Light is Thin & Silver

PLACE

Maestro Kodesh taught you & your sisters as children! Yes?

That's right.

Let's see...Solace told me Yev was the oldest ...or was it Kessiah?

It doesn't matter. ...They're gone now.

...Yes. You could say that disappearing runs in the family.

...So it would seem.

~ Before Drawing cards into [] DECK until End of Turn.

GOOD LUCK BONUS:

(&) Move all cards in [] with matching GLYPHS to HAND.

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Pin Pan

ENEMY

4

PRIZE
Move any (1) card with a Numerical [] Cost to [].

PENALTY
Cx all non- [] cards from [].

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AOUSXXX

Tinder-Clinker

ENEMY

3

PENALTY
Cx all cards from HAND that share a GLYPH with any card in [].

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AOUSXXX

Everbother

ENEMY

4

! When this [] is in [] , all [] in [] are considered Acknowledged.

PRIZE


(&) Transform this [] into the following [] & A it to any [] , where it remains [] until it is [].


Face-Breaker Gloves

When A [] , +1 Attack against any (1) [] for every card in HAND carrying a matching GLYPH as that [].

SPELL SAGA DEMO X 6.3.22

AOUSXXX

Mushroom Bluffs  **5**

PLACE 

Our traveling companion Pock is a little excited. She already ran off to catch a Paladin.




Then we don't need her.

Oh yes, we do! Kodesh told us we need both of you to complete this mission!

Kodesh still Force-Warping to see bits of eternity?

You sound annoyed.

I am annoyed.

(&)  any amount of cards from HAND: Search top (5) cards of DECK &  any that share a GLYPH with the cards .

GOOD LUCK BONUS:
(&) Put the (5) cards Found in any order.

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Charming hands Respite  **no. Green**

PLACE 

"Hey, Sires. Can I be honest? You need some rest. Actually, you're in luck; this place is honestly cheap. In fact, I'll make you a deal: You watch the front, (& relax for awhile) while I take a nap. I mean, sometimes you gotta rest for success, y'know? Ah-ha-HA!" 

GREEN

! 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: Switch any cards between 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 [].

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Meow-Meow  **3**

ENEMY 





 = 1  = 2  = 3

PRIZE
 (1)  from HAND at Random.




PENALTY
 (1)  from [] at Random.





SPELL SAGA DEMO X 6.3.22 AOUSXXX

Two-handed Gatling Gun  **3**

ITEM 

VIOLET

! When  this  counts as (2) .

 : Cut DECK once for every  in [?!]. If Cut card has matching HARMONIC of , they lose the .

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Paladin Hunter Thirteen  **FOLK-HERO**

>COUGH!<
>COUGH!<
You play a dangerous game, Prairie Knight!" 

 = All  in [?!] Defeated.  = 50

! If this card is in [] create a temporary [LUCK] & Draw cards as usual. This  does not count as a .

! (&) When this card is in HAND, you may  it to create the following RULE until End of Turn:
Even # of cards in HAND = [] is HARMONIC.
Odd # of cards in HAND = [] is DISCORDANT.

If this  in [], replace any room in [] with any room in HAND, regardless of  COST.

SPELL SAGA DEMO X 6.3.22 AOUSXXX

Letter of Remembrance  **5**

ITEM 















When  , if there are zero cards in HAND, & multiple  in [], you may pick a  at Random, Move them to [LUCK], & Draw an amount of cards = amount of cards in [].

SPELL SAGA DEMO X 6.3.22 AOUSXXX



<https://www.spellsaga.com/weatherguard>



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

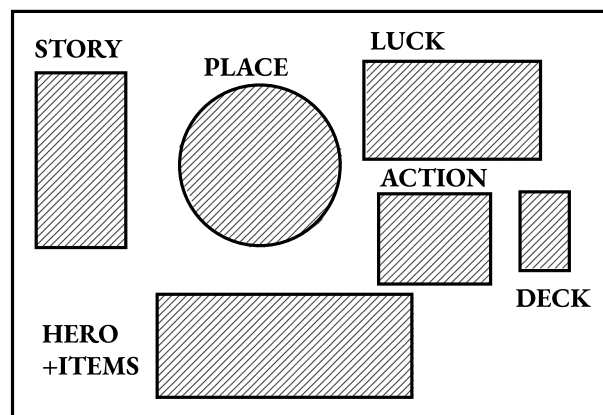
- 1 Move your Hero Token to an Adjacent Place card or Place|||.
- 2 Flip (Face-Up) any (Face-Down) Item cards in Hero Pile.
- 3 Follow any Mandatory Rules of Place of Current Place card.
- 4 Draw (1) card into Hand for each hero card in Hero [Pile].
- 5 Draw (1) card Face-Up into action [pile] for each card in Hero Pile*
*when playing with more than one hero, cards are drawn into action [Pile] in Kismet Order
- 6 Check your Harmonics
- 7 Check your Luck
- 8 Acknowledge &/or Ignore cards in Action [Pile]
- 9 battle acknowledged enemy cards
- 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



RULEBOOK

