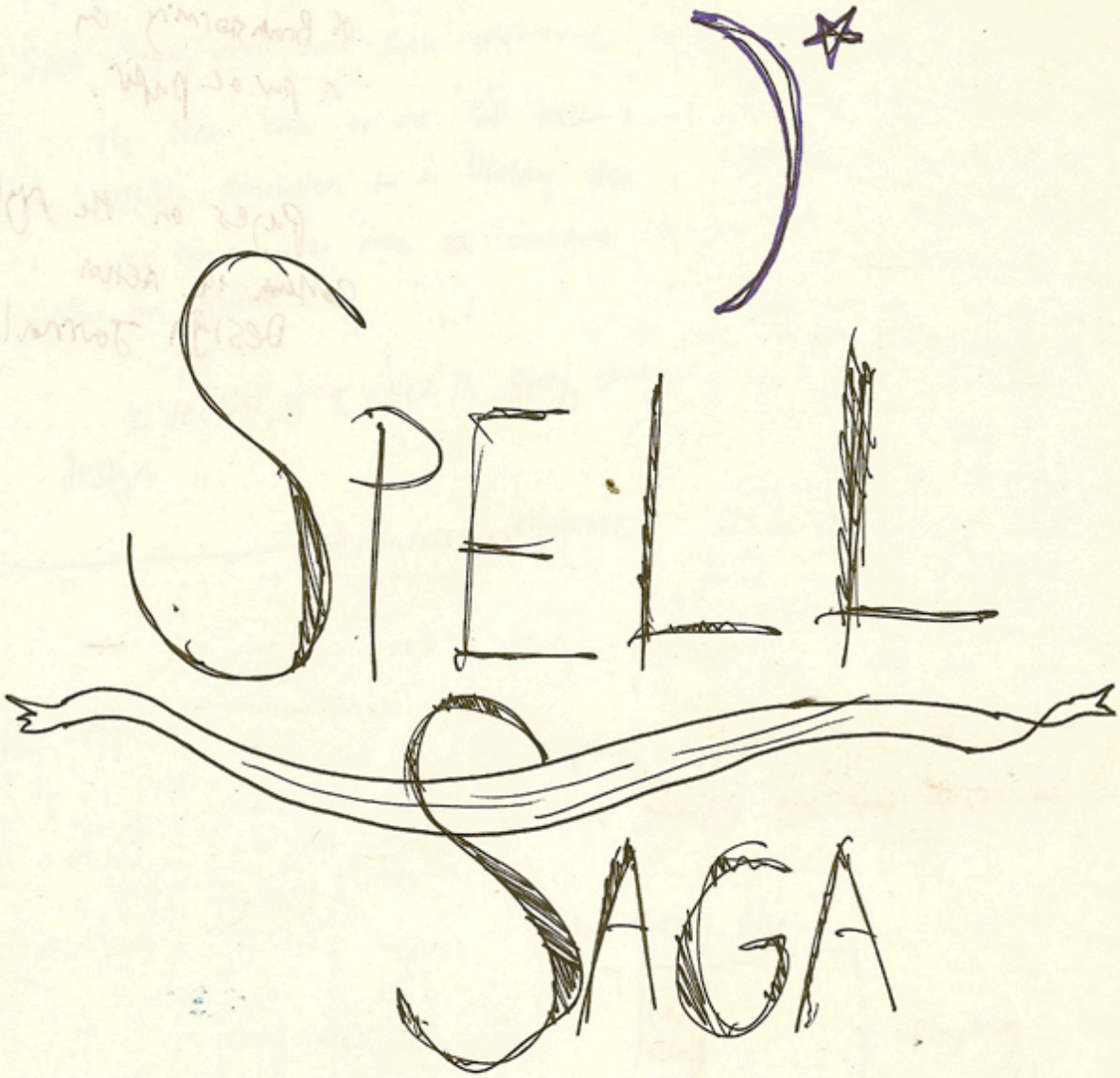
Can
1

SPELL SAGA
I

Can
1



Production Journal

December · 13 · 2009 - August 2011?

Spl II; Jelly Delight

Pages on the left
contain 2 days work
of Brainstorming on
a pair of paper.

Pages on the right
contain the Actual
Design Journal

Trail
2

12-14-2009

A Haunted forest
where you put on
Trees? turn you
Somehow get lost in
maybe overlay pics over existing
locations?

---

maybe stop locations or some
by cause you to shuffle
them?

maybe
Character
pick spells
from them
as well?

---

main gm with paper - given hour
one day a goal
tomorrow - low monster

II:

run in woods
one takes back
down (whoever is holding blue)
ghosts can kill him if the torch
is down or being blown.
walk in darkness.
(Create sense of Snatching or
death... like cold mountain in FF7

III 4 signs in a
School or Magic

Being a written chronicle of the ideas and design of a one player (non opponent) card based tabletop strategy game, currently titled Spell Saga, until some such other name catches fancy

The idea came to me just last week, or rather, I should say the possible conclusion to a lifelong idea occured to me:

Is there a way to make a card game where one can play against yourself without an opponent.

Yes.

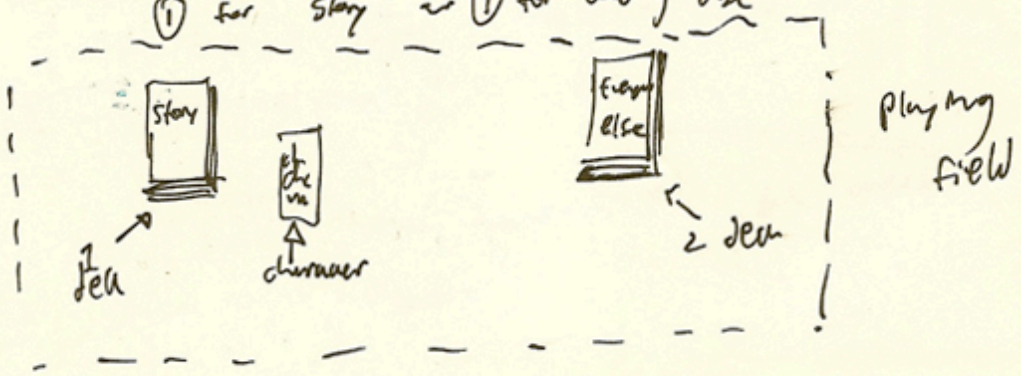
I decided, if I added in story, characters, and enough a fun and engaging design.

*Narcissim*in*prose*

12-13-2009

Last night in the shower (the 2nd place where all good ideas come from) I thought that perhaps the way to have gameplay and story would be to have 2 decks

1 for story and 1 for everything else



12-13-2009

thought of having a (spell step) book, which would contain the word hold all the spells you could buy

example:

35/6 ★ Here Gum comes
midi prelude when we load
our small spaser
and it only plays once, the
first time you open a new
box!
Each game will have a theme

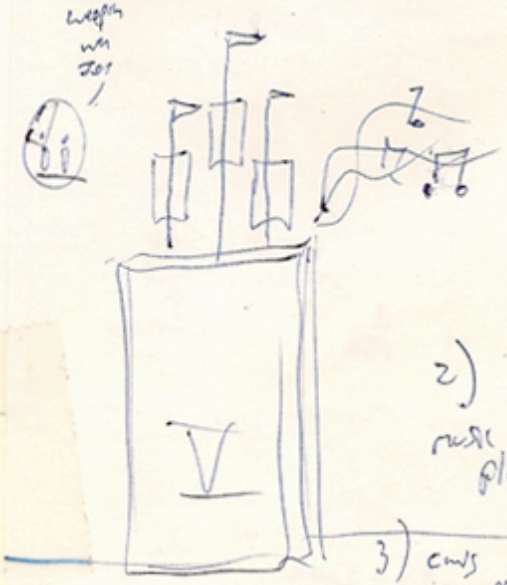
after
1) confetti blows out from small fog in the of BN

closer view

embossed graphic

I II III
Mythril

weapon on box



2) music plays

3) cards appear on small pieces

these are the three main characters

Example continued:

place spell slot on playing field, search deck for all <u>spell</u> cards and place underneath

<u>or</u>

for 3 spell cards and place underneath

— and then —

Pay ⓡ or ~~10~~ and spell to character

★ 12-13-2009

thinking about having a Bard, who has a harp and a rusted revolver, and he's trying to find the song that will stop the end of the world.

Arrives at last castle, search for spell

visits a ballad house to see his lady love

also they also meeting a likely companion, a Swordsman ~~possessed~~ half-possessed with the goblin bite.

he has a sword a real cool sword of magic runes.

Also Goblins run rampant. their bite-curses demons and possession?

-5

Story Decks are flippable

you can is here and and so on

make random cards become fix cards

make your flip on random moments?

make every few cards can be flow in Story deck? and vice versa?

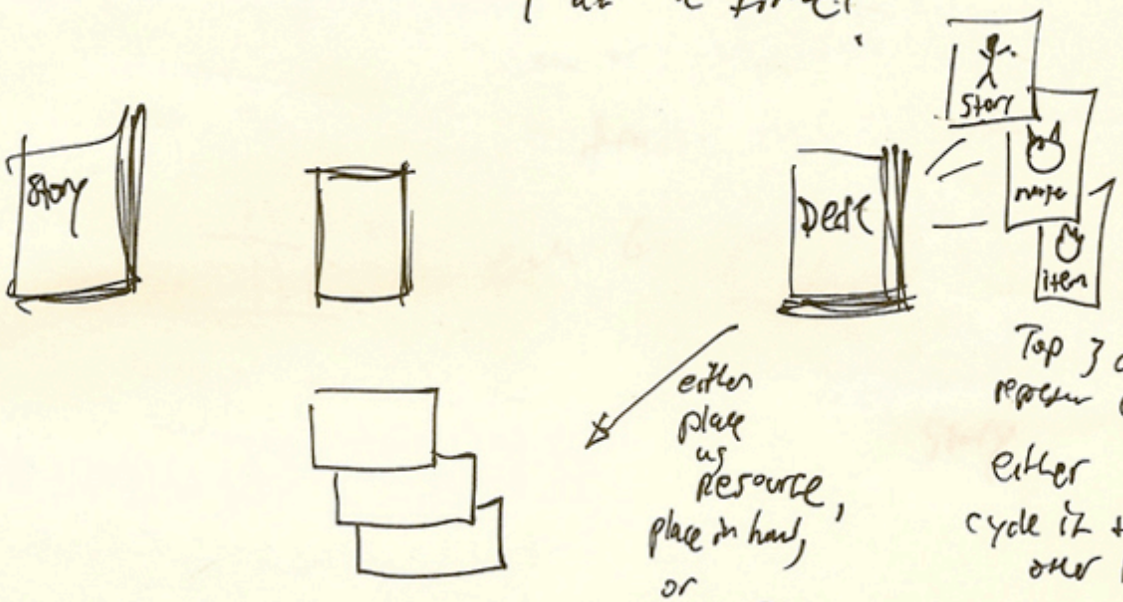
12-19-2009

✱ came up with a very plausible Reel to Reel player style of play

??? (Black Border / white Borders?) ???

---

pick 3 from DECK
1 at a time?



either place as resource, place in hand, or cycle to Story pile

Top 3 cards represent choices, either cycle it to the other Reel,

what does your hand do?

what cycled question may happen on other card

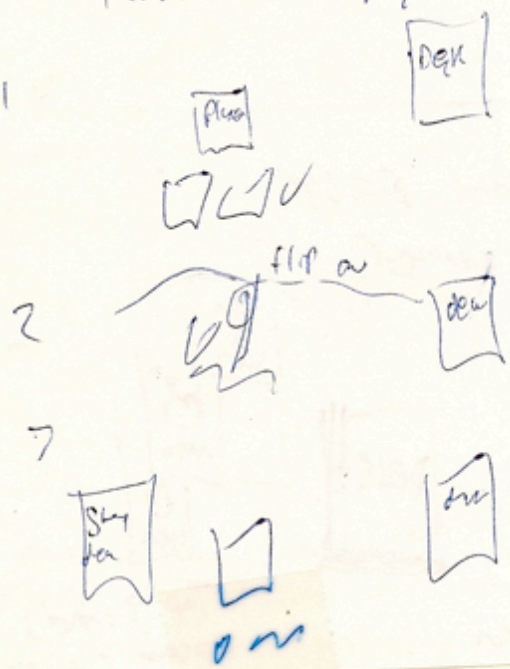
(what causes Reel to flip while cycling?)

(card idea: flip the Story pile)

7

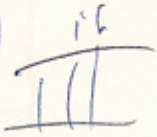
Optional design thought:

Reel to Reel player:

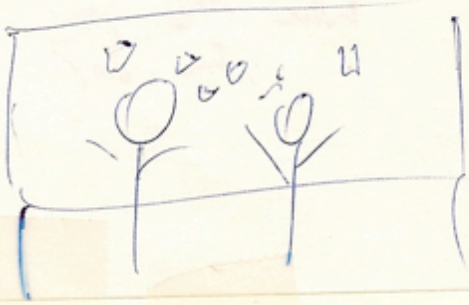


Here's where I got it.

It would be cool if



have an optional configuration to play more a few or for some time



12-14-2004

Spell Saga II

girl is killed, you seek to bring her
back or not, after
traipsing through the underworld
each God you worship
promises
a different
story

V

will have a new hidden
song ~ space under
the front deck.

when you lift it out,
it plays
the final
tune

maybe! even gives
you a new
song as well,
a holographic card you
can use
can express why.

maybe one of the
songs should have
a hidden card
in the packaging.

I :

you have to compose
a song from
the mysterious
you
find.

Compose the right song
& deliver the
Goblin Lord

12-14-2009

The various notes continue.

9:10pm I am now sitting down [redacted]

[redacted] on physical as we figure out the relations of the game proper.

with we lucky future.

11:19 pm

I have about 50 cards...

more ideas as well, though I'm saving these for the other 2 chapters of the total 3

I need more story cards, or intriguing situations... things which tell the story... 2 real moments the case character to arise... how?

11 ☆

Characters have level up cards.

If a character is scheduled to die, I'll need to have free level up cards; to throw off the player

In I

· Your character drops going the world.

In II

the character may or may not appear as a ghost

There should be a game where the stories were secret Gods, who are all Brewers

creating a champion or trying to get your hero to pray to some God to get power bestowed upon you

Therefore whenever that you learn stories the choices your class can actually make,

On Attacking:

You can flip your character or use your weapon as much as it allows

---

I:

Locker ← must be lost during 2nd chapter

(a) ever at 1?

puzzle Golem - pick up pieces. If you pick up all the pieces... you get him 3rd act!

So far tonight:

Character: ||
place: ~~||||~~ ||||
Story: ~~||||~~
Item: ~~||||~~ ~~||||~~ ~~||||~~
enemy: ~~||||~~ |||
Spell: |||
play it: |||

11:05 pm

Almost so much done.

Let's see,

Okay.

I'm tired. It's 11:30 @ night, and I'm long for Holiday in the morning. I taught in night-be gone to get some sleep down before our little road trip makes them into much.

So, Our future group.

And Our future cryptozoologists who pursue the mysterious Spellings.

As of Tonight:

Our first con game is now Scheduled-Scheduled! to go live this Summer, 2010.

It's important for a few reasons, but namely, and in the interest of this Journal; the plan is to take Epic, and put it online for free, thanks to our nifty new web developer.

If it goes popular enough, we can charge for advertising, and use the money to put <u>this</u> game, Spell Saga in stores.

It's a simple plan based solely on one possible outcome, but there's other ways as well.

One step at a time.

There's been quite a few playtests after Spell Saga stopped last few days, which is <u>great.</u> Because

Development on Epic starts January, less than a month away, and I'll have to put Spell Saga on hold while we finish the first game.

12-20-2009

120

24

120 cards
3 characters
22 Item
10 cards

118
96
86

Barnes + Nobles, St. Louis missouri.

Drinking an Espresso ~ attempting a card writing session with a seven hour of sleep on iPod.

	have already
✓ character: 2	|
Story: 5	
place: 9	~~||||~~
✓ Item: 15	~~||||~~ ||
enemy: 8	||
~~Spell~~: 3	Spells become Songs
play it: 2	Crumble could be a spell ~~more on any spell~~ terrible flu might be a spirit card or a Song!

we need a new name for this action?

(90)

Drawing all these enemies fuzzy make me come up with the masks!

✱ If you turn the backs of Lands into special cards, then using them or tying to ~~turn them~~ be important

ie. The last turn, somebody returning those cards as powerful weapon would be interesting.

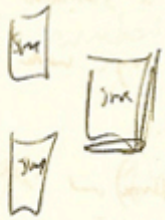
I think what the have to do, is make a list of every card and then cross beside each one as I play through it

how do you get things back
if you lose them?

i.e. Dogs so fast they carry
your spears
as
half.

myth or past or history
are, which lets you cycle
your stories into
resources?

I wonder what stories will happen? Can you only do the left one? or the left 3?



How do you get to the next deck? Having enough cards? Special circumstances?

In the sense of enemies? are there any people?

I need to count the numbers some it only

2's
3's
4's
etc.

it means physical 56 cards so far...

is it

so I must?

or 60?

75!?

...I guess it should depend upon deck!

Deck 1) learn the game
open up for the other decks
level up and?

Deck 2) level ups
maybe boost you into psych?
fortune teller ally.
make such a tower where you can place
3rd time wizard things...

Deck 3) find the lost song!
March to the Sea!
play the song throughout the world...

I need to clean up Scottish lands and etc.
should I have different instruments?

27

Am sitting at Starbucks in Lewis and trying not to puke or shit from when I can only assume is a combination of Espresso and unexpected follow up lunch of fish, which is particularly of particular style not the foreign to my sensitive of a stomach.

There comes a point in every card game where you do enough work and it becomes a number game of just plugging in the last of the missing components.

I just sat down with my iPad (17 valleys on Lenny to thank) and did the math for the first of the 3 decks for Spell Sage.

Zero lands, low down 1 will be 60 cards, double sided, that's 120 cards.

— I just realized we have a couple of cards are not double sided, which ends up mattering... hold on...

Okay, so far, only the back is not double sided. makes sense, right? The story is from his perspective, so every other card be considered a spell or Resource.

★ I have it cards in your hand can be flipped willy-nilly*.

*but of course by that, I mean manual.

So now I just have to plug in the numbers, and fill out the deck with what's missing. (ie. (X) number of items or etc.)

★ If I make (2) versions of the whole... fear will after the math

I

12-20-2000

28

1st Deck

final card numbers

* 9 magic quakes
  6 bad ?
  3 good ?
  III 3 so far
  6 left

* 35 enemies
  10 counters
  25 left

* 14 realms
  14 ✓
  0 left

might need more realms?

40?

* 3 level ups
  2 bad
  1 whore
  3 left

* 16 stories
  4 so far
  9 left

also =
5 folk cards
4 or 5
1 folk
4 left
III
1
2 left
1 hero

* 3 characters
  3 bad
  whore
  pixie
  0 left

~~35 items~~

~~34~~ items
34 done

II
~~29~~ so far
25

9 left

2
34
-25

2d

☆ every will her wheel is closer!
to dew!

Combat rules...

Joker answer will pick on the pressure
maybe
pick? or low? right?

If any appears, stop Dmg

it Reserves turn: you force any
to ON, it shows ↓

If Sandy killed, put it flip ~
to low
or reserve
~~back~~ Clear

1 or ⊘ You lose one chance
below zero it Dow

Level ups are on the bottom of course cards,
as stress or numerical Headdressing, our level is

+ Level

our equipment comes bonuses

Flow Rewards right here to be
~ Stay on the bottom of it

1st June

Dice within 10 minutes...

2nd June – going well!! fun! thank God!

☆ Caution:
turn is over after a fight

I beat rested for turn!

~~3rd June~~ ~~oh boy... oh no.~~

The guy is ready... we will
power/higher or
same number
or lower

3 return might be
too much!

For OC cabinet
he'll try 1
next turn

Spoke very 3 return
this is for the Bronze new research!
...bow
everyone c must note Zdie!

6:43 pm

Alright, I finally have a rough draft ready to playtest:
I started up on the game on Sun mixing a few cards together, but
it's currently ready to be played and tested.
I have a color pen that another would work.

To play: Set up.

1) draw 3 cards either hand or Resource or Stay pile

2) move

3) search items

4) Same turn over...

on time you see it's a turn...

Cycle Underneath,
On
Resource

12-21-2009

Draw
1 or a fun instead of 3 :) your fun.

creating items turns them into Resources

maybe characters should only be able to carry so many things

Dungeon time to hold items to play them?

expendable items go on bottom of Resource pile?

Game 5 (from the draw deck) 1:55 pm

I've been playing for about 30 min.

I have opened the warehouse twice times

I've been looking for my lost lover.

I have chainmail

I've up 2 levels

I've holding a galleon but didn't give me magical power

I have a revolver,

or a lamp with a spell on it

or a lady pirate keeps me company

I have crewed sorcery more than ever before

I just felt South did overwhelming.

I need to decide whether enemies attack from the top or the deck, or beside it.

5th Game ever with I chose for it to. I need more Story cards

☆ Enemies have to have something else beneath them.
or other enemies!

☆ Goblin map

☆ Something that I did
discover is going to rooms
of a pattern in a star
instead of a circle ~~[illegible]~~
much, much
better.

☆ — now a character
being filled by an
enemy
does
something
special

Battle of
Sorcery...

Brave Bomb...

Brave Battle Bomb.

☆ Cards that attack your hero
would be good
I guess in general, the hero
needs help.
i.e. more things to do with it.

maybe two or five... different things...
each dear character...
Yeah!
3 different story
cards, which are
your chapters...

Story lines
should have more effect...
should feel like goals...
as should have to the
end of the deck!

Warehouse → The lover → Barrow marriage

Field of fog → Golden pieces → Telling tales

Game will end with suitcases w/ last orchestra
marching over the bank as plays the last
crescendo.

So after 2 days of playtesting, what next?

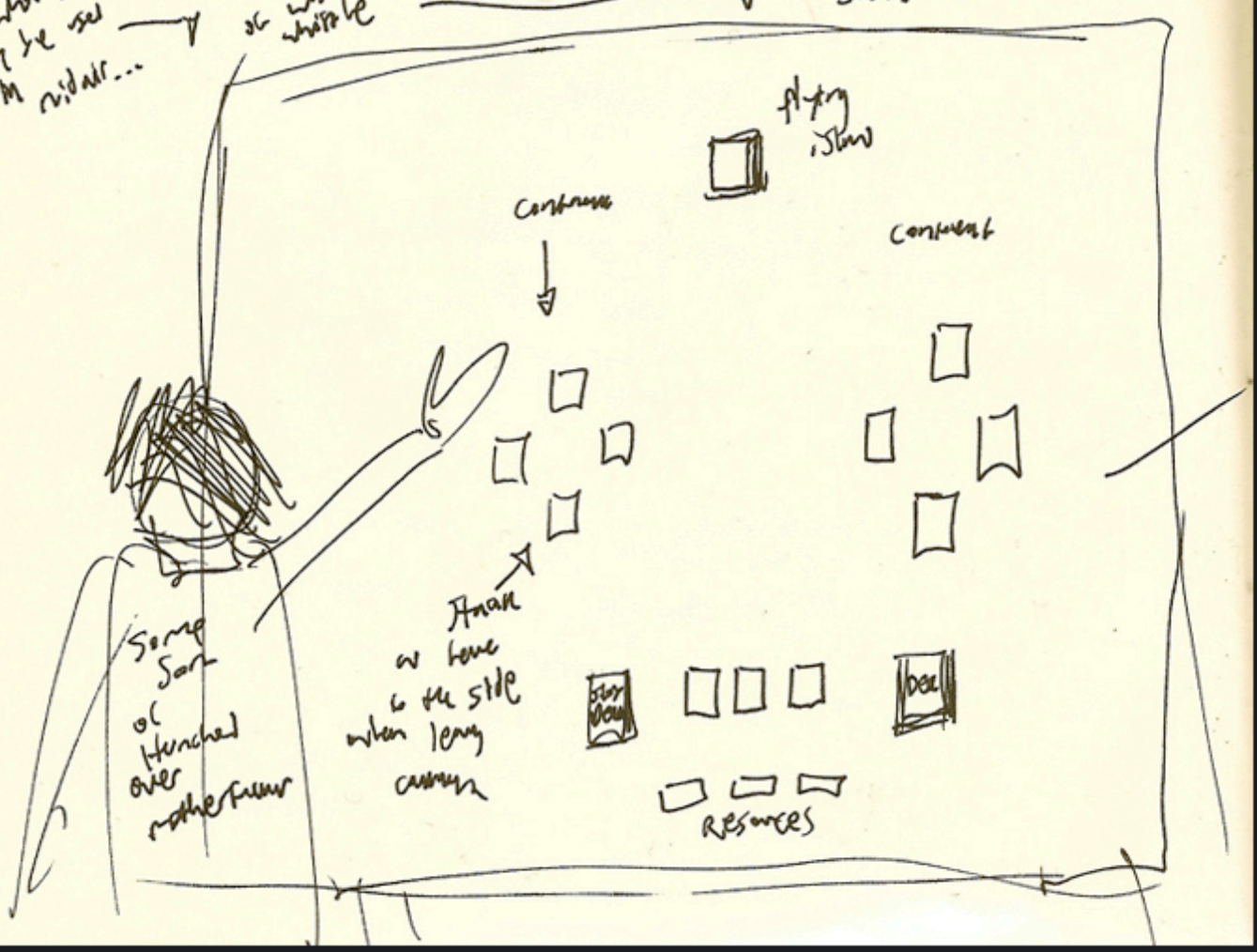
- make sure all enemies have power/keywords
- make sure all enemies are on double sided with encounter
- make sure stories have endings
- work on new stories
- work on file cards
- add item slots to characters
- change +Level from ~~[illegible]~~ free players to +1 spell slot.

---

4 which can only be seen in radar...

3 some sort of wind whistle

1 maybe something cool can happen with combat in radar... and 2 falling... shooting through door...



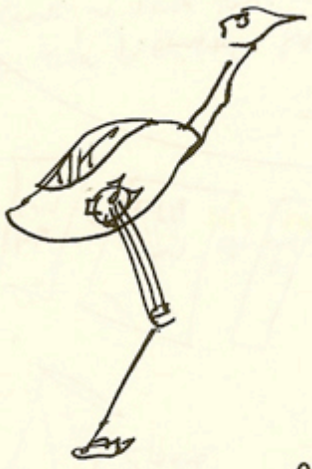
12-22-2009

Spell Saga II

Transportation is a big deal

mechanical phoenix.

"They may break down but enough folks will fix anything."



A masked dandy,
Riding a peacock with a spear.

phenomenal peacock
with a cigarette
cigarette boy
of the world!?

wind
plant
— plants...

See phoenix...
flying across
the ocean....

phoenix are just
the tips
over beneath
you, long you
stared

Giant DECK...

with components!

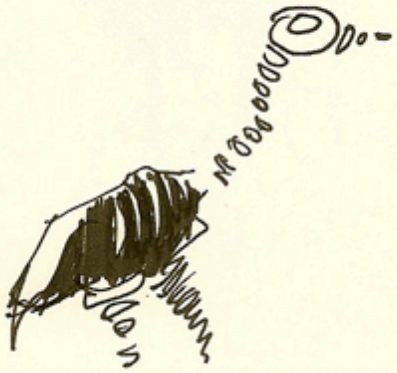
Ember phoenix

Ruby Phoenix

Dew Phoenix
to walk the paths of
the ~~forgotten~~ Dew...
(special trails cross crossing beyond
the laws.

Lions + Rhinos

flying Rhino...



Treasure hunting
globe trotters
Searching for rare jewels
each deck has a jewel
when combined last deck
is unlocked

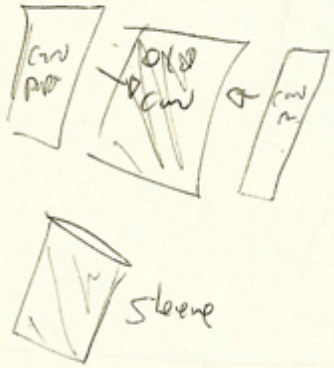
maybe a magic door that lets you
travel between rooms...'
or like.. [illegible] the corner
the rooms like magic...

12-23-2009

Back Home w/ excuses from traveling.

This two days till christmas and I've just bought myself 100 clear plastic card sleeves.

What I'm going to start tonight is making rollup Re: legible playing cards, w/ which turn into to sleeves over old playing cards ~~tot~~ which to envelop them.



It's the same thing we do with Epic cards, only this time the game is double sided, and double the work.

- cheers!

Why is Epic
two Ages?

Iron Age Iron Age Iron Age

Sixth Age

as Cor sees?

It could not
stop to
regard.

ChristMas Eve

Ley Lines + Anchors

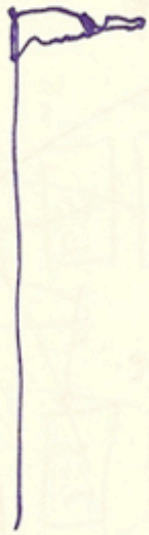
Cloudspire

Searching the Clouds

the Iron Lantern

The wing Star...

Royal Airship?
Cloud Canoe...



12-26-2009

Have you realized the 2 mine on the second page
first, or <u>they</u> this one?
crazy.
I love, I think about over half the deck fixed up
on prints by computer.
This is Brilliant as now I can replace either side of
the card with a quick photoshop and print job.
Also, it helps me focus more on the mechanics of
playing.
The cards are so much smaller now, as well.
Should be interesting...

12-26-2009

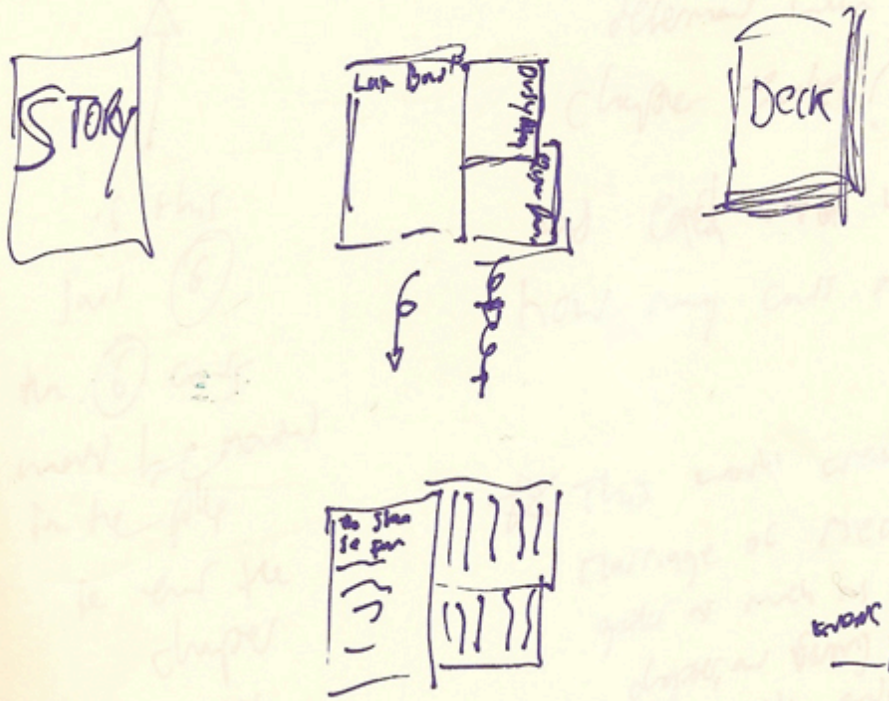
Christmas was Brilliant, thank you for asking.

Had quite a thought this morning in the bathroom → why does it always take me so long to remember my magnetic affinity for Narration?

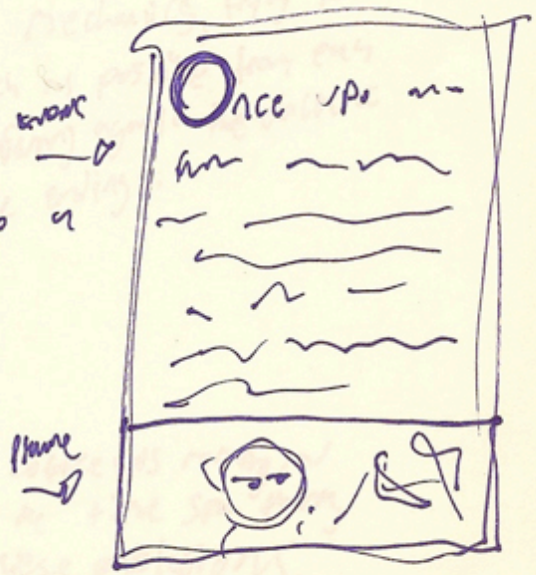
☆ Instead of, (or as well as) "folk" cards, Narration cards which tell you the story would be genius.

Especially in the beginning!

↓ see?



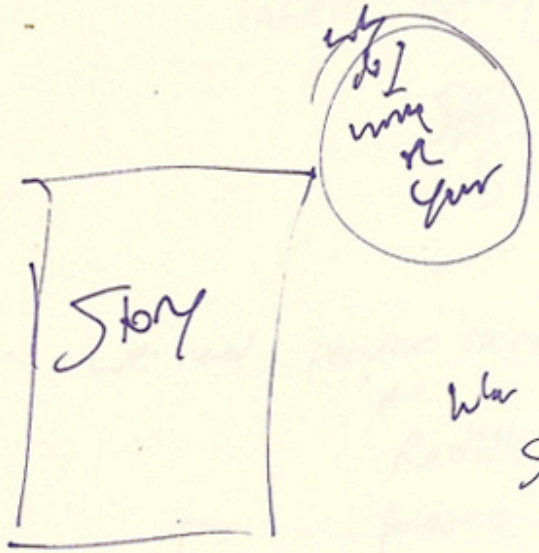
Narration card sketch:



These first flips will naturally give way to a Narrator telling you of the story!

12-26-2009

Breakthrough!



What is the number of Story cards upon the pile determine when the chapter ended?

as each card will effect how many cards are needed

if this card (6) the (6) cards must be drawn in the pile to end the chapter or so forth

☆ This would create the necessary marriage of mechanics, trying to gather as much as possible from each chapter, and playing against the clock & possible endings.

* I accidentally Banged a cup of horrifyingly strong coffee this morning, and in my positive it was this, not so much even the time spent thinking, throughout the month which led to these conclusions.

12-28-2009

Tabletop Novel

Spell Saga

We need peculiar items

the Radish

yellow Onion

Purple Rose

potatoes

Sweet potato

Sun potato

Poppies

Poppy Goggles

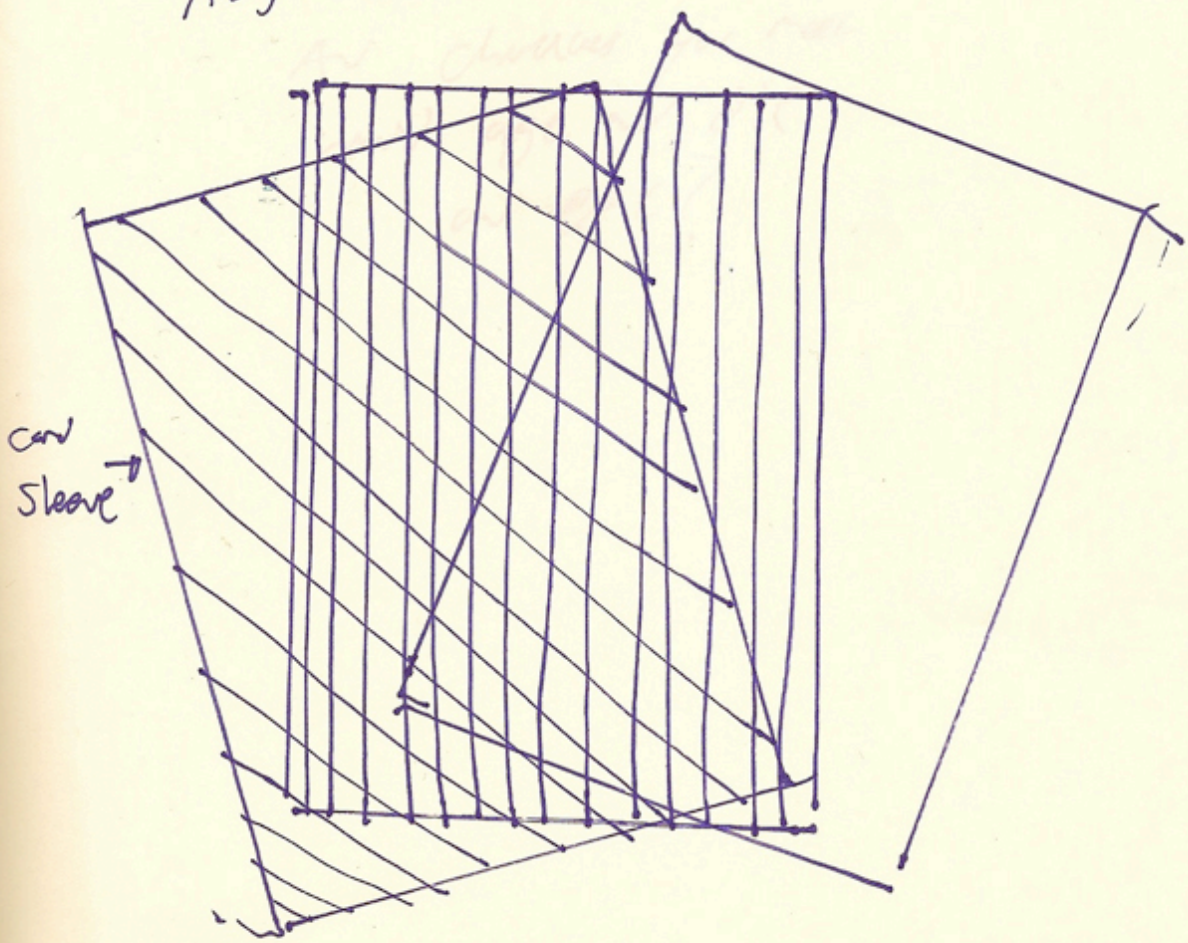
12-28-2009

I am sitting in our library room, about to finish up the playtest deck in photoshop

I am eating a cup of white tea w/ a pecan bar that Taylor got a little into the Brown Bear is why stored in.

In the next nights I'm to be showing the game to the rest of the feature group at an undecided location, so finishing this deck and playtesting it is top priority for me.

Also, have decided to call this type of game a Tabletop Novel.



future though
What it places
in seasons?

What if, in our game you
play an eternal creature
who visits places as you would
clue to seasons to show passing
of time as each season would
have a certain effect on
the game.

As characters you meet
would age and die
and etc?

12-30/2009

It's the second to last night before
the end of the year.
Big future group meeting postponed.

Looking at Artwork...
~~[illegible]~~ making what I can do

Radish
Potato
Turnip > recipes

In short,
I'm going
to love to
redesign the
whole game ... almost.

New Years Day
1-1-10

Just played through a game until I got bored.

of note:

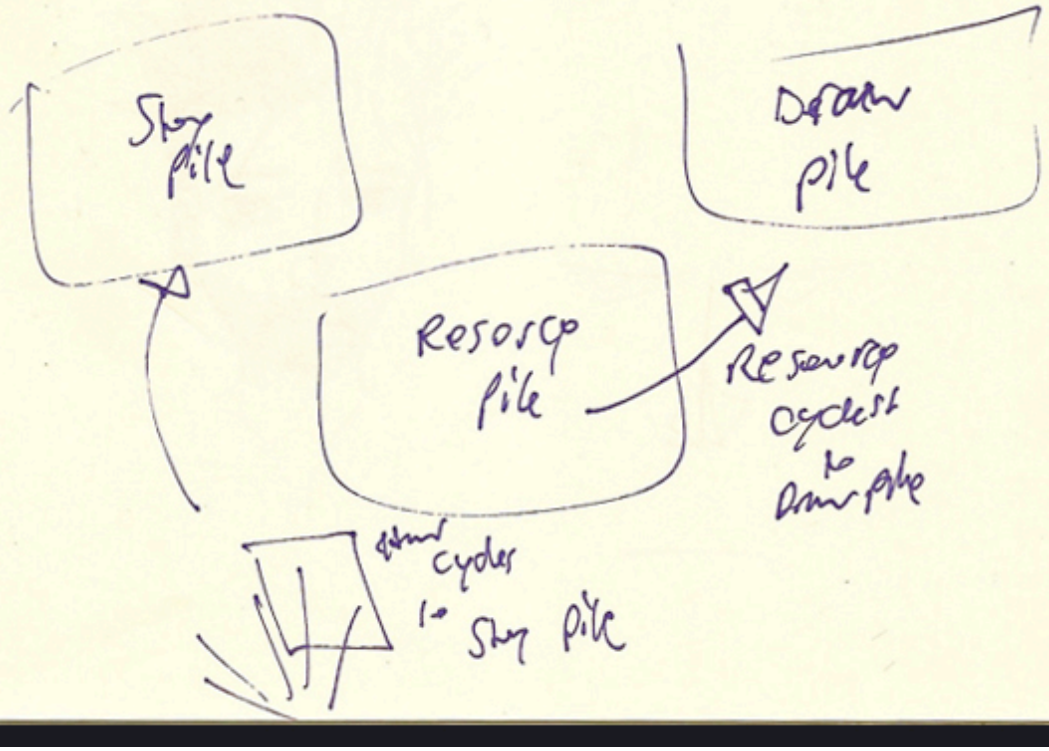
I need to make things simpler

less "each card is a new mechanic"
or more "overall mechanics"

It needs to work like a well oiled machine
with less tough process going into each
decision

also, ~~[illegible]~~ to combine things such as "piles
is good.

I think the idea "winning by discarding
to stay pile" has merit.



New Year's Day

What if, we took simple story pieces
and gave them a 'fill up' quota...

An old story had to be fulfilled before
moving onto the next chapter?

I want this game to feel fun or
extremely replayable

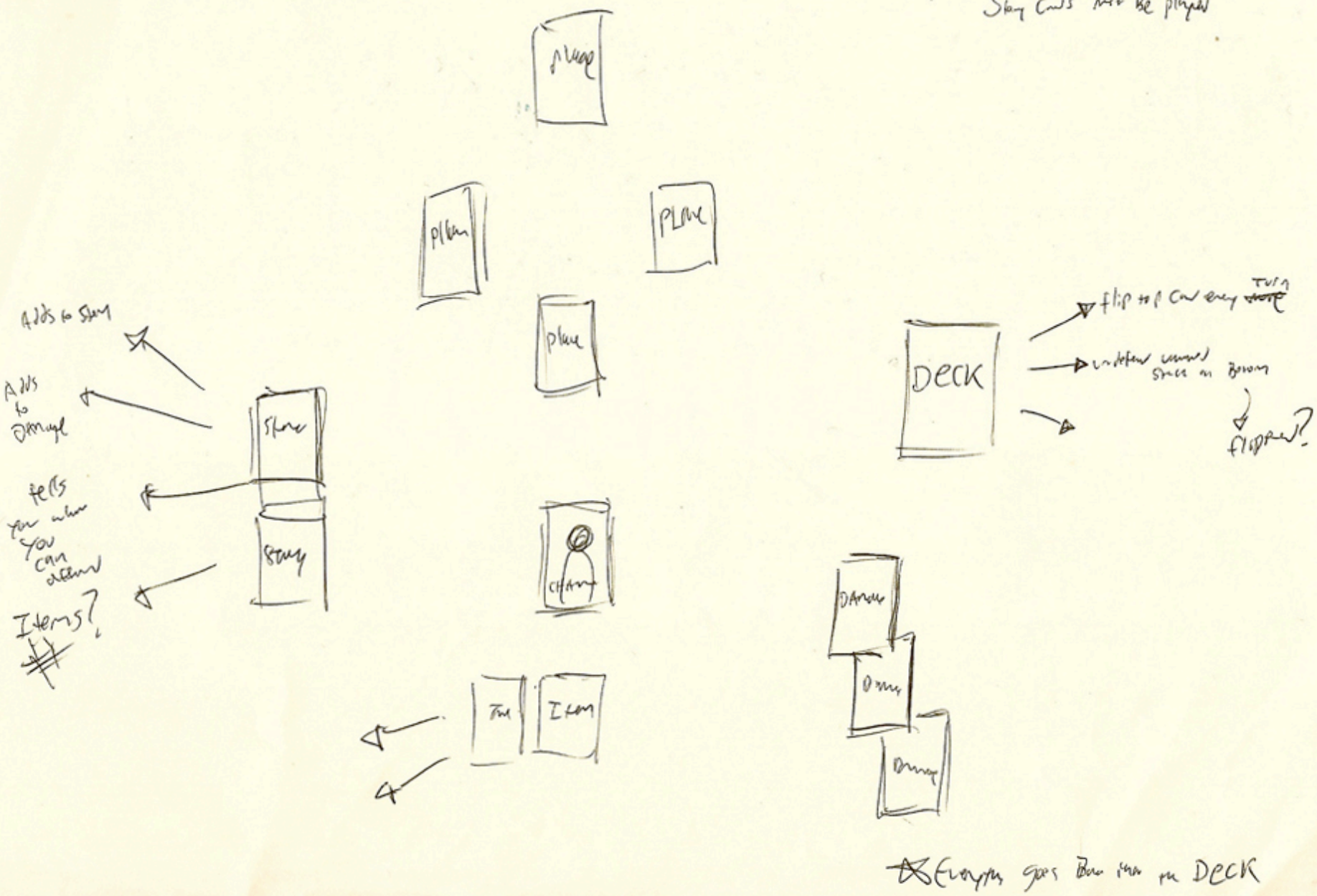
So, hmmm.

I'm going to print several blank cards
and play with them and see what happens


NSF
prefer
Grin
high

Spell Sy Curr Rules 5-22-14

Enemies
+
Story Cards may be played



Everything goes back into the Deck

5-14-2011

5
commencement
2

Sitting on front-in-laws desk with notes I wrote in December.
Attempting the build of the final Draft of Sem Sagga
I... Talk is cheap. Words are a dime a dozen. Time to build. Go hell.

is Sacred for a Song, written by the Bards of Yesteryear, and
hidden away by the Knights of Wonder.
This pilgrimage is not unique, no, for all the other messengers have sought and failed.
Whoever is to be found from again.
Look it Sacred for the last Song that will end the world. Are he is the last of the musings
here alone.

Gave up.

5-19-2011

Back in Nashville. Sitting on work.
Trying to make my ~~head~~ remember how to
flow of melodies

5-19-2011

Sent an email to Peter Adkison
Requesting a meeting

He said Yes

I Am so excited I am speechless in other words.
I have until August to make all this work.

5-22-2011

Start Build 2.0 of Spell Sugar

Spent the morning at coffee shop working on writing cards w/ previewing I am good at math

Now it is 7:00 & am sitting at a Big table in a Different coffee shop.

Have almost All 50/100 cards ~~[illegible]~~ written within nameless Rules; But classes of cards mostly Decided IE:

	5-25-recount	Again!	No folk/enemies?
20 Story cards	21 20 Story cards	20	"Where is the game? You have two weeks from my market email..."
15 items	✓ 15 items	15	
5 songs	✓ 5 songs	5	
25 enemies	✓ 23 enemies	24	
20 places	✓ 20 places	20	
12 folk	✓ 12 folk	12	
3 characters	✓ 3 characters	3	

Have spent the day getting cards from previous 2 builds and attempting to follow Rules that have not been written yet

A dry panic grips my stomach like garrot. The game has to work + Be fun - be simple + Be perfect in time for GamCon in August. As I can merely hope Peter Fleury Adrian to show up my Game. (I guess we email on the 6th try)

The rough Draft of Deck 1 has to be done by next Saturday, so I can look in the art for the artists. Could Lauren again to help me.

Am going to recruit Christopher Rock for my cards, and hopefully get musicians to draw 2 of them (for characters)

Next:

I need to figure out

Source cost
Battle number } are they the same?
How to fight
Rules of play
Stories
+
places

5/28

Defeat enemy... what if you can affect the prize?

Need to make sure Reverse story of enemies cost the same amount?

or less?

Lose enemy...

loss of a turn Hour

story - 15
place - 20
enemy - 24
item - 15 20
song - 3
character - 3
folk - 12

~~story~~/item
~~song~~/item
~~song~~/~~enemy~~
~~character~~/~~story~~
place/item
place/item
place/~~item~~/~~story~~
~~song~~/place
place/place
~~story~~/place
~~story~~/place
item/~~folk~~
place/~~folk~~
place/~~folk~~
place/~~folk~~
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~~story~~/~~folk~~
item/~~folk~~
item/~~folk~~
item/~~folk~~

~~story~~/~~folk~~
~~character~~/~~story~~
~~character~~/~~story~~
item/item
item/~~story~~
item/~~story~~
enemy/place
enemy/place
enemy/place
place/enemy
place/enemy
~~folk~~/enemy
place/enemy
place/enemy
enemy/place
enemy/place
enemy/~~story~~
enemy/~~story~~
enemy/enemy — Enemy
enemy/~~story~~
enemy/~~story~~
enemy/~~story~~
enemy/~~story~~

enemy/~~story~~
enemy/item
enemy/item
enemy/item
enemy/item
enemy/~~story~~

Story - 20 ✓
place - 20
enemy - 24
item - 15 16 ! ! ! !
song - 5 ✓
character - 3 ✓
folk - 12 ✓

One of these items needs to be characters

move Discordant Lute to Deck #2 Bag

(flip to heal issue of Dark Days)

Bag of cards that move from enemies?

5 stories now to be turns into places/enemies, or items?

X + item - story (clear place)

X + items to all

X

X

X

flute
coin
potion
Ruby Sword

Store generally have no cost

?

You can play from the field, But not from the Deck

+ item
- story

Phase expires Stay Green!

5 Job added 1 item

Do you Have to play stories

The Store is lonely But healing

when Defends effect you type of stories you can't tell

5-28-2014

15 stories Done!

- new costs
- new to be place to Deck

Lonely sun
~~Ocean~~ = Smoller more

heart wind
is Ogrous
+ flower to fight

Library show Sew for Stories

Stories

Stories are a combination
of
mechanics + flavor

They are almost chapters...

They push the way you play in new directions
Sometimes for starters
changing things

while adding memories to the story

5-28-11

I have every card name or mostly labeled
(besides monsters)
now need to figure out costs or number of
or attacks
as the ix & many to playtest!

+ Investigator ensemble are but they are 2 stuff
have characters are by someone!

5-28

for Tonight:

~~everything now has a cost.~~

~~Count the costs & Balance~~

play a game & figure out Battle

Realize costs

~~(old cards might new costs)~~

~~tell new dialog.~~

~~tomorrow at noon~~

~~tell new dialog~~

turn into computer cards

(9)

~~The~~ Dolorifuge

The Harp has a name.
"The ~~Delonafuge~~
Comes out of the God itself...
They say it will end the world
if play correctly.
But I don't think so.
It's all myths, any hour.

(10)

Ah! You a minstrel!
I hear there is a special
Harp in it you play it all the
monsters will go back into the sea
is it true?!

(8)

They say the last of the Willow guns is still alive,
hiding the enchanted forest. Mad as a Dog. But I wouldn't
step foot in those woods, no Sir.
They be magic.
And there's no way out of a magic woods. You'll wish
you a spell. And wander off forever.

(6)

Now everyone knows the Golem the Sharp
has two hearts. But who must people
don't know is they right and out. And
Cover it hollow. They placed the Strings
of his heart and put him to sleep.

(5)

"Two Hearts has the God on the Stage.
One for Cowardly, one for Beauty.
The willow Gun, trapped for stop the heart of Beauty
That's all I know of the Lay, why do you ask?

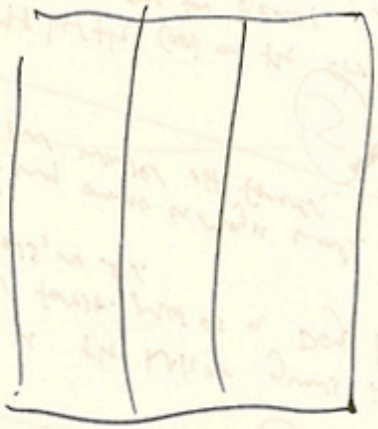
(7)

What happen to all the other
minstrels, musicians, or Bards?
It seems they all were missing
after seeing for the harp...

(11) If I were go in the
forest

Epic notes

1) winner McKayish spells:



Interchangeable
3 panel
spells
with interlayers
backgrounds
decorations
by
4 digit codes

2) Double flip spell — number of resource points.

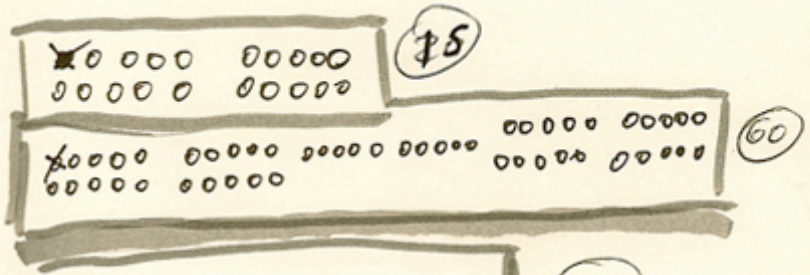
force (X) amount of cards from
top of deck on pile (flipped) been
can resource cards...

5-25-2011

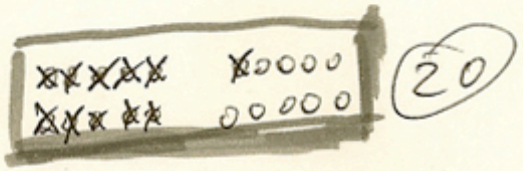
To Do List:

(story needs to end on the slot machine?) **Bandits**

- ☆ Write (75) Stories



- ☆ Decide cost of each card
- ☆ Decide enemies
  - Based on Rewards of card
  - ↳ Decide each enemies Armor
  - ↳ Decide each enemies method of Attack
- ☆ (Name) 20 places



  - ↳ Decide Rules of each place
- ☆ Write (12) Folk cards
  - ↳ ☆ Decide how they work
    - Do you only new them? NO
    - if playable you play them Rewards than flip
    - maybe new all of them? or is there cards

☆ Rooms do not come into play until enemies

XXX

(10) Swollen Mother ✓
(9) Troll of the East ✓
(9) Troll of the West ✓
~~(11)~~ (12) Castle Crusher ✓
(8) Kingweaver ✓

(5)

(COST)

X

Strength 1-3 4

2 Hickibob (X) 3
~~4/4 Goblin~~ (X) 4
~~2 Bonechumble~~ (X) 4 Skeleton!
~~2 Cockatrice~~ (X) 4
~~1/1 Brutish~~ (X) 3
2 Kickakrit (X) (3)
~~1/1 Ghost~~ (X) (1)
~~1/1 Dead walker~~ (2) 1
~~Creeping Fog~~

Just steals a Day point?

(18)

XX

~~Kingweaver — Giant Spider~~

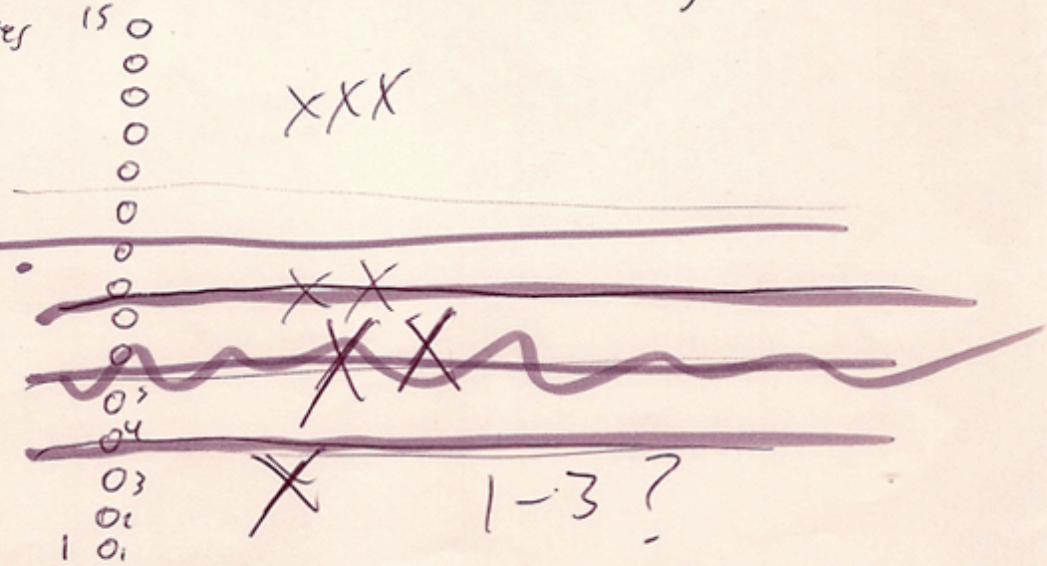
1 Rochaloch (5)
~~1 Fairy Shade~~
1 Barrow Singer (4) ~~(4)~~ Troll
1 Pedkleknacker 4
1 Grump Stone (5) (how to kill) Give Stone

~~Pesky~~
~~Gaol Keeper~~
~~Gaol Keeper~~?
~~Crazy Poem~~?
~~Sly~~ Wind whisper (7) defeat ~~gate~~ ~~magic~~?

(5)

Cannot defeat Swindles You Spells out

So, if (15) stories are possible ...



Cost is sort of easy to deplete but hard to get stories...

6-4-2011

finally some vegetables + Recipes to give!

6-27-2011

[redacted]

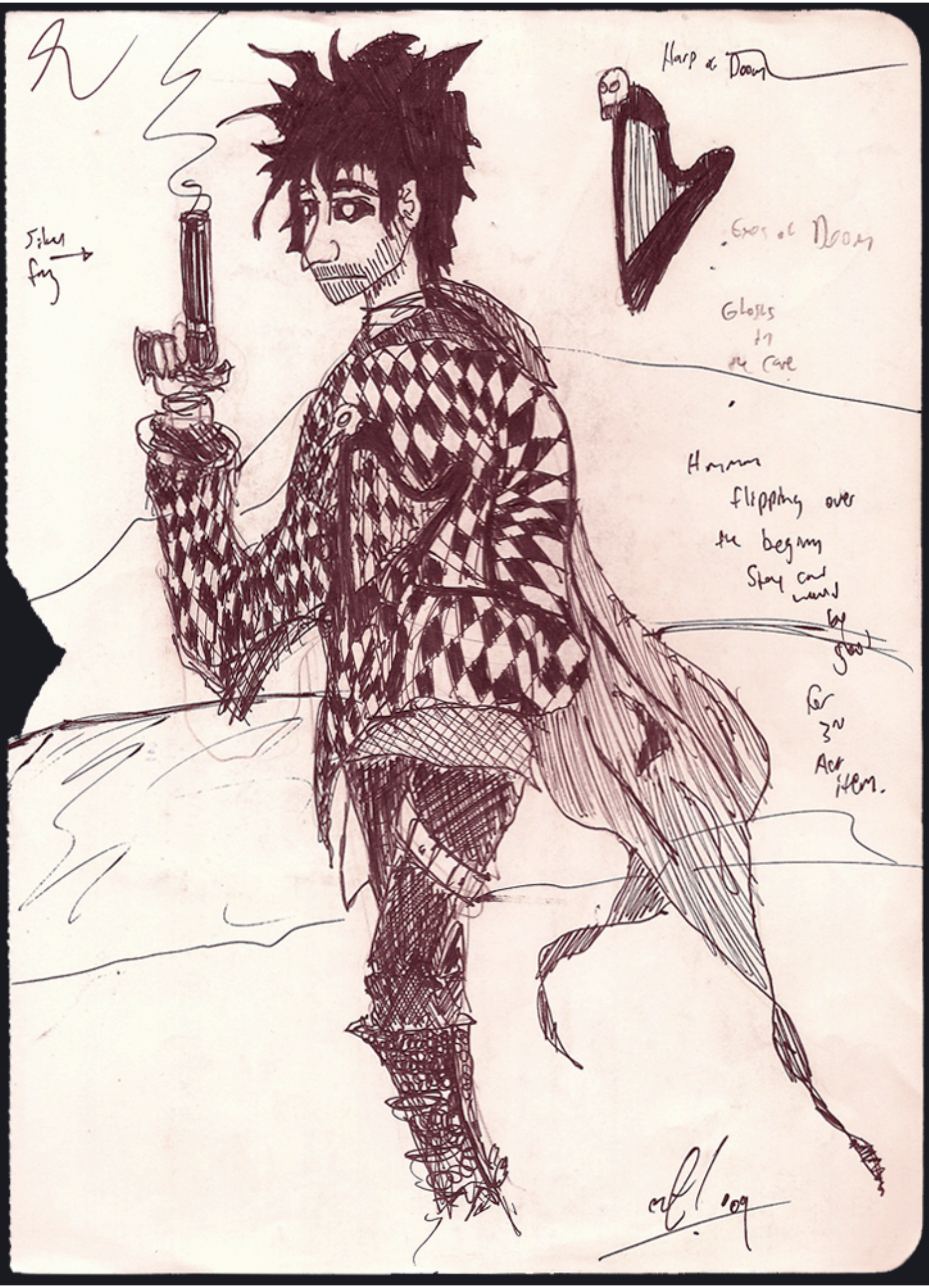
Just now to take a moment & Write Down in this Book

That the same words are fun, & novel, & moving & exciting.

The prelude Deck is Done,
The 1st Deck is Done,
& tomorrow, I start on Deck 2

I have something like 40 Days left Before I get to show P. Adkison this thing & hope to God he is impressed enough to publish it.

Godspeed you, shadows before me
The Sun is setting, as I ride into Darkness


Harp of Doom
Sikes fog
Eyes of Doom
Glosses to the cave
Hmmm
flipping over the begin
Story can wait by good
for 3rd Act item.
'09