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Reaper's Delight



A CraFting Guidebook

Introduction to Soul and 6-Essence CraFting

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Preface

All content found within this guide applies for things created as of time this is published (v1.2.7). As later content is released, it will **not** be restricted to the guidelines labeled in this document. An extension is planned to release as more content is added.

General Info

The **Soul** essence is a very strong one; it has the capability of effecting every player on the table simultaneously. The 3-essence recipes have all been discovered and published already, so writing about them here is redundant.

5-Essence Powerups

The five-essence **Soul** powerups are fairly reasonable and logical. This section will cover the four that have been published in the Soul-Essence update. All soul powerups that are beyond three-essences follow a key rule: They all require **THREE Soul** essences. Anything they create are very powerful, so they are also quite expensive. This makes **Soul** one of your higher demand essences should you find yourself able to trade for them.

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On top of the three **Soul** essences required, a nice additional detail is that the remaining two essences are different from each other, and may include **Thunder** and/or **Wind**.

6-Essence Powerups

All six-essence **Soul** powerups are crucially bound to a key rule: the **321 Rule**. The 321 rule states that recipes are composed of three Soul essences, two of another, and one of a Final type. As a thank you for your patience in the book publishings, I will also give another friendly hint: If **Thunder** and **Wind** were your best friends for five-essence powerups, then **Fire** and **Ice** are your new best friends for six-essence powerups.

The Final Powerup

I lied to you in the last section, that all six-essence powerups follow the 321 rule. This final powerup is as of time of writing, by far the strongest powerup in the game. I've considered making it 7 essences, but the balance I've decided to do, is rather than giving you hints at its recipe, I will instead tell you about its function. The only hint I can and will offer is that it **does not** follow the rules mentioned prior.

Good luck, pioneer.

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Player-Target Powerup. Cannot be blocked.

Every player hand's value is averaged across the table.
Can be used any time.

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BLACKJACK
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A hand-drawn illustration of two playing cards and a star. The card on the left is red and blue. The card on the right is green and yellow. A white star is drawn above the number '2'.