

# Reaper

## Rules

### Introduction

The Legion has stood since the beginning of time immortal, to dutifully collect the Soul of every creature that was ever born, breathed and died. Its agents operate in secrecy, obscured from the view of mortals by a mystic barrier called the Curtain. The Legion's noble ranks of Angels serve their roles dutifully, unflinching, from the Arbiters who judge the living, to the Hefestakhim who forge the Scythes. The most prominent role is that of the Reapers, who are task with going forth and collecting Souls from amongst the living. In the game of Reapers, you play as such as reaper, and your objective is to do your job better than your opponent.

You come equipped with a mission you have been assigned to by the Arbiters, your sacred Creed, a Scythe to assist you, and a Grimoire full of dark spells. You will bend Souls into rites of Soul Magic, enthrall the living and the undead to serve you, and lay suffering of your thralls and enemies alike as you vie to complete your assignment.

### Setup

A game of Reapers is played between two players, each vying to be the superior Reaper. Each player will need their own Grimoire of 50 Grimoire cards (Grimoire cards have Soul Costs in their upper left hand corner), along with a Reaper card, a Scythe and a Creed (collectively their three "Angel Cards"). Each player lays their Reaper, Scythe and Creed out in front of them, then shuffles their Grimoire. Each player draws a starting hand of five cards, and a random first player is chosen, then the game is ready to begin.

*Side note:* If a player's Reaper card has a Reaper on both sides, they may choose which side starts face up and in play. The same goes for Scythe and Creed cards.

### Objective

A player wins a game of Reaper when they complete their own Creed, by binding the needed Souls to it. Throughout the game they will need to enthrall living, Ensouled, beings to them, then kill them to claim and bind those Souls. Once a player has bound enough souls, and fulfilled any other requirements of their Creed, they win.

### Game Play

A game of Reapers is played in a series of turns, which pass back and forth between players. After doing a couple tasks at the start of each turn, the turn player may spend their rest of their turn doing as

many actions as they want, in any order, until they run out actions to take or do not wish to do anything else.

### Start of Turn

At the start of each player's turn, they draw the top card of their Grimoire into their hand and unexhaust all of their exhausted cards.

### Reaping

As an action, a player can exhaust on their Angel cards to "reap" a Soul. When they do, they put the top card of their Grimoire face down into their Soul pool as Soul, without looking at it.

### Playing Cards

As an action a player, may play a card from their hand. In order to play a card, they must:

- Have at least as many Souls in their Soul Pool as its cost
- Have at least as many Angel Cards of its faction as its faction requirement

If they both of those things, they may play it by paying its cost. To do that they must burn a number of Souls from their Soul Pool equal to the cost.

When a player plays a *Thrall*, it is put into play in front of them, and they are now considered to be enthralling it.

When a player plays a *Rite*, its special effect is resolved immediately, and then it is discarded to that player's discard pile.

*Malakhim* represent angels of the lowest rank, whose job is to serve and assist other member of the Legion. When a player plays one, they put it into play in front of them as an extra Angel Card, like their Reaper or Scythe. While in play, it can do anything a Reaper or Scythe can do.

### Attacking

The last main type of actions players can take on their turn is attacking. Any unexhausted Reaper, Scythe or Malakhim may attack any Thrall in play, even if they both belong to the same player. Unexhausted Thralls may also attack, but only if they have been in play since the start of the turn. To start the attack, the player declares what is attacking which Thrall, and exhausts the attacker.

### Exhaustion

Throughout the course of game play, cards will become exhausted, and once they do, they won't be able to do other actions that require them to exhaust until they unexhaust.

To mark a card as exhausted, rotate it ninety degrees, and to mark one as unexhausted, rotate it back upright.

### Burning

Any card that is ever burned is put on the bottom of the Grimoire it started the game in.

In the fight, both the attacker and the attacked Thrall will each deal damage equal to their Attack to the other.

### **Guarding**

Once an attack has been declared, but before any damage is dealt, any other unexhausted Thrall may step in to Guard against that attack. Either player may declare they wish to guard with one of their Thralls, and then exhaust that Thrall. The attack is now against the guarding Thrall instead of its original target. Once an attack has been guarded against once, it may not be guarded against again.

### **Activate Effects**

In addition to the above actions, many Thralls and Angels Cards have special abilities that can be activated as actions.

## **Advanced Rules**

### **Sudden**

Some cards have sudden conditions. Instead of playing them during their turns, players get a chance to play a sudden card when its sudden condition happens. They must still meet the faction requirement and pay the Soul cost as normal. Players do not have to play cards from their hand when their sudden conditions happen; they merely get the option to.

### **Transform**

When a card effect transforms one card into another, the old card is removed from the game, and the new card is brought in in its place, inheriting all states (damage, exhaustion, etc.) from the previous form. Usually, but not always, this replacement is done just by turning the card over from one face to another.

### **Archangle Cards**

### **Damage and Death**

If a Thrall ever takes total **damage** is a single turn equal to or greater than its Health, it is killed and sent to its owner's discard. Angels are immortal, and so any damage that would be dealt to a Reaper or Malakhim, or one of their Scythes, simply doesn't happen.

### **Gracing**

Whenever a Thrall is about to take damage, either from an Attack or from any other source, both player's first get a chance to grace that Thrall with one of unexhausted Reapers, Scythes or Malakhim. To grace a Thrall, a player exhausts the Angel Card that will grace, then the graced Thrall gains Health equal to that card's Grace until end of turn.

### **Claiming and Binding**

When a player kills an Ensouled Thrall, they may claim its Soul. When they do, they add that card face-up to their Soul Pool, instead of discarding it. When a player claims the Soul of an Ensouled Thrall that:

- Was in play at the start of the turn
- Was enthralled to that player

They also bind that Soul to their Creed. A bound Soul still counts as being in the Soul Pool, and can still be burned to pay costs, but it also counts to fulfilling that Creed and winning the game.

In addition to Creeds, Reapers and Scythes, there are Archcreeds, Archreapers and Archscythes. Each of these types of cards behave exactly like their standard counterparts, excepts that you cannot start with them in play; instead, they can only come into play via transformation or other special means.

### **Combat and Damage Details**

When both players get a chance to Guard, technically the character not attacking gets their chance to Guard before the attacking player. Similarly, when a Thrall is about to be damaged, the player whose card is not dealing the damage gets the chance to Grace before the player whose card will deal damage.

For purposes of claiming Souls, the Thrall is considered to be killed by the player whose card dealt the damage, as opposed to the player whose action caused damage to be dealt.

### **Deck Building**

In reapers, you are allowed build your own custom deck to play with. Each deck must have exactly one of each Creed, Reaper and Scythe, and a forty card Grimoire. You may include any Grimoire Cards you want, except you may not include more copies of the same card than its Max Grimoire Pages. Unless otherwise stated, a card's Max Grimoire Pages is three. Two cards are considered copies of the same card if they have the same name and subtitle. Cards with the same name but different subtitles are considered different cards.