

Reaver

Born to battle, the Reaver brings his dark crusade to the world in a never ending storm of blood and death. Only the most ruthless and vicious souls are summoned to battle by Morander, God of War. For the Reavers believe that the Great War has come at last – the War that will end all others – and that their doom has come. Should the Great War end in defeat, the order of Reavers will die along with the rest of the world. Should victory arise, the Reavers will still perish. For it is said that no war will be as pivotal as the Great War; no battle ever as intense or conflict so far reaching. The Golden Age of Conflict has come.

To aid them in their constant battle, Morander has granted his Reavers a powerful ability called weapon-casting. This ability allows them to cast their Prayers directly through their weapons. This is the only way that Reavers are able to cast spells. A Reaver's spells are almost entirely offensive and all require that a Reaver be in melee range of his enemy. Reavers eschew missile weapons and shields in favor of weapons that put them into the thick of the fray – the very heart of battle. While a Reaver will do whatever it takes to bring his enemy down, he is nonetheless a cunning and disciplined warrior who values the experience of warfare as a holy Prayer to his God. Pointless battles are hollow Prayers. To be as Morander, a Reaver must seek out true danger and difficult odds. Some Reavers will purposefully handicap themselves in order to increase the danger of a battle, thereby gaining favor and renown with the God of War.

WAR AND RAGE

All Reavers walk a fine line between the discipline of war and battle-rage. This dual nature is embodied by the twin swords of Morander, Balefor and T'rgall. The origin of the twin swords is a mystery, but their power in the hands of the God of War is unquestioned. Wherever they go, Reavers carry these potent symbols of their god.

Arguably the greatest weakness of any Reaver is the threat of fury, the battle-rage. A constant companion, the battle rage is embodied in the left sword of Morander, T'rgall. A Reaver is taught to always keep this part of herself in check, for though powerful when unleashed, the battle-rage has led to the greatest defeats in the history of the order.

It happened in a place within the hinterlands known as the Killing Yards. Here, a great battalion of Reavers met the Demon Lord and his minions. Never before had so many War priests been assembled in one place. They were summoned by the god himself, who sounded the clarion ring of Faldruin, the Horn of War. It was said that Morander would sound the horn three times in all eternity and that the fourth ring would summon his Reavers to the Final Aerynugeth. This was the third sounding and the Reavers answered their god in numbers untold. Led by the god himself, the Reavers marched into the Killing Yards and met their foe.

In single combat, Ixriel was maligned by the God of War who severed a curving black horn from his demonic brow. The blow was devastating, but in the end proved more fatal to the Reavers than to the Demon Lord.

For Morander had struck the horn with T'rgall, the Sword of Rage.

Ixiel recognized at once the dual nature of his enemy and used the powers of Erebus to manipulate this weakness. One by one the Reavers began to fall to fury. This untempered anger led to a sudden and temporary surge in the Reaver battle lines. But any hope of victory was short lived. The anger would not subside – but grew steadily with every step and blade-swing. The Reavers began to lose all sense of order. The commands of prelates and commedens fell on ears made deaf with rage. As the blood-red blindness intensified, the Reavers began to turn on one another. No longer did they recognize friend from foe. Everything, everywhere was stained by the enemy. It would all be purged. Morander was himself overcome with the same rage that was overtaking his Reavers. In his battle-lust he threw himself upon his foe and shattered the Horn Faldruin. A telling blow for certain, but in the end it was the act that saved the god.

For Morander had struck the horn with Balefor, the Sword of War.

Suddenly the discipline of Balefor came crushingly clear. The Horn of War was no more. But Morander would still be able to sound the fourth note and call the final battle. Not with Faldruin, but with the severed horn of the Demon himself. Morander took up the horn and passed it to the gargoyle Reaver Braudin Shale.

The Reavers who did not escape the Killing Yards were Reavers no longer. They had become Dread Knights, agents of the Demon. Only Braudin Shale remained unharmed. Trapped within the Killing Yard, Shale would endure nearly a decade of harrowing before being rescued by the Armsmen of the Long March.

Since that time, more and more Reavers have fallen to the subtle power of the Demon and joined the ranks of this foul knighthood. No hope of redemption is known and the Reavers recognize these fallen comrades for what they are; the enemy.

THE MILITIA

The organizational structure of Reavers is very similar to a military order. The five ranks of Reavers are: The Supreme Commeden (commander-in chief), Commedens (generals), Breshens (commanders), lieutenants, and soldiers. Every distinct grouping of Reavers is considered its own regiment. Often this includes all the Reavers in a certain area, usually a town or city. As one might suspect, the greatest regiments belong to the greatest cities. Whenever one or more regiment comes together, they form a battalion.

Not all Reavers are warriors. For every hundred true Reavers, there is one prelate. The prelates are the priestly face of the Reaver clergy. Always searching for lore regarding Morander, prelates strive to unlock the subtle mysteries of their god and to preserve them for use by the Reavers at large. Though not much is known about them – even by the Reavers themselves – it is known that they are held in very high regard by the priesthood and move independent of the general hierarchy. Though far less martial than their brethren, prelates are still formidable warriors and should not be underestimated. Their priestly abilities are unique to the order and are understood only by the very highest ranking Commedens.

Regiments convene in war councils. The War Council of Tharsis is the greatest of them all. It is here under the shadow of the Obelisk of War where the highest ranking officers meet to discuss the fate of the order and its role in world affairs.

From Tharsis, the Supreme Commeden Ashryk Kaen rules his Reavers with an iron fist. None can say how old Ashryk is, but he seems to have intimate knowledge regarding the opening days of the Age of Chaos. It can not be denied that he has been the Supreme Commeden since the Final Retreat – over two and a half centuries ago; an unheard of age for a human. Kaen is a very active, dynamic leader, as deadly as he is charismatic. In the last decade alone, Kaen personally led six assaults into the hinterlands. Since the Final Retreat, he has led over a hundred, making the Reavers the single most successful force against the Scourge that the world has ever known.

Reavers do not convert. They enlist. If someone wants to become a priest of War, they must prove their mettle to be considered worthy of Morander's army.

MORANDER

The God of War is one of the most dynamic deities in Creation. A staunch ally of the Sh'ddar, he has time and again proven himself an entity to be feared and respected. His symbol is an image of the crossed swords of conflict. His priests burn the vital organs of their enemies as offerings to his power. His colors are red and black. Morander claims no holy days. His priests do not proselytize or seek converts. He has no season or hour.

Conflict is eternal.

And the greatest war of all has only just begun...

REAVR

KNOWLEDGE SKILLS

Rank	Build Cost	Castin g Cost	Knowledge Name	Knowledge Description	Duration	Effect	Target	Prerequisites
	3		One-Handed Weaponry	This Knowledge will allow the character the ability to wield any One-Handed or Small type weapons.	Constant			None
	10,12, 14,16		Weapon Proficiency	Each purchase of this Knowledge will allow the character to swing +1 damage with a certain type of weapon in their main-hand. The available types of proficiencies are One-handed, Two-handed or Missile weaponry. If the character is using a bastard weapon, only the proficiencies of the style they are using it in (One- or Two-handed) would apply. The build cost progression is for each type of weapon.	Constant			Any Weapon Type
	4		Sundered Arms	This skill will allow the character to fight with a weapon that has received a break weapon effect. During this time, the weapon will strike for half of its base damage and proficiencies the character knows and cannot have any new spells cast upon it. Strength bonuses still apply as normal. If the weapon is struck with a second break weapon, it will shatter beyond use	Constant			Weapon Proficiency x2
	4		Florentine	This Knowledge allows the character to use both a One-handed sized and a Small sized weapon at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant			One -Handed Weaponry
	5		Florentine Master	This Knowledge allows the character to use two One-handed sized weapons at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant			Florentine, Weapon Proficiency
	4, 6, 8, 10		Florentine Proficiency	Each purchase of this Knowledge will allow all off-hand attacks from the character to strike for +1 damage.	Constant			Equal Number of Weapon Proficiencies

	4		Leather Soak	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant			None
	5		Chain Soak	As long as the character is wearing 20 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 2, to a minimum of 1 damage.	Constant			Leather Soak
	3		Reaver Stamina	This Knowledge grants the Reaver +5 healable Essence	Constant			None
	2		Literacy	This skill grants a character to the ability to read and write the common language.	Constant			None
	6		Backstab	With this Knowledge, any strikes to the back of the opponent, while the character is positioned within back 180 degree arc of the target, may deal +1 damage. Any damage dealt this way must have "Backstab" announced proceeding the damage call.	Constant			Any Weapon Type
	4		Teach	This knowledge will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub-profession. Advanced skills or lists and hidden skills or sub-lists cannot be taught by player characters.	Constant			5th Circle Reaver Prayer or Sacrament
	3		Utilize Component	This Knowledge allows a character to both harvest and utilize special components that can be found throughout the game. A character may only gather components at a rate of 2 points per minute. Components are used as per any other item and have the effect listed on them. In the case of Mana or Vigor components, they may be used in place of standard tags for the purposes of paying for spells and abilities.	Constant			None

	2		Hybrid Essence	For each 2 Build invested the character gains +1 Healable Essence. A character can only invest a maximum of build equal to twice their current character level in this way.	Constant			None
	1-2		Mana	For each 1 Build invested, the character gains +1 Healable Mana. After 40 Mana is purchased in this way, the Build Cost raises to 2 Build per point of Healable Mana. No more than 80 Mana may be purchased in this way	Constant			None
	1-2		Vigor	For each 1 Build invested, the character gains +1 Healable Vigor. After 40 Vigor is purchased in this way, the Build Cost raises to 2 Build per point of Healable Vigor. No more than 80 Vigor may be purchased in this way	Constant			None

VIGOR SKILLS

Rank	Build Cost	Castin g Cost	Skill Name	Skill Description	Duration	Type	Target	Prerequisites
	3	3v	Block	As long as the character is using a weapon or a shield they may use this Skill to stop a numerical physical attack from that is not delivered from behind.	Instant	Active : Tactical Immediat e	Self	Shield or Any Weapon
	4	3v	Break Limb	When striking any of the limbs of the Target, the character may use this Skill to cause a Break effect to the limb. If struck on an arm with this skill, that arm will now strike for half damage rounded down with a weapon as well as be unable to throw spells using that arm. If a target is struck in the leg with this skill, the target may only walk at a heel-to-toe rate.	Instant	Active : Offensive Immediat e	Limb	Stun
	6	4v	Break Shield	This Skill will allow the character to strike a shield and destroy it. The broken shield is considered useless and must be dropped by the target.	Instant	Active : Offensive Immediat	Shield	Break Weapon

						e		
	4	4v	Break Weapon	This Skill will allow the character to strike a weapon and destroy it. The broken weapon is considered useless and must be dropped by the target.	Instant	Active : Offensive Immediate	Weapon	Weapon Proficiency
	3	3v	Critical Strike	After calling this skill, the user may strike their target in the tunic area within five seconds to deal double (x2) their Constant Damage. The Damage Type remains unchanged Constant Damage is the combined total of Base Weapon Damage, Weapon Proficiencies, Strength Bonuses and any effects that last longer than one minute, to a maximum of 15 damage.	Instant	Active : Offensive Immediate	Any	Weapon Proficiency
	2	1v	Disarm	This Skill will cause the character's Target to drop their weapon and be unable to pick it up for 5 seconds. This Skill is delivered by striking the Target in the arm holding the weapon. If the weapon is two-handed, the Target need only remove the hand of the arm struck for 5 seconds.	Instant	Active : Offensive Immediate	Any	Weapon Proficiency
	3	2v	Retain	This Skill will allow the character to defend against any Disarm effects. This will not protect the Reaver if they naturally drop the weapon.	Instant	Active : Tactical Immediate	Self	Weapon Proficiency
	3	3v	Stun	This Skill causes a character's target to be unable to move, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect. This Skill must be delivered to the Tunic Area.	5 Seconds	Active : Tactical Immediate	Any	Weapon

	5	4v	Waylay	This Skill will cause a character's Target to be rendered unconscious. This Skill must be delivered between the shoulder blades, no more than 6 inches from the base of the neck, and must be delivered as a Surprise Action. This effect will end if the Target receives 5 Damage, or a Sever or Break effect. This Skill will not affect Summoned beings, nor will it affect a target wearing an armored helm of Chain or greater equivalency	5 Minutes	Active: Offensive Immediate	Any	Backstab
	4	2v	Withdraw Power	This skill allows the character to retain the Mana spent on a weapon cast spell that has in some way missed or been defended against. This skill functions if an attack is defended against or otherwise does not connect for any reason.	Instant	Active : Tactical Immediate	Self	1st Rank Reaver Sacrament

SPELLS

All Reaver prayers are exclusively weapon cast, even if they are acquired through a non-Reaver ability. These prayers may only be cast through melee weapons, or by touch (generally on one's self for latent defenses or ritual effects). Prayers originating from the Reaver list can never be delivered by claw or with a thrown packet, regardless of the means used to obtain them.

Rank	Build Cost	Castin g Cost	Spell Name	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>On This Field of Battle, I..</i>							
1	2	1 m	Create a Blade of Precision	When invoked, the weapon swings for +1 damage for the next 10 swings.	6 Hours / 1 Minute	Latent : Invoked	Any Weapon	Literacy
1	2	1 m	Create a Lesser Life Tap	The caster deals 5 Essence Damage to the target and heals 2 Essence to themselves. This prayer can only be used on a target with 1 or more Essence remaining.	Instant	Immediate	Any	Literacy

1	2	1 m	Incite You to Battle	<p>The target is forced to attack only the caster. The target may use any means they choose to attack the caster, but is compelled to attack the caster by the means available to them.</p> <p>If the caster turns their back on the target, the effect ends immediately.</p> <p>This is a Mind Effect.</p>	1 Minute	Immediate	Any	Literacy
1	2	1 m	Render Soul	<p>This Prayer will allow another caster to cast any spells that enhance an undead target on the caster. All such spells will have a reduced duration on the caster, as listed in their descriptions.</p> <p>This Prayer is Reaver specific.</p>	6 Hours	Latent : Constant Immediate	Reaver	Literacy
Verbal		<i>On This Field of Battle, I...</i>						
2	3	2 m	Sap Strength	<p>The target's Continuous Damage from melee swings is reduced by 1 for the duration of the effect and the caster gains +1 to the Continuous Damage for their melee swings for the duration of the effect. The Reaver gains the damage bonus only if the Prayer is successfully applied to the target. Only one target at a time may be affected by this Prayer per caster at a time.</p>	5 Minutes	Latent : Constant Immediate	Any	Equal number of Rank 1 Reaver Prayers
2	3	2 m	Block Healing	<p>The target is unable to be healed by magical means for the duration. Alchemical or other forms of healing will still function.</p>	1 Minute	Immediate	Any	Equal number of Rank 1 Reaver Prayers

2	3	2 m	Tether You to Darkness	The target is forced to remain within 10 feet of the caster. If the caster at any time turns their back to the target, the effect ends immediately.	1 Minute	Immediate	Any	Equal number of Rank 1 Reaver Prayers
2	3	2 m	Create Combat's Insight	The Reaver suppresses their Backstab knowledges for the duration, gaining +1 to their Constant Damage for each one suppressed. All Backstab knowledges, regardless of from where they are gained, are suppressed by, and will function with, this prayer, but no more than +3 Damage may be gained in this way. This Prayer is Reaver specific.	5 Minutes	Latent : Constant Immediate	Self	Equal number of Rank 1 Reaver Prayers
Verbal		<i>On This Field of Battle, Blood and Rage, I...</i>						
3	4	3 m	Hold you Still	The target is stunned for 30 seconds. The target may not invoke latent effects while stunned in this manner.	30 Seconds	Immediate	Any	Equal number of Rank 2 Reaver Prayers
3	4	3 m	Rend Limb	The targeted limb is severed	Instant	Immediate	Limb	Equal number of Rank 2 Reaver Prayers
3	4	3 m	Create an Armor Tap	The caster deals 10 Damage to the Target. If the strike is successful, the Reaver may either heal 5 Armor to their existing repairable armor, or grant themselves +5 Temporary Armor. If the target calls "No Effect" or "Minimal," the caster gains no Armor and the Prayer is lost.	6 Hours / Instant	Immediate Latent : Constant	Any	Equal number of Rank 2 Reaver Prayers

3	4	3 m	Transfer Root	<p>The caster may invoke this prayer in response to a Bind or Pin effect, allowing them to negate the Pin or Bind by transferring it to another target within weapon's distance.</p> <p>The caster needs only call a target within melee range to transfer the effect to. The new target may not Dodge or Evade this call, but may otherwise defend themselves from the effect as appropriate. If the chosen target does not receive the transferred effect for any reason, the character takes the Pin or Bind and the spell is lost.</p>	6 Hours / Instant	Latent : Invoked Immediate	Self	Equal number of Rank 2 Reaver Prayers
Verbal		<i>On This Field of Battle, Blood and Rage, I...</i>						
4	5	4 m	Weaken Shield	The targeted shield is weakened, allowing the caster to call 1 Damage whenever they strike the shield. Only the caster gains the ability to call this damage.	1 Minute	Immediate	Shield	Equal number of Rank 3 Reaver Prayers
4	5	4 m	Pierce Sanctuary	The caster's next swing will pierce through any Wall or Sanctuary effect and will not trigger any of its effects. Any skills, prayers and magical enhancements may be used in conjunction with this prayer.	1 Minute / Next Swing	Immediate	Any	Equal number of Rank 3 Reaver Prayers
4	5	4 m	Create Riposte of the Reaver	<p>The Reaver gains one use of the skill Riposte at no cost upon invoking this prayer.</p> <p>This prayer is Reaver Specific.</p>	6 Hours / Instant	Latent : Invoked Immediate	Self	Equal number of Rank 3 Reaver Prayers

4	5	4 m	Create Desperate Measures	<p>The Reaver may inflict any number Essence Damage to themselves, restoring 1 Mana or 1Vigor, in any combination, for every point of Essence dealt. Only up to half of the caster's Maximum Healable Essence can be converted in this way.</p> <p>This prayer may only be invoked once per hour.</p>	Instant	Immediate	Self	Equal number of Rank 3 Reaver Prayers
Verbal	<i>On This Field of Battle, Blood and Rage Unyielding, I...</i>							
5	6	5 m	Killing Strike	<p>The target is immediately put into the Critical stage of their Death Count. This prayer may only be used on targets who are unconscious, and will not function with a Sleep effect.</p>	Instant	Immediate	Any Unconscious	Equal number of Rank 4 Reaver Prayers
5	6	5 m	Call Blood for Blood	<p>The caster gains a +1 Mana and Vigor efficiency for the duration, not stacking above +2.</p> <p>In addition, the Reaver may increase their Continuous Damage by up to +3 by paying 2 Healable Essence per point of damage gained. The amount of Essence paid is chosen at the time of casting. This Healable Essence cannot be regained through any means, but returns to the caster at the end of the effect.</p> <p>This prayer may only be used once per hour.</p>	5 Minutes	Latent : Constant Immediate	Self	Equal number of Rank 4 Reaver Prayers
5	6	5 m	Stop Vigor	<p>The target loses the ability to use any abilities that have a Vigor cost associated with them, including those with a cost of 0 Vigor. This effect will not prevent the use of Racial abilities, including those that grant the use of Skills or Spells with Vigor</p>	1 Minute	Immediate	Any	Equal number of Rank 4 Reaver Prayers

				costs.				
5	6	5 m	Stop Mana	The target loses the ability to use any abilities that have a Mana cost associated with them, including those with a cost of 0 Mana. This effect will not prevent the use of Racial abilities, including those that grant the use of Skills or Spells with Mana costs.	1 Minute	Immediate	Any	Equal number of Rank 4 Reaver Prayers

SACRAMENTS

Rank	Build Cost	Casting Cost	Sacrament Name	Sacrament Description	Duration	Effect	Target	Prerequisites
1	3	1m, 1v, 1e	Sacrament of Death	The Reaver may restore 1 Essence, Mana or Vigor any time they reduce a target to the Critical Stage of their Death Count through any means. This will not raise them above their cap for a given pool. The resource restored may be chosen each time a target is reduced to their Critical Death Count.	6 Hours	Immediate Latent : Constant	Self	None
1	3	1m, 1v, 1e	Grim Coil	The chosen arm cannot have a weapon wielded in that arm disarmed by any means. This will not prevent Severs or Breaks, but a Sever will not end the effect early. The weapon wielded in that arm will still remain attached to the severed limb, and will return to the Reaver if the limb is regenerated or otherwise regained in some manner.	6 Hours / 1 Hour	Latent : Invoked Latent : Constant	One of the Caster's Arms	None

2	4	2m, 1v, 1e	Grant Battle's Fervor	<p>The Reaver grants the target the fervor of battle, granting them +1 Damage to their melee swings for the duration of the effect.</p> <p>In addition, the Reaver may grant the target use of one Rank 1, 2 or 3 Prayer. The target casts the prayer to be gained off of their own Mana Pool. The Reaver loses access to the prayer granted to the target, unless the target is another Reaver.</p> <p>The target of this Sacrament cannot be of a conflicting Affinity or Baptism.</p>	30 Minutes	Latent : Constant Immediate	Any	Equal number of Rank 1 Reaver Sacraments
2	4	2m, 1v, 1e	Seal of the Shroud	<p>When triggered, the person triggering the seal is compelled to attack the nearest person for 5 minutes, friend or foe. If a person moves away and another person then becomes the nearest target, the person affected will attack the new nearest target. This is a Mind Effect.</p> <p>For more information on seals, please reference the Casting of Seals section of the rulebook</p>	6 hours	Reactive / 5 Charges	Seal	Equal number of Rank 1 Reaver Sacraments
3	5	3m, 1v, 1e	Dark Stand	<p>This Sacrament allows the caster to keep fighting until they reach -50 Essence. At that time they fall to the ground at -50 Essence and in their first stage of a death count.</p> <p>In order to be healed, they must be restored to 1 or more Essence by <u>numerical healing</u>, or they must receive a Life Effect. Flowing Health and First Aid, will not function on the character while they are in this type of death count.</p> <p>The caster will also fall into this special death count at -50 Essence when the effect ends for any reason, regardless of how much Essence they have remaining.</p>	6 hours / 5 Minutes	Latent : Constant Latent : Invoked	Self	Equal number of Rank 2 Reaver Sacraments

				This Sacrament may only be used once per tag cycle and may be invoked only when the caster is at or below 0 Essence.				
3	5	3m, 1v, 1e	Orison of Battle	The Reaver may choose one Favored Prayer per rank, allowing them to cast these prayers with no additional verbal for the duration of this effect. All other casting restrictions and costs must be obeyed and paid appropriately.	6 hours / 15 Minutes	Latent : Constant Latent : Invoked	Self	Equal number of Rank 2 Reaver Sacraments
4	6	4m, 2v, 2e	Sacrament of Death's Release	The Reaver rises back up when invoked, allowing them to fight freely for 5 minutes. During this time, the Reaver gains a Mana and Vigor Efficiency of +2, takes "Minimal" from <u>numerical damage</u> and is immune to Binds, Pins, Disarms, Waylays and Mind Effects. At the end of the effect, the Reaver is immediately dropped to the beginning of their Critical Death Count. This effect may be used in conjunction with Dark Stand. If this is done, the effects of Dark Stand must be restored first before a Life Effect will function on the Reaver. This effect may be invoked while in the character's Death Count, and can only be invoked once per tag.	6 Hours / 5 Minutes	Latent : Constant Latent : Invoked	Self	Equal number of Rank 3 Reaver Sacraments
4	6	4m, 2v, 2e	Banner of Battle	This Banner allows all allies in sight to swing for +1 damage. All banners must be cast with the aid of a Ritualist. For the complete rules on raising a Banner, please reference the Ritualist section of the Rulebook.	30 Minutes	Immediate	Banner	Equal number of Rank 3 Reaver Sacraments

5	7	5m, 2v, 2e	Harm's Blade	<p>The Reaver may deal Direct Essence, Mana or Vigor damage on their next swing. All damage increasing effects and skills may be used in conjunction with this Sacrament. Once the strike is successful, the Reaver heals for the amount called.</p> <p>If the swing misses or is negated in any way, the Reaver must wait 1 minute before invoking this effect again, but the effect is not lost until the strike is landed.</p> <p>If the target calls "No Effect" or "Minimal," the Sacrament does not trigger: the Reaver gains no Mana/Vigor/Essence and the Sacrament is not wasted. The Reaver must still wait 1 minute before invoking the effect again if the strike does not land for any reason.</p> <p>This effect may only be called successfully once per tag.</p>	6 Hours / Instant	Latent : Invoked	Self	Equal number of Rank 4 Reaver Sacraments
5	7	5m, 2v, 2e	Blade of Thorns	<p>The targeted weapon may swing, at will, +0 of any of the following damage types : Mythril, Silver, Essence, Magic or Damage.</p> <p>This effect may only be applied, latent or otherwise, on up to two weapons at a time per caster.</p>	6 Hours / 30 Minutes	Latent : Constant Latent : Invoked	Weapon	Equal Number of Rank 4 Reaver Sacraments