

Appendix 7 – Technique Advancements

Below is a complete table of technique advancements and costs, based on the current knowledge of the players. Even though the techniques of Student of, Master of, Counter Magic, Free Cast, and Sever are listed here, they are not currently freely available until the players have hit certain targets within the game.

Conjuration Magic

Magic	Technique	Renown	XP Cost	Pre-Requisites
2	Charm Outsider	1	1	
	Stun Outsider	1	1	
	Freeze Outsider	3	1	
	Student of Dreams	6	2	
3	Dismiss Outsider	1	1	
	Root Outsider, Area	3	1	
	Dismiss Greater Outsider	6	2	Dismiss Outsider
	Dominate Outsider	6	2	Charm Outsider
	Freeze Outsider, Area	6	2	Freeze Outsider
	Dismiss True Outsider	11	3	Dismiss Greater Outsider
	Master of Dreams	11	3	

Fire Magic

Magic	Technique	Renown	XP Cost	Pre-Requisites
2	Flame Weapon Other	1	1	
	Student of Ice	6	2	
	Student of Storm	6	2	
3	Fire Bolt	1	1	
	Fire Shield Other	1	1	
	Free Dart	3	1	
	Fire Storm	11	3	Free Dart
	Master of Ice	11	3	
	Master of Storm	11	3	

Ice Magic

Magic	Technique	Renown	XP Cost	Pre-Requisites
2	Ice Weapon Other	1	1	
	Student of Fire	6	2	
	Student of Storm	6	2	
3	Ice Bolt	1	1	
	Ice Shield Other	1	1	
	Free Dart	3	1	
	Freeze	6	2	
	Ice Storm	11	3	Free Dart

Master of Fire	11	3	Student of Fire
Master of Storm	11	3	Student of Storm

Lightning Magic

Magic	Technique	Renown	XP Cost	Pre-Requisites
2	Lightning Weapon Other	1	1	
	Student of Fire	6	2	
	Student of Ice	6	2	
3	Lightning Bolt	1	1	
	Lightning Shield Other	1	1	
	Free Dart	3	1	
	Strikedown, Area	6	2	
	Lightning Storm	11	3	Free Dart
	Master of Fire	11	3	Student of Fire
	Master of Ice	11	3	Student of Ice

Mind Magic

Magic	Technique	Renown	XP Cost	Pre- Requisites
2	Terror	1	1	
	Fear, Area	3	1	
	Student of the Veil	6	2	
	Terror, Area	6	2	Terror
3	Charm	1	1	
	Pact, Area	3	1	
	Charm, Area	6	2	Charm
	Dominate	11	3	
	Master of the Veil	11	3	
	Petrify	11	3	Terror

Necromancy Magic

Magic	Technique	Renown	XP Cost	Pre - Requisites
2	Charm Undead	1	1	
	Repel Undead, Area	1	1	
	Terror Undead	1	1	
	Student of Life	6	2	
3	Dismiss Undead	1	1	
	Trap the Soul	1	1	
	Dismiss Greater Undead	6	2	Dismiss Undead
	Petrify Undead	6	2	Terror Undead
	Restore Undead	6	2	
	Dismiss True Undead	11	3	Dismiss Greater Undead
	Dominate Undead	11	3	Charm Undead
	Master of Life	11	3	

Spirit Magic

Magic	Technique	Renown	Cost	Pre -Requisites
2	Stabilize	1	1	
	Student of Death	6	2	
3	Ward Other	1	1	
	Advanced Healing	6	2	Stabilize
	Advanced Warding	6	2	Ward Other
	Store Soul	11	3	Advanced Warding
	True Healing	11	3	Advanced Healing
	Master of Death	11	3	Student of Death

Universal Magic

Magic	Technique	Renown	Cost
2	Enchant Weapon Other	1	1
	Greater Magic Armour	1	1
	Spell Guard Other	1	1
3	Counter Magic	15	na
	Free Cast	15	na

Technique costs from a school that isn't your starting one are doubled. You cannot purchase skills from schools which you have no access to. i.e. a Mind mage and a Conjunction mage can purchase each other's skills, but cannot obtain Spirit or Necromancy techniques.

Ritual Magic

Magic	Technique	Renown	Cost	Pre-Req.	Effect
2	3 Extra Runes (12 max)	1	1		+3 Runes
	Advanced Mana Control	3	2	12 runes	+2 Mana Control
	Advanced Ritualist	3	2	12 runes	+2 Whites
3	3 Extra Runes (24 max)	1	1		+3 Runes
	Outwardly Directed	6	2		Target Outwards
	Distant Target	6	2		Target Distant
	Master Ritualist	10	3	24 runes, Adv. Rit	+5 Whites (total)
	Master Mana Control	10	3	24 runes, Adv. MC	+5 Mana Control (total)

Forager

Technique	Renown	Cost	Pre-Req.	Effect
Advanced Forager	1	1		Rare resources when foraging at nodes
Master Forager	6	2	Adv. For.	Exotic resources when foraging at nodes

Prospector

Technique	Renown	Cost	Pre-Req.	Effect
Advanced Prospector	1	1		Rare resources when prospecting at nodes
Master Prospector	6	2	Adv. Pro.	Exotic resources when prospecting at nodes

Surgery

Technique	Renown	XP	Pre-Req.	Effect
Bone Saw	1	1		can deal with minor injuries, and complex wounds
Surgical Attachment	3	1	previous	can attach magic item scrolls to living creatures when used with religious personnel
Advanced Surgery	6	2	previous	(more research required)
Master Surgeon	11	3	previous	(more research required)
Flesh Crafting	15	4	previous	(more research required)

War Smith

Specialisations for War Smith are BLADE, HAFTED, or ARMOUR

Tier	Technique	Renown	XP Cost	Pre-Req.
2	1st Specialisation	1	1	
2	2nd Specialisation	3	1	
2	3rd Specialisation	6	2	
3	1st Mastery	6	2	Appropriate Specialisation
3	2nd Mastery	11	3	Appropriate Specialisation
3	3rd Mastery	11	3	Appropriate Specialisation
2	New Craft	15	4	Craft Complete

Mage Craft

Specialisation for Mage Craft are FASHION, CARVING, JEWELLRY

Tier	Technique	Renown	XP Cost	Pre-Req.
2	1st Specialisation	1	1	
2	2nd Specialisation	3	1	
2	3rd Specialisation	6	2	
3	1st Mastery	6	2	Appropriate Specialisation
3	2nd Mastery	11	3	Appropriate Specialisation
3	3rd Mastery	11	3	Appropriate Specialisation
2	New Craft	15	4	Craft Complete

Alchemist

Specialisation for Alchemist are POTION, CONCOCTION, APPLICATION

Tier	Technique	Renown	XP Cost	Pre-Req.
2	1st Specialisation	1	1	
2	2nd Specialisation	3	1	
2	3rd Specialisation	6	2	
3	1st Mastery	6	2	Appropriate Specialisation
3	2nd Mastery	11	3	Appropriate Specialisation
3	3rd Mastery	11	3	Appropriate Specialisation
2	New Craft	15	4	Craft Complete

Resilient

Combat	Technique	Renown	XP Cost	Pre-Req.	Effect
1	Toughness 1	1	1		Grants +1 hit point
1	Vigour 1	1	1		Add 60s to Death Count
1	Willpower 1	6	2		Immune to Fear
2	Toughness 2	6	2	Toughness 1	Grants +1 hit point
2	Vigour 2	6	2	Vigour 1	Add 60s to Death Count
2	Willpower 2	11	3	Willpower 1	Immune to Terror
3	Constitution of Iron	6	2	Toughness 1, and Vigour 1	Immune to Necrosis
3	Die Hard	11	3	Toughness 3, or Vigour 3	Permanent Ward Self
3	Toughness 3	11	3	Toughness 2	Grants +1 hit point
3	Vigour 3	11	3	Vigour 2	Add 60s to Death Count
3	Willpower 3	15	4	Willpower 2	Immune to Petrify

Magic Resistance

Combat	Technique	Renown	Cost	Pre-Req	Effect
1	Willpower 1	1	1		Immune to Fear
2	Willpower 2	6	2	previous	Immune to Terror
3	Willpower 3	11	3	previous	Immune to Petrify

Melee Weapon Techniques

Combat	Technique	Renown	XP Cost	Pre-Requisites
1	Block	1	1	Weapon & Shield Style
1	Cut	1	1	
1	Repel	1	1	
1	Strong Grip	1	1	
2	Advanced Block	6	2	Block
2	Disarm	6	2	Strong Grip
2	Shield Breaker	6	2	Polearm Style
2	Short Weapon	6	2	Dual Wield
2	Strikedown	6	2	Repel
2	Through	6	2	Cut
3	Fatal	11	3	Through
3	Roll with Blow	11	3	Dual Wield
3	Shatter	11	3	Disarm
3	Spell Block	11	3	Advanced Block

The Vale – Appendix 7
Technique Advancements

3	Stun	11	3	Strikedown
3	Sever	15	na	