

Poisoned Shadows presents: *Salvaged Skills of the 7th Sea*

*“It was divine nature which gave us the country,
and man’s skill that built the cities.”*

Introduction

During the published run of the 7th Sea™ Role Playing Game, virtually every new sourcebook offered a new addition to the Skill and Knack list presented in the Players’ Guide. Some of these were well-thought additions that addressed a specific—and glaring—need. Some were a little too specific, with little application outside of the context in which they originally appeared. Some provided a dizzying host of new Knacks, others were a virtual rehash of existing Skills, with little to distinguish them from the original other than one or two minor changes.

Regardless, the distribution of Skills across rulebooks numbering in the dozens presents certain challenges when creating a character. Where did you see that Teacher Skill? Wasn’t a new Knack added to Acrobat somewhere? Even armed with an index, one would need to flip from page to page and book to book trying to determine where to spend his or her scarce Hero Points—a tedious exercise under the best of conditions, but virtually impossible at a gaming store or a convention.

To address these issues, the powers that be in the Poisoned Shadows campaign compiled the following lists. A few Skills were discarded, a few were fine-tuned. Some were split off into two Skills, and some were rewritten almost entirely. The Skills of the Poisoned Shadows campaign (with references to their most recent source material) appear below, with the list of Basic and Advanced Knacks found in each. Descriptions of new or substantially altered Skills and Knacks follow these lists.

Civil Skills

Acrobat (Cathay, pgs 77-78)

Basic Knacks: Balance, Climbing

Advanced Knacks: Break Fall, Contortion,
Juggling,¹ Leaping, Rolling, Stunt, Swinging

Archaeologist (Arrow of Heaven, pg 60)

Basic Knacks: History, Research, Traps

Advanced Knacks: Artifact Evaluation, Examiner,
Syrneth Lore, Tinkering

Artist (Players’ Guide, pgs 138-139)

Basic Knacks:^{2,3} Composer, Drawing, Painting,
Sculpting, Whittling, Writing

Advanced Knacks: None

Ballooning (Rapier’s Edge, pg 48)

Basic Knacks: Balance, Knotwork

Advanced Knacks: Care and Maintenance,
Inflating, Piloting

Bard⁴ (Avalon, pg 95)

Basic Knacks: History, Oratory, Singing

Advanced Knacks: Diplomacy, Incitation,
Riddles, Rune Lore (Vestenmannavnjar only),
Sidhe Lore (Avalon only), Storytelling

Courtier⁵ (Players’ Guide, pgs 139-140)

Basic Knacks: Dancing, Etiquette, Fashion,
Socializing

Advanced Knacks: Diplomacy, Gossip, Mooch,
Politics, Seduction, Sincerity

Criminal⁶ (Players’ Guide, pgs 140-141)

Basic Knacks: Shadowing, Stealth, Traps

Advanced Knacks: Ambush, Forgery,
Lockpicking, Pickpocket, Underworld Lore

Doctor (Players' Guide, pgs 141-142)

Basic Knacks: Diagnosis, First Aid

Advanced Knacks: Dentist, Examiner, Poison, Quack, Surgery, Veterinarian

Engineer (Castille, pgs 93-94)

Basic Knacks: Drawing, Mathematics

Advanced Knacks: Architecture, Artillery, Natural Philosophy

Fortune Teller (Cathay, pg 81)

Basic Knacks: Oratory

*Advanced Knacks:*⁷ Bones, Card Reading, Cold Read, I Ching (Cathay only), Omens, Palm Reading, Sincerity

Gambler⁸ (new Skill)

Basic Knacks: Gambling, Mathematics

Advanced Knacks: Cheating, Cold Read, Gaming, Sincerity

Geomancer (Cathay, pgs 78-79)

Basic Knacks: Chanting, Gardening, Oratory, Philosophy

Advanced Knacks: Architecture, Astronomy, Cartography, Feng Shui, Meditation, Occult, Theology

Guide (Vodacce, pgs 93-94)

Basic Knacks: Oratory, Street Navigation

Advanced Knacks: Ambush, Cartography, Drive Carriage, Gossip, Piloting

Healer (Cathay, pg 80)

Basic Knacks: Diagnosis, First Aid, Massage

Advanced Knacks: Acupuncture, Compounds

Herbalist (Sophia's Daughters, pg 85)

Basic Knacks: Cooking, First Aid, Flora

Advanced Knacks: Compounds, Poison, Quack

Hunter⁶ (Players' Guide, pgs 142-143)

*Basic Knacks:*⁹ Fauna, Fishing, Shadowing, Skinning, Survival, Tracking, Trail Signs, Traps

Advanced Knacks: Ambush, Animal Training, Conceal, Direction Sense, Weather Sense

Magician (Crescent Empire, pgs 72-73)

Basic Knacks: Acting, Oratory

Advanced Knacks: Cold Read, Pickpocket, Prestidigitation, Sincerity, Snake Charming (Cathay/Crescent only)

Medicine Man (Islands of Gold, pg 79)

Basic Knacks: First Aid, Flora

Advanced Knacks: Compounds, Occult, Storytelling, Theology

Merchant (Players' Guide, pgs 143-145; Vendel • Vesten, pg 93)

Basic Knacks:^{2,10} Apothecary, Baking, Barber, Bartending, Blacksmith, Brewing, Butcher, Calligraphy, Carpentry, Ceramics, Chandler, Cobbling, Confectioner, Cooking, Distilling, Dyeing, Embalming, Fletcher, Florist, Furrier, Gardening, Glassblowing, Gunsmith, Hatter, Innkeeping, Jenny, Jeweler, Kite Making (Cathay only), Luthier, Massage, Masonry, Miller, Paper Maker, Perfumer, Pottery, Printing, Scribe, Sewing, Shipwright, Spinner, Tailor, Vintner, Weaving, Wigmaking

Advanced Knacks: Accounting, Appraising, Architecture, Hagglng, Tinkering

Mystic¹¹ (Crescent Empire, pgs 73-74)

Basic Knacks: Philosophy, Unobtrusive

Advanced Knacks: Contortion, Diplomacy, Mooch, Occult, Storytelling, Theology

Performer (Players' Guide, pg 145)

*Basic Knacks:*² Acting, Dancing, Musician (specify instrument), Oratory, Singing

Advanced Knacks: Animal Training, Cold Read, Disguise, Juggling,¹ Memorization, Prestidigitation,¹² Snake Charming (Cathay/Crescent only), Storytelling

Politician (Montaigne Revolution, pgs 119-120)

Basic Knacks: Etiquette, Oratory, Socializing

Advanced Knacks: Diplomacy, Incitation, Law, Mooch, Politics, Scheming, Sincerity

Priest (Church of the Prophets, pg 85)

Basic Knacks:^{6,13} Calligraphy, Menial Tasks, Oratory, Philosophy, Writing

Advanced Knacks: Diplomacy, Incitation, Meditation, Mooch, Scrounging, Theology

Sailor¹⁴ (Players' Guide, pg 146)

Basic Knacks: Balance, Climbing, Knotwork, Rigging

Advanced Knacks: Navigation, Piloting, Sea Lore, Swimming, Weather Sense

Scholar¹⁵ (Players' Guide, pgs 146-147)

*Basic Knacks:*⁹ Fauna, Flora, History, Mathematics, Oratory, Philosophy, Research, Writing

Advanced Knacks: Astronomy, Calculus,¹⁶ Cartography, Law, Natural Philosophy, Occult, Theology

Servant (Players' Guide, pgs 147-148)

*Basic Knacks:*⁹ Cooking, Etiquette, Fashion, Gardening, Menial Tasks, Scribe, Steward, Unobtrusive

Advanced Knacks: Accounting, Drive Carriage, Drive Sleigh (Ussura only), Gossip, Hagglng, Seneschal, Valet

Spy (Players' Guide, pgs 148-149)

Basic Knacks: Acting, Stealth

Advanced Knacks: Conceal, Cryptography, Disguise, Forgery, Hand Signs, Interrogation, Lip Reading, Memorization, Poison, Scheming, Sincerity

Streetwise (Players' Guide, pgs 149-150)

Basic Knacks: Socializing, Street Navigation

Advanced Knacks: Gossip, Hagglng, Scrounging, Underworld Lore

Urchin (Eisen, pgs 84-85)

Basic Knacks: Menial Tasks, Street Navigation, Survival, Unobtrusive

Advanced Knacks: Gossip, Pickpocket, Scrounging, Sincerity



Notes on Civil Skills

¹ Juggling can be used in lieu of the Balancing Knack from the *Cathay* book.

² Characters begin with one Basic Knack at Rank 2.

³ Other Basic Knacks may exist for specific types of artistic expression.

⁴ Bard can be used instead of the Skald Skill from the *Vendel • Vesten* book.

⁵ Courtier can be combined with certain Knacks from the Merchant Skill, to replace the Courtesan Skill from the *Vodacce* book.

⁶ Criminal and Hunter can be combined (perhaps with the Rider Skill) to replace Waylay from the *Los Vagos* book.

⁷ Other Advanced Knacks may exist for specific types of fortune telling (tea leaves, phrenology, et al.).

⁸ Gambler has been broken off from the Criminal Skill.

⁹ Characters begin with three Basic Knacks at Rank 1.

¹⁰ Other Basic or Advanced Knacks may exist for specific types of mercantile enterprise.

¹¹ Mystic replaces the Rahib Skill from the *Crescent Empire* book.

¹² Prestidigitation can be used in lieu of the Circus Knack from the *Players' Guide*.

¹³ With the proper selection of Basic Knacks, Priest can be used to replace the Missionary or Monk Skill from the *Church of the Prophets* book.

¹⁴ Sailor can be used instead of the Riverboat Pilot Skill from the *Eisen* book or the Whaler Skill from the *Vendel • Vesten* book.

¹⁵ Scholar can be used to replace the Teacher skill from the *Swordsman's Guild* book or the Professor Skill from *The Invisible College*, or combined with Herbalist to replace the Alchemist Skill from the *Sophia's Daughters* book.

¹⁶ A character's Rank in Calculus can never be higher than his Rank in Mathematics.

Martial Skills

Archer (Players' Guide, pg 150)

Basic Knacks: Attack (Bow), Fletcher

Advanced Knacks: Horse Archery, Snapshot (Bow), Trick Shot (Bow)

Athlete (Players' Guide, pgs 150-152)

Basic Knacks: Climbing, Footwork, Sprinting,¹ Throwing

Advanced Knacks: Leaping, Lifting, Sidestep, Swimming

Blowgun (Cathay, pg 91)

Basic Knacks: Attack (Blowgun), Fletcher

Advanced Knacks: Poison

Bodyguard (Strongholds & Hideouts, pgs 93-94)

Basic Knacks: Shadowing, Unobtrusive

Advanced Knacks: Ambush, Cold Read, Interpose, Menace

Bomb-Maker (Rilasciare, pgs 83-84)

Basic Knacks: Blacksmith, Cooper, Mathematics

Advanced Knacks: Fuses, Natural Philosophy, Poison

Buckler (Players' Guide, pg 152)

Basic Knacks: Parry (Buckler)

Advanced Knacks: Attack (Buckler)

Captain (Waves of Blood, pgs 106-107)

Basic Knacks: Strategy, Tactics

Advanced Knacks: Cartography, Diplomacy, Gunnery,² Incitation, Leadership, Logistics, Menace

Cloak (Castille, pg. 95)

Basic Knacks: Parry (Cloak)

Advanced Knacks: Entangle (Cloak)³

Commander (Players' Guide, pgs 152-153)

Basic Knacks: Strategy, Tactics

Advanced Knacks: Ambush, Artillery,⁴ Cartography, Diplomacy, Incitation, Leadership, Logistics

Crossbow (Players' Guide, pg 153)

Basic Knacks: Attack (Crossbow), Fletcher

Advanced Knacks: Reload (Crossbow), Trick Shot (Crossbow)

Dirty Fighting (Players' Guide, pg 153)

Basic Knacks: Attack (Dirty Fighting)

Advanced Knacks: Eye Gouge, Head Butt, Kick, Throat Strike

Exotic Weapon (Cathay, pg 91)

Basic Knacks: Attack (Exotic Weapon), Parry (Exotic Weapon)

Advanced Knacks: Throw (Exotic Weapon)

Fencing (Players' Guide, pg 154)

Basic Knacks: Attack (Fencing), Parry (Fencing)

Advanced Knacks: Cavalry Attack (Fencing)

Firearms (Players' Guide, pgs 154-155)

Basic Knacks: Attack (Firearms)

Advanced Knacks: Reload (Firearms), Trick Shot (Firearms)

Fireworks (Cathay, pg 83)

Basic Knacks: Arrange Display, Safety and Use

Advanced Knacks: Fuses, Natural Philosophy, Rocketry

Hand Axe (Ussura, pg 96)

Basic Knacks: Attack (Hand Axe), Parry (Hand Axe)

Advanced Knacks: Throw (Hand Axe)

Hard Martial Arts (Cathay, pg 88)

Basic Knacks: Attack (Martial Arts), Block (Martial Arts)

Advanced Knacks: Claw Hand, Jab, Kick, Nerve Strike

Heavy Weapon (Players' Guide, pg 155)

Basic Knacks: Attack (Heavy Weapon), Parry (Heavy Weapon)

Advanced Knacks: Cavalry Attack (Heavy Weapon)

Improvised Weapon⁵ (new Skill)

Basic Knacks: Attack (Improvised Weapon), Parry (Improvised Weapon)

Advanced Knacks: Entangle (Improvised Weapon), Throw (Improvised Weapon)

Knife (Players' Guide, pg 155)

Basic Knacks: Attack (Knife), Parry (Knife)

Advanced Knacks: Throw (Knife)

Panzerhand (Players' Guide, pg 155)

Basic Knacks: Attack (Panzerhand), Parry (Panzerhand)

Advanced Knacks: Uppercut

Polearm (Players' Guide, pgs 155-156)

Basic Knacks: Attack (Polearm), Parry (Polearm)

Advanced Knacks: Lance (Polearm), Set Defense

Pugilism (Players' Guide, pg 156)

Basic Knacks: Attack (Pugilism), Footwork

Advanced Knacks: Ear Clap, Jab, Uppercut

Rider (Players' Guide, pg 156)

Basic Knacks: Riding (Horse)

Advanced Knacks: Animal Training, Mounting, Riding (Elephant), Trick Riding

Sentry (Strongholds & Hideouts, pgs 94-95)

Basic Knacks: Etiquette, Unobtrusive

Advanced Knacks: Ambush, Diplomacy, Interrogation, Menace

Shield (Ussura, pg 96)

Basic Knacks: Parry (Shield)

Advanced Knacks: Attack (Shield)

Sling⁶ (Crescent Empire, pg 74)

Basic Knacks: Attack (Sling)

Advanced Knacks: Snapshot (Sling), Trick Shot (Sling)

Soft Martial Arts (Cathay, pgs 89-90)

Basic Knacks: Escape, Footwork, Grapple

Advanced Knacks: Break Fall, Joint Lock, Meditation, Sidestep, Throw

Spear (new Skill)

Basic Knacks: Attack (Spear), Parry (Spear)

Advanced Knacks: Throw (Spear), Trip (Spear)

Staff (Cathay, pg 88)

Basic Knacks: Attack (Staff), Parry (Staff)

Advanced Knacks: Trip (Staff)

Whip (Castille, pg 95)

Basic Knacks: Attack (Whip)

Advanced Knacks: Entangle (Whip)³

Wrestling (Players' Guide, pgs 156-157)

Basic Knacks: Escape, Grapple

Advanced Knacks: Bear Hug, Break, Head Butt

Notes on Martial Skills

¹ Sprinting can be used with Brawn or Finesse to represent a short run, or with Resolve to represent a longer jaunt, replacing Long Distance Running.

² Replace Gunnery with Rocketry for Cathayan characters.

³ The Entangle Knack only increases an opponent's next Action Die by 1, plus 1 for every Raise an attacker takes. See the Entangle (Improvised Weapon) Knack for a revised description.

⁴ Replace Artillery with Rocketry for Cathayan characters.

⁵ Improvised Weapon has been broken off from the Dirty Fighting Skill. It should be used in lieu of the Chain Skill from the *Cathay* book.

⁶ A sling's damage rating is increased by Unkept Dice equal to the slinger's Finesse, just as damage from a melee attack is increased by an attacker's Brawn.



New Skills

Exotic Weapon (Martial Skill)

In Cathay and other foreign cultures, there are many strange weapons that do not fit well into any other category, such as knives or staves (or even improvised weapons). You use this Skill when wielding these weapons.

Basic Knacks

Attack (Exotic Weapon): Attack is simply the ability to hit your enemy.

Parry (Exotic Weapon): Parrying is the act of putting your weapon between yourself and your enemies' strikes. This Knack can be used as your Defense Knack while you are wielding an exotic weapon.

Advanced Knacks

Throw (Exotic Weapon): When you throw an exotic weapon, you must use this Knack instead of your Attack Knack. The Range is determined by the kind of weapon thrown.

Gambler (Civil Skill)

Gamblers make their livings on the fringes of society. Not necessarily criminal (though some are among the best con artists in Théah), they nevertheless consort with a questionable element and are looked down upon by the especially moral or pious...and few would want it any other way.

Basic Knacks

Gambling: The odds always favor the house. You know how to play those odds, placing careful wagers and studying the faces of your opponents. This Knack isn't the same as cheating; you never actually break the rules of the game, you simply play the odds as closely as possible. Rules for gambling can be found in the *GMs' Guide*.

Mathematics: "Numbers define the world," they say, and you are sure that they are right. Measurements, navigation, troop placement, and even trade negotiations require calculation. Isn't it fortunate that you paid attention in class?

Advanced Knacks

Cheating: Dim alleys with crowds of men throwing dice are your haunt. Using weighted dice, marked cards, or simple diversions and sleight of hand, you unfairly turn the odds in your favor. Your GM will have rules for gambling (and cheating), located in the *GMs' Guide*.

Cold Read: This is the art of deducing things about a person from his or her appearance and mannerisms. Handedness might be determined from a callus upon a knuckle, while a nervous twitch could reveal much to an observant eye. With this Knack you can always enter a conversation with at least a little information about the other person. More often than not, this Knack will be used in Contested Rolls against the Resolve of another, or against one of his other Knacks.

Gaming: Nobles dabble with intricate, time-consuming amusements, from verbal jousts to inane, overcomplicated games of chance. You must have studied these games in order to understand their subtle interplay and the almost invisible insight they provide into the minds of the players.

Sincerity: Even the most adept lie is useless if the listener detects a tremor of fear or a pair of downcast, nervous eyes. While Oratory allows you to utter glib words for entertainment or impact, Sincerity puts the ring of truth behind them, concealing even the most bold-faced lie behind a veneer of honesty.

Improvised Weapon (Martial Skill)

Some people are taught to fight with pistol or sword. You have learned to fight with whatever is available.

Basic Knacks

Attack (Improvised Weapon): Attack is simply the ability to hit your enemy. This Knack is used when wielding a weapon that does not conform to any established Knack (e.g., a bar stool, a glass bottle, another person). Rules for Improvised Weapons can be found in the *Players' Guide*.

Parry (Improvised Weapon): Parrying is the act of putting the improvised weapon between yourself and your enemies' strikes. This Knack can be used as your Defense Knack while you are using any weapon that does not conform to any other Knack (e.g., a table, a floppy hat, a small dog).

Advanced Knacks

Entangle (Improvised Weapon): This attack is designed to bind and confuse your opponent temporarily. In order to use it, you declare that you are using Entangle, then roll using this Knack to attack. If the attack is successful, it inflicts no damage, but forces your target to increase his next Action Die by 1, plus 1 for every Raise you made. If this increases that Action Die beyond 10, the die is discarded. To use this Knack, you must be wielding a weapon which isn't covered by any other Knack, and which has a reasonable chance of entangling an opponent or his weapon (e.g., a tapestry, a fishing net, an elaborate wig)

Throw (Improvised Weapon): When you throw an improvised weapon, you must use this Knack instead of your Attack Knack. The Range of an Improvised Weapon will vary with its weight, but will usually (for an object the size of a wine bottle or smaller) be 5, plus two times your Brawn.

Spear (Martial Skill)

Among certain old-fashioned or primitive cultures, spears are more common than firearms, or even bows. This is the Skill associated with weapons of that sort, including javelins and harpoons.

Basic Knacks

Attack (Spear): Attack is simply the ability to hit your enemy.

Parry (Spear): Parrying is the act of putting your weapon between yourself and your enemies' strikes. This Knack can be used as your Defense Knack while you are wielding a spear.

Advanced Knacks

Throw (Spear): When you throw this weapon as an attack, you must use this Knack instead of your Attack Knack. The Range of a thrown spear is 5, plus two times your Brawn.

Trip (Spear): A trip is an attack aimed at an opponent's legs, designed to throw him momentarily off balance, if not send him crashing to the ground completely. You declare that you are using a Trip attack, and then roll using this Knack instead of your normal Attack Knack. If the attack is successful, it inflicts the normal amount of damage for the attack and forces your target to increase his next Action die by 1, plus 1 for every Raise you make. If this increases that Action die higher than 10, the Action die is discarded.

New and Revised Knacks

Block (Martial Arts): Blocking is the art of putting your arm or leg between yourself and your enemies' strikes. This Knack can be used as your Defense Knack against unarmed attacks (Dirty Fighting, Hard or Soft Martial Arts, Pugilism, or Wrestling), and may be used any time you are unarmed, even if circumstances would ordinarily require the use of a different Knack (e.g., Balance or Climbing).

Claw Hand: This is an attack aimed at an opponent's deep tissue areas, designed to immobilize him temporarily. You declare that you are using a Claw Hand attack, and then roll using this Knack instead of your normal Attack Knack. If the attack is successful, it inflicts the normal 0k1 Wounds (a bare-handed attack) and forces your target to increase his next Action die by 1, plus 1 for every Raise you make. If this increases that Action die higher than 10, the Action die is discarded.

Direction Sense: What Street Navigation is to the urban sprawl, this Knack is to the great outdoors. Successful rolls with this Knack allow you to tell north from south even on starless nights, and to find your way home from the darkest, most primeval forest. You are at a penalty of -2 Unkept Dice when using this Knack in unfamiliar terrain.

Fauna: You can identify the spoor and characteristics of common animals, and make educated guesses about the qualities (harmful, beneficial, or mundane) of newly-discovered animals. This does not replace the Tracking Knack; Fauna may tell you what sort of creature you are following, but

Tracking is necessary to actually follow it.

Head Butt: This is an unarmed attack that causes a great deal of damage to your opponent, at the expense of hurting yourself as well. This attack can be used in place of an ordinary attack, or when you are in a Grapple or Bind with your target (it doesn't matter if you are being grappled or if you are grappling him). If the attack is successful, it inflicts a barehanded 3k1 attack on your opponent, and a bare-handed 1k1 attack on yourself (remember to add your Brawn to both). If your opponent takes a Dramatic Wound as a result of the Head Butt, and is grappling you, his hold is broken.

Incitation: You can inspire men to victory. They listen to your words before and during a battle, and they know that they cannot be defeated. They know that you will make the right decisions, and that they won't lay down their lives for nothing. This Knack is used with the mass combat rules, which your GM has access to in his Guide. It is also used when trying to mobilize a group of listeners to action, as opposed to the Oratory Knack, which is merely used to make them believe something.

Nerve Strike: Using this Knack, you strike your opponent directly in a nerve center or similarly vital area. You declare that you are making a Nerve Strike, and roll to attack using this Knack. The TN to hit your opponent is raised by 15 when using this Knack, but if it's successful (and not avoided with Active Defense) you inflict an automatic Dramatic Wound to your target, rather than rolling for damage.

Oratory: Sweet words of praise flow as easily from your lips as whispered words of poison. Oratory allows you to persuade a large group of listeners more easily of any argument.

Socializing: Knowing where to meet the right kind of people can be vitally important. You seem to know where every diplomat goes for beer, and what taverns to go to when you need to hire a ship's crew. Note that Underworld Lore covers the less reputable inhabitants of the city. Successful rolls with this Knack will grant you contacts

within the locale, as determined by the GM. It also allows you to persuade a small group of people of any argument. You are at a penalty of -2 Unkept Dice when using this Knack in a city that you are unfamiliar with.

Sprinting: When danger rears its head, you are capable of putting on an incredible turn of speed. You also know how to pace yourself, and how to breathe properly when running long distances so you won't collapse. When running, you use this Knack as your Defense Knack.

Trip (Staff): A trip is an attack aimed at an opponent's legs, designed to throw him momentarily off balance, if not send him crashing to the ground completely. You declare that you are using a Trip attack, and then roll using this Knack instead of your normal Attack Knack. If the attack is successful, it inflicts the normal amount of damage for the attack and forces your target to increase his next Action die by 1, plus 1 for every Raise you make. If this increases that Action die higher than 10, the Action die is discarded.



Credits

7th Sea System Creation

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Layout, Editing, and New Material

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7th Sea, Avalon, Castille, Eisen, Inismore, Highland Marches, Montaigne, Ussura, Vodacce, Vendel, Vestenmannavijar, Knights of the Rose and Cross, Invisible College, Rilasciare, Vaticine Church of the Prophets, Explorer's Society, die Kreuzritter, El Vago and all other related marks are © and ™ 1999-2007 by Alderac Entertainment Group, Inc.