

offline net 5

Another bonus to the printed offline Internet. Made by drummyfish in March 2024.

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By Request: lAmA Former WoW GM - AMA!

Technically this will be a "WeAre" scenario, as my husband Virath will be answering questions as well!

I spent 2 years of my life with Blizz, and Virath did nearly 4. We met at Blizzard, fell in love, got married, then left together in a blaze of glory!

Note: There are some things we may be unable to answer, or unable to give specifics on, due to our original contracts. ;)

To any and all who had more questions for us, we must apologize but homework and our other duties call. We'll try and check back for any further ones as we can but if you've got something you absolutely must know shoot me a message and we'll answer as best as we can.

Still answering some questions, but they seem to have trickled down to the "OMG Why doesn't Blizz do this they are SO retarded that they don't!" kind of stuff. Folks... we were GM's. We don't have the answers to that, and if you want something to change - then hit up the WoW Suggestion Forums. K? Thx.

Thanks to all of you who made this fun and to anyone who just wanted to cry and whine...We're still not sorry if we banned your account.

|u/a_rape_horse - 13 years

|Do WoW GM's eavesdrop on people cybering?

|u/skarface6 - 13 years

|ralph plz leave

|u/cthulhu8 - 13 years

|no

|u/virtuzoso - 13 years

|lol.. so awesome

|u/thehodgie - 13 years

|I'd like to thank you for reminding me this meme existed, I had totally forgotten :D

|u/skarface6 - 13 years

|You're welcome!

|u/soggit - 13 years

|You can see whispers?

|u/hascat - 13 years

|I'm imaging a big-screen somewhere in Blizzard HQ where the stupidest lines from whispers, trade chat, etc. get posted by GM's throughout the day.

|u/metronome - 13 years

|I know for sure it doesn't happen on some other big name MMOs, like eve online also nothing like that in the (many) little korean games I have insider info of EDIT: that is not to say they "could" easily monitor a player's private communications if they needed, but most games don't give out readily available tools for that purpose (You say you can't sit there looking at random conversations but also say you "came across" two people cybering in whispers, which one is it?)

|u/SloaneRanger - 13 years

|GMs or equivalents have been able to see everything since back in the days of MUDs as a fairly standard ability. It's the same principal in which the sysadmins of your company or school could read all your email if they chose to. It's taken on trust that they're professional enough not to.

|u/Schattenherz - 13 years

|good day for the Millennium Earl then, huh?

|u/fakeblackguy - 13 years

|Do you guys have a program or something that keys into certain words like "selling" and "account" in the same message?

|u/Nick4753 - 13 years

|What level of "Giving a fuck" did Gliding/Bots cause the higher ups at Blizzard? Obviously they finally did take MDY Industries to court, but they took their sweet time getting to that point. I've always been under the impression that they really don't care - bots/farmers buy legit copies of the game and only exist because there are legit players who are willing to part with extra \$\$\$ to do things faster.

|u/ramp_tram - 13 years

[So why is it that gold farmers are allowed to hover their ads in Org and nobody stops it?

|u/Baronvonyiffington - 13 years

[Nobody stops it, really? Any time I see it it's dealt with in 20-30 minutes.

|u/immerc - 13 years

[20-30 minutes? that's an eternity in game time. What do they have to do, drive into the office, have a coffee, then clean it up?

|u/Baronvonyiffington - 13 years

[You do realize that tickets go through a queue, right? Even with tickets reporting "body spam" moved to the top, there are still other more important tickets in front of it.

[Blizzard doesn't magically just know when people are hovering. The ticket has to go through the queue, be read, and a GM has to take care of banning each account. It's not like all they do a press a button and BOOP oh look, all spammers are magically gone!

|u/immerc - 13 years

[> Even with tickets reporting "body spam" moved to the top, there are still other more important tickets in front of it. Then.. that's not the top is it? Anyhow, if tickets that are high priority take that long to answer, they need to hire more GMs. It should be really easy for a GM to ban someone, port themselves to the AH in Orgrimmar or SW, look at the people floating, click on them and click the ban button.

|u/Baronvonyiffington - 13 years

[They have been hiring more GMs since the game opened.

[They can't force people to apply for entry level jobs working customer support. It probably is easy for a GM to ban someone, but again, it's simply not possible to ban someone when they don't know the problem is there at that moment. Tickets go through a queue, and are answered in order.

|u/ramp_tram - 13 years

[The only people on Andorlawl stopping it are the people in the city AOEng the bots and D/Cing them.

|u/Nick4753 - 13 years

[Because gold farmers have a larger budget than Blizzard spends on folks fighting gold farmers? Building up anti-spam filters is difficult no matter what the platform and the spammers will probably always have more money to throw at getting around your system than you will at building the system.

|u/lingrish - 13 years

[I would just like you to know that I wrote tools for WoW. I probably made more money in a year than you did your whole time at blizzard and maybe both of you in the last decade. I worked about two or three hours a day. When you banned the customer they would have to pay me again. Thank you. :)

|u/mulattolibido - 13 years

[I like what you said, but you came off as a dick. Good for you, though.

|u/Ml2k1 - 13 years

[Oh you mean the bad guys that's trying to make a living because it's easier to farm for gold or level to 80 than it is to work at a factory job that treats you like shit. You guys sound like douche bags.

|u/Downvoted_Defender - 13 years

[That's true, but you left out the part where they fuck it up for the thousand people on the server by screwing the economy.

|u/Primera - 13 years

[By using a bot, you yourself are fucking with their paying customers.

|u/thor_ax - 13 years
|Hands on?
|u/Nick4753 - 13 years
|I would imagine that would have spread in the few years since MDY
|went down. The MMOGlider forums had a lot of folks who would have
|never put up with that sort of thing. It was fun while it lasted.
|u/thor_ax - 13 years
|I'm no GM but I go out of my way to camp/kill any bidders I see as
|often as possible. I don't care if you want to burn money on a bot
|but when you're not able to fight back don't expect me to leave you
|alone.
|u/Drapetomania - 13 years
|Do you two feel that this was caused by the Blizzard-Activision
|thing?
|u/Naptosis - 13 years
|I've heard of this happening too, in fact someone was complaining
|about "me" spamming blessing of wisdom on people in the IF bridge
|(testing macros after the change) and the GM he reported me to
|asked if I wanted to take action against "him" (after reading his
|raging chat log I guess).
|u/flaneuric - 13 years
|> After a few years and some in office changes though it turned to
|be every other corporate "how can we squeeze more money out of the
|sheep" type jobs. What? What do GMs have to do with that?
|u/farox - 13 years
|Moar tickets per hour...
|u/flaneuric - 13 years
|> The company was moving more and more away from the original
|Blizzard-awesomeness. That hurt to read a bit. From an insider.
|u/flaneuric - 13 years
|But let me get this straight: When it all started Blizzard's
|intention was not to make more money out of you by having you
|repeat activities which take time but just to provide fun and
|now it's all changed? I can hardly believe that wasn't their
|intention from the beginning. I mean AQ 40 opening farm fest,
|what the hell!
|u/another-work-acct - 13 years
|Ah office politics. The route of all problems. Edit:
|**root** omg, I can't believe I made that mistake.
|u/another-work-acct - 13 years
|Thanks for pointing it out. Have an Upvote.
|u/skarface6 - 13 years
|trolololol
|u/switchnz - 13 years
|non-American?
|u/Mogart - 13 years
|You can ask anything, they aren't obligated to answer.
|u/Anonymousebearpig - 13 years
|The reason I sold off my Activision-Blizzard shares is that
|Blizzard is just going so downhill. SC2, seriously? I was
|expecting blowout numbers with a much greater game. Sure your
|financial statements might be fine, but wait until the WoW cash
|cow ends. It seems as if the market agrees with my sentiment for
|the time being - the DOW is up 1k and your share price is just a
|smidge higher? Blizzard was great back in the day but the merger
|must've changed corporate culture. Sorry to be so harsh, but
|seriously - hire some consultants to figure out where you're
|going wrong.
|u/TenzingNarwhal - 13 years
|Vivendi owned Blizzard BEFORE the merge with Activision
|(Vivendi and activision merged in 2008). During that time it
|was controlled almost independantly. After the merge, the
|higher-ups wanted more power over what was going on.
|u/virtuoso - 13 years
|In other words... Blizzard is being assimilated... by Kotick the
|Borg Queen, sucking the fun out of everything.... You have been
|Activisioned.....
|u/Tiomaith - 13 years
|But...you didn't hang around long enough to get a sword!
|u/farox - 13 years
|GMing burns you out after a while. I was one for 2 years and I know
|of only one guy that where I am sure he enjoyed staying in this
|position longer than that.
|u/happybadger - 13 years
|Really now? A regular ticket is a day long wait time for me. Adding
|"stuck" to it makes it so I get an answer in thirty minutes tops.
|u/farox - 13 years
|:) Remeber this story where in one MMO, I think it was Anarchy
|Online, the geometry was really buggy at the beginning, mostly people
|getting stuck etc.. So those tickets were automatically sorted and
|solved first. What people did then was to start their tickets with
|stuff like: "I am STUCK here with this problem:..."
|u/Kingarthur - 13 years
|That was AO. They then made it an actionable offense to do stuff
|like that.

|u/farox - 13 years
|Good times :)
|u/justwhoiam - 13 years
|That's exactly how - you put the word "Stuck" in. They sort you right
|to the front of the queue because they want people to be able to keep
|playing immediately and whatever. but honestly I'm so sick of the 5+
|days for a ticket to go through I just put "I'm stuck with.." in my
|ticket so it lets me right to the front. In fact I've had GM's
|complain and tell me to "not abuse the system" because of using that.
|u/justwhoiam - 13 years
|In my defense the last time I did it, it was a time sensitive
|subject I knew I would never get a reasonable response to in
|time. For what it's worth, they really did come through and
|help me out on it.
|u/Grande_Yarbles - 13 years
|Being stuck doesn't always mean a quick response. I got stuck in a
|tree as a wisp just outside of Scholomance. Took 2 days for someone
|to respond and get me unstuck. =/
|u/Grande_Yarbles - 13 years
|If you run from the graveyard back towards the entrance to
|Scholomance you need to hang a left just before the main gate
|to the castle complex. There's a hill that rises up there and a
|tree at the base of the hill. Not just any tree, but a wisp-
|eating tree! I was heading back to the instance and decided to
|jump behind the tree instead of running (wiping) in front of
|it. Well I landed just behind the tree and all forward motion
|stopped. I tried every angle for moving/jumping forward
|sideways and back out but it was no use at all. And auto-
|unstuck didn't work as it said I was dead. =(I opened a
|ticket for the first time not knowing how long it would take
|and sat there for an hour hoping a GM would whisper to me.
|Eventually I logged and it wound up taking a couple of days to
|get me out of there.
|u/steelcitykid - 13 years
|Tickets that are for PvP exploits (currently alliance can glitch
|Arathi Basin to start capping before the gates are open) - My ticket
|reporting these assholes is 100% escalated and handled within an
|hour.
|u/Natchos - 13 years
|I've never seen a GM character, so don't even know if they exist, but if
|they do, were there any rules you had to obey about showing up in
|public? Did you have your own character? If so, did you level it? Get a
|premade? Could you spawn yourself whatever you wanted? Is there the
|fabled "GM Island"? (also can you pull some strings with people you
|know there to get me a beta invite? :D)
|u/Jartipper - 13 years
|It's pretty widely known that GM island exists, but exists outside
|of the possible range of travel for a normal player without hacks
|or exploits (i.e. past the ocean into "nothingness"). Why do you
|feel uncomfortable talking about it? I'm pretty sure there are
|wikipedia entries and stuff on it as well. It's in the north
|western part of kalimdor continent map right?
|u/Nick4753 - 13 years
|There absolutely is a GM Island. It's really boring.
|u/gamesformeh - 13 years
|I actually met an epic gm that appeared to me in-game. Changed me
|into an giraffe and gave me every buff i have ever seen :P
|u/thefreshscent - 13 years
|They are also fun when you are a broke college student who can't
|invest \$15 a month to play a couple hours a week. I am currently
|a paying customer though. Private servers are just as greedy as
|Blizzard (with donations and whatnot), just a lot less stable.
|PS - I only have time to play probably 2 hours a week on WoW, and
|it hurts every time I get that credit card bill. But damn those 2
|hours are a blast.
|u/Doctor-Professor - 13 years
|Yo what private servers did you try out? I play on one called
|Molten-WoW; I fucking love it.
|u/thefreshscent - 13 years
|I played on WoWGasm. It was really unstable and everyone
|there was pretty annoying so eventually I went from going on
|a couple times a week to not going on at all. I just started
|playing again a month ago but I decided to fork up the cash
|for a legit account again.
|u/thefreshscent - 13 years
|Yeah I played on a server that was like x10 the XP rate.
|It was when everyone was obsessed with BT and getting
|T10 armor. I got it rather quickly for my BE Rogue and
|really set my focus to PVP. I got pretty sick as a rogue
|and would troll Stormwind with my buddy, also a rogue,
|and we would troll the flight master area of SW. We could
|kill hundreds of alliance, a lot of which the same level
|and gear, before we died once.
|u/tardmrr - 13 years
|DMCA, baby.

|u/Malician - 13 years
|yep! the "whatever we tell you has the force of law" law.
|u/Natchos - 13 years
|You used to be able to get to them on live without teleporting.
|Been to the majority of places that you aren't meant to see.
|u/CockMeatSandwich - 13 years
|There are many ways to get up there. Blizz keeps patching the
|paths, but creative people kept creating new paths. The last
|time I played, it took me nearly half an hour to get up there
|using the newest method. But in the new expansion, they are
|gonna open up that territory.
|u/metronome - 13 years
|pretty much every MMO has gm-only places but most of the time it's
|just a copy of some other map, or an unused zone that never made it
|into the game, etc.
|u/Baronvonyiffington - 13 years
|There is absolutely a GM island, but it's really boring. Just an
|island with a building on it.
|u/Baronvonyiffington - 13 years
|>it was not required unless the person putting in the ticket
|initiated it. Did anyone really try to initiate roleplay with a
|GM?
|u/Baronvonyiffington - 13 years
|Wow. Like... how? Honestly, I just don't see how or why. I've
|been playing on RP servers for about five years, and I still
|don't understand why anyone would want to RP with a GM.
|u/skarface6 - 13 years
|I'm not hearing a no...
|u/Baronvonyiffington - 13 years
|Hey, I never said I _don't like_ roleplaying. I just said I
|didn't understand why someone would RP with a GM.
|u/skarface6 - 13 years
|Well, you are a furry...
|u/redblackgreen - 13 years
|I think you need to go look at <http://wowbash.org> and read the
|GM posts/ tickets.. Here's an example:
|<http://www.wowbash.com/image-13998.html>
|u/movzx - 13 years
|I've had GMs try and do this with me. I don't want to be rude and
|tell them to stop, because if that's how they spice up their job...
|so be it.. At the same time they should get the hint after my tenth
|response that completely ignores their "Xyz offers you some tea",
|"Xyz offers you a biscuit", etc
|u/Stumpgrinder2009 - 13 years
|Can I get some idea on what policy was on that? I went to LOTS of
|places, NEVER used any hacks ingame tho, and I know for a fact GM
|Island is there. But one day, and this was the only time I did
|anything like this, I advertised in general chat trips to Hyjal,
|but noone wanted to come, so I went alone, and while I was there I
|heard a horse and the dismounting sound, even tho I was completely
|alone. Would this have been a GM?
|u/ramp_tram - 13 years
|Google it. You pretty much get insta-suspended for going there,
|especially now that the only way to get there is to exploit.
|u/Stumpgrinder2009 - 13 years
|Just to clarify, this was waay back in the day, long before
|they put that no-mans land debuff in place, but after they
|nerfed the way in through the portal. I used to jump over the
|back of that gorge in southern winterspring. My philosophy is
|if no hacks were used, and you are only there to sightsee and
|arent gaining any advantage over anyone, whats the harm? i
|remember getting rank10 in pvp, and being so burnt out by the
|whole experience, and also having Champion above my head making
|me a target, I went to the IF airport one night and farmed
|dishonor kills off the civilian gnomes there. Surely that
|should have raised some flags at blizz?
|u/ramp_tram - 13 years
|No hacks != no exploiting Exploiting is bannable, even if
|you only use in-game tools/abilities.
|u/gabbeh - 13 years
|I'm dying to know this
|u/Kontu - 13 years
|They patched out wallclimbing awhile back so you can't get to
|those places anymore AFAIK. It really does require using exploits
|nowadays.
|u/crunchmuncher - 13 years
|I hated that patch so much, it was such an awesome way to pass
|time whilst chatting. We always used to run around on top of OG
|back in the days :)
|u/Kontu - 13 years
|I loved climbing random walls in Stormwind Keep next to the
|"King" (who the heck lets a kid that young be kid and non-
|attackable.....) and watching people wonder how I was halfway
|up to the ceiling dancing.
|u/happybadger - 13 years

|Not entirely true. I've gotten under stormwind through Burning
|Steppes and to IFA through an hour of repeatedly attempting the
|first jump. It's harder, but it's doable.
|u/Kontu - 13 years
|Heh I'll have to get my friends back at it then.
|Unfortunately won't myself as I quit a few months back.
|u/Therusher - 13 years
|I remember exploring Caverns of Time pre-BC a few times. Most of the
|time nothing happened, but a friend and I got caught once and were
|threatened with bans unless we left. We did. As far as I know I've
|always heard that people get warnings first for that kind of stuff.
|u/FishNuggets - 13 years
|How many support tickets you answer each day? What is the best and
|weirdest ticket you had?
|u/geeksauce - 13 years
|Horrible memories are the kind we like the most.
|u/dm86 - 13 years
|You sir, are awesome. I've been dating a girl recently
|that plays WoW. I'd consider her a 10 for being a WoW-
|er. No offense and not saying your wife is potentially
|unattractive for playing an RPG. Did you two meet on
|WoW or at the company?
|u/missingpiece - 13 years
|> I'd consider her a 10 for being a WoW-er. At first
|this made me laugh, but then I realized that I'd
|rather have an 8 that played WoW than a 10 that
|didn't. 8 + WoW = 11.
|u/rmm45177 - 13 years
|That's probably one of the funniest things I have ever
|heard from a gm. How does someone assume its an invitation
|to cyber?
|u/Sorgenlos - 13 years
|"Banhammer in 3.....2.....1....."
|u/voreSnake - 13 years
|So are you the one responsible for
|[this](<http://www.wowbash.com/image-2895.html>) WoWbash
|quote?
|u/SinSentido - 13 years
|You have same average than your wife, but less variance. Just
|pointing out ^_^
|u/JohnStrangerGalt - 13 years
|That is nice and all, but when I need legitimate help and I have to
|wait three days. Yes, last time I played every ticket I made had me
|wait AT LEAST three days. I can't be on all the time and most of
|them I never actually communicated to anyone. So sure, it might
|be nice for you. BUT THREE DAYS.
|u/JohnStrangerGalt - 13 years
|Neither, mostly trying to report people hacking and bots. I
|usually just got fed up and canceled the ticket.
|u/hascat - 13 years
|So when I hit "report spam" on a gold seller in trade
|chat, does anything actually happen? They keep coming
|back with the same ads, day after day.
|u/zookee - 13 years
|It puts them on ignore for you personally, and I'm sure
|they have a system where if enough people report a
|certain person for spam then they get flagged for
|investigation. Bots keep coming back because they hack
|accounts and use those accounts to spam... it happened
|to a friend of mine.
|u/sunsmoon - 13 years
|It's been confirmed by a blue that if you get enough
|reports for a spam message you get squelched (cannot
|send messages to public chat).. and IIRC you also get
|a temporary (3-12 hour) ban until it's investigated.
|u/Moargasm - 13 years
|Happened to me just a little while ago.
|u/JohnStrangerGalt - 13 years
|Really? So my ticket would be open for three days and they
|would have read it?
|u/geeksauce - 13 years
|You mean read, recorded, tracked, referenced, signed in
|triplicate, sent in, sent back, queried, lost, found,
|subjected to public inquiry, lost again, and finally
|buried in soft peat for three months and recycled as
|firelighters, right? ;)
|u/nkuvu - 13 years
|Then why the heck can't that be told to the player?
|"Your ticket has been analyzed and will be answered as
|soon as possible" is "so" much better than "We're
|currently experiencing a high volume of petitions" for
|days on end. Argh.
|u/rdl2k9 - 13 years
|I downvoted you after it made you sad.
|u/Malician - 13 years

|There are very few people who will keep pushing reports
|into a "black box" system with no real knowledge they're
|making a difference =/
|u/JohnStrangerGalt - 13 years
|I thought that they only read it when my ticket was
|answered.
|u/wtfno - 13 years
|That's not legitimate needing of HELP. You could play the
|game just fine.
|u/JohnStrangerGalt - 13 years
|But relationship advice and shooting the shit is better?
|u/JohnStrangerGalt - 13 years
|Holy shit, if mine lasted more than three days I just canceled
|it. That sucks, bots were kind of rare for me to see mostly I
|would see gold farmers.
|u/paparatti - 13 years
|You waited 2 weeks? Did you actually call them, on the phone?
|My husband had his unlocked within the hour when his
|authenticator borked.
|u/Failcake - 13 years
|Ah, yes, GMs were always my go-to guys when I was bored. I once
|talked with one for half an hour about our Thanksgiving plans, I
|remember he told me that he and his friends were going to deep fry
|a turkey.
|u/sunsmoon - 13 years
|As much as other people hate it, I will continue to put in my "Do
|you prefer Cake or Pie?" and "ASHENVALE NAGAS STOLE MY HAKKARI
|WARBIKES! >:(" tickets after reading this. I had actually stopped
|putting them in because the queue is 482384023 weeks long.
|u/shoe920 - 13 years
|How did you get the job?
|u/shoe920 - 13 years
|Did you have any experience before hand? What do you think helped
|you get the job? Any advice for someone that would want to be a GM
|of an MMO?
|u/EtanSivad - 13 years
|Did you actually play the game then? Like actually level up
|and run a character? Or was it simply just a Ticketing system
|with a really goofy UI?
|u/CockMeatSandwich - 13 years
|When you first got the job, were you overwhelmed by WoW. I
|remember when I first played it, it was overwhelming
|because there was just so much to learn. When I quit, I
|still don't know stuff, outside of my own class. You being
|a GM, you probably need to know *everything*!
|u/gabbehn - 13 years
|So you had to learn about classes, specs too? that sort
|of thing? whhat
|u/EtanSivad - 13 years
|Well, no I know. But I'm wondering if you played the game
|at all to help you understand the tickets you were
|answering.
|u/jimmybl - 13 years
|I'm curious, I have a degree and I'm trying to get my foot in the
|door in the game industry, is this a decent way to go or should I
|be aiming higher? I have a bunch of CS experience along with a
|bunch of other stuff.
|u/thoughtcourier - 13 years
|I accidentally bought the highlander's plate shoulders for pallies, can
|I have it switched to the one for warriors?
|u/thoughtcourier - 13 years
|Alliance I was just making a joke, although this happened to me a
|few years ago, and I did contact a GM. He made it seem like a
|really big hassle and asked me if I wanted to do it (I said n/m).
|u/thedarkhaze - 13 years
|Well they did make it a lot easier now to fix those problems
|without contacting a GM since you can refund to NPCs and such
|now.
|u/tardmrr - 13 years
|I don't think you can refund BoA gear. At the least, you
|can't refund it after you mail it to another character
|(even if you mail it back to the one who purchased it).
|u/gabbehn - 13 years
|I bought the wrong trinket and had it for a week or so. I sadly, and
|noobly realized it was the wrong one all along, asked a GM to switch
|it for me and he did <3
|u/zyfx - 13 years
|I can't believe no one has asked this yet, but is a free WoW sub one of
|the perks for working at Blizzard?
|u/Disagrees - 13 years
|Did you ever serve tickets to any "e-famous" people, like the ones in
|high end arena that go to tournaments or make the videos or w/e? I
|once had a GM that I talked with for about a half hour after he solved
|my problem. He teleported me into the middle of some ocean like 200
|feet up and kept dropping me (not killing me, was just for fun). He
4, https://www.reddit.com/r/IAmA/comments/dj0q9/by_request_iama_former_wow_gm_ama/

|was an awesome guy, but was that sort of stuff frowned upon?
|u/tea_angel - 13 years
|Did you work at the Irvine office or the Austin office?
|u/002dk - 13 years
|Why are you forbidden to talk about this place? Are Blizzard in
|reality an evil corporation building somekind of WMD in order to
|take over the world?... And is it run by Dr. Evil?
|u/KILLALLEXTREMISTS - 13 years
|>Why are you forbidden to talk about this place? He worked on
|GM island, I *knew* it!
|u/MykeXero - 13 years
|Likely the office near UC Irvine. (I didn't sign any ndas)
|u/tea_angel - 13 years
|Those statues are awesome. Wish they still had raffles for 'em.
|EDIT: Thought of another question! How did the Austin facility
|compare to the super secret Cali one?
|u/rabiesarebad - 13 years
|Did you guys, or any of the other GMs, have "real" characters they
|played on, raided on, PVPed on, all that good stuff? Are GMs allowed to
|tell their guildmates that they're GMs?
|u/suttin - 13 years
|I was in a guild with someone who was going to be a Customer
|Service Manager at Blizzard, and was able to tell us. He told us
|that Blizzard would check out my guild to make sure we weren't
|suddenly progressing faster than normal (he would know about
|exploits and how mechanics worked better than most people), and
|watch his account to make sure that he wasn't doing anything fishy.
|He had to pretty much stop raiding because he had to take the
|graveyard shift....
|u/marlovius - 13 years
|I have a GM friend who I've played wow with for 3 years. I didn't
|find out he was a GM until I transferred servers a year ago. He also
|got the wife and I Cataclysm Alpha/Beta invites.
|u/jdmol - 13 years
|Did it feel like babysitting? :)
|u/fiftyseven - 13 years
|How was the pay?
|u/RobotWilfordBrimley - 13 years
|One thing I really hate about WoW is botters in PVP. I used to always
|wonder why there wasn't any kind of system in place that could
|track/raise a flag when a player repeatedly joins BGs, does 0 damage
|and healing in every game, and repeatedly gets reported away by his
|team. It really annoys me that if I want to report these bots that I
|have to open a ticket, type it out, and have the open ticket thing sit
|on my screen for a day or two (which messes with my UI), and then
|possibly go through some meaningless conversation with a GM where we
|recap exactly what I said in the ticket. Even after all that, I
|continue to see the same bots in PVP over and over. Does Blizzard
|really even care if people PVP bot? I figure they just want their \$15 a
|month, whether it's a bot or not because this has been going on since
|battlegrounds existed.
|u/rsdf - 13 years
|There is a "report afk" option for battlegrounds. I think it's
|available by right-clicking on their portrait, but you can also
|right-click individuals or groups as afk on map. Personally, I used
|[TuringTest Leech Monitor](http://www.wowinterface.com/downloads/info
|7857-TuringTestAFKReporter.html) to automatically report AFK'ers - it
|reports people with little/no damage/healing done, no flag caps etc.,
|and not standing at a defensive point. People who get "reported afk"
|enough get a debuff that makes them not get any honor until they
|participate in battle, and enough reports will boot a person from the
|BG.
|u/RobotWilfordBrimley - 13 years
|Oh I know I can do that, but I'm pretty sure that "report" is just
|a means to make them leave temporarily which needs to be triggered
|by 3 or more people reporting. I don't think it brings anything to
|the attention of GMs. Also some of the battleground bots auto
|follow people or run around on some kind of set path and get
|entered into combat, clearing the debuff. I'm more interested in
|getting them banned so I don't have to even see them again, but
|Blizzard doesn't seem to even acknowledge the problem so there's
|always 1-2 each game (I've seen 12 AFK in late night AVs).
|u/rsdf - 13 years
|I thought an afk'er had to actually use an ability to remove the
|debuff, not just enter combat. I never checked though.
|u/skarface6 - 13 years
|ahahaha 12 people afk? What did you do? Did the other faction
|have a ton missing, too?
|u/RobotWilfordBrimley - 13 years
|Just target em off Grid and report em all. The map sometimes
|ends up looking like this: <http://i.imgur.com/AIOJh.jpg> Not
|sure on other faction there, but I play both and it's more
|common for Alliance on this battleground.
|u/skarface6 - 13 years
|Ouch. Yeah, alliance likes to be afk a bit on mine.

u/parkher - 13 years
|Encounter anything genuinely scary? Like a phantom glitch or whatnot..
|edit: Also, what was your typical response to a comment like "Blizzard employees should suck my hairy balls."
u/rosscatherall - 13 years
|>You can't be a GM without thick skin. I think I have a cream for that.
u/retorted - 13 years
|Is this cream high in protein?
u/MykeXero - 13 years
|As of a couple years ago ~\$14/hr ... This may not be the same rate they got when they started.
u/MykeXero - 13 years
|This was so cal circa 2006, I understand austin was much cheaper |cost of living
u/ehsteve23 - 13 years
|How many times did you have to rescue people stuck on Stratholme |*(edit: not ravenholme, too much HL2)* when it bugged. When I played |(I've been clean more than a year now), I rarely had any problems, but |I must have got stuck there at least two dozen times soloing to get the |Deathcharger's Reigns. (I did get the mount after about 15 kills, but |I ran the instance a lot more times than that)
u/_Dimension - 13 years
|15 kills? jeebus I ran it over 100 and never got it... I did it as a |rogue before fan of knives too :(
u/ehsteve23 - 13 years
|Oh, i know i was lucky to get it in so few runs. It took about 20 |runs (and about ~7 kills) before i realised i could use the service |entrance and skip half the instance.
u/jesusray - 13 years
|"Uhoh, screwed up my holy water throw. I've got no shot of winning"
u/_Dimension - 13 years
|Exactly. :)
u/CockMeatSandwich - 13 years
|Did you ever tell them chuck norris dies? I saw a screenshot a |while back where a GM said that
u/fluxflashor - 13 years
|First off, mad upvotes for you for dealing with WoW Players. I don't |see how anyone could do that, the tickets have to be 3x as bad as the |forums. Do Gamemasters get to name their own characters or is the |identity given to you by Blizzard? Is GMIsland ever used at all |anymore? My understanding is GMs only appear ingame if the situation |warrants it or if its not a busy day and feel like transforming players |into pirates and launching them thousands of feet in the air.
u/fluxflashor - 13 years
|Thanks for the reply!
u/Kelphatron9000 - 13 years
|Were you able to choose the race of your GM character? If so, could |it be any race in the game, playable or not? I ask because I had a |GM once RP that he was a goblin; was that just something he did for |fun?
u/pantyclimactic - 13 years
|What's the deal with not banning gold-sellers and bots? I mean I could |understand that you need to investigate a bot report, but a gold |selling spam? I have seen many gold sellers and bots roaming around for |weeks even though they've been reported hundreds of times. Sometimes I |feel Blizzard is in on the gold selling business. Can you share what |went on inside Blizzard regarding gold sellers?
u/MC2552John - 13 years
|I read down to this point, I don't play WoW, and you just made |it worth it.
u/immarlondait - 13 years
|i read this and imagined the picture. have an upgoat
u/immarlondait - 13 years
|*Me gusta*
u/badbosco - 13 years
|double win!
u/pantyclimactic - 13 years
|Heh.. I haven't played the game since 2007 and I'm still pissed off |at them.
u/gwiz665 - 13 years
|You don't wanna know where you'd get it... :P
u/Cibull - 13 years
|In a non-contract-breaking way, what are your personal feelings about |the Activision Blizzard merger? Personally, I've noticed little change |in Blizzard although I think that the company is slowly being ground to |bits, namely with the planned RealID forum changes, removal of LAN |support from SC2 and this whole partnership with Facebook.
u/deltron - 13 years
|Yeah, Kotick does have that affect on people.
u/StockOption - 13 years
|Funny you should mention the in-depth research... I've been |suspended twice for "buying gold." I make tons of money off of |the AH by selling glyphs, and whenever I pull 214k (Gold Cap) out |of my personal guild bank I get slapped with a 72 hour suspension

|the next day. Is there an underperforming algorithm here, or an |employee who doesn't know his ass from first base?
u/immerc - 13 years
|There are some ways in which account trading is bad for players:
|* You may trade accounts with someone who is in a guild, the |guild may not know about the trade and suddenly their reliable, |awesome tank starts wiping raids and doing stupid stuff * You may |trade accounts with someone who has been hacked, so you're |playing a toon someone still wants and is hoping to play. * If |you group with a level 80 priest in T6, you expect they know what |they're doing, but the person might have just acquired the |account hours ago, and have no clue, being forced to spend some |time leveling up a toon at least guarantees you've played a bit |and understand the basic mechanics of the game, if not the class |Mostly though, it hurts Blizzard * If you just want to try out a |rogue, Blizzard forces you to spend 80 levels, and a few months |leveling one up. At that point you become attached so it's |harder to say "ok, well I'll delete that toon and try another"
u/scottsdots - 13 years
|Could you go over the process that happens when a player executes |*Right Click -> Report Spam* in Trade? This one time, back near the |end of BC I was fishing in Nagrand. Someone randomly whispered me |asking if I had any netherweave cloth - after confusedly saying no, I |/who'd to no avail. GM checking for fish bot, or phantom cloth |whisperer?
u/scottsdots - 13 years
|Er, maybe I was confusing. Those were two totally different |questions.'
u/Grimant - 13 years
|Do you play Minecraft?
u/Grimant - 13 years
|This sucks
u/zhellk - 13 years
|well, you should, the demo seems pretty fun , and I can only hope |to be able to afford the full version one day .
u/zhellk - 13 years
|the same as here.
u/zhellk - 13 years
|wow. I'm at a loss of words here man, yesterday 25th was my |birthday and you basically gave me the one and only present
|I got, it may be silly but a tear was shed, thank you.
|This act of kindness will not end here it will go on, I |assure you, and , again, Thank you. :')
u/The_Brad - 13 years
|Group hug
u/Skitrel - 13 years
|Pre-emptive awesome upboat!
u/Ecaftar - 13 years
|I like where this is going. an early hi5 for you, citricsquid!
|o/"o
u/h4mburgers - 13 years
|Erm, us minecraft players are usually pretty chill and don't |maintain a "cooler than thou" air.
u/h4mburgers - 13 years
|There's an inferior free version that you can play on |minecraft.net, and also plenty of "let's play" videos on |youtube to see if it interests you. "X's adventures in |minecraft" are pretty good. Can't really get a definite feel |of the scope until you try it yourself though.
u/Rahlyn - 13 years
|I was like that at first too. "I should play this just because |everyone else does? It looks dumb..." Then I watched a few |videos by a guy called Ark and thought it looked a bit more |interesting. Bought myself a copy and I have to say it really |can be like crack. It's addicting because of how much freedom |you get. I'm working on turning a mountain into my new |fortress of solitude right now.
u/skarface6 - 13 years
|Tell a funny story? Most un-Gm thing you did as a GM?
u/skarface6 - 13 years
|Weird. Tell another story?
u/skarface6 - 13 years
|WHAT. Where? How can I get some free cake? What kind of |awesome things did you go as GM? Ever mess with people? Were |you primarily active on 1 server or many servers? What's the |largest impact you've ever had on the game?
u/skarface6 - 13 years
|Interesting. What exactly does all that mean?
u/skarface6 - 13 years
|Oh. Neat.
u/alky-holic - 13 years
|Do you have a system that catches phrases like "bot" "gold selling" |from chats? I've always wondered because we sometimes talk about stuff |like that jokingly in chat and i'd be a little paranoid about getting |banned. ...

IAmA ex-World of Warcraft Game Master - AMA

#####

|u/saidinsanity - 12 years

|Let's say, hypothetically of course, that I once logged onto an RP server while my server was down and made a female gnome to whore myself. Let's say that I went around naked offering my sexual RP services for a few copper, and then got reported and received a 3 hour ban. Would this offense stay on some sort of permanent record that would come up to GMs whenever they answered a ticket of mine? Would they...hypothetically...see that I was once a dirty dirty little gnome?

|u/Xandamere - 12 years

|Yes, they would. And believe me, being able to see account histories could be quite amusing at times.

|u/smileyman - 12 years

|What's the funniest thing you've seen on a user's account?

|u/thebedshow - 12 years

|I worked at Blizzard some time ago and I would say the funniest thing I saw when looking at someones account/ticket history was this one guy who seemed schizophrenic. He had easily over a thousand tickets multiple submitted each day. He thought that the Game Master department was out to get him making his opponents in battlegrounds invincible and that we were force queueing ourselves into his battlegrounds to follow him around and kill him. He also would periodically go into insane rants about spoons and other objects. I would check on him once a week and he never let up. He may have been on a long term insane troll or he really needed serious help. On top of this he would never respond to anyone in game at all when contacted and never refer to old tickets. He was sent more information needed 100's of time with no more information ever given.

|u/Atiniir - 12 years

|I, too, was once a WoW GM. I could only tolerate it for a few months, but I'd say the funniest things I saw were not necessarily notes on people's accounts. One thing that I don't think a lot of people realize is that all the chat in that game is logged. Even private exchanges between players. So when they would be telling people how they were totally outwitting the buffoon of a GM they had on the line, we'd see them doing that.

|Bragging about how you conned another player on a different account? Yep, read that. Naturally, we'd all pass around all of the humorous stuff we found amongst ourselves - you know, the usual: GM interrupts person cybering, that person replies with "inappropriate" reply intended for a different recipient; person reporting someone for something really lame instigated it by rampant use of racial slurs and threatening to eat peoples babies, etc. But one that struck me as horribly odd was these two dudes asking each other these really stilted questions about whether or not the other had a myspace account, and if so, if they wanted to exchange photos of their respective genitals. The part where I felt it got genuinely weird was when one offered to be wearing some sort of miniature golf hat on his penis. The thing I hated the most was that you couldn't tell people to calm down, that it was only a game and that they needed to just chill out. Doing nothing but talking to angry WoW nerds for 40 hours or more a week, often 3 or more angry nerds at a time, really takes it out of you. I have a great deal of respect for the people that can manage to do it, because goddamn is that an awful job.

|u/Fair-play - 12 years

|holy shit, big brother is watching.

|u/smileyman - 12 years

|>But one that struck me as horribly odd was these two dudes asking each other these really stilted questions about whether or not the other had a myspace account, and if so, if they wanted to exchange photos of their respective genitals. The part where I felt it got genuinely weird was when one offered to be wearing some sort of miniature golf hat on his penis. That is just plain out weird. I worked at a call center for years (customer service/sales for Qwest), and the weirdest call I ever got was from a woman who was trying to convince me that someone was sneaking into her house to make these long distance phone calls because she would never do that. She was just crazy that I hung on the line with her for 40 minutes just to hear the many conspiracy theories she came up with. >The thing I hated the most was that you couldn't tell people to calm down, that it was only a game and that they needed to just chill out. Doing nothing but talking to angry WoW nerds for 40 hours or more a week, often 3 or more angry nerds at a time, really takes it out of you. I have a great deal of respect for the people that can manage to do it, because goddamn is that an awful job. This is true of just about any customer support job. Don't freak out like it's the end of the world because your internet is down for 5 hours, or your phone bill is \$20

6, https://www.reddit.com/r/IAmA/comments/i93ki/iama_exworld_of_warcraft_game_master_ama/

|higher than normal, or your tv went out for a few hours, etc.,

etc. etc. Life is too short to let that kind of crap freak you

out. Besides, if you get that angry over the small things,

what's going to happen when something big happens (like say the pharmacy gives you the wrong medication and won't switch it back).

|u/Nostalgia_Guy - 12 years

|"Quite" upset we didn't get an answer on this one yet. I hope it's a real hum-dinger.

|u/Xandamere - 12 years

|That's a tough one. Thebedshow's comment below is pretty awesome,

|I'm not sure I can beat that.

|u/Mofeux - 12 years

|On a related note, please tell me you guys clean and sanitize the Goldshire inn during weekly maintenance. Also, and be honest, that's the reason for the extended maintenance right?

|u/ThisNameIsOriginal - 12 years

|He wasn't going to before but I'm sure he will now.

|u/ithunk - 12 years

|You filthy little gnome. you can talk smack on reddit though. :)

|u/gnome_on_fire - 12 years

|Hello there, dirty little gnome

|u/Naveral - 12 years

|Wow, this was one of my first memories on an RP server... Had a female gnome ask if I wanted some entertainment. She took some copper from me, got naked (except undies of course), *added some lotion to her body*, then did a little jig.

|u/calomile - 12 years

|How many of [these types of issues](<http://i.imgur.com/hjR49.jpg>) did you receive? What was the typical course of action with dealing with these kinds of questions? Did you ever deal with people like this yourself? Did you have someone on the team who was the maths/english/science expert for dealing with these questions?

|u/Xandamere - 12 years

|I LOVE that picture. I laughed so hard when I first saw it. We would always try to respond, and if we could, we'd try to have fun with the players. I wasn't a math expert, but I did reply to tickets in binary and ASCII.

|u/hellabad - 12 years

|I wrote this ticket years ago, <http://imgur.com/aXrCd.jpg> for the lulz and it ended up being pretty popular (google epic gm ticket). How often do GM's get away with doing this kind of stuff?

|u/Xandamere - 12 years

|The policy about conversation with players was, if the player went there, you could too.

|u/MoonBanana - 12 years

|I remember a few years back while playing on a pvp server, I had some kind of character glitch and it was important enough that the GM came to me. He put this shield on my character because a few alliance came up to us and tried attacking, but couldn't do any damage to us because of that shield he used to make us invincible. Then they just stood there watching us all confused and "making some strange gestures". Do you know what that shield was called, and how often were you allowed to use it?

|u/CloudedExistence - 12 years

|CYBER!

|u/metalmosq - 12 years

|Ha I actually remember reading this years ago too. :)

|u/HyperionPrime - 12 years

|Did you send an e-mail to his higher brotha?

|u/hellabad - 12 years

|Yeah, I actually had a guildie who got a job as a GM and the computer he got had this set as the wallpaper.

|u/diotthethird - 12 years

|World of World of Warcraft? What is this madness?

|u/OmegasWrath - 12 years

|no comma, it was like saying the "world of Seinfeld humor."

|u/jowdyboy - 12 years

|Oh my Noodly Appendages..that was **AMAZING**. I have tears in my eyes. Word up. Peace out yo.

|u/calomile - 12 years

|Haha awesome!

|u/yoshemitsu - 12 years

|So "this" is why it takes 12 hours for a GM to show up and bash one mob with the respawn wand ...

|u/lulzwut - 12 years

|I hate myself for not understanding a tad of this. /wrists

|u/Farfecknugat - 12 years

|You wouldn't unless you took a multivariate calculus class

|u/imyourscar - 12 years

|I had this in gen calc :(

|u/calomile - 12 years
|It's okay, you're not alone. ಠ_ಠ
|u/kudzukosh - 12 years
|You heard back?
|u/GaryGeneric - 12 years
|Working as intended.
|u/Acewrap - 12 years
|They were only *mostly* undead.
|u/GaryGeneric - 12 years
|I just hope at 86 Paladins can learn the spell To Blaive.
|And the undead NPC might have been immune to Exorcisms
|because it was a Forsaken, not scourge...which means it
|wasn't actually an undead. Another example of that
|difference is how hunters can't track undead with their
|Track Undead skill. They can only track...uh, undead with
|it. Stupid game. Why do I even...fifteen bucks....man, I
|tell ya...
|u/hajitorus - 12 years
|Humiliations all round!
|u/TheGallow - 12 years
|Which is still *slightly* alive!
|u/jtronic - 12 years
|Only one thing left to do, go through their pockets and
|look for loose change.
|u/PariahArtsLtd7 - 12 years
|Is this a Princess Bride reference. HUMPERDINK!!!
|u/SatanZombie - 12 years
|Theres a big difference between mostly undead and all
|undead.
|u/Relikk - 12 years
|The Barrens? Wow, I sure do remember that zone. It was the
|place of freshly minted newbies running around doing quests
|and the eventual zone-wide shout "Where is Mankrik's wife?"
|followed up by the sophmoric reply "In my bed!". This is
|where all the Chuck Norris jokes were tested as well.
|u/Mrlnopportune - 12 years
|I also loved how almost constantly the flight master was
|dead.
|u/modcalibre - 12 years
|I heard back every time...right after I logged off...through the
|mail
|u/Khalku - 12 years
|I am pretty sure the ticket I opened the day before I quit is still
|open...
|u/Xandamere - 12 years
|Sadly, the free subscription gets taken away when you leave the
|company.
|u/paul63 - 12 years
|I don't play WoW, but I've always wondered a few things about GM's.
|(If you don't mind) Are GM's paid? What's the pay? Do you guys work in
|the Blizzard offices? Can you give yourself awesome items/break rules
|of the game? Thanks!
|u/Xandamere - 12 years
|This and the previous post have basically the same questions, so I'll
|answer them in one post 1) You have to go in to the office to work.
|It's not work from home, and it is a paid job with benefits and all
|that stuff. The pay is actually quite good for a customer support
|job. 2) Exploitation of GM powers? Not really...everything is
|logged. Occasionally a GM would get in trouble for doing something
|dumb, like giving gold or items to friends, but it was pretty rare
|and they always were caught and dealt with. Blizzard took that sort
|of thing very seriously. 3) GM island is real, but it's just a small
|island. Nothing fancy, and if you ever found your way there, you
|wouldn't even see anything (GM characters are flagged as invisible by
|default). 4) Perks? Well, you get to work for Blizzard. We'd get
|Blizzard schwag, and they really treated us pretty well. I worked on
|Thanksgiving one year, and throughout the day they had 3 separate
|fully catered meals brought in (because the center is open 24/7).
|Tons of free soda, and a break room with console games. 5) I left
|for a better opportunity with another game company. I still played
|WoW for some time after I left (I actually led a major raid guild
|back in vanilla, and was a hardcore raider for a long time), but I
|quit a few months back.
|u/rutoro - 12 years
|Did any of your guild members in the guild you led know you were a
|GM?
|u/Xandamere - 12 years
|Yes, a couple of people did.
|u/TheGallow - 12 years
|Did that ever cause any issues in your guild? Like people
|whining for things? (more than usual of course)
|u/Xandamere - 12 years
|Nah. The people who knew were all people I was really close
|to.
|u/primedeath - 12 years

|I heard it was against the rules to let anyone know that you
|were a GM, is this true?
|u/Xandamere - 12 years
|Yeah, you weren't supposed to talk about it in-game. That was
|a very serious offense and could get you fired.
|u/WalrusTuskk - 12 years
|This info is based on playing on a private server awhile ago.
|-It's not accessible without glitching last I knew -Off the
|south east coast of Kalimdor, and off the south west coast of
|Eastern Kingdoms, there's a couple islands you can't get to.
|That's where they are on the map if I remember correctly. There
|was GM Island, Programmer Island, and some other one if I
|remember correctly. Developer Island maybe. -I don't remember
|for the other two, but GM Island was a large cottage (human
|architecture) on an other wised abandoned island. It had a little
|'dock' too, for rowboats and such. It would get dressed up during
|holidays, too. EDIT: My location ideas were wrong (was basing it
|off memory.) Everything you want to know is here:
|http://www.wowwiki.com/GM_Island It also apparently had an
|underground room, but nothing I ever saw.
|u/Xandamere - 12 years
|Tada. :) GM Island is a bit overblown. It's not that
|impressive, really.
|u/BigLuckyDavy - 12 years
|He's lying. There's tons of hookers and blow. I've seen it!
|u/iminthere - 12 years
|I want to believe.
|u/Saephon - 12 years
|Fine! I'll go build my own GM Island, with hookers and
|blackjack.
|u/RecycledVomit - 12 years
|It isn't so much what's on the island that gives it such a
|great appeal as it is that people aren't supposed to be
|there. For example, the get into Caverns of Time glitch, we
|weren't supposed to do it, so we did it. And it was
|aggravating as hell your first time trying to get up there.
|u/kael13 - 12 years
|Hours spent with random Internet friends, jumping at walls
|in Winterspring trying to get through the mountains and
|investigate Hyjal. :) Fond memories!
|u/Xandamere - 12 years
|They weren't originally, as the Sanctuary mechanic was only
|introduced in Burning Crusade. And yeah, all GMs would, by
|default, log in at GM island.
|u/NecroKnight - 12 years
|This would be fascinating to know.
|u/Bardoin12 - 12 years
|When sunwell opened and all the mechants were SWAMPED
|by both factions buying things, there was a GM
|sitting there invisible. He talked with random people
|but was invisible to us all. Couldn't /target him. He
|cracked jokes the whole time while being there to
|assist in case something went awry.
|u/Atiniir - 12 years
|Theoretically GMs could be hanging out wherever, but
|99.9%+ of the time their player character is just logged
|in as part of a massive pile of invisible GMs that 99.9%+
|are all just level 1 defaults of each GM's character on
|each server. Nearly all of the GM's interaction comes
|from an outside client that interfaces with the game.
|When you'd run it up, you'd log in to all of the shards
|at once, except you generally would not work on servers
|you played on. On the incredibly rare occasion you'd
|actually see a GM, it would honestly likely be the most
|underwhelming thing imaginable. Just a boringly default
|level 1 pc swimming through the air.
|u/internet-arbiter - 12 years
|Yes. At times there could be some naked gnome flying 10
|feet above you on some completely unrelated topic
|speaking to a player on your server.
|u/WalrusTuskk - 12 years
|If I remember right, they were just normal contested zones.
|If what Xandamere tells us is true, then everyone was just
|invisible and it didn't make a difference. You used to be
|able to add GMs to friends or /who them, and you'd see them
|at GM Island. My guess is they'd just hang out there while
|dealing with tickets via whispers and then port around the
|world as needed.
|u/Xandamere - 12 years
|Yep. :)
|u/Soaron - 12 years
|What about the white room with just one chair? I went
|there on a private server and was confused by why they
|made it haha.
|u/Mofeux - 12 years

|OMG... all those nights in the Deeprun tram when I
|thought that I was alone with my Tauren mistress... I
|feel so violated.
|u/WalrusTuskk - 12 years
|One server was my brother's that we used to play around
|with stuff, it was just for friends and family to fuck
|around on. Another server I was on was for roleplaying
|where everyone had limited GM abilities for the sake of
|giving themselves gear/getting to locations. Sorry, can't
|give you the gear you want. :p
|u/paul63 - 12 years
|Thanks for the response! Cool info!
|u/fazon - 12 years
|Any screenshots of this "GM Island" thing?
|u/equalx - 12 years
|You can find these online easily via google. It really isn't
|that impressive.
|u/BabyNinjaJesus - 12 years
|im gonna take a massive stab in the dark here Critical Mass?
|u/fazon - 12 years
|Can you tell us how much you were paid?
|u/Xandamere - 12 years
|Generally just a warning, unless the same person kept on doing it.
|u/noys - 12 years
|It was possible to glitch into Quel'Thalas by jumping from the
|northwestern corner of Scarlet Monastery with a male undead (I
|guess they were the right height, or something, couldn't replicate
|with other race/gender combinations). Good times.
|u/yoshemitsu - 12 years
|> What was blizzards stance on players getting into these areas? I
|used to break into these areas, too (never got into the Deeprun Tram
|fish tank, though--how'd you manage that one?!). Unfortunately, they
|eventually added a debuff that teleports you out of areas you aren't
|supposed to be, probably dramatically reducing the time GMs had to
|spend on that stuff, but definitely issuing a clear stance from
|Blizzard that players weren't supposed to go to those areas.
|u/nukeforyou - 12 years
|I remember a guild on my server called something like the gnomish
|climbing league that took people on expeditions to these places..
|Good times
|u/Snurrfel - 12 years
|Have you tried deleting your WTF and Interface folders?
|u/asperger - 12 years
|As a former WoW player who was very into finding the slickest, best
|possible UI, this hit a little bit too close to home.
|u/bananapancakez - 12 years
|A question about RP names. I played on an RP server, and one of the
|issues that kept cropping up was about RP names. We literally had 2
|small guilds on the entire server that spent 95% of their time
|reporting non-RP names, and posting about it a ridiculous amount on the
|forums. They even had their own separate website on which they would
|work together to report names en masse. They didn't just report
|offensive names or even just bad names, if they could report it at all
|they would, especially if the player argued against them on the WoW
|forums. (I mean, reporting a name like "Butters" because it's an
|object not a name or because it's "Bjoldrickn" because it's "gibberish"
|or has "unpronounceable letters") (note, not real names.) So, my
|question is how did Blizzard handle this, especially when it's obvious
|that most of the reporting is done by a very select group of players? I
|don't have anything against reporting names and all of mine were
|appropriately RP but everyone on my server was always deathly afraid of
|getting their names reported.
|u/Xandamere - 12 years
|RP names were really a pain to the deal with. I'm quite familiar with
|the type of player that you're talking about. We'd get petitions from
|some players that just contained a huge list of names (upwards of 10,
|sometimes more like 30 or 50 names in one petition). It was
|incredibly time-consuming. We were more concerned with keeping
|obviously non-RP names off of the RP realms than we were trying to
|judge how good somebody was at RP. Changing a name because it's
|blatantly non-RP (like, say, leetdwarf) was one thing, but I never
|wanted to tell somebody "hey, your name isn't good enough" just
|because some other elitist RP'er thought so. The important thing
|from a player's perspective is this: if your name fits within the
|guidelines, then you're fine, regardless of how many people report
|you. And, on more than one occasion, I issued a warning to somebody
|for continuously reporting names that didn't violate the guidelines.
|u/s32 - 12 years
|what the fuck is RP
|u/s32 - 12 years
|Thanks
|u/Godde - 12 years
|I put on my robe and wizard hat...
|u/MrInopportune - 12 years
|FUCK! not you again...

|u/the_kernel - 12 years
|Role-playing. WoW has four different types of realms: PvE /
|Normal (PvE is player versus environment.) PvP (Player versus
|player.) RP PvE / Role-Playing (Where players are encouraged to
|act as though they were their characters in-game.) RP PvP
|u/HoverJet - 12 years
|I feel like an idiot, I always thought PVE meant player vs
|everyone. I just assumed that by everyone it meant the mobs and
|such.
|u/Gloomzy - 12 years
|Riot points
|u/throwaway_re_fapping - 12 years
|role playing, people talk in character.
|u/Santos_L_Halper - 12 years
|I was on an RP-PVP server with a character named Jiveturkey. I was
|reported but complained by saying the characters name is Jivet Urkey
|and the resemblance to Jive Turkey had plagued him since childhood.
|To get back at his bullies he started practicing to become a warlock,
|eventually becoming the greatest Orc warlock in the land. My
|question for you is is it required for all RP players to be totally
|serious or is there room for comedy in RP? My excuse for using the
|name Jiveturkey was made up on the spot but it *did* get me thinking.
|Surely there are jesters in RP. Anyway, I changed my name to In,
|which got confusing in raid chat :\ *edit* Just to be clear, I'm
|not asking OP, I'm asking the person who went around reporting names
|with their guild.
|u/dahn113 - 12 years
|Be honest: Is the right-click/report spam button on individual chat
|message entries just a placebo button?
|u/Xandamere - 12 years
|I don't know, it didn't exist when I was there.
|u/Epitometric - 12 years
|Have you ever been looking through someone's chatlog, (most likely on
|an RP server), and found some "cybering" action going on?
|u/Xandamere - 12 years
|Yes, yes, a thousand times yes. Seriously. It was awkward, but also
|hilarious.
|u/Xandamere - 12 years
|You're spot-on, Goldshire and the Tram were the two main
|hotspots. Despite that, I saw plenty of it Horde-side as well.
|I've never really thought about it, but you might be right about
|it being more common on Alliance.
|u/HeavierMetal89 - 12 years
|Moon Guard server, Goldshire Inn... 'nuff said.
|u/IMEmphasis - 12 years
|Made a female lvl1 alt to chat with friends on Moon Guard,
|saw commotion in the Goldshire inn, went in, and instantly
|regretted it.
|u/blazingsaddle - 12 years
|Whore Island, I calls it.
|u/freebullets - 12 years
|Never again. Not even once. Cannot unsee.
|u/Braddigan - 12 years
|They knew about the Tram!?
|u/doinit4lulz - 12 years
|Everyone knows about the Tram.
|u/Likes2PaintShit - 12 years
|Oh please do tell one of those stories!
|u/Xandamere - 12 years
|I can't, really...it was a few years ago now, so I don't remember
|exact chat. Let's just say that every WoW GM has caught people
|cybering more than once. I do remember one time when I went in-
|game to stop what was basically an orgy at the Lion's Pride Inn
|in Goldshire (go figure) and instead of stopping, they tried to
|convince me to join in.
|u/RobotLegion - 12 years
|Alright, as another ex-Game Master, I'll chime in on this one.
|Goldshire of course, I was investigating a report of someone
|calling someone else a name, and pulled the chat logs for that
|particular time frame, and found that the player whose petition
|I was answering was in the middle of a Harry Potter / Voldemort
|cyber. wtf
|u/ThundarrtheRedditor - 12 years
|I feel like I just keep upvoting for weirdness. I'm ok with
|it.
|u/jshotz - 12 years
|It was 'Muggle', wasn't it?
|u/Likes2PaintShit - 12 years
|lol - the legendary Goldshire sex parties... oh how I miss thee
|*edit: I can't remember the server's name... but oh do I
|remember the naked...
|u/44Ridley - 12 years
|Do you mean Moonglade RP/EU? I played on that server during
|BC and yeah I witnessed a few weird scenes for sure... I
|joined a new guild and a strange female N.Elf (from the

[guild] would lead random newbs off for dirty cyber sessions somewhere in stormwind. I was offered to join in but the whole idea of it weirded me the fuck out so I declined and watched in bemusement as she lead them away. So about a month later and after many a newb had been e-molested by "AngÅ©!" I left the guild. Just before I finally quit wow I got in contact with a former member who spilled the beans. AngÅ©I turned out to be some bloke whose girlfriend had died in real life, he decided to make a wow character of her and then used it to have cyber sex with other players as her persona. Grade A weirdness

/u/Sutekhseth - 12 years
 Sadly yes, moon guard is quite known for Pornshire...
 sigh I wish it wasn't.

/u/Likes2PaintShit - 12 years
 That's the one! (haven't played WoW in a while :P)

/u/ultimation - 12 years
 How many times did you look up their accounts and they both turned out to be male?

/u/Xandamere - 12 years
 I turned a gnome into a night elf once, but just for a moment. :)

/u/McGuyverZero - 12 years
 This reminds me of when a GM was changing a group of people to look like Gnomes within Orgrimmar for a few minutes for a bit of fun.

/u/primedeath - 12 years
 I had a friend that was farming Wailing Caverns. All of a sudden a bunny transformed into a dragon and disappeared.. Does that sort of insanity happen a lot? This was late at night, so I can assume it does.

/u/teachMe - 12 years
 Did he get better?

/u/senanc - 12 years
 Has this rank ever got you laid - in the real world

/u/Xandamere - 12 years
 Sadly, no.

/u/Mathmatical - 12 years
 I am a woman. I would have sex with you because of this. Just so you know.

/u/jread - 12 years
 Have fun sorting through your private messages after this comment.

/u/Mathmatical - 12 years
 Yeah, for some reason I do believe every GM in WoW will miraculously appear in this thread.

/u/Mean_Omar - 12 years
 Well, I'm not a GM, but if you'd sleep with a guy for being a GM, I'm pretty sure I could get you to sleep with me as well.

/u/happybadger - 12 years
 Winston Churchill: Madam, would you sleep with me for five million pounds? Woman: My goodness, Mr. Churchill! Well, I suppose! we would have to discuss terms, of course! Churchill: Would you sleep with me for five pounds? Woman: Mr. Churchill, what kind of woman do you think I am?! Churchill: Madam, we've already established that. Now we are haggling about the price.

/u/noticky - 12 years
 This guy seems legit.

/u/NecroKnight - 12 years
 Me too, I'm a GM too! We're all GMs!

/u/Xandamere - 12 years
 I just applied. It helped that I was friends with a couple of people who worked there, but they're always hiring.

/u/zf420 - 12 years
 > I was friends with a couple of people who worked there FTFY.

/u/loki5869 - 12 years
 Does it help to have a degree related to gaming? If not, what are the qualifications they look for? I'm getting a degree based on Internet Theory and Mass Communication, and would LOVE to have a job like GM'ing. The only thing preventing me from running to their headquarters resume in hand is I'm on the wrong side of the country :(P.S. I had a great experience with WoW GM's and respect anyone who has to put up with crazies and annoying people all day. So I thank all of you for the doing your job's so well!

/u/Xandamere - 12 years
 I think your degree would qualify you for something higher up than being a GM. Being a GM is an entry-level job that you don't really need any special education for (I had a BA in Philosophy when I started). You could look into doing something like community management or marketing.

/u/loki5869 - 12 years
 Well, I graduate in a year and a half, so I'm definitely going to put in a resume when I do. I only minor in philosophy though, so wish me luck!

/u/Xandamere - 12 years
 Good luck. :) Check out <http://www.sloperama.com/advice.html>

for some great advice on getting into the industry.

/u/nathan12343 - 12 years
 How's that BA in Philosophy working out for you?

/u/Xandamere - 12 years
 This is a tough one. There were quite a few. Some of my favorites were the name change requests (back before paid name change, obviously). Players would be unhappy with their characters' names and would try to convince us to change them via all sorts of bizarre tactics. They'd try to do things like delete their character, have a guildmate make a new character with the same name, then ask for the character to be restored. They'd get friends to submit petitions claiming the character name was offensive. My favorite, though, is when they'd just try to blatantly lie. We'd get petitions saying things like "I just realized that my character name is a horribly racist term in Swahili, I need to have it changed so I don't offend anybody." Not only was this obviously not true, but we could search chat logs and see them talking to their friends about their amazingly clever ploy. My personal favorite was a guy who threatened to sue Blizzard as well as me personally if I didn't change his name, because it was causing him psychological stress.

/u/Wonjag - 12 years
 >but we could search chat logs and see them talking to their friends about their amazingly clever ploy. How far does this power go? I am curious to know. Is it only as far as past public or party chat logs from the area, or does it go as far as whisper messages? I would hate to have a GM find out it was actually I who renamed my brothers water elemental... on an unrelated note: When and (if you can say) Why did you quit?

/u/Xandamere - 12 years
 The logs were pretty complete, we could see just about anything a character did, which included all text that the character either said or saw (i.e. what they saw in trade chat, party chat, whispers, etc.). I left for a better position within the game industry (it's somewhere else in this thread).

/u/Xandamere - 12 years
 Infinitely!

/u/Megaderp420 - 12 years
 So you could've still viewed chat logs from 11/24/04 ??

/u/FartingBob - 12 years
 11/24/04 8:21pm - Megaderp 420: You know what I love more than anything? Donkey sex. Cant get enough of it.

Yes, they have the logs.

/u/HumbleDrop - 12 years
 Megaderp 420 has an illegal character in their name.

[Iಠ](#) [_ಠ](#)
/u/JiminyPiminy - 12 years
 Against which laws?

/u/yoshemitzu - 12 years
 Wait, so Blizzard is literally keeping a log of all player chat from the perspective of every character ever? Seems like you'd need entire servers to store a reddit-like amount of data such as this. And what (apart from using it to work on GM tickets) are they doing with that data? I'm honestly less concerned about them using it for "malicious" purposes and more interested in if they're trying to develop some kind of parsing ability to combat player harassment or keep track of trending topics, ala Twitter.

/u/Dragonheart0 - 12 years
 It's probably stored for eventuality, not for any active purpose other than the GM ticket thing. Like, if something happens and they need chat logs to help solve the problem, they're available. I'd guess the logs are not stored indefinitely - maybe six months, a year, two years, something like that. There's probably some arbitrary time limit just because they figured no one would need the logs beyond a point. However, there's a good reason to keep logs indefinitely, especially in a game like this. You can have legal record of players planning some illegal / unauthorized use of the game or its servers. You can assist law enforcement if, perhaps, someone on the game was talking about planning a murder, theft, or other crime. Especially in the case of things like cyber stalking, you might want to have the logs indefinitely, in case something happens. It's important to remember people spend a lot of time on the game, and in the process sometimes reveal a lot about their lives, thoughts, plans, etc.

/u/Zarokima - 12 years
 Oh god...I did some cybering on there back in my teenage years with my girlfriend (real girlfriend, we went to the same school). Did you guys ever look around for that kind of stuff and laugh at us idiots? That infinite logging thing doesn't make me feel too comfortable now.

/u/dxcotre - 12 years
 It's widely known that GM's can access chat logs.

|u/lshkabo - 12 years
|Just like how the GMs IRL can read all your texts and emails.
|u/Nodules - 12 years
|I hope your look of disapproval is aimed at the idiots talking
|about their amazingly clever ploy via in-game chat channels as
|opposed to an external messaging source. Otherwise, what the
|heck do you expect? You agree to have your chats recorded every
|time you scroll past that scary legal mumbo-jumbo on patch day.
|u/Lambchops_Legion - 12 years
|That's why I only tell them over Ventrilo
|u/Zero_Talent - 12 years
|> My favorite, though, is when they'd just try to blatantly lie.
|We'd get petitions saying things like "I just realized that my
|character name is a horribly racist term in Swahili, I need to have
|it changed so I don't offend anybody." I have actually used that
|exact excuse, but requesting the name change of my warlock pet as i
|hated it. Said it was the name of a knobhead at my school.
|Obviously rejected.
|u/Kezaia - 12 years
|One time I messaged a GM because I didn't want to be a dwarf any
|more. I told him that I was a night elf the night before and when I
|got back on I was a dwarf. For some reason he didn't believe me!
|u/jethonis - 12 years
|A lot of people seem to feel the game's going down hill, becoming to
|much of a chore. How do you feel about that? Have you noticed any
|substantial changes in the player base over time? Younger players or
|fewer? Do you know anything about the secret "titan" MMO, could you
|share it without being sued?
|u/Xandamere - 12 years
|I'd agree, in a broad sense, but this is a pretty big topic that I'd
|rather not get into on this thread. I personally stopped playing a
|couple of months back...I went through the initial content of
|Cataclysm, but it didn't really hold my attention. Their other MMO
|is a very secret project, and we were never told anything about it.
|u/KungFuHamster - 12 years
|It's code named "Titan"
|u/Pengu1n - 12 years
|Project titan i think it's called.
|u/tehjarvis - 12 years
|Or maybe they said that so you would conclude they were
|doing a Starcraft MMO when they really aren't. Halfway
|through the rabbit hole at this point.
|u/Khalku - 12 years
|Yeah I lost a lot of momentum in Cataclysm, I don't really know
|why.
|u/yrddog - 12 years
|you and the rest of the world. I got 5 characters to 85 and then
|just gave up. They broke shaman healing D:
|u/Cantras - 12 years
|How often do you get Angry Crazies? Were you assigned per-server, or
|just first come first served? (I was under the impression that you
|weren't supposed to deal with tickets on servers you play on -- if
|that's true, how does that work out with dungeon finder? Are you
|powerless against assholes-from-your-work-servers when you get them in
|PUGs?) When I complained about my warlock imp Azpad, could you
|actually not change the name, or was it just something you didn't do as
|a policy?
|u/Xandamere - 12 years
|All the freaking time. People are very passionate about WoW, and when
|something bad happened to them or when they didn't get the response
|they wanted from a GM...watch out. GMs aren't assigned to specific
|realms, but you're correct that you aren't allowed to take tickets
|that originate from servers we play on. I left before the dungeon
|finder went into the game, but I can imagine that could complicate
|things...my guess would be if a GM pulls a ticket that's reporting
|somebody from a server they play on, they just send it to another GM.
|u/RampagingTeddy - 12 years
|Will a GM punish a GM for queue-dodging?
|u/Mikchi - 12 years
|Ever done battle with Illidan, Kil Jaeden and the rest all at once?
|Also, Martin Thunder ahoy?
|u/Xandamere - 12 years
|I solo'd C'thun at level 60. Took like 3 hours. Martin Thunder was
|just an internal test item. There are quite a few items like that in
|the game (you can find a bunch of them on Wowhead). They're mainly in
|the game to be used for internal testing by the developers.
|u/Mikchi - 12 years
|Along the lines of the ring with +1000 Defense etc then? Were you
|ever cornered into telling a joke at the end of somebodies ticket?
|Usually then submitted to ..."cringe" WoWbush.
|u/Xandamere - 12 years
|Yep. I never saw myself on WoWbush (though I never really looked
|closely), but people would always try to get a bit "extra" out of
|us...a joke, what class we played, did we like to pvp, etc. I
|think people just liked finding out that we were real human

|beings and, generally, very similar to them...most of us were
|just WoW-playing nerds who happened to work there as well.
|u/Mikchi - 12 years
|I'd love to be a WoW-playing nerd who happened to work there
|aswell. So, which class did you play?
|u/Xandamere - 12 years
|Mostly a mage, occasionally a prot warrior and a holy priest.
|u/Xandamere - 12 years
|There were a few people who didn't play, or barely played,
|but they were definitely in the minority.
|u/fiftyseven - 12 years
|So tell us your go-to GM joke? :D
|u/sarty - 12 years
|I regularly chat with a representative from one of those chinese gold
|farmer sites. She sent me a tell about a year ago asking me if I
|wanted gold and I got snarky with her and started asking her questions
|about her job. Well, I ended up being fascinated by her answers and we
|still talk in game. We always talk in /w, of course. Once, though, I
|decided that I felt bad for her as she always just stood in this one
|place in the game and that's all she saw. So I went and picked her up
|on my 2 seat flying mount and showed her ironforge. She was blown
|away, and that made me kind of sad. I've always wondered...could I get
|in trouble for socializing with her? I mean, they could look through
|the logs and see I've never done business with her, but it is super
|obvious she is a seller because she stands in one place all the time
|and never levels. tldr I have a gold selling "friend" in game that
|I don't buy from; could I get in trouble for talking to her?
|u/Xandamere - 12 years
|I can't see how you could get in trouble. Actually, I'd love to meet
|her...I'm studying for an MBA at the moment and doing a lot of
|academic work on virtual world economics. Getting information from
|somebody at a gold-selling company about price patterns would be
|really useful.
|u/Narrative_Causality - 12 years
|Fuck that, do an AMA.
|u/smileyman - 12 years
|Have you seen the story about Chinese prisoners being forced to
|mine gold by the guards?
|[[Here's]](<http://www.guardian.co.uk/world/2011/may/25/china-prisoners-internet-gaming-scam>) the article.
|u/sarty - 12 years
|Thanks for the answer! I can ask her for her email and send it to
|you via message here if you like. I don't think she'd mind talking
|to you. She's shared a ton with me about quotas and the pressures
|they put on her to sell.
|u/Xandamere - 12 years
|That would be fantastic, if you wouldn't mind. I've tried
|emailing the customer support of places like IGE and such, but
|haven't had any responses. I'd really like the chance to talk to
|somebody from that industry about a few things.
|u/polarbear_15 - 12 years
|It's a trap!
|u/Nolano - 12 years
|My partner in crime did a report in her economics class about our
|smuggling of horde pets to the alliance side, and manipulating the
|prices to over 6,000% profit. She got an A on it.
|u/VeniVidiUpVoti - 12 years
|I'm with a girl who worked at a Chinese gold farming company. If
|you have any questions let me know and I'll get em answered for
|you.
|u/erichthesalmon - 12 years
|But did you have a monkey with a fez?
|u/DangerSilent - 12 years
|This is very interesting, I too had a 23 year old Chinese girl gold
|farmer chat me up for quite sometime. She started asking some
|personal questions some were answered some were simply not replied
|to. I got suspicious kind of wondered whether it was someone from
|Blizzard trying to snag me on buying gold so I just started to ignore
|her every time she tried to talk to me. Kinda just got annoying after
|a while. Although she seemed very nice, if it was a girl.
|u/The_Absurd_Hero - 12 years
|They could of been trying to pull some sort of social engineering
|trick depending on what info they were trying to get from you.
|u/Thegoddamnpatman - 12 years
|Have you ever had to deal with any of the Elitist Jerks on the server
|Mal'ganis? Also, what was your favorite content patch and why.
|u/Xandamere - 12 years
|I don't remember ever getting a petition from one of them, but I'm
|familiar with them, of course. Favorite content patch? Probably
|Ah'n'Qiraj. I know it wasn't practical in terms of server load and
|whatnot, but I thought the gate opening event was one of the few
|truly epic things to happen in WoW. Everybody had to work together to
|get it done. Plus, the encounters within AQ were so different from
|what we had been used to thus far. Looking back now, most of them...

https://en.wikipedia.org/wiki/Eruption_of_Mount_Vesuvius_in_79_AD

Eruption of Mount Vesuvius in 79 AD

In autumn of 79 AD, Mount Vesuvius violently spewed forth a cloud of super-heated tephra and gases to a height of 33 km (21 mi), ejecting molten rock, pulverized pumice and hot ash at 1.5 million tons per second, ultimately releasing 100,000 times the thermal energy of the atomic bombings of Hiroshima and Nagasaki.[5][6] The event gives its name to the Vesuvian type of volcanic eruption, characterised by columns of hot gases and ash reaching the stratosphere, although the event also included pyroclastic flows associated with Pelean eruptions. The event destroyed several Roman towns and settlements in the area. Pompeii and Herculaneum, obliterated and buried underneath massive pyroclastic surges and ashfall deposits, are the most famous examples.[4][5] Archaeological excavations have revealed much of the towns and the lives of the inhabitants leading to the area becoming the Vesuvius National Park and a UNESCO World Heritage Site.

The total population of both cities was over 20,000.[7][8] The remains of over 1,500 people have been found at Pompeii and Herculaneum so far, although the total death toll from the eruption remains unknown.

Precursor earthquakes

The Last Day of Pompeii. Painting by Karl Brullov, 1830–1833

A major earthquake[9] caused widespread destruction around the Bay of Naples, particularly to Pompeii, on February 5, 62 AD.[10] Some of the damage had still not been repaired when the volcano erupted in 79 AD.[11]

Another smaller earthquake took place in 64 AD; it was recorded by Suetonius in his biography of Nero.[12] and by Tacitus in Annales because it took place while Nero was in Naples performing for the first time in a public theater.[13] Suetonius recorded that the emperor continued singing through the earthquake until he had finished his song, while Tacitus wrote that the theater collapsed shortly after being evacuated.

Minor earthquakes were reported in the four days before the 79 AD eruption, but the warnings were not recognized. The inhabitants of the area surrounding Mount Vesuvius had been accustomed to minor tremors in the region; Pliny the Younger wrote that they "were not particularly alarming because they are frequent in Campania".[14]

Nature of the eruption

This section needs additional citations for verification. Please help improve this article by adding citations to reliable sources in this section. Unsourced material may be challenged and removed. (January 2024) (Learn how and when to remove this template message)

Reconstructions of the eruption and its effects vary considerably in the details but have the same overall features. The eruption lasted for two days.[citation needed] Pliny the Younger, author of the only surviving written testimony, described the morning before the eruption as normal; however, he was staying at Misenum 29 kilometres (18 mi) from the volcano across the Bay of Naples, and may not have noticed the early signs of the eruption.[according to whom?][citation needed] During the next two days, he did not have any opportunity to talk to people who had witnessed the eruption from Pompeii or Herculaneum.[according to whom?] and Pompeii is never mentioned in his letter.[citation needed]

Around 1:00 p.m., Mount Vesuvius erupted violently, spewing up a high-altitude column from which ash and pumice began to fall, blanketing the area.[citation needed] Rescues and escapes occurred during this time.[citation needed] At some time in the night or early the next day, pyroclastic flows in the close vicinity of the volcano began; lights seen on the mountain were interpreted as fires, and people as far away as Misenum fled for their lives.[citation needed] The flows were rapid-moving, dense, and very hot, wholly or partly knocking down all structures in their path, incinerating or suffocating the remaining population and altering the landscape, including the coastline.[citation needed] These were accompanied by additional tremors and a mild tsunami in the Bay of Naples.[citation needed] One or more earthquakes at this time were strong enough to cause buildings to collapse at least in Pompeii killing the occupants.[15][better source needed] By the evening of the second day, the eruption was over, leaving only haze in the atmosphere, screening sunlight.[citation needed]

Pliny the Younger wrote: broad flames shone out in several places from Mount Vesuvius, which the darkness of the night contributed to render still brighter and clearer... It was now day everywhere else, but there a deeper darkness prevailed than in the thickest night.[16][non-primary source needed]

Stratigraphic studies

This section relies largely or entirely on a single source. Relevant discussion may be found on the talk page. Please help improve this article by introducing citations to additional sources.

Find sources: "Eruption of Mount Vesuvius in 79 AD" – news · newspapers · books · scholar · JSTOR (February 2019)

Pompeii and Herculaneum, as well as other cities affected by the eruption of Mount Vesuvius. The black cloud represents the general distribution of ash, pumice and cinders. Modern coast lines are shown; Pliny the Younger was at Misenum.

Sigurðsson, Cashdollar, and Sparks undertook a detailed stratigraphic study of ash layers based on excavations and surveys, published in 1982. They concluded that the eruption unfolded in two phases, Vesuvian and Pelean, which alternated six times.[17]

A first Plinian phase projected a column of volcanic debris and hot gases between 15 km (9 mi) and 30 km (19 mi) into the stratosphere. This phase lasted 18 to 20 hours and spread pumice and ashes, forming a 2.8 m (9 ft) layer to the south, towards Pompeii. An earthquake caused buildings in Pompeii to collapse at this time.[15]

The following Pelean phase produced pyroclastic surges of molten rock and hot gases that reached as far as Misenum, to the west. Concentrated to the south and southeast, two pyroclastic surges engulfed Pompeii with a 1.8-metre-deep (6 ft) layer, burning and asphyxiating any living beings who had remained behind. Herculaneum, Pompeii, and Oplontis received the brunt of the surges and were buried in fine pyroclastic deposits, pulverized pumice and lava fragments up to 20 m (70 ft) deep. Surges 4 and 5 are believed to have destroyed and buried Pompeii.[18] Surges are identified in the deposits by dune and cross-bedding formations, which are not produced by fallout.

The eruption is considered primarily phreatomagmatic, i.e. a blast driven by energy from escaping steam produced by seawater seeping into the deep-seated faults and interacting with hot magma.

Timing of explosions

In an article published in 2002, Sigurðsson and Casey concluded that an early explosion produced a column of ash and pumice which rained on Pompeii to the southeast but not on Herculaneum, which was upwind.[19] Subsequently, the cloud collapsed as the gases densified and lost their capability to support their solid contents.

The authors suggest that the first ash falls are to be interpreted as early-morning, low-volume explosions not seen from Misenum, causing Rectina to send her messenger on a ride of several hours around the Bay of Naples, then passable, providing an answer to the paradox of how the messenger might miraculously appear at Pliny's villa so shortly after a distant eruption that would have prevented him.

Magnetic studies

This section relies largely or entirely on a single source. Relevant discussion may be found on the talk page. Please help improve this article by introducing citations to additional sources.

Find sources: "Eruption of Mount Vesuvius in 79 AD" – news · newspapers · books · scholar · JSTOR (February 2019)

Inside the crater of Vesuvius

A 2006 study by Zanella, Gurioli, Pareschi, and Lanza used the magnetic characteristics of over 200 samples of lithic, roof-tile, and plaster fragments collected from pyroclastic deposits in and around Pompeii to estimate the equilibrium temperatures of the deposits.[20] The deposits were placed by pyroclastic density currents (PDCs) resulting from the collapses of the Plinian column. The authors argue that fragments over 2–5 cm (0.8–2 in) were not in the current long enough to acquire its temperature, which would have been much higher. Therefore, they distinguish between the depositional temperatures, which they estimated, and the emplacement temperatures, which in some cases, based on the cooling characteristics of some types and fragment sizes of rocks they believed they also could estimate. The final figures are considered to be those of the rocks in the current just before deposition.[21]

All crystal rock contains some iron or iron compounds, rendering it ferromagnetic, as do Roman roof tiles and plaster. These materials may acquire a residual field from several sources. When individual molecules, which are magnetic dipoles, are held in alignment by being bound in a crystalline structure, the small fields reinforce each other to form the rock's residual field.[22] Heating the material adds internal energy to it. At the Curie temperature, the vibration of the molecules is sufficient to disrupt the alignment; the material loses its residual magnetism and assumes whatever magnetic field might be applied to it only for the duration of the application. The authors term this phenomenon unblocking. Residual magnetism is considered to "block out" non-residual fields.

A rock is a mixture of minerals, each with its own Curie temperature; the authors, therefore, looked for a spectrum of temperatures rather than a single temperature. In the ideal sample, the PDC did not raise the temperature of the fragment beyond the highest blocking temperature. Some constituent materials retained the magnetism the Earth's field imposed when the item was formed. The temperature was raised above the lowest blocking temperature; therefore, some minerals on recooling acquired the magnetism of the Earth as it was in 79 AD. The broad field of the sample was the vector sum of the fields of the high-blocking material and the low-blocking material.

This type of sample made it possible to estimate the low unblocking temperature. Using special equipment that measured field direction and strength at various temperatures, the experimenters raised the temperature of the sample in increments of 40 °C (70 °F) from 100 °C (210 °F) until it reached the low unblocking temperature.[23] Deprived of one of its components, the overall field changed direction. A plot of direction at each increment identified the increment at which the sample's resultant magnetism had formed.[24] That was considered the equilibrium temperature of the deposit. Considering the data for all the surge deposits arrived at a surge deposit estimate. The authors discovered that the city of Pompeii was a relatively cool spot within a much hotter field, which they attributed to the interaction of the surge with the "fabric" of the city.[25]

The investigators reconstruct the sequence of volcanic events as follows: On the first day of the eruption, a fall of white pumice containing clastic fragments of up to 3 centimetres (1 in) fell for several hours.[26] It heated the roof tiles to 120–140 °C (250–280 °F).[27] This period would have been the last opportunity to escape. Subsequently, a second column deposited a grey pumice with clastics up to 10 cm (4 in), temperature unsampled, but presumed to be higher, for 18 hours. These two falls were the Plinian phase. The collapse of the edges of these clouds generated the first dilute PDCs, which must have been devastating to Herculaneum, but did not enter Pompeii. Early in the second morning, the grey cloud began to collapse to a greater degree. Two major surges struck and destroyed Pompeii. Herculaneum and all its population no longer existed. The emplacement temperature range of the first surge was 180–220 °C (360–430 °F), minimum temperatures; of the second, 220–260 °C (430–500 °F). The depositional temperature of the first was 140–300 °C (280–570 °F). Upstream and downstream of the flow it was 300–360 °C (570–680 °F).[28]

The variable temperature of the first surge was due to interaction with the buildings. Any population remaining in structural refuges could not have escaped, as gases of incinerating temperatures surrounded the city. The lowest temperatures were in rooms under collapsed roofs. These were as low as 100 °C (212 °F), the boiling point of water.[29] The authors suggest that elements of the bottom of the flow were decoupled from the main flow by topographic irregularities and made cooler by introducing turbulent ambient air. In the second surge, the irregularities were gone, and the city was as hot as the surrounding environment.

During the last surge, which was very dilute, an additional 1 metre (3.3 ft) of deposits fell over the region.[30]

The Two Plinys
Pompeii, with Vesuvius towering in the background

The only surviving eyewitness account of the event consists of two letters by Pliny the Younger, who was 17 at the time of the eruption,[31] written to the historian Tacitus some 25 years after the event.[32][33] Observing the first volcanic activity from Misenum across the Bay of Naples from the volcano, approximately 29 kilometres (18 mi) away, Pliny the Elder (Pliny the Younger's uncle) launched a rescue fleet and went himself to the rescue of a personal friend. His nephew declined to join the party. One of the nephew's letters relates what he could discover from witnesses of his uncle's experiences.[34] In a second letter, the younger Pliny details his own observations after the departure of his uncle.[35]

Pliny the Younger

Further information: Pliny the Younger

Pliny the Younger saw an extraordinarily dense cloud rising rapidly above the mountain:[34] the appearance of which I cannot give you a more exact description of than by likening it to that of a pine-tree, for it shot up to a great height in the form of a very tall trunk, which spread itself out at the top into a sort of branches. [...] it appeared sometimes bright and sometimes dark and spotted, according as it was either more or less impregnated with earth and cinders.

These events and a request by messenger for an evacuation by sea prompted the elder Pliny to order rescue operations in which he sailed away to participate. His nephew attempted to resume a normal life, continuing to study and bathe, but that night a tremor woke him and his mother, prompting them to abandon the house for the courtyard. At another tremor at dawn, the population abandoned the village. After a third tremor, "the sea seemed to roll back upon itself, and to be driven from its banks", which is evidence of a tsunami. There is, however, no evidence of extensive damage from wave action.

A black cloud obscured the early light through which shone flashes, which Pliny likens to sheet lightning, but more extensive. The cloud obscured Point Misenum near at hand and the island of Capraia (Capri) across the bay. Fearing for their lives, the population began calling each other and moving back from the coast along the road. Pliny's mother requested him to abandon her and save his own life, as she was too fleshy and aged to go further, but seizing her hand, he led her away as best he could. A rain of ash fell. Pliny needed to shake off the ash periodically to avoid being buried. Later that same day, the ash stopped falling, and the sun shone weakly through the cloud, encouraging Pliny and his mother to return home and wait for news of Pliny the Elder. The letter compares the ash to a blanket of snow. The earthquake and tsunami damage at that location were not severe enough to prevent continued use of the home.

Pliny the Elder

Further information: Pliny the Elder

Pliny's uncle, Pliny the Elder, was in command of the Roman fleet at Misenum and had meanwhile decided to investigate the phenomenon at close hand in a light vessel. As the ship was preparing to leave the area, a messenger came from his friend Rectina (wife of Bassus[36]) living on the coast near the foot of the volcano, explaining that her party could only get away by sea and asking for rescue.[16] Pliny ordered the immediate launching of the fleet galleys to the evacuation of the coast. He continued in his light ship to the rescue of Rectina's party. [16]

He set off across the bay but encountered thick showers of hot cinders, lumps of pumice, and pieces of rock in the shallows on the other side. Advised by the helmsman to turn back, he stated "Fortune favors the brave" and ordered him to continue to Stabiae (about 4.5 km or 2.8 mi from Pompeii), where Pomponianus was.[16] Pomponianus had already loaded a ship with possessions and was preparing to leave, but the same onshore wind that brought Pliny's ship to the location had prevented anyone from leaving.[16]

Pliny and his party saw flames coming from several parts of the mountain, which Pliny and his friends attributed to burning villages. After staying overnight, the party was driven from the building by its violent shaking.[16] They woke Pliny, who had been napping and snoring loudly. They elected to take to the fields with pillows tied to their heads to protect them from rockfall. They approached the beach again, but the wind had not changed. Pliny sat down on a sail spread for him and could not rise, even with assistance. His friends then departed, escaping ultimately by land.[37] Very likely, he had collapsed and died, the most popular explanation for why his friends abandoned him, although Suetonius offers an alternative story of his ordering a slave to kill him to avoid the pain of incineration. How the slave would have escaped remains a mystery. There is no mention of such an event in his nephew's letters.

In the first letter to Tacitus, his nephew suggested that his death was due to the reaction of his weak lungs to a cloud of poisonous, sulphurous gas that wafted over the group.[16] However, Stabiae was 16 km (9.9 mi) from the vent (roughly where the modern town of Castellammare di Stabia is situated), and his companions were apparently unaffected by the fumes, and so it is more likely that the corpulent Pliny died from some other cause, such as a stroke or heart attack.[38] An asthmatic attack is also not out of the question. His body was found with no apparent injuries the next day once the plume had dispersed.[citation needed]

Casualties from the eruption

The casts of some victims in the so-called "Garden of the Fugitives", Pompeii.

Apart from Pliny the Elder, the only other notable casualties of the eruption to be known by name were the Herodian princess Drusilla and her son Agrippa, who was born in her marriage with the procurator Antonius Felix.[39] It is also said that the poet Caesius Bassus died in the eruption.[40]

By 2003, approximately 1,044 casts made from impressions of bodies in the ash deposits had been recovered in and around Pompeii, with the scattered bones of another 100.[41] The remains of about 332 bodies have been found at Herculaneum (300 in arched vaults discovered in 1980).[42] The total number of fatalities remains unknown.

The skeleton called the "Ring Lady" unearthed in Herculaneum

Thirty-eight percent of the 1,044 were found in the ash fall deposits, the majority inside buildings.[41] This differs from modern experience over the last 400 years when ashfalls have killed only around 4% of victims during explosive eruptions. This cohort was possibly sheltering in buildings when they were overcome. The remaining 62% of bodies found at Pompeii lay in the pyroclastic surge deposits, which probably killed them. It was initially believed that due to the state of the bodies found at Pompeii and the outline of clothes on the bodies, it was unlikely that high temperatures were a significant cause. Later studies indicated that during the fourth pyroclastic surge (the first surge to reach Pompeii), the temperature reached 300 °C (572 °F), which was enough to kill people in a fraction of a second.[43] The contorted postures of bodies as if frozen in suspended action were not the effects of long agony, but of the cadaveric spasm, a consequence of heat shock on corpses.[44] The heat was so intense that organs and blood were vaporised, and at least one victim's brain was vitrified by the temperature.[45]

Herculaneum, which was much closer to the crater, was saved from tephra falls by the wind direction but was buried under 23 metres (75 ft) of material deposited by pyroclastic surges. It is likely that most, or all, of the known victims in this town, were killed by the surges, particularly given evidence of high temperatures found on the skeletons of the victims found in the arched vaults on the seashore and the existence of carbonised wood in many of the buildings. These people were concentrated in the vaults at a density as high as three per square metre and were all caught by the first surge, dying of thermal shock and partly carbonised by later and hotter surges. The vaults were most likely boathouses, as the crossbeams overhead were probably for the suspension of boats used for the earlier escape of some of the population. As only 85 metres (279 ft) of the coast have been excavated, more casualties may be waiting to be unearthed.

Date of the eruption

Vesuvius and its destructive eruption are mentioned in first-century Roman sources, but not the day of the eruption. For example, Josephus in his Antiquities of the Jews mentions that the eruption occurred "in the days of Titus Caesar." [46] Suetonius, a second-century historian, in his Life of Titus simply says that, "There were some dreadful disasters during his reign, such as the eruption of Mount Vesuvius in Campania." [47]

Writing well over a century after the actual event, Roman historian Cassius Dio (as translated in the Loeb Classical Library 1925 edition) wrote that, "In Campania remarkable and frightful occurrences took place; for a great fire suddenly flared up at the very end of the summer." [48]

For more than five centuries, until approximately 2018, articles about the eruption of Vesuvius typically stated that the eruption began on August 24 of 79 AD. This date came from a 1508 printed copy of a letter addressed by Pliny the Younger to the Roman historian Tacitus, originally written some 25 years after the event. [49][14] Pliny was a witness to the eruption and provided the only known eyewitness account. Over fourteen centuries of manuscript hand-copying up to the 1508 printing of his letters, the date given in Pliny's original letter may have been corrupted. Manuscript experts believe that the date originally given by Pliny was one of August 24, October 30, November 1, or November 23. [50] This odd scattered set of dates is due to the Romans' convention for describing calendar dates. The large majority of extant medieval manuscript copies – there are no surviving Roman copies – indicate a date corresponding to August 24. Since the discovery of the cities, this was accepted by most scholars and by nearly all books written about Pompeii and Herculaneum for the general public. Since at least the late 18th century, a minority among archaeologists and other scientists have suggested that the eruption began after August 24, during the autumn, perhaps in October or November. In 1797 the researcher Carlo Rosini reported that excavations at Pompeii and Herculaneum had uncovered traces of fruits and braziers indicative of autumn, not the summer.

More recently, in 1990 and 2001, archaeologists discovered more remnants of autumnal fruits (such as the pomegranate), the remains of victims of the eruption in heavy clothing, and large earthenware storage vessels laden with wine (at the time of their burial by Vesuvius). The wine-related discovery suggests that the eruption might have happened after the grape harvest. [51]

In 2007, a study of prevailing winds in Campania showed that the southeasterly debris pattern of the first-century eruption is quite consistent with an autumn event and inconsistent with an August date. During June, July, and August, the prevailing winds flow to the west – an arc between the southwest and northwest – virtually all the time. [51]

As Emperor Titus of the Flavian dynasty (reigning June 24, 79 to September 13, 81) garnered victories on the battlefield (including his capture of the Temple of Jerusalem) and other honors, his administration issued coins enumerating his ever-growing accolades. Given the limited space on each coin, his achievements were stamped on the coins using an arcane encoding. Two of these coins, from early in Titus' reign, were found in a hoard recovered at Pompeii's House of the Golden Bracelet. Although the coins' minting dates are somewhat in dispute, [51] a numismatic expert at the British Museum, Richard Abdy, concluded that the latest coin in the hoard was minted on or after June 24 (the first date of Titus' reign) and before September 1 of 79 AD. Abdy states that it is "remarkable that both coins will have taken just two months after minting to enter circulation and reach Pompeii before the disaster." [52]

In October 2018, Italian archaeologists uncovered a charcoal inscription reading "the 16th day before the calends of November," dated October 17 (of 79 AD as it was unlikely to have been a year old) [53] which sets the earliest possible date for the eruption. [54][55] A collaborative study in 2022 has determined a date of October 24–25. [56]

https://fabiansanglard.net/doomlphone/doomClassicRenderer.php

Doom engine code review January 13th, 2010 : Reddit annihilated my bandwidth (4 hours after publication). Back
Before studying the iPhone version, it was important for me to understand how Doom engine online.
WAS performing rendition back in 1993. After all the OpenGL port must reuse the same dataFebruary 8th, 2010 : Slashdotted, moving videos to YouTube.com. I can't keep up with 5000
from the WAD archive. Here are my notes about Doom 1993 renderer, maybe it will help visitors a day.
someone to dive in.

July 23th, 2011 : Two videos surfaced about doom development: A Visit to id Software and Doom: Post-Mortem 2011.

From designer screen to player screen

Maps were designed in 2D by a level designer using Doom editor (DoomED). LINEDEFS were describing closed sectors (SECTORS in the source code), the third dimension (height) was defined on a per sector basis. The first level of Doom E1M1 looks like this:

When the map was finished, it was sliced via Binary Space Partitioning. Recursively a LINEDEF was chosen and its plan extended as splitting plan. LINEDEF were hence cut into segments (SEGS) until only convex SubSectors (SSECTOR in the code) remained.

Trivia: Both DoomED and iBSP were programmed using...Objective-C on a NextStep workstation. Fifteen years later, the same language, running on almost the same operating system are running the game in the palm of our hand! I did a bit of web archeology and managed to find the original source code of idbsp, it's worth taking a look:

Following is an example of the first map being recursively split:

Recursion level 1

In blue a wall is selected and extended as splitting plan (red). Splitter were selected in order to balance the BSP tree but also to limit the number of SEGS generated. The green bounding boxes are used later to discard entire chunks of map.

Recursion level 2 (only right subspace)

In the end, SECTORS were spliced into convex sub-sectors (called SSECTORS) and LINEDEFS were sliced into segments (called SEGS):

The big picture of runtime

Here is what the main rendering method (R_RenderPlayerView) looks like:

```
void R_RenderPlayerView (player_t* player)
```

```
{
    [...]
    R_RenderBSPNode (numnodes-1);
    R_DrawPlanes ();
    R_DrawMasked ();
}
```

Four things happen:

R_RenderBSPNode : All subSectors in the map are sorted using the BSP tree. Big chunks are discarded via bounding box (green in the previous drawing).

R_RenderBSPNode : Visible SEGS are projected on screen via a lookup table and clipped via an occlusion array. Walls are drawn as column of pixels. The size of a column is determined by the distance from the player POV, the Y position of a column via the height relative to the played. The base and the top of the walls generate visplanes, a structure used to render the floor and ceiling (called flats).

R_DrawPlanes : Visplanes are converted from column of pixels to lines of pixels and rendered to screen.

R_DrawMasked : The "things" (enemies, objects and transparent walls) are rendered.

Binary Space Partition sorting

Two examples with E1M1 (Doom first map) and a BSP looking as follow:

```
//Coordinate system origin in lower left corner
```

```
// Plane equation ax + by + c = 0 with // unit normal vector = (a,b)
```

```
// Root plane (splitting map between zone A and B): normal = (-1,0) c = 3500 // A plane (splitting zone A between zone A1 and A2): normal = (1,0) c = -2500
```

```
// B plane (splitting zone B between zone B1 and B2): normal = (-0.24,0.94) c = -650
```

```
// Injecting any point coordinate (x,y) in a // plane equation gives the distance from that plane.
```

BSP walking always start at the root node, sorting both subspaces. Recursion follows on both node children.

Example 1 : Player (green dot) watching through the window from point p=(2300,1900):

```
// Player position = ( 2300, 1900 )
```

```
// R_RenderBSPNode run against AB splitter (-x + 3500 = 0):
```

```
-2300 + 3500 = 1200 Result is positive: Closest subspace is in the FRONT of the splitting plane. (A is closer than B).
```

```
// R_RenderBSPNode now run recursively against the two child of the root node: A1/A2 splitter and B1/B2 splitter. // R_RenderBSPNode run against A1/A2 splitter (x - 2500 = 0):
```

```
2300 - 2500 = -200
```

```
Result is negative so the closest subspace is in the BACK of the splitting plane. (A1 is closer than A2).
```

```
// R_RenderBSPNode run against B1/B2 splitter (-0.24x + 0.97y - 650 = 0):
```

```
-0.24 * 2300 + 0.97 * 1900 - 650 = 641
```

```
Result is positive so the closest subspace is in the FRONT of the splitting plane. (B1 is closer than B2).
```

Result: Sorted zones, from near to far:

```
{ A1, A2, B1, B2 }
```

Example 2 : Player (green dot) watching from the secret balcony a point p=(5040, 2400):

```
// Player position = ( 5040, 2400 )
```

```
// R_RenderBSPNode run against AB splitter (-x + 3500 = 0):
```

```
-5040 + 3500 = -1540 Result is negative: Closest subspace is in the BACK of the splitting plane. (B is closer than A).
```

```
// R_RenderBSPNode now recursively run against the two child of the root node: A1/A2 splitter and B1/B2 splitter. // R_RenderBSPNode run against B1/B2 splitter (-0.24x + 0.97y - 650 = 0):
```

```
-0.24 * 5040 + 0.97 * 2400 - 650 = 468
```

```
Result is positive so the closest subspace is in the FRONT of the splitting plane. (B1 is closer than B2).
```

```
// R_RenderBSPNode run against A1/A2 splitter (x - 2500 = 0):
```

```
5040 - 2500 = 2540
```

```
Result is positive so the closest subspace is in the FRONT of the splitting plane. (A2 is closer than A1).
```

Result: Sorted zones, from near to far:

```
{ B1, B2, A2, A1 }
```

BSP allowed SEGS sorting from anywhere in the map at a consistent speed, regardless of the player's location. At the cost of one cross-product per plane. Entire part of the map were also discarded via bounding box testing.

Note : It is not immediately apparent but BSP sorting all SEGS around the player, even the ones he/she is not looking at, frustrum culling is essential when using BSP.

Walls

With the BSP sorting walls (SEGS) near to far, the closest 256 walls were rendered. Every SEGS's two vertices were converted to two angles (relative to the player's position).

Note : In 1993, only the very high-end 486DX machines had a FPU (floating point unit) hence Doom engine was doing all angles calculation via Binary Angular Measurement (BAMs), relying on int only, float is rarely used. For the same reason, sub integer precision is achieved via fixed_t a 16.16 binary fixed point (more about this here and here).

Once converted to angle screen space X coordinate are retrieved via a lookup table (viewangletox). Because BAMs were int, angles were first scaled down from 32 bits to 13 bits via a 19bits right shift in order to fit the 8k lookup table.

The wall is then clipped against an occlusion array (solidsegs, some articles about Doom engine mention a linked list but it does not look like it). After clipping, space remaining was interpolated and drawn as column of pixels: The height and Y coordinate of the column of pixel were based respectively on the SEGS's sector height and its distance from player POV.

Note about surface culling: Backface culling was done via angle2-angle1 > 180 . Only walls within the Field of View were actually rendered.

Note : Not all walls were made of an unique texture, walls could have a lower texture, a upper texture and a middle texture (that could be transparent or semi-transparent). This was handy to simulate windows as it can be seen in the next video: the "window" is actually a sector with higher floor and no middle texture.

Your browser does not support the video tag.

Trivia : Because walls were rendered as vertical columns, wall textures were stored in memory rotated 90 degrees to the left. This trick allowed to take full advantage of the CPU precaching capability: To read a wall texel from the RAM also prepopulated the CPU cache with eight adjacent texels on each side. Hence the subsequent read was already in the RAM cache and a substantial read latency reduction was achieved. You can read "The Art of Assembly Language programming" (3.2.4 Cache Memory) for more information about precaching and memory alignment.

Flats (Ceiling and Floor) or the infamous visplanes

While drawing column of walls, top and bottom screen space coordinates were used to generate "visplanes": An area in screen space (not necessarily continuous horizontally). Here is a visplane_t as declared in Doom engine.

```
//
// Now what is a visplane, anyway?
// typedef struct
// {
//     fixed_t height;
//     int picnum;
//     int lightlevel;
//     int minx;
//     int maxx;
//     byte top[SCREENWIDTH];
//     byte bottom[SCREENWIDTH];
// } visplane_t;
```

The first part of the structure hold information about the "material", (height picnum lightlevel). The four last members defines the screenspace zone covered.

If two subSectors shared the same material (height, texture and illumination level) Doom engine tried to merge them together but because of the visplane_t structure limitation it was not always possible.

For the entire width of the screen, a visplane can store the location of a column of pixel (because visplanes are deduced from the walls projection on screen, they are created as column of pixels).

Here are the starting screen's three main visplanes:

The green one is particularly interesting as it illustrates visplane_t ability to store discontinued areas (but only horizontally). As long as the column is continuous, visplane can store it. This limitation shows in the engine: some subSectors can be merged and be rendered via only one visplane but if something come between vertically they cannot be merged.

Here is a screenshot illustrating visplane fragmentation and the video associated.

Your browser does not support the video tag.

Trivia : Visplanes hardcoded limit (MAXVISPLANES 128) was a plague for modders as the game would crash and go back to DOS. Two issues could arise:

"R_FindPlane: no more visplanes" : The total number of different visplanes materials (height, texture and illumination level) is over 128.

R_DrawPlanes: visplane overflow (%) : Visplanes fragmentation is important and number of visplanes is over 128.

Why limit to 128 ? Two stages in the renderer pipeline requested to search in the list of visplanes (via R_FindPlane), this was done via linear search and it was probably too expensive beyond 128. Lee Killough later lifted this limitation, replacing linear search with a chained hash table implementation.

Things and transparent walls.

When all solid/" middle texture transparent" walls and ceiling/floors surfaces were rendered, only remained the "things", regrouping enemies, barrel, ammos and semi-transparent walls.

Those are rendered far to near but are not projected into screen space using the wall's lookup table, it's all done with 16.16 binary fixed point calculations.

Your browser does not support the video tag.

Note : This video illustrate some of the worse case scenario where some pixels are written three times.

Profiling

Loading "Chocolate Doom" in Mac OS X's Instrument allowed to do some profiling:

It seems the port is pretty fidele to Vanilla Doom: Most time is spent drawing walls (R_DrawColumn), ceiling/floor(R_DrawSpan) and things (R_DrawMaskedColumn). Besides drawing I noticed the high cost of wall interpolation (R_RenderSegLoop) and visplane conversion from columns to lines of pixels (R_MakeSpans). Finally comes monsters IA (R_MobjThinker) and BSP traversal (R_RenderBSPNode)

With an inverted call tree, we can see that most of the work is indeed done in the BSP traversal, wall rendition and visplanes generation: R_RenderBSPNode (second column is for percentage of time).

All together

Finally, a video of the legendary first screen generation where you can see in order:

Walls, near to far, as column of pixels

Flats, near to far, as lines of pixels.

Things, far to near.

Your browser does not support the video tag.

Trivia

Since Doom was developed on a NeXTSTEP system using a flat virtual memory model, id Software decided against using EMS or XMS like most games of the time. Instead they used DOS/4G: a memory extender that allowed a software to access protected mode RAM on a real mode operating system (DOS).

The NeXT workstation was so powerful that it was able to run the editor, the game and a debugger. When the game was stable enough the code was sent of the network to a PC where it was compiled for DOS/x86 by a Watcom compiler. Thanks to DOS/4G the code ran with the same memory model on PC and NeXT.

A nice video that is a good complement to the book "Masters of Doom": Many details from John Romero on rome.ro and planetromero.com.

https://www.imperial-library.info/content/arx-corinium-first-seed-report

Arx Corinium - First Seed Report

Author: Centurion Pontius

Building a fort in a swamp is no trivial task, but my men and I have accomplished it with Arx Corinium. It was a battle the entire duration—with insect-borne disease, with the wildlife of the marshlands, but the Empire wanted a foothold in this region and we provided one.

Unfortunately, as of this writing, we've packed our arms and armor on orders from Colonel Marianus, and prepare to leave our work behind. The Colonel cites the continued loss of a half-dozen soldiers every month in maintaining Arx Corinium as "detrimental to the war effort." I agree, and would note that I predicted this outcome when we arrived over a year and a half ago. I said as much to the Colonel, who ordered that the project proceed. This isn't a statement of complaint, but of fact.

Construction suffered numerous complications: the bog impeded our progress at every turn, and it became clear the initial foundation we built would sink after the first month. When we moved our location farther to the north, we met a fierce wamasu that cost me ten men to chase off the premises. After repeated encounters, our war wizard, Belisaro, named it Ganakton the Tempest, after the bolts of lightning that the beast emits from every orifice ("Ganakton" was the moniker of a hated aunt, rumored to possess Orcish blood).

The dense humidity was another foe, turning our plate armor to steek barrels full of sweat during the early months of construction. It goes against regulation, but I allowed my soldiers the luxury of cloth armor during the summer. It was that or death from heatstroke. We would have been at a disadvantage had we come under attack, but any enemy marching towards Arx Corinium would be half-dead by the time they reached us. In any event, it never happened.

Battle found us just the same: every beast in this swamp, large or small, is a walking death trap, and some days, we fought sword to stinger with insects the size of a grown man's head. Other days, our mages contended with the likes of Ganakton the Tempest, who continued to terrorize the fort. He razed the eastern wall a dozen times, and I regret that I will never be allowed the luxury of mounting his skull on my mantle. But if it means we finally get to leave, I'll gladly allow Ganakton his life.

As I look back on this last year and a half, at the resources and manpower it took to construct Arx Corinium, I can't say it's been worth it. Again, this isn't a statement of grievance. I bear my superiors no ill will for my orders. However, I would note that I made several warnings in advance of this project, and have compiled copies of my letters to my immediate superior, Colonel Marianus, detailing the reasons why I believed the construction of Arx Corinium could prove a disastrous venture for the Empire.

I want to clarify that this is not a declaration of failure on anyone's part, either for myself, my men, or Colonel Marianus. I am fully aware that that decision falls to Tribune Hilario, whom I encourage to read the letters I mention above. I've already sent word and made them available for any officer to peruse at the Imperial City military archives.

https://en.uesp.net/wiki/Lore:Beastfolk

Lore:Beastfolk

Beastfolk (also Betmeri, Beastmen,[1] Beast-women,[2] or Betmer)[3] is used to refer to any sentient animal-like humanoid that inhabits Tamriel, such as the Argonians, Imga, and Khajiti. A few races have died out or disappeared, such as the Llimothit and the Bird Men. Though some beastfolk do not have specific animal features, such as the Frost Giants, they are explicitly described as beasts and are therefore included.[4] Additionally, Orcs and Giants are inconsistently described as beastfolk, despite being elvish and mannish respectively.

The term beast-men was popularized by the Roman Empire as propaganda to justify their invasion of the Khajiiti kingdoms by likening the Khajiiti to less sentient cats, and the term has stuck ever since.[5]

Argonians

Illustration of a typical Argonian male

Argonians (Saxhleel, or People of the Root in their native language of Jel) are the reptilian natives of Black Marsh, a vast swampland province in southeastern Tamriel. The other races often refer to them as lizards or the Lizard Folk instead, especially when meaning to be derogatory. They are known as the foremost experts in guerrilla warfare throughout Tamriel, a reputation brought upon them by defending their borders from enemies for countless centuries. They have a connection to the Hist, a race of sentient trees.

Agile and cunning, they possess natural immunity to poison and disease, a trait that serves them well in their treacherous homeland. Argonians are swift swimmers and can breathe underwater. They are also naturally adept spellcasters and excel in the art of stealth.

Foreign racial categorization labels them as "beasts", or "Betmeri", as opposed to the humanoid races of Mer and Men. The Argonians' alien nature is often commented on; they are called strange, expressionless, reserved peoples, slow to trust and hard to know. This is a sentiment shared even by lukiul, or "assimilated" Argonians, who were raised far away from the Hist and often have significant trouble fully understanding the emotions, body language, or motivations of their estranged brethren.

While most of Tamriel refers to them as the "Argonians", many Argonians prefer the term "Saxhleel" when referring to their kind; "Argonian" is an Imperial term. Some Argonians opt to take on a more Cyrodilicized name outside of Black Marsh. Taking on Imperial dress, name, and customs makes things easier for Argonians in Cyrodiil.

According to the First Era Scholar Brendan the Persistent, "The Argonian people have, throughout Tamrielic history, been perhaps the most misunderstood, vilified, and reviled of all the sentient races. Yet, those who have taken the time to experience Argonian culture have gained a greater appreciation for this noble and beautiful people."

For more information, see the main lore article.

Bird Men

The Bird men (also known as Cyrodilic bird-people) were supposedly a race of beastfolk who inhabited what became the City Isle in Cyrodiil during the Middle Merethic Era.

Centaur

Centauras are a nomadic, intelligent, and spiritual beast race that possesses the head and torso of a tall powerfully-built man and the lower body of a horse. They are legendary creatures who are worshipped by some and despised by others. Considered to be ancient and mysterious, centaurs are capable of sophisticated speech, have their own language, and refer to others as "mortals", suggesting that they possess a greater lifespan. In Valenwood, centaurs were one of the many civilizations inhabiting the province's vast jungles, predating the elven inhabitants arrival. Following the fall of the Second Empire, they came to inhabit the abandoned human trading posts, and families of centaurs attended revelries in Falinesti alongside Bosmer, Wood Orcs, and Imga. The Elden Hollow beneath Elden Root was the final resting place for generations of centaurs and minotaurs. In High Rock, centaurs made their homes in the woods and hills of Bangkorai, having been more commonly found in the First Era. Their populations dwindled by the Second Era, but proliferated to higher numbers later on. By the late Third Era, they were still encountered in the Iliac Bay regions of High Rock and Hammerfell.

Dreugh

The dreugh (/dreg/) are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax scraped from their shells. They are sometimes known as water dreugh. A known variant of dreugh is the dreugh man o'war. The dreugh live on land and in water during different stages of their lives. Dreugh are mostly mild-mannered, and 14, https://en.uesp.net/wiki/Lore:Beastfolk

usually scavenge for food. Occasionally, dreugh will cut fishermen's nets while scavenging to steal the fish inside. Dreugh are omnivores, and have been seen eating Elven flesh. When hunting, they prefer dark, dank places from which to snatch unsuspecting prey.

Dreugh are found mostly in northern, western and eastern Tamriel, but can usually be found anywhere coastal that isn't in frigid waters. They are known to inhabit the Inner Sea and the Abecean Sea, migrating into the waterways of the Iliac Bay. Dreugh are troglaphiles, and can often be found living in caves and underwater grottos. Land dreugh can be found as far inland as Cyrodiil and Craglorn. Dreugh are known to be immune to paralysis, poison and disease and resistant to magic, but have a low tolerance to frost. They can regenerate health in darkness and in water, but cannot enter holy places. Their infamous shock attacks are unique to land dreugh, and those in the water must rely on melee attacks.

For more information, see the main lore article.

Faun

Fauns are deerlike trickster beastfolk native to the Systres, where they ecologically fill a similar role that goblins do for most of mainland Tamriel. Rumors exist of creatures of nature either Man or Mer in appearance being the first inhabitants of the archipelago. Fauns themselves are described as having bodies of tall, slender Mer, and are confirmed to have been on the Systres isle of Galen before the Druids of Galen settled there. Some nature spirits called from the Green are bound into the forms of Fauns. According to Lady Arabelle Davaux, almost every known encounter with a Faun and the other denizens of Tamriel ends in violence. These violent tendencies have prevented a further understanding of their dialect and culture from developing. One documented tale describes a particularly cruel encounter with a Faun during which they attacked a water carrier without clear provocation, strung him up upside down, stuffed his mouth full of garlic cloves, smothered him in honey, and then agitated a nearby hornet's nest before leaving him to his fate. This position is contradicted by the House Dufort representative Parisse Plouff, who described them as protectors of nature who usually aren't vicious.

Fauns dwell in herds which function as close-knit families. Faun Lords hold a leadership role among Fauns, and have been known to turn the hunt around on hunters active in their territory. They are also noted for their magical abilities, and for being able to "turn the forest itself against intruders". This seems to even extend to allowing them to command Spriggans and Indriks in battle. Female Fauns seem to either be rare or not exist, causing speculation of them reproducing via magical means, non-traditional methods, or females simply being kept well hidden. Fauns appear not to have their own verbal language, and communicate in simple grunts and chirps. Fauns utilize rune-like lettering which is a part of their obscure dialect.

Frost Giant

Frost Giants are a sentient race of huge and sinewy humanoid beasts. They possess four to five eyes, and have two curved horns decorating their forehead. White, shaggy hair covers their bodies. They are extremely strong and have regenerative abilities, provided to them by their "icy" blue blood, which can be stunted by fire. Frost Giants are elusive and rarely seen on Tamriel. They are called "cousins" of common giants, implying some relation. They are very similar in physiology to Frost Trolls.

Goblin-ken

Goblin and ogre in cohabitation

Goblin-ken (or goblin-kin) is an unspecific term used to refer to several different beastfolk, including goblins, ogres, and gremlins. Although they are elves, Orcs are widely considered to be goblin-ken due to the common belief that they are somehow related to goblins. Goblin-ken are used as slaves by the Altmer of Summerset Isle. During the Camoran Dynasty, hundreds of goblin-ken were set free by the rulers of Summerset Isle and allowed to settle the lands north of Valenwood. The Orcish tribes chose to settle high in the Wrothgarian Mountains, near Old H'roldan, which was a part of High Rock at the time. This was due to their dependence on a rare shaggy giant centipede herdbeast that can live only at high altitudes on alpine and sub-alpine forage. The village eventually grew into Orsinium (literally translated as Orc-Town) at the location. After the first sacking of the fortress by the Order of the Diagna and the subsequent rebuilding by Gortwog gro-Nagorm, Orsinium had apparently become solely inhabited by the Orcs, with no further reference to their fellow goblin-ken.

For more information, see the main lore article.

Grummite

Manic Grummites

Grummites are violent, primitive humanoids native to the Shivering Isles. They are a species of amphibious frog-like beastfolk with a complex life cycle and incredible regenerative abilities when in water or rain. Like other creatures native to the Isles, Grummites take differing forms depending on whether they inhabit Mania or Dementia.

For more information, see the lore article.

Hadolid

Hadolids are a race of amphibious, bipedal crablike (or lobsterlike) beastfolk native to the Abecean Sea. Due to traits they share with crustaceans, they have also been referred to as crabfolk. They are visually comparable to Dreugh, but they are a different species. Their shells are somewhat similar to mudcrabs, although their relation to those creatures is unknown at this time. Hadolids are migratory, and can stay underwater for a period of a decade or more before returning to land for a similar length of time. Hadolids are capable of diving underwater to depths that surpass even the ability of Argonians, leaving a major part of their lifecycle a mystery to researchers. Their odor is reminiscent of rotting meat. They travel in hunting packs and are capable of using powerful magic and weapons. They are commonly seen venturing onto land on the Systres.

For more information, see the main lore article.

Harpy

Harpies are a race of fierce, carnivorous, feminine humanoid beast-women with the wings of a bird. They are common nuisance around the Iliac Bay area, particularly in Lainlyn, but are found wherever there are rocky cliffs and crags suitable for their nests. They also build their nests in abandoned ruins. While their maniacal nature makes them somewhat less-than-brilliant tacticians, their sharp talons and frenzied behavior often force Kingdoms to abandon lands to their use. Mercenary groups like the Fighters Guild are sometimes hired to clear out harpy nests for groups that pass through their territory, such as traveling merchants. Harpy feathers are very valuable, prized by tailors and quill merchants alike. Harpy down can be spun with fine sheep's wool to make a sturdy material for mages' robes. Harpies tend to smell foul.

Hob

Hobs are a race of hairless monkey-like creatures which inhabited the floating island Umbriel. They have long arms and legs, and very long, thin, delicate fingers. Their faces are described as goblinesque, with huge toothless mouths and large green eyes. It was unknown whether the Hobs of Umbriel were creatures that reproduced or grew in a normal way, or if they were grown from proforms like the other people of Umbriel.

Hobs can speak very simple Tamrielic, though they seem to have their own language as well. They were used as assistants by chefs in the kitchens of Umbriel, and were usually tasked with fetching specific ingredients. Troops of them could sometimes be found harvesting bloodball fruit in the Marrow Sump. Supposedly, some chefs would train their Hobs to perform "unconventional" favors for them.

Imga

Depiction of an Imga

The Imga, also called Great Apes or Apemen, are native beastfolk of Valenwood. These intelligent apes are said to have flourished in Valenwood long before the Aldmer ever arrived there. They cohabit in the forests with the Bosmer tribes, and also inhabit many of the abandoned human trading posts which had been established during the Second Empire. The apemen are also reportedly found in the mountainous areas in the west and north of Tamriel, and seldom encountered in the East. The Dunmer keep the apemen as slaves, though not in as great numbers as they keep Argonians.

The most notable Imga was undoubtedly Marukh, a First Era prophet who rose to prominence during the Camoran Dynasty. His teachings sparked the massive cultural and spiritual movement known as the Alessian Order.

Khajiit

Illustration of a typical Khajiit male

Khajiit (from Ta'agra, meaning desert-dweller) are cat-like people who come from Elsweyr, known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. They are rarely known to be mages. Khajiit mostly stay on land, but piracy and Skooma trade does draw some to work as sailors.

Khajiit anatomy differs greatly from both men and mer, not only because of their fur, tail, and sometimes toe-walking stance, but also their digestive system and metabolism. Khajiit, Argonians, and Imga are the so-called "beast races" of Tamriel because of these large differences. Khajiit have a lifespan similar to that of humans. There are no well-documented cases of cross-breeding between Khajiit and other races, though there are rumors of such a thing. The foreign appearance and behavior of Khajiit make them common targets of racial discrimination, being given the name Cat-Men by foreigners, which the Khajiit don't take lightly.

For more information, see the main lore article.

Lamia

Lamias (or Lamiae) are a species of amphibious beastfolk. They have a serpentine appearance, with the torso of a woman and the tail of a snake. Despite appearing to be exclusively female, it is assumed they are hermaphroditic, and self-fertilize their eggs. They are initially incredibly protective of their eggs, though they later abandon them and leave the immature Lamiae to fend for themselves. Found in various parts of Tamriel, they can live in water or on land, although they rarely venture far from the water, and are known to take up residence in abandoned ruins. Some desert Lamias also reside in Hammerfell. Lamias are larger than most other mortal races, and according to one unconfirmed fable, are capable of

interbreeding with them. Lamias eat their prey whole, resulting in a distended stomach while they slowly digest. They appear to be cold-blooded and are known to lounge in the sun.

Medusas are physically similar to Lamias, but otherwise unrelated.

For more information, see the main lore article.

Lilmothiit

The Lilmothiit (possibly meaning "one who is from Lilmoth"), also called the Fox-Folk, were a vulpine (fox-like) beast race who once inhabited Black Marsh. Some scholars speculate that the Lilmothiit are related to the Khajiit of Elsweyr. The Lilmothiit were a nomadic tribal group, and left few enduring signs of their existence. They founded the settlements of Lilmoth and Blackrose. Lilmoth later came to be occupied by merchants and neighboring Argonian tribes. The Lilmothiit ruins of Blackrose were later turned into Blackrose prison in a single day by Pelladil Direnni, who summoned an army of stone atronachs at the request of Potentate Versidue-Shaie in the Second Era.

For many generations, the Lilmothiit were in decline, and they eventually withdrew their presence on the coasts to the inland regions around Blackrose. In the Second Era, the Lilmothiit were scarcely seen. Several scholars from High Rock believed they had succumbed to the Knahaten Flu, leaving behind many ruins for archeologists to scour. As of 2E 582, in the region of Blackwood, a kind of sleek paper kite, painted bright orange and featuring a real fox's tail was a common toy. It was named Lilmothiit Fox-Kite, after the vulpine folk.

For more information, see the main lore article.

Lizard Bull

The Lizard Bulls are a mysterious race of beasts indigenous to the islands along the coast of Pyandonea. They were accidentally discovered during the Interregnum on an ill-fated expedition to Pyandonea by a crew of pirates, who were led by the infamous Captain Wereshark. Due to both the immediate hostility between the two parties and their sheer remoteness from Tamriel, little is known about them beyond what was documented during this expedition.

Captain Wereshark's first mate described them as massive quadrupedal monstrosities, wielding "glittering trident(s) shiny as one you'd see carried by some stuffy Altmer Queensguard". The first mate theorized that they may have killed the inhabitants of the island who lived within the stick huts scattered throughout, though whether any other race ever truly lived there was left unclear.

Lizard Bulls are extremely durable and skilled at combat, with just eight of them of defeating an entire Maormeri armada. Their level of intelligence is unfortunately unknown, as Wereshark's crew never had a chance to speak to them prior to their mage assaulting one with a fireball to the face.

Minotaur

Minotaurs, also called man-bulls or bull-men, are a species of beastfolk native to Cyrodiiil with the body of a man and the head of a bull. During the First Era, they were said to have symbolized the Alessian Empire, but in later eras became more commonly perceived as savage monsters by the people of Tamriel.

They have thick grey or sometimes brown or red hide and fur, and large curved horns. Some Minotaurs clothe themselves in a simple loincloth and shawl or wear nose-rings. Others wear intricate leather armor, and some prefer to be completely naked. They are most commonly found in the Blackwood, Colovian Highlands, Great Forest and the Gold Coast regions of Cyrodiiil, as well as The Scar of Elsweyr, the Reach, and in ancient times across Bangkorai and Valenwood.

For more information, see the main lore article.

Sload

Concept art of a Sload

The Sload (sometimes called Slugmen, slug-folk, slug people, grubs, or worms) are a race of sluglike beastfolk living in the Coral Kingdoms of Thras, southwest of Tamriel. They are infamous for releasing the Thrassian Plague upon Tamriel in 1E 2260, killing more than half of the population. They are highly intelligent and skilled at magic, and their mastery of necromancy is renowned. They supposedly only practice Necromancy on other races, which some say explains the number of slaves they purchase in Tear, and the rumors of Sload airships carrying corpses from Senchal.

Sloads are innately cautious and careful, and in their mythic traditions their heroes spend years planning, considering and consulting with wise Sload before taking the correct action and achieving their goal. By contrast, their villains all act quickly or rashly and always fail. The Sload language has no word for 'adventure', and the closest equivalent more accurately means 'tragic disaster'.

Sload do not seem to experience emotions as the Tamrielic races do, but are often skilled at acting and may exaggeratedly simulate them for the benefit of more emotive beings. They will honor laws, loyalties, and friendships only as long as they calculate it to be in their best interests to do so. They also have no compunctions against blasphemy, theft, kidnapping, murder, genocide or anything else that may help them reach their goals.

Sload are apparently not religious and generally reject worship, but will willingly serve Daedra if they benefit from it. Some, in particular the famed Second Era necromancer N'Gasta, also follow the King of Worms.

For more information, see the main lore article.

Notes

Early documented encounters between the Akaviri and the earliest inhabitants of Tamriel suggest that there may be Akaviri people with rat-like features, and others who are canine in appearance.[6]

https://www.gutenberg.org/cache/epub/376/pg376-images.html (Journal of the Plague Year)

A Journal of the Plague Year, by Daniel Defoe

It was about the beginning of September, 1664, that I, among the rest of my neighbours, heard in ordinary discourse that the plague was returned again in Holland; for it had been very violent there, and particularly at Amsterdam and Rotterdam, in the year 1663, whither, they say, it was brought, some said from Italy, others from the Levant, among some goods which were brought home by their Turkey fleet; others said it was brought from Candia; others from Cyprus. It mattered not from whence it came; but all agreed it was come into Holland again.

We had no such thing as printed newspapers in those days to spread rumours and reports of things, and to improve them by the invention of men, as I have lived to see practised since. But such things as these were gathered from the letters of merchants and others who corresponded abroad, and from them was handed about by word of mouth only; so that things did not spread instantly over the whole nation, as they do now. But it seems that the Government had a true account of it, and several councils were held about ways to prevent its coming over; but all was kept very private. Hence it was that this rumour died off again, and people began to forget it as a thing we were very little concerned in, and that we hoped was not true; till the latter end of November or the beginning of December 1664 when two men, said to be Frenchmen, died of the plague in Long Acre, or rather at the upper end of Drury Lane. The family they were in endeavoured to conceal it as much as possible, but as it had gotten some vent in the discourse of the neighbourhood, the Secretaries of State got knowledge of it; and concerning themselves to inquire about it, in order to be certain of the truth, two physicians and a surgeon were ordered to go to the house and make inspection. This they did; and finding evident tokens of the sickness upon both the bodies that were dead, they gave their opinions publicly that they died of the plague. Whereupon it was given in to the parish clerk, and he also returned them to the Hall; and it was printed in the weekly bill of mortality in the usual manner, thus—

Plague, 2. Parishes infected, 1.

The people showed a great concern at this, and began to be alarmed all over the town, and the more, because in the last week in December 1664 another man died in the same house, and of the same distemper. And then we were easy again for about six weeks, when none having died with any marks of infection, it was said the distemper was gone; but after that, I think it was about the 12th of February, another died in another house, but in the same parish and in the same manner.

This turned the people's eyes pretty much towards that end of the town, and the weekly bills showing an increase of burials in St Giles's parish more than usual, it began to be suspected that the plague was among the people at that end of the town, and that many had died of it, though they had taken care to keep it as much from the knowledge of the public as possible. This possessed the heads of the people very much, and few cared to go through Drury Lane, or the other streets suspected, unless they had extraordinary business that obliged them to it

This increase of the bills stood thus: the usual number of burials in a week, in the parishes of St Giles-in-the-Fields and St Andrew's, Holborn, were from twelve to seventeen or nineteen each, few more or less; but from the time that the plague first began in St Giles's parish, it was observed that the ordinary burials increased in number considerably. For example:—

...

The like increase of the bills was observed in the parishes of St Bride's, adjoining on one side of Holborn parish, and in the parish of St James, Clerkenwell, adjoining on the other side of Holborn; in both which parishes the usual numbers that died weekly were from four to six or eight, whereas at that time they were increased as follows:—

...

Besides this, it was observed with great uneasiness by the people that the weekly bills in general increased very much during these weeks, although it was at a time of the year when usually the bills are very moderate.

The usual number of burials within the bills of mortality for a week was from about 240 or thereabouts to 300. The last was esteemed a pretty high bill; but after this we found the bills successively increasing as follows:—

...

This last bill was really frightful, being a higher number than had been known to have been buried in one week since the preceding visitation of 1656.

However, all this went off again, and the weather proving cold, and the frost, which began in December, still continuing very severe even till near the end of February, attended with sharp though moderate winds, the bills decreased again, and the city grew healthy, and everybody began to look upon the danger as good as over; only that still the burials in St Giles's continued high. From the beginning of April especially they stood at twenty-five each week, till the week from the 18th to the 25th, when there was buried in St Giles's parish thirty, whereof two of the plague and eight of the spotted-fever, which was looked upon as the same thing; likewise the number that died of the spotted-fever in the whole increased, being eight the week before, and twelve the week above-named.

This alarmed us all again, and terrible apprehensions were among the people, especially the weather being now changed and growing warm, and the summer being at hand. However, the next week there seemed to be some hopes again; the bills were low, the number of the dead in all was but 388, there was none of the plague, and but four of the spotted-fever.

But the following week it returned again, and the distemper was spread into two or three other parishes, viz., St Andrew's, Holborn; St Clement Danes; and, to the great affliction of the city, one died within the walls, in the parish of St Mary Woolchurch, that is to say, in Bearbinder Lane, near Stocks Market; in all there were nine of the plague and six of the spotted-fever. It was, however, upon inquiry found that this Frenchman who died in Bearbinder Lane was one who, having lived in Long Acre, near the infected houses, had removed for fear of the distemper, not knowing that he was already infected.

This was the beginning of May, yet the weather was temperate, variable, and cool enough, and people had still some hopes. That which encouraged them was that the city was healthy: the whole ninety-seven parishes buried but fifty-four, and we began to hope that, as it was chiefly among the people at that end of the town, it might go no farther; and the rather, because the next week, which was from the 9th of May to the 16th, there died but three, of which not one within the whole city or liberties; and St Andrew's buried but fifteen, which was very low. 'Tis true St Giles's buried two-and-thirty, but still, as there was but one of the plague, people began to be easy. The whole bill also was very low, for the week before the bill was but 347, and the week above mentioned but 343. We continued in these hopes for a few days, but it was but for a few, for the people were no more to be deceived thus; they searched the houses and found that the plague was really spread every way, and that many died of it every day. So that now all our extenuations abated, and it was no more to be concealed; nay, it quickly appeared that the infection had spread itself beyond all hopes of abatement. That in the parish of St Giles it was gotten into several streets, and several families lay all sick together; and, accordingly, in the weekly bill for the next week the thing began to show itself. There was indeed but fourteen set down of the plague, but this was all knavery and collusion, for in St Giles's parish they buried forty in all, whereof it was certain most of them died of the plague, though they were set down of other distempers; and though the number of all the burials were not increased above thirty-two, and the whole bill being but 385, yet there was fourteen of the spotted-fever, as well as fourteen of the plague; and we took it for granted upon the whole that there were fifty died that week of the plague.

The next bill was from the 23rd of May to the 30th, when the number of the plague was seventeen. But the burials in St Giles's were fifty-three—a frightful number!—of whom they set down but nine of the plague; but on an examination more strictly by the justices of peace, and at the Lord Mayor's request, it was found there were twenty more who were really dead of the plague in that parish, but had been set down of the spotted-fever or other distempers, besides others concealed.

But those were trifling things to what followed immediately after; for now the weather set in hot, and from the first week in June the infection spread in a dreadful manner, and the bills rose high; the articles of the fever, spotted-fever, and teeth began to swell; for all that could conceal their distempers did it, to prevent their neighbours shunning and refusing to converse with them, and also to prevent authority shutting up their houses; which, though it was not yet practised, yet was threatened, and people were extremely terrified at the thoughts of it.

The second week in June, the parish of St Giles, where still the weight of the infection lay, buried 120, whereof though the bills said but sixty-eight of the plague, everybody said there had been 100 at least, calculating it from the usual number of funerals in that parish, as above.

Till this week the city continued free, there having never any died, except that one Frenchman whom I mentioned before, within the whole ninety-seven parishes. Now there died four within the city, one in Wood Street, one in Fenchurch Street, and two in Crooked Lane. Southwark was entirely free, having not one yet died on that side of the water.

I lived without Aldgate, about midway between Aldgate Church and Whitechappel Bars, on the left hand or north side of the street; and as the distemper had not reached to that side of the city, our neighbourhood continued very easy. But at the other end of the town their consternation was very great: and the richer sort of people, especially the nobility and gentry from the west part of the city, thronged out of town with their families and servants in an unusual manner; and this was more particularly seen in Whitechappel; that is to say, the Broad Street where I lived; indeed, nothing was to be seen but waggons and carts, with goods, women, servants, children, &c.; coaches filled with people of the better sort and horsemen attending them, and all hurrying away; then empty waggons and carts appeared, and spare horses with servants, who, it was apparent, were returning or sent from the countries to fetch more people; besides innumerable numbers of men on horseback, some alone, others with servants, and, generally speaking, all loaded with baggage and fitted out for travelling, as anyone might perceive by their appearance.

This was a very terrible and melancholy thing to see, and as it was a sight which I could not but look on from morning to night (for indeed there was nothing else of moment to be seen), it filled me with very serious thoughts of the misery that was coming upon the city, and the unhappy condition of those that would be left in it.

This hurry of the people was such for some weeks that there was no getting at the Lord Mayor's door without exceeding difficulty; there were such pressing and crowding there to get passes and certificates of health for such as travelled abroad, for without these there was no being admitted to pass through the towns upon the road, or to lodge in any inn. Now, as there had none died in the city for all this time, my Lord Mayor gave certificates of health without any difficulty to all those who lived in the ninety-seven parishes, and to those within the liberties too for a while.

This hurry, I say, continued some weeks, that is to say, all the month of May and June, and the more because it was rumoured that an order of the Government was to be issued out to place turnpikes and barriers on the road to prevent people travelling, and that the towns on the road would not suffer people from London to pass for fear of bringing the infection along with them, though neither of these rumours had any foundation but in the imagination, especially at first.

I now began to consider seriously with myself concerning my own case, and how I should dispose of myself; that is to say, whether I should resolve to stay in London or shut up my house and flee, as many of my neighbours did. I have set this particular down so fully, because I know not but it may be of moment to those who come after me, if they come to be brought to the same distress, and to the same manner of making their choice; and therefore I desire this account may pass with them rather for a direction to themselves to act by than a history of my actings, seeing it may not be of one farthing value to them to note what became of me.

I had two important things before me: the one was the carrying on my business and shop, which was considerable, and in which was embarked all my effects in the world; and the other was the preservation of my life in so dismal a calamity as I saw apparently was coming upon the whole city, and which, however great it was, my fears perhaps, as well as other people's, represented to be much greater than it could be.

The first consideration was of great moment to me; my trade was a saddler, and as my dealings were chiefly not by a shop or chance trade, but among the merchants trading to the English colonies in America, so my effects lay very much in the hands of such. I was a single man, 'tis true, but I had a family of servants whom I kept at my business; had a house, shop, and warehouses filled with goods; and, in short, to leave them all as things in such a case must be left (that is to say, without any overseer or person fit to be trusted with them), had been to hazard the loss not only of my trade, but of my goods, and indeed of all I had in the world.

I had an elder brother at the same time in London, and not many years before come over from Portugal: and advising with him, his answer was in three words, the same that was given in another case quite different, viz., 'Master, save thyself.' In a word, he was for my retiring into the country, as he resolved to do himself with his family; telling me what he had, it seems, heard abroad, that the best preparation for the plague was to run away from it. As to my argument of losing my trade, my goods, or debts, he quite confuted me. He told me the same thing which I argued for my staying, viz., that I would trust God with my safety and health, was the strongest repulse to my pretensions of losing my trade and my goods; 'for,' says he, 'is it not as reasonable that you should trust God with the chance or risk of losing your trade, as that you should stay in so eminent a point of danger, and trust Him with your life?'

I could not argue that I was in any strait as to a place where to go, having several friends and relations in Northamptonshire, whence our family first came from; and particularly, I had an only sister in Lincolnshire, very willing to receive and entertain me.

My brother, who had already sent his wife and two children into Bedfordshire, and resolved to follow them, pressed my going very earnestly; and I had once resolved to comply with his desires, but at that time could get no horse; for though it is true all the people did not go out of the city of London, yet I may venture to say that in a manner all the horses did; for there was hardly a horse to be bought or hired in the whole city for some weeks. Once I resolved to travel on foot with one servant, and, as many did, lie at no inn, but carry a soldier's tent with us, and so lie in the fields, the weather being very warm, and no danger from taking cold. I say, as many did, because several did so at last, especially those who had been in the armies in the war which had not been many years past; and I must needs say that, speaking of second causes, had most of the people that travelled done so, the plague had not been carried into so many country towns and houses as it was, to the great damage, and indeed to the ruin, of abundance of people.

But then my servant, whom I had intended to take down with me, deceived me; and being frightened at the increase of the distemper, and not knowing when I should go, he took other measures, and left me, so I was put off for that time; and, one way or other, I always found that to appoint to go away was always crossed by some accident or other, so as to disappoint and put it off again; and this brings in a story which otherwise might be thought a needless digression, viz., about these disappointments being from Heaven.

I mention this story also as the best method I can advise any person to take in such a case, especially if he be one that makes conscience of his duty, and would be directed what to do in it, namely, that he should keep his eye upon the particular providences which occur at that time, and look upon them complexly, as they regard one another, and as all together regard the

question before him: and then, I think, he may safely take them for intimations from Heaven of what is his unquestioned duty to do in such a case; I mean as to going away from or staying in the place where we dwell, when visited with an infectious distemper.

It came very warmly into my mind one morning, as I was musing on this particular thing, that as nothing attended us without the direction or permission of Divine Power, so these disappointments must have something in them extraordinary; and I ought to consider whether it did not evidently point out, or intimate to me, that it was the will of Heaven I should not go. It immediately followed in my thoughts, that if it really was from God that I should stay, He was able effectually to preserve me in the midst of all the death and danger that would surround me; and that if I attempted to secure myself by fleeing from my habitation, and acted contrary to these intimations, which I believe to be Divine, it was a kind of flying from God, and that He could cause His justice to overtake me when and where He thought fit.

These thoughts quite turned my resolutions again, and when I came to discourse with my brother again I told him that I inclined to stay and take my lot in that station in which God had placed me, and that it seemed to be made more especially my duty, on the account of what I have said.

My brother, though a very religious man himself, laughed at all I had suggested about its being an intimation from Heaven, and told me several stories of such foolhardy people, as he called them, as I was; that I ought indeed to submit to it as a work of Heaven if I had been any way disabled by distempers or diseases, and that then not being able to go, I ought to acquiesce in the direction of Him, who, having been my Maker, had an undisputed right of sovereignty in disposing of me, and that then there had been no difficulty to determine which was the call of His providence and which was not; but that I should take it as an intimation from Heaven that I should not go out of town, only because I could not hire a horse to go, or my fellow was run away that was to attend me, was ridiculous, since at the time I had my health and limbs, and other servants, and might with ease travel a day or two on foot, and having a good certificate of being in perfect health, might either hire a horse or take post on the road, as I thought fit.

Then he proceeded to tell me of the mischievous consequences which attended the presumption of the Turks and Mahometans in Asia and in other places where he had been (for my brother, being a merchant, was a few years before, as I have already observed, returned from abroad, coming last from Lisbon), and how, presuming upon their professed predestinating notions, and of every man's end being predetermined and unalterably beforehand decreed, they would go unconcerned into infected places and converse with infected persons, by which means they died at the rate of ten or fifteen thousand a week, whereas the Europeans or Christian merchants, who kept themselves retired and reserved, generally escaped the contagion.

Upon these arguments my brother changed my resolutions again, and I began to resolve to go, and accordingly made all things ready; for, in short, the infection increased round me, and the bills were risen to almost seven hundred a week, and my brother told me he would venture to stay no longer. I desired him to let me consider of it but till the next day, and I would resolve: and as I had already prepared everything as well as I could as to MY business, and whom to entrust my affairs with, I had little to do but to resolve.

I went home that evening greatly oppressed in my mind, irresolute, and not knowing what to do. I had set the evening wholly apart to consider seriously about it, and was all alone; for already people had, as it were by a general consent, taken up the custom of not going out of doors after sunset; the reasons I shall have occasion to say more of by-and-by.

In the retirement of this evening I endeavoured to resolve, first, what was my duty to do, and I stated the arguments with which my brother had pressed me to go into the country, and I set, against them the strong impressions which I had on my mind for staying; the visible call I seemed to have from the particular circumstance of my calling, and the care due from me for the preservation of my effects, which were, as I might say, my estate; also the intimations which I thought I had from Heaven, that to me signified a kind of direction to venture; and it occurred to me that if I had what I might call a direction to stay, I ought to suppose it contained a promise of being preserved if I obeyed.

This lay close to me, and my mind seemed more and more encouraged to stay than ever, and supported with a secret satisfaction that I should be kept. Add to this, that, turning over the Bible which lay before me, and while my thoughts were more than ordinarily serious upon the question, I cried out, 'Well, I know not what to do; Lord, direct me!' and the like; and at that juncture I happened to stop turning over the book at the ninety-first Psalm, and casting my eye on the second verse, I read on to the seventh verse exclusive, and after that included the tenth, as follows: 'I will say of the Lord, He is my refuge and my fortress: my God, in Him will I trust. Surely He shall deliver thee from the snare of the fowler, and from the noisome pestilence. He shall cover thee with His feathers, and under His wings shalt thou trust: His truth shall be thy shield and buckler. Thou shalt not be afraid for the terror by night; nor for the arrow that flieth by day; nor for the pestilence that walketh in darkness; nor for the destruction that wasteth at noonday. A thousand shall fall at thy side, and ten thousand at thy right hand; but it shall not come nigh thee. Only with thine eyes shalt thou behold and see the reward of the wicked. Because thou hast made the Lord, which is my refuge, even the most High, thy habitation; there shall no evil befall thee, neither shall any plague come nigh thy dwelling;' &C.

I scarce need tell the reader that from that moment I resolved that I would stay in the town, and casting myself entirely upon the goodness and protection of the Almighty, would not seek any other shelter whatever; and that, as my times were in His hands, He was as able to keep me in a time of the infection as in a time of health; and if He did not think fit to deliver me, still I was in His hands, and it was meet He should do with me as should seem good to Him.

With this resolution I went to bed; and I was further confirmed in it the next day by the woman being taken ill with whom I had intended to entrust my house and all my affairs. But I had a further obligation laid on me on the same side, for the next day I found myself very much out of order also, so that if I would have gone away, I could not, and I continued ill three or four days, and this entirely determined my stay; so I took my leave of my brother, who went away to Dorking, in Surrey, and afterwards fetched a round farther into Buckinghamshire or Bedfordshire, to a retreat he had found out there for his family.

It was a very ill time to be sick in, for if any one complained, it was immediately said he had the plague; and though I had indeed no symptom of that distemper, yet being very ill, both in my head and in my stomach, I was not without apprehension that I really was infected; but in about three days I grew better; the third night I rested well, sweated a little, and was much refreshed. The apprehensions of its being the infection went also quite away with my illness, and I went about my business as usual.

These things, however, put off all my thoughts of going into the country; and my brother also being gone, I had no more debate either with him or with myself on that subject.

It was now mid-July, and the plague, which had chiefly raged at the other end of the town, and, as I said before, in the parishes of St Giles, St Andrew's, Holborn, and towards Westminster, began to now come eastward towards the part where I lived. It was to be observed, indeed, that it did not come straight on towards us; for the city, that is to say, within the walls, was indifferently healthy still; nor was it got then very much over the water into Southwark; for though there died that week 1268 of all distempers, whereof it might be supposed above 600 died of the plague, yet there was but twenty-eight in the whole city, within the walls, and but nineteen in Southwark, Lambeth parish included; whereas in the parishes of St Giles and St Martin-in-the-Fields alone there died 421.

But we perceived the infection kept chiefly in the out-parishes, which being very populous, and fuller also of poor, the distemper found more to prey upon than in the city, as I shall observe afterwards. We perceived, I say, the distemper to draw our way, viz., by the parishes of Clarkenwell, Cripple-gate, Shoreditch, and Bishopsgate; which last two parishes joining to Aldgate, Whitechappel, and Stepney, the infection came at length to spread its utmost rage and violence in those parts, even when it abated at the western parishes where it began.

It was very strange to observe that in this particular week, from the 4th to the 11th of July, when, as I have observed, there died near 400 of the plague in the two parishes of St Martin and St Giles-in-the-Fields only, there died in the parish of Aldgate but four, in the parish of Whitechappel three, in the parish of Stepney but one.

Likewise in the next week, from the 11th of July to the 18th, when the week's bill was 1761, yet there died no more of the plague, on the whole Southwark side of the water, than sixteen. But this face of things soon changed, and it began to thicken in Cripple-gate parish especially, and in Clarkenwell; so that by the second week in August, Cripple-gate parish alone buried 886, and Clarkenwell 155. Of the first, 850 might well be reckoned to die of the plague; and of the last, the bill itself said 145 were of the plague.

During the month of July, and while, as I have observed, our part of the town seemed to be spared in comparison of the west part, I went ordinarily about the streets, as my business required, and particularly went generally once in a day, or in two days, into the city, to my brother's house, which he had given me charge of, and to see if it was safe; and having the key in my pocket, I used to go into the house, and over most of the rooms, to see that all was well; for though it was something wonderful to tell, that any should have hearts so hardened in the midst of such a calamity as to rob and steal, yet certain it is that all sorts of villainies, and even levities and debaucheries, were then practised in the town as openly as ever—I will not say quite as frequently, because the numbers of people were many ways lessened.

But the city itself began now to be visited too, I mean within the walls; but the number of people there were indeed extremely lessened by so great a multitude having been gone into the country; and even all this month of July they continued to flee, though not in such multitudes as formerly. In August, indeed, they fled in such a manner that I began to think there would be really none but magistrates and servants left in the city.

As they fled now out of the city, so I should observe that the Court removed early, viz., in the month of June, and went to Oxford, where it pleased God to preserve them; and the distemper did not, as I heard of, so much as touch them, for which I cannot say that I ever saw they showed any great token of thankfulness, and hardly anything of reformation, though they did not want being told that their crying vices might without breach of charity be said to have gone far in bringing that terrible judgement upon the whole nation.

The face of London was—now indeed strangely altered: I mean the whole mass of buildings, city, liberties, suburbs, Westminster, Southwark, and altogether; for as to the particular part called the city, or within the walls, that was not yet much infected. But in the whole the face of things, I say, was much altered; sorrow and sadness sat upon every face; and though some parts were not yet overwhelmed, yet all looked deeply concerned; and, as we saw it apparently coming on, so every one looked on himself and his family as in the utmost danger. Were it possible to represent those times exactly to those that did not see them, and give the reader due ideas of the horror 'that everywhere presented itself, it must make just impressions upon their minds and fill them with surprise. London might well be said to be all in tears; the mourners did not go about the streets indeed, for nobody put on black or made a formal dress of mourning for their nearest friends; but the voice of mourners was truly heard in the streets. The shrieks of women and children at the windows and doors of their houses, where their dearest relations were perhaps dying, or just dead, were so frequent to be heard as we passed the streets, that it was enough to pierce the stoutest heart in the world to hear them. Tears and lamentations were seen almost in every house, especially in the first part of the visitation; for towards the latter end men's hearts were hardened, and death was so always before their eyes, that they did not so much concern themselves for the loss of their friends, expecting that themselves should be summoned the next hour.

Business led me out sometimes to the other end of the town, even when the sickness was chiefly there; and as the thing was new to me, as well as to everybody else, it was a most surprising thing to see those streets which were usually so thronged now grown desolate, and so few people to be seen in them, that if I had been a stranger and at a loss for my way, I might sometimes have gone the length of a whole street (I mean of the by-streets), and seen nobody to direct me except watchmen set at the doors of such houses as were shut up, of which I shall speak presently.

One day, being at that part of the town on some special business, curiosity led me to observe things more than usually, and indeed I walked a great way where I had no business. I went up Holborn, and there the street was full of people, but they walked in the middle of the great street, neither on one side or other, because, as I suppose, they would not mingle with anybody that came out of houses, or meet with smells and scent from houses that might be infected.

The Inns of Court were all shut up; nor were very many of the lawyers in the Temple, or Lincoln's Inn, or Gray's Inn, to be seen there. Everybody was at peace; there was no occasion for lawyers; besides, it being in the time of the vacation too, they were generally gone into the country. Whole rows of houses in some places were shut close up, the inhabitants all fled, and only a watchman or two left.

When I speak of rows of houses being shut up, I do not mean shut up by the magistrates, but that great numbers of persons followed the Court, by the necessity of their employments and other dependences; and as others retired, really frightened with the distemper, it was a mere desolating of some of the streets. But the fright was not yet near so great in the city, abstractly so called, and particularly because, though they were at first in a most inexpressible consternation, yet as I have observed that the distemper intermitted often at first, so they were, as it were, alarmed and unalarmed again, and this several times, till it began to be familiar to them; and that even when it appeared violent, yet seeing it did not presently spread into the city, or the east and south parts, the people began to take courage, and to be, as I may say, a little hardened. It is true a vast many people fled, as I have observed, yet they were chiefly from the west end of the town, and from that we call the heart of the city: that is to say, among the wealthiest of the people, and such people as were unencumbered with trades

and business. But of the rest, the generality stayed, and seemed to abide the worst; so that in the place we call the Liberties, and in the suburbs, in Southwark, and in the east part, such as Wapping, Ratcliff, Stepney, Rotherhithe, and the like, the people generally stayed, except here and there a few wealthy families, who, as above, did not depend upon their business.

It must not be forgot here that the city and suburbs were prodigiously full of people at the time of this visitation, I mean at the time that it began; for though I have lived to see a further increase, and mighty throngs of people settling in London more than ever, yet we had always a notion that the numbers of people which, the wars being over, the armies disbanded, and the royal family and the monarchy being restored, had flocked to London to settle in business, or to depend upon and attend the Court for rewards of services, preferments, and the like, was such that the town was computed to have in it above a hundred thousand people more than ever it held before; nay, some took upon them to say it had twice as many, because all the ruined families of the royal party flocked hither. All the old soldiers set up trades here, and abundance of families settled here. Again, the Court brought with them a great flux of pride, and new fashions. All people were grown gay and luxurious, and the joy of the Restoration had brought a vast many families to London.

I often thought that as Jerusalem was besieged by the Romans when the Jews were assembled together to celebrate the Passover—by which means an incredible number of people were surprised there who would otherwise have been in other countries—so the plague entered London when an incredible increase of people had happened occasionally, by the particular circumstances above-named. As this conflux of the people to a youthful and gay Court made a great trade in the city, especially in everything that belonged to fashion and finery, so it drew by consequence a great number of workmen, manufacturers, and the like, being mostly poor people who depended upon their labour. And I remember in particular that in a representation to my Lord Mayor of the condition of the poor, it was estimated that there were no less than an hundred thousand riband-weavers in and about the city, the chiefest number of whom lived then in the parishes of Shoreditch, Stepney, Whitechappel, and Bishopsgate, that, namely, about Spitalfields; that is to say, as Spitalfields was then, for it was not so large as now by one fifth part.

By this, however, the number of people in the whole may be judged of; and, indeed, I often wondered that, after the prodigious numbers of people that went away at first, there was yet so great a multitude left as it appeared there was.

But I must go back again to the beginning of this surprising time. While the fears of the people were young, they were increased strangely by several odd accidents which, put altogether, it was really a wonder the whole body of the people did not rise as one man and abandon their dwellings, leaving the place as a space of ground designed by Heaven for an Akeldama, doomed to be destroyed from the face of the earth, and that all that would be found in it would perish with it. I shall name but a few of these things; but sure they were so many, and so many wizards and cunning people propagating them, that I have often wondered there was any (women especially) left behind.

In the first place, a blazing star or comet appeared for several months before the plague, as there did the year after another, a little before the fire. The old women and the phlegmatic hypochondriac part of the other sex, whom I could almost call old women too, remarked (especially afterward, though not till both those judgements were over) that those two comets passed directly over the city, and that so very near the houses that it was plain they imported something peculiar to the city alone; that the comet before the pestilence was of a faint, dull, languid colour, and its motion very heavy, Solemn, and slow; but that the comet before the fire was bright and sparkling, or, as others said, flaming, and its motion swift and furious; and that, accordingly, one foretold a heavy judgement, slow but severe, terrible and frightful, as was the plague; but the other foretold a stroke, sudden, swift, and fiery as the conflagration. Nay, so particular some people were, that as they looked upon that comet preceding the fire, they fancied that they not only saw it pass swiftly and fiercely, and could perceive the motion with their eye, but even they heard it; that it made a rushing, mighty noise, fierce and terrible, though at a distance, and but just perceivable.

I saw both these stars, and, I must confess, had so much of the common notion of such things in my head, that I was apt to look upon them as the forerunners and warnings of God's judgements; and especially when, after the plague had followed the first, I yet saw another of the like kind, I could not but say God had not yet sufficiently scourged the city.

But I could not at the same time carry these things to the height that others did, knowing, too, that natural causes are assigned by the astronomers for such things, and that their motions and even their revolutions are calculated, or pretended to be calculated, so that they cannot be so perfectly called the forerunners or foretellers, much less the procurers, of such events as pestilence, war, fire, and the like.

But let my thoughts and the thoughts of the philosophers be, or have been, what they will, these things had a more than ordinary influence upon the minds of the common people, and they had almost universal melancholy apprehensions of some dreadful calamity and judgement coming upon the city; and this principally from the sight of this comet, and the little alarm that was given in December by two people dying at St Giles's, as above.

The apprehensions of the people were likewise strangely increased by the error of the times; in which, I think, the people, from what principle I cannot imagine, were more addicted to prophecies and astrological conjurations, dreams, and old wives' tales than ever they were before or since. Whether this unhappy temper was originally raised by the follies of some people who got money by it—that is to say, by printing predictions and prognostications—I know not; but certain it is, books frightened them terribly, such as Lilly's Almanack, Gadbury's Astrological Predictions, Poor Robin's Almanack, and the like; also several pretended religious books, one entitled, Come out of her, my People, lest you be Partaker of her Plagues; another called, Fair Warning; another, Britain's Remembrancer; and many such, all, or most part of which, foretold, directly or covertly, the ruin of the city. Nay, some were so enthusiastically bold as to run about the streets with their oral predictions, pretending they were sent to preach to the city; and one in particular, who, like Jonah to Nineveh, cried in the streets, 'Yet forty days, and London shall be destroyed.' I will not be positive whether he said yet forty days or yet a few days. Another ran about naked, except a pair of drawers about his waist, crying day and night, like a man that Josephus mentions, who cried, 'Woe to Jerusalem!' a little before the destruction of that city. So this poor naked creature cried, 'Oh, the great and the dreadful God!' and said no more, but repeated those words continually, with a voice and countenance full of horror, a swift pace; and nobody could ever find him to stop or rest, or take any sustenance, at least that ever I could hear of. I met this poor creature several times in the streets, and would have spoken to him, but he would not enter into speech with me or any one else, but held on his dismal cries continually.

These things terrified the people to the last degree, and especially when two or three times, as I have mentioned already, they found one or two in the bills dead of the plague at St Giles's.

Next to these public things were the dreams of old women, or, I should say, the interpretation of old women upon other people's dreams; and these put abundance of people even out of their wits. Some heard voices warning them to be gone, for that there would be such a plague in London, so that the living would not be able to bury the dead. Others saw apparitions in the air; and I must be allowed to say of both, I hope without breach of charity, that they heard voices that never spake, and saw sights that never appeared; but the imagination of the people was really turned wayward and possessed. And no wonder, if they who were pooring continually at the clouds saw shapes and figures, representations and appearances, which had nothing in them but air, and vapour. Here they told us they saw a flaming sword held in a hand coming out of a cloud, with a point hanging directly over the city; there they saw hearses and coffins in the air carrying to be buried; and there again, heaps of dead bodies lying unburied, and the like, just as the imagination of the poor terrified people furnished them with matter to work upon.

So hypochondriac fancies represent
Ships, armies, battles in the firmament;
Till steady eyes the exhalations solve,
And all to its first matter, cloud, resolve.

I could fill this account with the strange relations such people gave every day of what they had seen; and every one was so positive of their having seen what they pretended to see, that there was no contradicting them without breach of friendship, or being accounted rude and unmannerly on the one hand, and profane and impenetrable on the other. One time before the plague was begun (otherwise than as I have said in St Giles's), I think it was in March, seeing a crowd of people in the street, I joined with them to satisfy my curiosity, and found them all staring up into the air to see what a woman told them appeared plain to her, which was an angel clothed in white, with a fiery sword in his hand, waving it or brandishing it over his head. She described every part of the figure to the life, showed them the motion and the form, and the poor people came into it so eagerly, and with so much readiness; 'Yes, I see it all plainly,' says one; 'there's the sword as plain as can be.' Another saw the angel. One saw his very face, and cried out what a glorious creature he was! One saw one thing, and one another. I looked as earnestly as the rest, but perhaps not with so much willingness to be imposed upon; and I said, indeed, that I could see nothing but a white cloud, bright on one side by the shining of the sun upon the other part. The woman endeavoured to show it me, but could not make me confess that I saw it, which, indeed, if I had I must have lied. But the woman, turning upon me, looked in my face, and fancied I laughed, in which her imagination deceived her too, for I really did not laugh, but was very seriously reflecting how the poor people were terrified by the force of their own imagination. However, she turned from me, called me profane fellow, and a scoffer; told me that it was a time of God's anger, and dreadful judgements were approaching, and that despisers such as I should wander and perish.

The people about her seemed disgusted as well as she; and I found there was no persuading them that I did not laugh at them, and that I should be rather mobbed by them than be able to undeceive them. So I left them; and this appearance passed for as real as the blazing star itself.

Another encounter I had in the open day also; and this was in going through a narrow passage from Petty France into Bishopsgate Churchyard, by a row of alms-houses. There are two churchyards to Bishopsgate church or parish; one we go over to pass from the place called Petty France into Bishopsgate Street, coming out just by the church door; the other is on the side of the narrow passage where the alms-houses are on the left; and a dwarf-wall with a palisado on it on the right hand, and the city wall on the other side more to the right.

In this narrow passage stands a man looking through between the palisadoes into the burying-place, and as many people as the narrowness of the passage would admit to stop, without hindering the passage of others, and he was talking mightily eagerly to them, and pointing now to one place, then to another, and affirming that he saw a ghost walking upon such a gravestone there. He described the shape, the posture, and the movement of it so exactly that it was the greatest matter of amazement to him in the world that everybody did not see it as well as he. On a sudden he would cry, 'There it is; now it comes this way.' Then, 'It turned back'; till at length he persuaded the people into so firm a belief of it, that one fancied he saw it, and another fancied he saw it; and thus he came every day making a strange hubbub, considering it was in so narrow a passage, till Bishopsgate clock struck eleven, and then the ghost would seem to start, and, as if he were called away, disappeared on a sudden.

I looked earnestly every way, and at the very moment that this man directed, but could not see the least appearance of anything; but so positive was this poor man, that he gave the people the vapours in abundance, and sent them away trembling and frighted, till at length few people that knew of it cared to go through that passage, and hardly anybody by night on any account whatever.

This ghost, as the poor man affirmed, made signs to the houses, and to the ground, and to the people, plainly intimating, or else they so understanding it, that abundance of the people should come to be buried in that churchyard, as indeed happened; but that he saw such aspects I must acknowledge I never believed, nor could I see anything of it myself, though I looked most earnestly to see it, if possible.

These things serve to show how far the people were really overcome with delusions; and as they had a notion of the approach of a visitation, all their predictions ran upon a most dreadful plague, which should lay the whole city, and even the kingdom, waste, and should destroy almost all the nation, both man and beast.

To this, as I said before, the astrologers added stories of the conjunctions of planets in a malignant manner and with a mischievous influence, one of which conjunctions was to happen, and did happen, in October, and the other in November; and they filled the people's heads with predictions on these signs of the heavens, intimating that those conjunctions foretold drought, famine, and pestilence. In the two first of them, however, they were entirely mistaken, for we had no droughty season, but in the beginning of the year a hard frost, which lasted from December almost to March, and after that moderate weather, rather warm than hot, with refreshing winds, and, in short, very seasonable weather, and also several very great rains. Some endeavours were used to suppress the printing of such books as terrified the people, and to frighten the dispersers of them, some of whom were taken up; but nothing was done in it, as I am informed, the Government being unwilling to exasperate the people, who were, as I may say, all out of their wits already. ...