

# *Omnificent Role-playing System*

GAME MASTER'S GUIDE

# Game Master's Guide

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Newton once wrote, "If I have seen further it is by standing on the shoulders of Giants". *ORS™* was inspired by a great many authors, movies and 27 years of role-playing. The *ORS™* design team would like to give credit to those whose shoulders we stand upon, those gaming systems that have provided thousands of hours of enjoyment and comradeship. These include but are not limited to: *D&D™*, *AD&D™*, *RMSS™*, *Ars Magica™*, *Boot Hill™*, *Deadlands™*, *Shadowrun™*, *StarWars™*, *GURPS™*, *Amber™* and *MERP™*. Although many of the terms and conventions may seem familiar they are not identical, be sure to read the entire rule set carefully.

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# Section I: Introduction

The GM's Guide is an aid for the experienced and novice Game Master (GM). This tome begins by expanding on the philosophy of *ORST<sup>TM</sup>*, providing intuition for the GM into why *ORST<sup>TM</sup>* functions the way it does. Next it provides guidelines for creating additional races and entities using *ORST<sup>TM</sup>*. This document also provides rules on how to create magical items, relics and artifacts to be used in an *ORST<sup>TM</sup>* campaign. Other sections provide techniques and advice on running adventures using *ORST<sup>TM</sup>*. In addition, the GM's Guide walks the reader through the complex task of creating a campaign setting and includes examples from *Terra 1592*, the first campaign setting for *ORST<sup>TM</sup>*. Finally, the Appendix details out numerous magical items, relics and artifacts usable in any *ORST<sup>TM</sup>* campaign.

## 1 Philosophy of *ORST<sup>TM</sup>*

As the name implies, the underlying philosophy of *ORST<sup>TM</sup>* is a role-playing system that is unlimited in creative power. To accomplish this *ORST<sup>TM</sup>* was designed with realism and playability as the two main guiding principles. *ORST<sup>TM</sup>* has no predefined classes/professions, artificial level definitions or rigid magic systems. It is a level-less system that is skill based with character advancement based on skill usage, abilities and traits. All elements of *ORST<sup>TM</sup>* will be designed for high fidelity play using a real-time event driven engine that is fully customizable, consistent and intuitive. Furthermore, *ORST<sup>TM</sup>* has no racial limitations whatsoever. Character generation is balanced, fair and contains no random elements. Magic and spells have been seamlessly integrated within *ORST<sup>TM</sup>* and is based solely on the character's abilities, traits and skills. These features allow the GM and players to immerse themselves in role-playing the adventure and not learning and adjudicating the rules.

In *ORST<sup>TM</sup>* all player characters, non-player characters and monsters are created using the same procedure. This ensures that all starting player characters are balanced with respect to each other and every other entity in the world.

To fully experience *ORST<sup>TM</sup>* requires the GM at a minimum to use computer aids, and potentially players as well in the future. For the GM these aids help facilitate the gaming experience rather than require them to be an expert on the rules. The implementation of *ORST<sup>TM</sup>* is tightly coupled with statistics and probability theory. Currently these computer aids are available for personal computers but there are plans to create apps for phones and tablets as well. The aids are being carefully designed to speed up game play, increase realism and playing experience. The *CARP<sup>TM</sup>* engine can easily be adapted to all the major genres, *e.g.*, fantasy, medieval, gothic, espionage, science fiction, historical simulation, mystery, etc. *ORST<sup>TM</sup>* can be played face-to-face or remotely over the internet but the creators' preference was for face-to-face gaming.

*ORST<sup>TM</sup>* utilizing the *CARP<sup>TM</sup>* engine was designed to handle situations at a Tactical level (individual). It is hoped that the *CARP<sup>TM</sup>* engine will scale gracefully to the Operational and even the Strategic level. With time and effort *ORST<sup>TM</sup>*, and the *CARP<sup>TM</sup>* engine should be able to simulate battles or even wars, while simultaneously integrating the player characters actions.

## 2 Terms & Conventions

This section provides an overview of the *ORS* product line, key concepts and definitions of frequently used terms in this rule set.

### 2.1 *ORST<sup>TM</sup>* Core Products

*ORST<sup>TM</sup>* core products consist of the *ORST<sup>TM</sup>* Standard Rules, *ORS Codex<sup>TM</sup>*, *ORS Game Master's Guide<sup>TM</sup>*, *ORS Entity Encyclopedia<sup>TM</sup>* and the *ORST<sup>TM</sup>* Design Document.

#### 2.1.1 *ORS Standard Rules<sup>TM</sup>*

This product provides all the guidelines and rules needed to play *ORST<sup>TM</sup>*, sans magic and monsters, which are covered in their own texts.

#### 2.1.2 *ORS Codex<sup>TM</sup>*

This product integrates spells and magic into *ORST<sup>TM</sup>*.

#### 2.1.3 *ORS Game Master's Guide<sup>TM</sup>*

You are currently reading/perusing this document. This tome contains information and rules beneficial for a GM wishing to run an *ORST<sup>TM</sup>* game or campaign.

#### 2.1.4 *ORS Entity Encyclopedia<sup>TM</sup>*

This product contains facts and statistics for a plethora of creatures and monsters. The entities are currently limited, with a few exceptions, to those found in mythology and folklore that predate 1592 AD.

#### 2.1.5 *ORST<sup>TM</sup>* Design Document

*ORST<sup>TM</sup>* Design document details the engine under the *ORST<sup>TM</sup>* hood. It contains specifics on the architecture, data structures, interfaces, theory and algorithms of the *ORST<sup>TM</sup>* software. It is intended for *ORST<sup>TM</sup>* partners who are actively assisting in the creation products for the *ORST<sup>TM</sup>* game line.

## 2.2 Definitions

The following terms are frequently used in the text and are key to the Game Master's (GMs) comprehension of *ORS*. Additional unique terms will be defined when they are first used in the text.

**Ability:** One of 18 categories that describe the body, mind and soul of a character. A complete list of abilities can be found in Section 5.

**Action:** An action is an activity a character may perform usually involving one or more skills.

**Affiliations** are guilds, groups, social, political and religious organizations to which the player character may be associated with.

**Alignment:** An entity's current placement in the world with regards to law and ethical scales. This attribute dynamically changes based on the entity's actions.

**Animal:** A living creature capable of feeling and voluntary motion. An animal may or may not be self-aware.

**Attack Roll:** A 'dice roll' is used to determine the results of a melee, missile attack, or magical attack.

**Attributes** are traits that are not z-score based, *e.g.*, red hair, eye color, alignment, etc.

**Being:** Any entity that is self-aware is a being.

**Body:** refers to the physical part of an entity separate from the mind and soul.

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**Cdf:** Cumulative distribution function. The cdf is found by integrating the pdf.

**Campaign:** An ongoing role-playing game that consists of a series of connected adventures.

**CARP** – Computer Augmented Role Playing is Dreamborn's software that assists in playing *ORSTM*.

**Descriptors:** are a type of trait that provides additional information that defines a character, *e.g.*, Affiliations and Knighthood.

**Development Points (DP):** are used in creating a character. The value of a DP is defined in the Talent/Flaw cost table and the Descriptor/Background cost table.

**Ecology:** the interrelationship of entities and their environment.

**Entity:** An entity is something living or not, that can be encountered in the game, *e.g.*, animals, plants, beings, player characters, non-player characters and monsters.

**Game Master (GM):** The judge, referee, dungeon master, etc. This person is responsible for everything in the game except for the player character's actions.

**Habitat:** the place or site within the environment that an entity normally lives and grows.

**Interactions:** are simply actions that can be influenced, countered, or opposed by another entity's action.

**Mana** – the power of the magical forces of nature/supernatural embodied in an object or person.

**Maturity:** The age at which a being is considered to be an adult.

**Melee:** A hand-to-hand combat where each opponent is physically engaged. This includes: a fist fight, a sword fight, wrestling, but excludes projectiles and spells.

**Meta Skill** – An abstract skill used internally within ORS.

**Mind:** refers to the part of an entity that knows and thinks.

**Missile Attack:** A projectile attack directed at a target. This includes but is not limited to: arrows, bolts, sling bullets, rocks, rifle bullets, etc.

**Natural Weapons:** Natural weapons are physically part of an entity. For example, a Shaolin Priest has his fists, elbows, knees and feet where a dragon would have claws, tail, breath weapon and bite at a minimum. They are considered weapons and can be used in melee.

**Non-Player Character (NPC):** A being in a role-playing game whose actions are controlled by the GM.

**Pdf:** probability density function. This function provides a mathematical description of how likely a random variable is to have a certain value. A PDF will map a likely value to a larger number than an unlikely value. The infamous 'bell curve' is an example of a PDF.

**Player Character (PC):** A character whose actions and activities are controlled by a player (as opposed to the GM).

**Power Points** – The amount of stored power in a magical item. These points are used instead of the user's exhaustion pool points.

**Resistance:** refers to various traits that provide stressors to an interaction, see *Interaction* section below. The various resistance traits are not saving throws.

**Sentience** is the ability to feel, perceive or be conscious, or to have subjective experiences.

**Skills:** craft, trade, or activity in which an entity has competence and experience. Skills improve with use and conversely decay with non-use. A complete list of skills can be found in the appendices of the *ORS Standard Rules<sup>TM</sup>*.

**Social Standing:** of or pertaining to a particular society, *e.g.*, as a body divided into classes according to worldly status, *i.e.*, social rank.

**Society/Culture:** an enduring and cooperating social group whose members have developed organized patterns of relationships through interaction with one another. A society/culture is any community with established traditions, institutions, art, technology, activities and interests.

**Soul:** refers to the spiritual part of an entity as distinct from the physical.

**Spells:** Spells refer to magical affects against/on a target.

**Stressors** is a term that refers to all things that could modify an action, *e.g.*, weather, health, movement, visibility, skills, traits, alcohol and drugs just to name a few.

**Traits** are flaws, talents, descriptors and affiliations that do not improve with use, but they can change with age. A complete list of traits can be found in the appendix of *ORS Standard Rules<sup>TM</sup>*.

**Target:** A target(s) refers to entities and/or other things which a melee attack, missile attack or spell attempts to affect.

**Terra 1592:** The original *ORS* campaign setting.

**z-score:** A *z-score* represents the number of standard deviations away from the mean. For example, an Agility *z-score* of 1 would mean that an entity is 84%

better than the rest of the population and a *z-score* of 2 would mean it is 98% better than the population. The population is defined to be all the entities in the world. An in-depth explanation can be found in the *ORSTM Standard Rules*.

### 3 Skills and Skill Web

ORST<sup>TM</sup> does not have a single skill web that links every skill with every other skill. As in real life, being an expert in a particular field does not necessarily translate into any benefit whatsoever in another field. Instead, the degree of overlap or correlation is highly dependent on the individual skills. ORST<sup>TM</sup> provides three mechanisms to correlate skills with each other; they are the concepts of combined skills, meta skills, and skill hierarchies.

#### 3.1 Combined Skill Descriptions

Combined skills are just two or more skills used simultaneously. Combined skills cannot be developed, they are calculated using underlying skills, see ORST<sup>TM</sup> Design Document. Combined skills are automatically calculated by the CARP<sup>TM</sup> engine and are used to speed up game play. The skills are assumed to be equally important in performing the action. If this is not the case simply add a stressor to reflect this, see *Stressors*. The combined skill zScore may not be optimized for the player's character. The player always has the option of picking and choosing a particular skill set for the situation and performing them one at a time. Of course, this will take much longer, and many things can happen during this extra time. A few examples are presented below, and the GM may add to the list as needed.

**Ambush** combines the *Hiding* and *Stalking* skills. This combined skill is designed to complete an action before the opposing entity can react.

**Armor+** converts virtually all skill actions into a combined skill while armor is worn. The armor's zScore will never exceed the minimum of the other skill being combined. This reflects the fact that mundane armor will never help a combined action.

**Casting** combines a *Codex Verb* and a *Noun* skill.

**Culture Lore** combines all the entity's skill knowledge of: *Bureaucracy*, *Crafts*, *Dancing*, *History*, *Language*, and *Religion* to infer information about a specific culture.

**Dodging & Evasion** combines the *Acrobatic* and *Movement* skills. Specifically, this skill helps in avoiding projectile weapons and evading or escaping encounters. This combined skill can be used for Air, Land and Sea environments.

**Falling** is a special combined skill of *Acrobatics-Air* and *Jumping & Landing-Vertical*. It is special because the action succeeds, you are falling, the only question is how well you can land, hopefully minimizing the damage.

**Leadership** combines the *Manipulation-Direct* skill with another focus skill. Leadership is the art of motivating a group of people to act toward achieving a common goal. A successful outcome temporarily increases the entity's *Entropy* trait, *i.e.*, it is a stressor to those around the leader.

**Mounted Combat** combines all the entity's *Riding* skill knowledge and a *Weapon*. It indicates the degree of proficiency in fighting either with a weapon while mounted. Jousting would fall under this skill.

**Politics** combines the all the entity's skill knowledge of *Bureaucracy-Admin*, *Manipulation*, *Contacting*, and *Drama-Acting* in the domain of politics.

**Research** combines *Active Awareness* skill and another focus skill, *e.g.*, *Alchemy*, *Magic Ritual*, *Math*, *Physics*, etc. It indicates the degree of proficiency in performing research on a particular topic. The result of this research could support the creation of a new spell, a new understanding about the universe, or even the development of super-glue. Each research endeavor should be assembled separately.

**Shield+** converts virtually all skill actions into a combined skill while a shield is worn or equipped. The shield's zScore will never exceed the minimum of the other skills being combined. This reflects the fact that mundane shields will never help a combined action.

**Silent Kill** combines the skills of *Stalking*, a *Weapon* and all the entity's *Anatomy* skill knowledge. A successful outcome will deliver a deadly blow (1.5X) silently such that the victim makes no noise. If the blow does not kill the opponent, then the opponent is free to raise an alarm. This skill is usually limited to opponents no more than 1.5X the height of the practitioner.

**Situational Awareness** combines the skill of *Awareness-Passive* while performing another focused skill. A successful outcome can reduce the possibility of surprise, falling into a pit or accidentally hitting an ally.

**Ski Jumping** combines the skills of *Skiing* and *Jumping & Landing-Vertical*.

**Social Structure** combines all the entity's skill knowledge of *Bureaucracy*, *Manipulation-Indirect* and *Religion* to infer information about the social structure of a society. Social structure is the differentiation (organization) of a society based on family, religion, media, law, politics, social-status, caste, and wealth. A positive outcome would provide insight into how an existing plan or enterprise might be modified to improve success.

**Spell-like Trait** combines a *Codex Verb* and a *Noun* skill.

**Swashbuckling** combines the skills of *Acrobatics* and *Weapons*. It indicates the degree of proficiency in the performing 'artistic' actions while fighting. This includes inscribing letters with a sword, retrieving a weapon with one's foot, swinging from a rope while fighting, etc. This combined skill can be used for Air, Land and Sea environments.

**Thrown Weapon** combines the *Throwing* and *Weapon* skills. It is meant for weapons/items that that are not normally thrown. "Only Porthos could invent a new way of disarming himself" Aramis.

**Transformation** combines the *Awareness-Active* and *Control Frenzy* skills. Transformation is used to determine outcome for the *Morphing* and *Therianthropy* traits. Depending on application it could have stressors of *Control Therianthropy*, *Meditation* and *Prayer* skills. Transformation does not heal damage, but it can heal exhaustion.

#### 3.2 Meta Skills

Meta Skills are an abstract skill that ORST<sup>TM</sup> uses to link similar skills. An entity cannot directly manipulate a meta skill. An example of a meta skill is *Armor*, which encompasses the similarities of Light, Medium and Heavy Armor. Many of the skills in the *ORS Standard Rules*<sup>TM</sup> are listed under their meta skill. A Meta skill also allows the character to perform actions with skills with which he has no formal experience. A classic example is a swordsman trained in rapier who finds himself in a situation where the only weapon at hand is a scimitar, which he has never used before. Obviously, he will use the scimitar with a less skill than a rapier but significantly more than a beginner. The meta skill will be in the range of the lowest zScore's skill and a maximum of 1.0z. If an entity wants to be better than 1.0z in a skill he will need to train in that specific skill. The implementation can be found in the *ORST<sup>TM</sup> Design Document*. The currently defined meta skills are listed below. If you feel strongly that a particular meta skill is missing or should not be used, please submit your reasoning to the ORST<sup>TM</sup> design team for consideration.

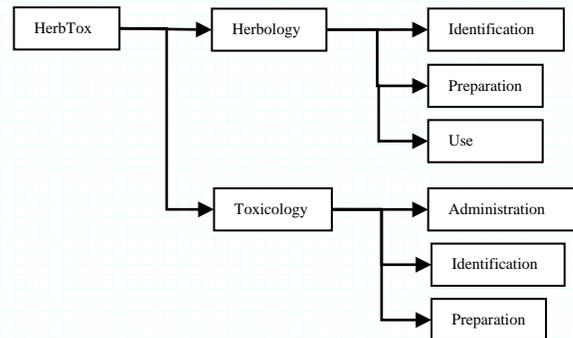
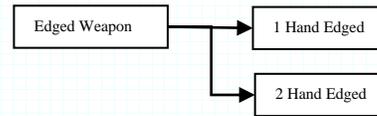
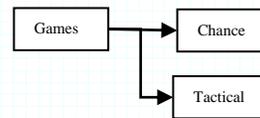
Meta Skill	Actual Skills
Acrobatics	Land Acrobatics, Sea Acrobatics, Air Acrobatics
Alcohol Crafts	Beer/Ale, Wine, Distilled Spirits
Anatomy	Each differentiable species must be developed separately.
Animal Sciences	Handling, Herding, Training
Anthropology	Each differentiable cognitive species must be developed separately.
Appraisal	Each differentiable item type must be developed separately, <i>e.g.</i> , armor, art, weapons, gems, etc.
Armor	Light Armor, Medium Armor, Heavy Armor
Awareness	Active Awareness, Passive Awareness, Surveillance
Boat Pilot	This skill must be developed for each waterway.
Bureaucracy	Administration, Heraldry, Law
Ceramic & Glass crafts	This skill must be developed individually for specialized areas, <i>e.g.</i> , glassmaking, ceramics, pottery, etc.
Diving	High Diving and Free Diving
Drama	Acting, Disguise, Story Telling
Drawing	Artistic, Technical
Driving	Each differentiable species must be developed separately.

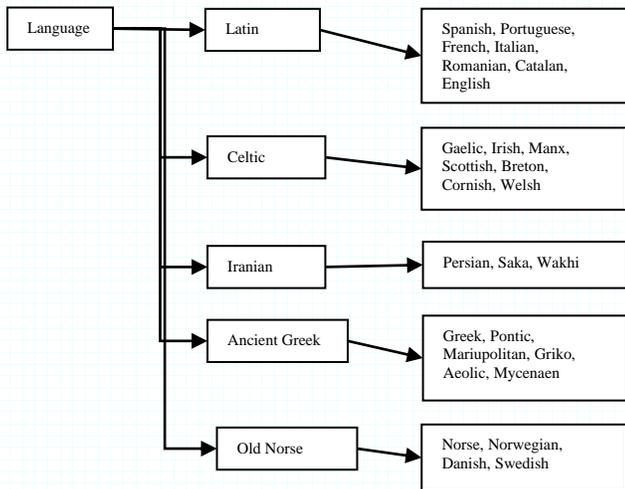
Engineering	Design, Fabrication, Use
Farming	Each climatic region and significantly different crop must be developed separately.
Fauna Lore	Each differentiable species must be developed separately.
Fishing	Saltwater and freshwater fishing must be developed separately.
Flora Lore	Each differentiable region and climate must be developed separately.
Food crafts	This skill must be developed individually for specialized areas, e.g., baking, brewing, curing, distilling, general, wine making, etc.
Foraging	This skill must be developed for each specific environment, e.g., desert, urban, forest, etc.
Forgery	This skill must be developed individually for each differentiable art, i.e., drawing, music, painting, poetry, sculpting, etc.
Games	Each game must be developed separately
Herbology	Identification, preparation and use must all be developed separately.
Herding	Each differentiable species must be developed separately.
History	Each differentiable culture must be developed separately.
Language	Speaking, reading, and writing must be developed separately
Law	Each country and/or nation-state should be developed separately
Leather-crafts	This skill must be developed individually for specialized areas, e.g., armorer, cobbler, furrier, saddler, tanner, tooler, etc.
Light-crafts	Candles, lamps
Lock-craft	The skills of fabrication, identification, and picking must be developed separately.
Manipulation	Direct and Indirect
Medical Aid	Each differentiable species must be developed separately.
Metal-crafts	This skill must be developed individually for specialized areas, e.g., armorer, blacksmith, bronze-smith, copper-smith, etcher, engraver, foundry, gold-smith, iron-smith, platinum-smith, silver-smith, tin-smith, tooler, weapon-smith, etc.
Midwifery	This skill must be developed separately for each differentiable species.
Military Procedures	This skill should be developed for each differentiable military organization, e.g., air assault, infantry, cavalry, marine, navy, etc.
Military Tactics	This skill should be developed for each differentiable military tactic, e.g., cavalry, covert operations, infantry, naval blockade, siege, etc.
Mining	Surface and subsurface mining must be developed separately.
Music	Composition, Singing, Instrument
Philosophy	Each differentiable doctrine must be developed separately.
Poetry	Composition, Performance
Psychology	Each differentiable species, race, culture must be developed separately
Religion	Each differentiable religion must be developed separately.
Riding	Each differentiable species must be developed separately.
Service	Each differentiable service must be developed separately.
Shield	Small, medium and large shields
Signaling	Smoke signals, sign language, body language, mimicry
Social Structure	Each society must be assembled separately
Sports	Billiards, Football, Golf, Lawn Bowling, Polo,

	Purring, Shuttlecock, Tennis.
Stone-crafts	This skill must be developed individually for specialized areas, e.g., brick maker, lapidary, masonry, stone carving, stone cutter, etc.
Survival	This skill must be developed for each specific environment, e.g., desert, urban, forest, etc.
Textile-crafts	This skill must be developed individually for specialized areas, e.g., spinning, sewing, weaving, embroidery, tapestry, crochet, knitting, lace-making, patchwork, and Lucet.
Toxicology	Administration, Identification, Preparation
Trance	Cleansing, Death, Healing, Recall, Sleep, Stabilization
Transference	Each <i>Body</i> ability must be developed separately.
Traps	Detection, Arm/Disarm, Fabrication
Weapon	Each weapon must be developed separately
Wood-crafts	This skill must be developed individually for specialized areas, e.g., carpentry, cartwright, carver, building, shield-maker, shipwright, wheelwright, etc.

### 3.3 Skill Hierarchies

Skill Hierarchies are meta skills that have a common meta skill. In general, the farther one needs to travel away from the desired skill the less influence it has. The hierarchies are only 3 levels deep and some license has been taken. The GM has the ability to weight each node (intersection) of the hierarchy.





## 4 Ability Mapping

ORS™ maps the various *Mind*, *Body*, and *Soul* abilities into every skill and some of the traits. The mappings can be found in the *Skills.xlsx* and *Talents.xlsx* files in the Data directory. The mappings for each skill are normalized, *i.e.*, they add to one. These mappings should be considered preliminary. There has been no attempt to balance these mappings to ensure all abilities have equal importance as it is more complicated than that. For example, the *Stamina* abilities, *i.e.*, *Endurance*, *Memory* and *Will* and the *Health* abilities, *i.e.*, *Vitality*, *Stability* and *Morality* have double the weight in calculating the character's Exhaustion Pools and Damage Pools. The *Health* abilities also impact the various *Resistance* traits.

## 5 Skill Mapping

The total days of skill usage are weighted by the ability mapping and summed. These values are then used to modify the abilities. For example, if a character spends a significant amount of time in weightlifting, sports, weapons training and other physical skills it would be natural that their *Strength* and other related abilities would improve.

## 6 Trait Mapping

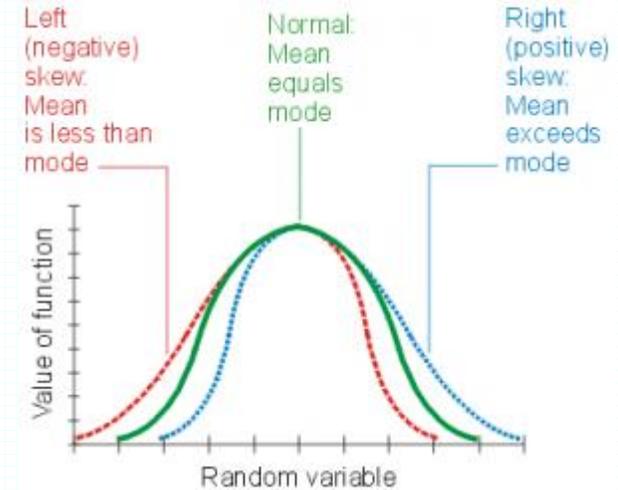
Traits (talents/flaws) as explained before do not improve with usage, but they can change with age. Other talents/flaws can impact abilities, skills, and descriptors. In addition to modifying height and weight the Gigantism trait can modify *Strength* and *Agility*. The *Body Density* modifies an entity's weight. The capability of a trait to modify a skill is in general situational dependent. The player should be responsible mentioning when they think a particular trait is a stressor for a particular skill action.

## 7 Luck & Entropy

Luck and entropy can be a difficult set of terms to understand within ORS. Various spells and magical items exist that can temporarily modify an entity's luck and entropy. These concepts are best illustrated graphically. The following graphs show a pdf for an arbitrary action outcome. As with most things in ORS, the GM has the ability to modify the impact of both luck and entropy in his individual game.

### 7.1 Luck

Luck only applies to the entity's actions. In other words, it will only modify the action rolls of the entity that has a non 0z-score in the *Luck* trait.



The red curve is for an entity that has bad luck ( $<0z$ ). The blue curve is for an entity that has good luck ( $>0z$ ). The green curve is for an entity that is normal ( $0z$ ) luck.

### 7.2 Entropy

Entropy is an area effect; it impacts the actions of everyone within the area of effect but not the entity who has it. *Ta'veren* (Jordan, 1990) is a good example of entropy as a trait associated with an individual. The action distributions will look similar to the Luck distributions but are applied to all actions around the entity in question, but not the individual.

## 8 Damage & Exhaustion

As explaining in the *Standard Rules*, an entity's damage pools specify the amount of long-term harm an entity can take to his Body, Mind or Soul before they perish, *i.e.*, die. Exhaustion pools indicate the amount of short-term fatigue that an entity can endure before they pass out. Damage and Exhaustion pools are a weighted function based on the entity's abilities. Each ability is weighted by their perceived and sometimes counter intuitive contribution. The relative weights are specified in the *ORS Design Document* and some of the thoughts behind their values can be found in the *Standard Rules*. As with most things in *ORSTM*, the GM has the ability to change their relative rankings with the understanding on how it could potentially impact every entity in the game.

The damage and exhaustion pools change as the character's abilities change. This change can be slow and subtle *e.g.*, a slow acting poison or disease may take days before is it noticeable. It can also be fast and dramatic, *e.g.*, a blow the head. The rate at which the pools are drained is a function of a character's actions and interactions.

Players have an incomplete awareness of their and others' damage or exhaustion pools. This is what is sometimes called the 'Fog of War' and is discussed elsewhere in this guide. Furthermore, players should never know what an encountered entity's pool point reserves are. This type of knowledge will totally destroy an encounter/adventure and can't help but influence decisions the player will make. Instead, the GM should provide qualitative descriptions. For example:

- After drinking the potion, you feel great, bright eyed and bushy tailed, ready to take on the world,
- You delivered a massive slice to his abdomen and see a pinkish rope-like object bulging out,
- With that slice you should have cleaved it in two but the kamaitachi is obviously very fast and agile; it almost twisted out of range,
- Wow! You just took a colossal hit! You feel very mortal,
- You really connected with that cut and are now covered in warm arterial blood,
- Its just a flesh wound.

All outcomes (results) take into consideration the weapon or spell as well as the recipient's armor, traits and cover. In the outcome space minor failures frequently map into exhaustion pool depletion and the current values or the various pools are used as stressors to all actions. Outcomes of clear success and impressive success will map into bodily damage and a critical hit respectively.

As stated previously in the *ORS Standard Rules*<sup>TM</sup>, *ORSTM* does not have the classical *Saving Throw* concept. Instead, the caster's spell and the target perform an interaction. For example, a spell caster attempting to sleep (*Change-Human-Mind-Sleep*) and a NPC guard (*Magic Resistance*). This near instantaneous interaction is the guard's *Magic Resistance* reacting to the successful spell's action outcome. Depending on a single roll the guard may fully or partially resist the spell or a critical results in the guard willingly surrender to the spell's affect. For spells that deal damage this can fully or partially nullify the damage and conversely it can increase the severity of the wound.

*ORSTM* models damage by location, type of damage and severity. The actual break out is dependent on the physiology of the entity. For means of illustration examples will be given for a humanoid type entity. Type of body damage for a humanoid type entity has been grouped by skeletal, tendon and joints, circulatory, organ, nerve and bruises / contusions. The severity of a wound has been grouped as light, medium, serious and critical (life threatening). Examples of light *Body* damage are bruises and contusions, where light *Mind* damage would be stunned. Examples of medium body damage include minor burns and frost bite, minor sprains and strains and minor fractures. Examples of serious damage include major ligament, tendon and muscle damage, minor organ damage and major fractures. Examples of life-threatening damage

include heavy uncontrolled bleeding, major organ damage, critical fractures and major nerve damage.

The actual groupings are determined within *ORSTM* at a higher level of fidelity but to speed game play the user's options have been grouped in a smaller number of categories.

## 9 Aging

This section discusses how *ORSTM* handles the evolution of abilities and traits due to aging. Aging in *ORSTM* will be smooth modification of abilities, but it is probably best illustrated using some predefined age categories. These age categories are based upon the longevity of the various races.

Ability	Mature	Middle Age	Old	Venerable
% Range	24-44%	45-80%	81-107%	>107%
Birdmen	14-25	26-45	46-60	61+
Dwarves	36-66	67-120	121-160	161+
Elves	72-132	133-	320	321+
Goblins	9-17	18-30	31-40	41+
Humans	18-33	34-60	61-80	81+
Mermen	14-25	26-45	46-60	61+

During game play it is assumed that no player will start a character before maturity. If values are needed before maturity just use a linear mod of -100% to 0% of the entities starting values. Remember *CARP*<sup>TM</sup> will handle these calculations automatically, but the following preliminary tables are illustrative in how a humanoid type entity's abilities and traits would be modified over time. Each unique entity would potentially have different modifications with regards to aging. The following tables are percentage modifications from starting maturity.

Ability	Mature	Middle Age	Old	Venerable
Agility	0	0 — -10	-10 — -25	-25 — -40
Comeliness	0 — -5	-5 — -25	-25 — -50	-50 — -50
Vitality	0	0 — -10	-10 — -40	-40 — -60
Endurance	0	0 — -20	-20 — -40	-40 — -70
Speed	0	0 — -20	-20 — -40	-40 — -75
Strength	0 — +10	+10 — -10	-10 — -30	-30 — -60
Intuition	0 — +10	+10 — +20	+20 — +20	+20 — 0
Memory	0	0 — -10	-10 — -30	-30 — -90
Quickness	0 — -5	-5 — -15	-15 — -35	-35 — -60
Reasoning	0 — +10	+10 — +15	+15 — 0	0 — -30
Eloquence	0 — +10	+10 — +20	+20 — 0	0 — -15
Stability	0	0	0 — -35	-35 — -66
Creativity	0 — +10	+10 — +10	+10 — 0	0 — -5
Empathy	0 — +5	+5 — +20	+20 — +25	+26
Charisma	0 — +10	+10 — +10	+10 — -5	-5 — -15
Morality	0 — -10	-10 — +10	+10 — +15	+15
Spirituality	0 — -10	-10 — +15	+15 — +20	+20 — +25
Will	0 — +5	+5 — +5	+5 — -5	-5 — -15

Some traits based on the entity will also be modified due to age. Once again, these values are percentage modifications from starting maturity unless otherwise indicated.

Trait	Immature	Mature	Middle Age	Old	Venerable
Echo Location	0	0	+0 — -5	-5 — -10	-10 — -25
Healing Rate	+10 — 0	0	+0 — -5	-5 — -15	-15 — -25
Hearing, Std	0	0	+0 — -20	-2 — -40	-40 — -50
Height	-75 — 0	0	0	0 — -1	-1 — -2
Mana	-100 — 0	+1 step per year after maturity			
Reproductive Rate	-100 — 0	0	0 — -100	-100	-100
Sight, Std	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Sleep Intensity	0	0	0 — -25	-25 — -33	-33 — -35
Sleep Required	+20 — 0	0	0 — +10	+10 — +25	+25 — +33
Smell, Std	0	0	0 — -10	-10 — -20	-20 — -30
Taste, Std	0	0	0 — -5	-5 — -10	-10 — -20
Touch, Std	0	0	0 — -10	-10 — -20	-20 — -30
Vision	0	0 — -10	-10 — -25	-25 — -40	-40 — -50

Daylight					
Vision, Distance	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Vision, Infrared	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Vision, Lowlight	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Vision, Ultraviolet	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Vision, Underwater	0	0 — -10	-10 — -25	-25 — -40	-40 — -50
Weight	-95% — 0	0	0 — +10	+10 — +10	+10 — -15

## 10 Magic

This section provides intuition and details on how *ORSTM* and the *CARP<sup>TM</sup>* engine integrates magic into the system. The Mana trait is the most important factor in determining to future potential of any spell weaver. As stated in the *ORS Standard Rules<sup>TM</sup>* traits in general do not improve with use and they cannot be taught. They are innate to the entity. An entity with a Mana rating of 2.0z would be in the top 2% of all spell-weavers.

Understanding of the *Codex* and *Magic Ritual* must come from formal training. Once an entity has completed his initial training he may continue on his own. This usually occurs at maturity after serving an apprenticeship. In the total recorded history of magic there has never been a case of a *Wilder* surviving into maturity. This seems to imply that the Gods initially taught the gift of magic to man. In any case, characters must have a mentor. All mentors are not created equally, some are good, and some are not. Some mentors will only teach the higher aspects of magic to their truly gifted students. Obtaining spell templates and assembling a complete Codex can be problematic.

### 10.1 Spell Books

Every active spell caster has one or more spell books. Normal spell books tend to be 8 ½ inches wide, 11” tall and 1” thick. They are bound in leather, contain 100 pages, and weigh two pounds. A *Traveling Spell Book* is magical, see Appendix, and is enchanted for size/weight. A page can contain no more than one spell. These spell books contain the caster’s personal notes on every spell he knows. More information on spell books can be found in the *ORS Codex<sup>TM</sup>*.

An entity just entering maturity does not have a complete copy of the Codex. Instead, they have only worked on and understand a select few templates. The number of templates an entity knows at maturity is up to the GM. In the *Terra 1592* campaign PCs are limited to a total number equal to their mana\*(nouns known). Mana is rounded up, and ‘nouns known’ are defined as Noun Skills with a z-score of 0.0z or higher. It is recommended that these initial spells be limited to those with PL=1. The number of spells known will increase the caster’s *Codex Lore zScore*.

### 10.2 Magic Rituals & Components

All spells in the Codex may be cast with Verbal, Somatic and Material (VSM) components, either singularly or in combination. None of the spell templates list any specific components required, it is assumed that the GM will insure VSM are applicable and related to the spell being cast. Furthermore, verbal components need to be at least as loud as the character’s normal talking voice and Somatic gestures must be noticeable. Components are treated as stressors to the Spell Casting action, see *Stressors* for an example mapping.

### 10.3 Power Level & PMods

The power level specifies the amount of chaos that will be shaped and released within the boundary conditions of the spell template. The power level for all spell templates are specified in the *Codex*, the power level of a Magic Ritual must be determined on a case by case basis. The GM is advised to find something comparable within the *ORS Codex<sup>TM</sup>* and bracket the power. Customizing a spell via a *PMod* could easily increase the mana requirements and

the associated exhaustion. Details about the implementation of exhaustion can be found in the *ORS Codex<sup>TM</sup>* and the *ORSTM Design Document*.

Casting a spell is an action and requires an outcome roll (d100) on the appropriate action pdf. All actions pdfs are modified by stressors. Stressors is a term that refers to all things that could modify, positively or negatively, an action z-score, e.g., other skills performed simultaneously, traits, weather, health, movement, visibility, encumbrance, activity nearby, alcohol and drugs just to name a few. Spell casters may have additional stressors, e.g., time of day, location relative to ley lines or places of power, and even accessibility to reservoirs of the elements of earth, air, fire and water. Not all skills can act as stressors but there are a few, e.g., meditation, prayer and transference. Note: ‘cover’ is not a stressor, it modifies the outcome result.

An extreme example of negative stressors for a **spell** casting action would be riding a horse during a thunderstorm, while under the influence of drugs. An example for **weapon** action stressors would be unstable footing while severely exhausted and fighting in the dark. Stressors and possible ways to quantify them are detailed below.

## 10.4 Casting Time

The CARP engine automatically calculates the casting time and cost. The casting time is a function of the power level of the spell, the character’s Noun/Verb skills, mana and appropriate stressors. In general, the higher the mana z-score and the higher the z-score of the Noun/Verb combination the lower the casting time.

$$Casting\ Time = PL / ((3 + z_{cast} + z_{mana}) PP_{castTime})$$

This is the time in minutes.  $PP_{castTime}$  are the number of power points used just to decrease the casting time.

### 10.4.1 Cost

The cost of casting a spell is paid by depleting the *Mind* and *Soul* Exhaustion pools. Both pools are depleted by the same amount based on the spell templates PL and the customized *PMods* as follows:

$$Cost = PL \left( \left( \sum_{i=1}^{numMods} PMod_i \right) - 2 \right) + PP_{castTime}$$

Where  $PMod_i$  are the mods for scope, range, duration, specific and outcome respectively.

## 10.5 Adjudicating Illusions

Spell weavers who choose to specialize in illusion/phantasm spells (illusionists) are potentially some of the most powerful mages known. The *ORS Codex<sup>TM</sup>* allows illusionists to simulate the vast majority of spell effects and create additional effects limited only by their imagination. Unlike some RPG systems illusions/phantasms within *ORSTM* are real, cannot be disbelieved and they do not disappear when struck. Within *ORSTM* the outcome of a particular illusion is dependent on the level of emersion, environmental conditions, the power level of the spell and finally the caster’s and target’s abilities, traits and skills.

The level of emersion refers to the number of senses the illusion incorporates, i.e., an illusion affecting all five senses would have total emersion. An example of total emersion can be seen in the *Matrix® (2002)*, what one experiences with total emersion is reality. The environmental conditions include all the standard factors mentioned in the *ORS Standard Rules<sup>TM</sup>* as well as additional factors unique to illusions. To reiterate the standard factors include: weather, temperature, character’s encumbrance, entities performing actions nearby, is the character in a melee or non-melee situation, character’s movement rate, current health and difficulty of the desired action just to name a few. The factors unique to illusions are those based on what the caster is attempting to do and what the target expects. These environmental conditions act as stressors to the caster and the target and thus modify the outcome space of the spell/target interaction. Examples of factors specific to illusions include:

- Has the caster studied the spell or effect?
- Has the caster experienced the spell or effect?

# ORS

- Are the dynamic aspects (movement, behavior, mannerisms) of the illusion logical?
- Are the actions, reactions, and associated damage believable?
- Is the target aware of the illusion?
- Can the target comprehend the effects simulated?
- How deep is the target's emersion?
- Has the target experienced the real thing?

The process will be illustrated with a few examples. Inlaedar and his party are in an underground cavern. The rock is primarily limestone. The party finds itself trapped in a long passageway. NOTE: The actual outcome space is determined within the *CARP*<sup>TM</sup> engine. *ORS*<sup>TM</sup> determines the outcome on a target-by-target basis.

**Example #1:** 75 goblins are charging down the passageway. Inlaedar has just cast a real Fireball spell amongst the group, and they have taken terrible damage from the heat and flames. His next action is to cast a phantasm fireball, with visual and audible aspects. His decision on limiting the emersion is that he feels that smell, taste, tactile aspects because they have recently experienced a real Fireball their current burns will continue to provide stimulus. Targets experiencing an outstanding success would take the damage equivalent to another Fireball. Targets experiencing a minor success would faint and if undisturbed recover in a few minutes.

**Example #2:** If Inlaedar added a tactile heat aspect of sufficient power the majority of the goblins would perish.

**Example #3:** 75 goblins are charging down the passageway. Inlaedar has just cast a real Fireball spell amongst the group, and they have taken terrible damage from the heat and flames. His next action is to cast a phantasm of the ceiling of the cavern collapsing and dropping tons of rock and debris on the goblins. Again, he limits the emersion to just the visual and audible. Targets experiencing an outstanding success would faint and if undisturbed recover in a few minutes. Targets experiencing a minor success would have their current action interrupted/limited. The reason the outcome space is so trivial is that the goblins live in the cavern and there has not been a cave-in for many generations.

**Example #4:** 75 zombies are shambling down the passageway. Inlaedar has just cast a real Fireball spell amongst the group, and they have taken terrible damage from the heat and flames. His next action is to cast a phantasm fireball, with visual and audible aspects. The outcome would rarely accomplish anything as the zombies are virtually mindless and cannot comprehend the possible ramifications of the spell.

## 11 Stressors

Successful actions involve skill usage and stressors. Skill usage is a function of the entity's proficiency in a skill and associated traits and abilities. Some skills, e.g., Meditation can be a positive stressor. **Traits** can be a stressor and is covered in the Standard rules. Note: 'cover' is not a stressor, it modifies the outcome result. In general, positive and negative stressors are applied to when conditions in the action environment falls outside mean  $\pm 1\sigma$ . For example, a 0.0z stressor is for 66% of all the possibilities for a particular category.

### 11.1 Weather

Weather, a nice day, partly cloudy with a gentle breeze and even a very light drizzle would fall in this range. The following table is a possible mapping.

Weather	stressor
Calm, gentle breeze	0z
Breezy and raining	-1z
Heavy Wind and Rain	-2z
Hurricane	-3z

## 11.2 Visibility

Visibility can also be a stressor, from sunrise until sunset a 0.0z would be applicable for most humans. The following table is a good mapping for humanoid entities. It can also be viewed as normal senses, needed for an action. The *Hiding* and *Stalking* skills and the *Camouflage* trait also fall under visibility.

Visibility	stressor
Sunrise - Sunset	0z
Late Dusk & Early Dawn	-1z
Night with Stars & Moon	-2z
Night with stars only	-3z

## 11.3 Communication

Communication between entities sharing a common language is considered a normal action. Communication becomes more difficult when one considers a strong dialect, communication via *Signaling* skill, or significantly difficult when using different language. The following table can be used as a guide.

### Communications

Location	Stressor
Common Language	0z
Dialect	-1z
Signaling	-2z
Different Language	-3z

## 11.4 Surroundings Relative to Habitat

The encounter surroundings can also provide stressors based on how different it is relative to the entity's normal habitat.

### Surroundings Relative to Habitat

Location	Stressor
In	+1z
Similar	0z
Dissimilar	-1z
Opposite	-2z

## 11.5 Bite, Claw, Grappling, Striking, and Sweep Attacks

Bite, Claw, Grappling, Striking and Sweep attacks, *a.k.a.*, empty hand attacks may have stressors based on the relative size of the attacker to the defender. In general, if the defender is smaller it is easier to hit them and if they are more than 2X the size of the attacker it becomes ludicrous.

### Bite, Claw, Grappling, Striking, Sweep Attacks

Size Relative to Attacker	Stressor
Smaller	+1z
0.7X - 1.3X	0z
1.3-1.7X	-1z
1.7X-2X	-2z
Greater than 2X	-3z

## 11.6 Damage & Exhaustion

An entity's health as expressed via damage and exhaustion can also be a stressor. One or all (Body, Mind, Soul) of the pools can be used depending on the entity's desired action. The following table is one way of determining the stressor. NOTE: When the Mind exhaustion pool is < 10% and engaged in melee just use Muscle Memory stressor in the *Melee* table.

% of Pool	stressor
>100%	+1z
66%-100%	0z
40%-65%	-1z
20%-39%	-2z
10%-19%	-2.5z
<10%	-3z

## 11.7 Initiative

Before melee begins initiative must be determined using the *Passive Awareness* skill, see Initiative in the *ORSTM Standard Rules*. An entity can have various situational stressors *e.g.*, they are invisible. In addition to any other applicable stressors, the table below adds additional stressors just for determining initiative.

Initiative	
Situation	Stressor
Entity is Alert	+1.0z
Entity is Inaudible	+0.5z
Entity is not Visible	+1.0z
Entity is Odorless	+0.25z

## 11.8 Melee

Melee may have various optional stressors that an entity may use or be forced to use to perform an action. Called shots include disarming an opponent while grappling, decapitation, hitting a bullseye, etc. An archery competition has the bullseye specified as the highest priority. An extreme called shot would be an entity shooting a tossed coin out of the air with his pistol. The *Swashbuckling* combined skill often has a called shot specified, *e.g.*, carving your initials on someone's posterior requires a called shot. Opportunity fire is an example where an entity waits to attack an opponent as they move out of cover, enter a doorway, etc., this includes holding a spell after the normal casting time. Facing are stressors are based on the location of the target relative to the attacker. If the action is successful, the attacker does not change his original position/facing. Muscle memory allows the entity to fall back upon their intense training and function at some level of physical ability even when mentally exhausted, distracted or even stunned.

Melee	stressor
Called Shot	-2z
Facing, Flank	-1z
Facing, Rear	-2z
Muscle Memory/Stun	-3z
Opportunity Fire	-2z
Parrying/Deflecting	Varies

## 11.9 Snap Actions

Every action has a base time to accomplish with a stressor based on the entity's *Speed* ability. This time assumes near optimal conditions. The entity has the option of decreasing the base time with an associated stressor to the action and an increase the actions normal exhaustion. The increase in exhaustion is not applied to casting actions as it is already calculated based on the power points used. A parting shot is when the opponent disengages from melee and presents a flank or back facing, this does not apply to spell casting or ranged weapons.

### Snap Actions

Speed	Stressor	Non-Spell Exhaustion
200%	+1z	1.5X
100%	0z	1X
50%	-1z	2X
33%	-2z	3X
25%	-3z	4X
20%	-4z	5X
Parting Shot	-1z	1X

## 11.10 Healing & Medical

Based on the severity of the wound magical healing and the use of the Medical Aid skill should be modified.

### Healing & Medical

Wound Severity	Stressor
Light	0z
Medium	-1z
Serious	-2z
Critical	-3z

## 11.11 Encumbrance

Encumbrance, how much the entity is wearing and carrying can also be a stressor. To minimize this modifier many experienced characters, drop their backpack before entering melee. In general, a healthy entity's encumbrance is a function of their weight as expressed by the following table. The entity's (zStrength+zEndurance) should be added as a percentage to the % weight column. A successful combined skill roll with *Armor* or *Shield* or *Armor + Shield* temporarily supersedes this rule.

% of Weight	stressor
0-11%	0z
11%-22%	-1z
22%-33%	-2z
>33%	-3z

## 11.12 Weapon's Reach

Melee involves a number of factors, armor and weapons are the two obvious ones. The relative length of the weapons is another.

Length ratios (A/D)	stressor
0-50%	-1z
51-150%	0z
>150%	+1z

## 11.13 Action Context

Activity in and around the entity performing an action can also be a stressor. If the action is performing a weapon action during melee that is a normal activity. But if it is a spell casting action and melee is happening around them it is at least a busy activity, and if the caster is trying to cast the spell when someone has been actively attacking them it might be frantic!

Activity	stressor
Calm, Quiet, Meditative	+1z
Normal Activity	0z
Busy	-1z
Heavy	-2z
Frantic	-3z

## 11.14 Drugs & Alcohol

Entities under the influence of drugs and alcohol can also modify an action. In certain situations, the GM may decide that a particular drug might benefit an entity's action, this should be done on a case-by-case basis.

Inebriation	stressor
Sober	0z
Mild	-1z
Moderate	-2z

Severe	-3z
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### 11.15 Ley lines & Places of Power

Places of Power (PoP) are ley lines, nodes, sources and massive quantities of one of the classical elements. Any entity within 1000 feet of a PoP receives a temporary modification to their Mana which includes an associated temporary modification to their *Mind* and *Soul* exhaustion pools. If an entity attempts to use a *Codex-Noun* directly opposed to the PoP the Codex stressor is negative, e.g., Water and Fire, Earth and Air. Ley lines connect sources, nodes are intersections of ley lines. Sources are all one of the following Nouns: Earth, Air, Fire, Water, Ether, Plant, Animal, Human, Supernatural or Extraplanar. The following is a quick and dirty mapping.

Location	Mana Mod	Noun Stressor
Nothing	0z	0z
Ley line, Element	±1z	±1z
Node	±2z	±2z
Source	±3z	±3z

### 11.16 Magic Rituals & Components

Spell casting can also have stressors, see the *ORS Codex™* for a detailed description. The baseline assumes that the caster is only using the ‘Will & the Way’, i.e., no components. As you can see from the table below, all things considered equal, a spell weaver using the Will & the Way will always get the drop on a spell weaver using components.

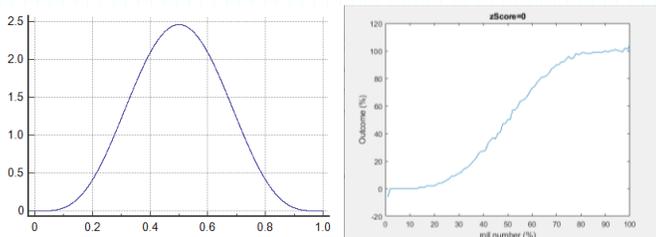
#### Magic Rituals & Components

Method	Casting Time	Codex z-score modifier
Will & the Way	1X	0
Verbal	1.1X	1
Somatic	1.2X	1
Verbal & Somatic	1.3X	2
Somatic & Material	2X	2
Verbal & Material	2X	2
Verbal, Somatic & Material	2X	3
V, S & M in Lab setting	4X	4
Magic Ritual	32X +	5+

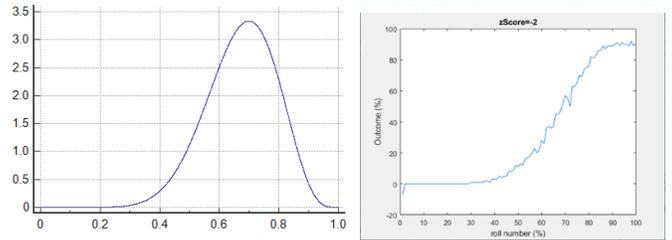
## 12 Actions

An action is an activity an entity (PC, NPC or monster) performs involving one or more skills (combined skill). Actions potentially depend on a multitude of factors, e.g., an entity’s skill, abilities, traits and applicable stressors, each represented as a zScore. After *CARP™* combines all the relative factors a final ‘action’ zScore will be calculated. This zScore defines a pdf, i.e., a beta distribution. Success of an action is any roll greater than 50% on a modified *cdf*. Three examples are illustrated below to help comprehend this. The left hand plots are the *pdfs* and the right hand plots are actual *CARP™* modified *cdf* plots using 1 million random draws.

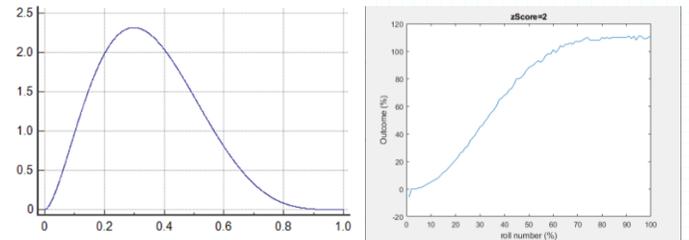
An entity with a final zScore that is average (0.0z, β{5,5}) will succeed 50% of the time, as seen in the following figure.



An entity with a final zScore way below average (-2.0z, β{10.3,5}) will succeed only 33% of the time, as seen in the following figure.



An entity with a final zScore way above average (+2.0z, β{2.71,5}) will succeed only 65% of the time, as seen in the following figure.



The pdf can be converted into a cdf which will be used to determine the actions outcome. Luck, entropy, critical hits and epic failures are directly added to this to the outcome. The *CARP* engine will hand the mechanics and simplify of gameplay, for more information on how this is done see the *ORS™ Design Document*.

## 13 Wear & Tear

Just as in real life things break and wear out, *ORSTM* models this based on the specific item and the characters activities. Every item is categorized based upon its composition, quality, construction and magical properties. Examples of item composition include: bone, cloth, crystal, glass, ivory, leather, metal, paper, parchment, pottery, stone, vellum and wood. Quality is a number between 0 and 10, qualitative examples include: flawed, cheap, average, good and superior. Construction is a number between 0 and 10, provides a way of describing the fragility or sturdiness of an object, qualitative examples include: delicate, flimsy, fragile, average, sturdy and stout. Magical items tend to be of superior quality and are more resistant to damage than their non-magical equivalents.

In statistical terms the variance is a function of quality and construction.

$$\sigma = f(\text{construction}, \text{quality})$$

The mean is a function of composition, construction and quality.

$$\bar{x} = f(\text{composition}, \text{construction}, \text{quality})$$

Finally, magical properties skew the distribution like *Luck*.

Once this pdf is defined it will be used every time the item is used or subjected to some sort of abuse. Failure outcomes indicate wear and tear and terrible failures might indicated the item has broken or been damaged beyond repair. Stressors are the type of abuse inflicted on the item, for example a scroll will tolerate a fall quite easily but a fireball would probably destroy it. Finally, it should be said that all damage is cumulative, i.e., eventually it will totally wear out.

## 14 Armor & Shields

Armor and shields are special in that they are incorporated in actions and interactions in different ways. *ORSTM* groups armor based upon its underlying protective stressor, e.g., Light (1z), Medium(2z) and Heavy (3z), not weight. Similarly, shields are grouped based upon its underlying size/protective stressor, e.g., Small (1z), Medium(2z) and Large (3z). This base-stressor modifies an opponent’s attack and can be modified by magic, e.g., *Bless* spell.

## ORS

This stressor is only applied in interactions that do targeted damage, combat, spike trap and when a spell targets an individual and can-do damage. For example, it would be applied against a *Water-Bolt* but not against a *Fireball* or *Sleep* spell.

Damage from an edged weapon hitting armor is reduced and provided it doesn't penetrate, it gets converted to concussion damage. The damage gets reduced automatically because the stressor reduces the action roll which reduced the result. Any outcome that produces serious or critical damage has penetrated the armor.

The zScore associated with armor and shield is generally only used when calculating the combined zScore. Remember, when worn or equipped armor and shields converts virtually every action into a combined skill. When combining the armor and shield zScores with other skill(s) it can never be higher than the other skill in question, *i.e.*, wearing armor or having a shield on one's arm never helps in performing an action.

### 14.1 Exhaustion

Wearing armor and carrying a shield is exhausting over long periods of time. Historically, Knights didn't ever wear their armor unless it was necessary, *i.e.*, combat or imminent combat or a tournament. Unless exhausted, or in battle no one sleeps in their armor. Sleeping in light armor has minor adverse effects on the wearer but sleeping in medium or heavy armor makes it difficult or impossible to recover fully during a long rest.

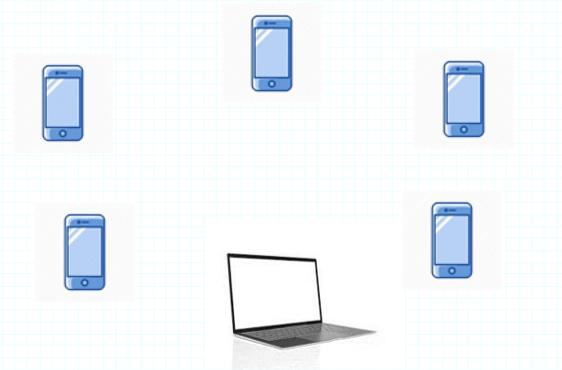
A good historic example of this can be found in the battle of Stamford Bridge. The Norwegian force, led by King Harald Hardrada, left their armor behind in their ships, because of the hot weather and the fact that they were not expecting conflict with the English for a good while yet. They got a nasty surprise after King Harold Godwinsson's force-marched his army north in record time.

Shields can be constructed with a 'guige' strap which was used to help distribute the weight of medium and large shields. As an added benefit this strap allowed soldiers to transport their shield on their back while traveling. If the opportunity presented itself, or if they could afford it, soldiers and knights would have their armor and shields transported to the battle via wagon.

# Section II: The Gaming Experience

## 15 User Interface

The following figure represents a possible wireless network configuration under which *ORSTM* could operate. The GM uses a laptop, and the players have smart phones. Another possible configuration is where everyone has a laptop or any possible combination of laptops, tablets and smart phones.



The players will be able to keep track of their character's status using their smart phones. Rough drafts of the GM screen shots are presented and discussed in the following sections.

The GM *CARP*<sup>TM</sup> engine is installed only on the GM's laptop. The smart phones have client software running on them, primarily for I/O. The GM's laptop determines the results and communicates back to the smart phones. If the final design warrants distributed processing, then appropriate security features will be incorporated to ensure that the client software has not been hacked.

The *CARP*<sup>TM</sup> engine and its integration into *ORSTM* is being done to enhance the feel of a face-to-face game. The GM still tells the story verbally, the players will still interact verbally. You can still utilize miniatures, but you may wish to use the future *ORS Tabletop Display*<sup>TM</sup>. The goal is to increase realism and playability while simultaneously decreasing the amount of time referring to books, notes, keeping track of characters health, etc.

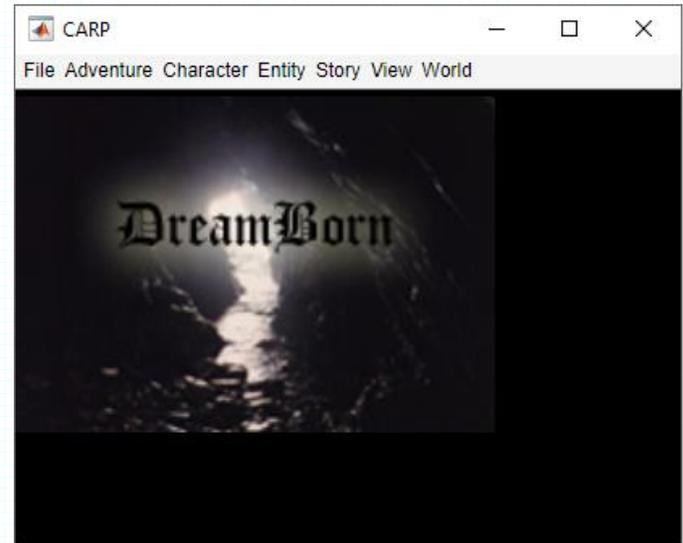
The GM has the capability to customize virtually all-modeling parameters within *ORSTM* using the *CARP*<sup>TM</sup> engine. The GM has the ability to modify the campaign/world setting parameters as well as parameters dealing with an adventure or even an individual encounter. The campaign/world parameters are the settings that the GM should be satisfied with for about 98% or more of the time. Editing these parameters can take as little as 10 minutes or depending on the ambition of the GM he can totally change everything in a few days. The adventure/encounter settings are specific to a particular adventure or if desired the GM can micro-manage parameter settings at the encounter level. It is totally up to the GM. The time required to edit adventure parameter settings is a couple of minutes where the encounter settings may be modified in less than a minute.

The following screen shots are from the *beta software*. They are presented here as to illustrate the current state of the software and to assist the GM in using the software.

## 15.1 ORS Tabletop Display<sup>TM</sup>

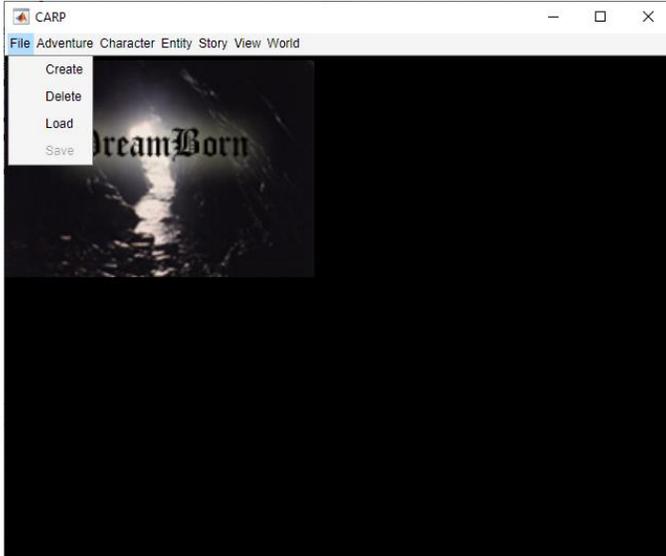
The *ORS Tabletop Display*<sup>TM</sup> is envisioned to be a horizontal computer monitor that displays the group's tactical (God's Eye) view. The group's tactical view does not display all the information from all the player characters. To maintain the *Fog of War*, a player's smart phone or tablet may provide additional information that the player's characters must communicate during the course of play. The images of the player characters are generic representations unless modified within the Character Manager Screen. Depending on the size of the monitor the image can be sized to support 25mm figurines. Note: use of figurines can slow game play but may add valuable perspective. As an alternative the feed for the player's tactical view can be routed to a projector, e.g., Proxima and displayed on a wall.

## 15.2 The Main Screen



The Main Screen presents the options currently available to the GM. There are seven pull down menus with a variety of options. The seven menu options are *File*, *Adventure*, *Character*, *Entity*, *Story*, *View*, and *World*. Clicking a menu title cause the menu items to appear to drop down from that position and be displayed. Options are selected by clicking the menu item and continuing to hold the mouse button down and letting go when the item is highlighted. Each drop down menu will be discussed below in a separate sub-section.

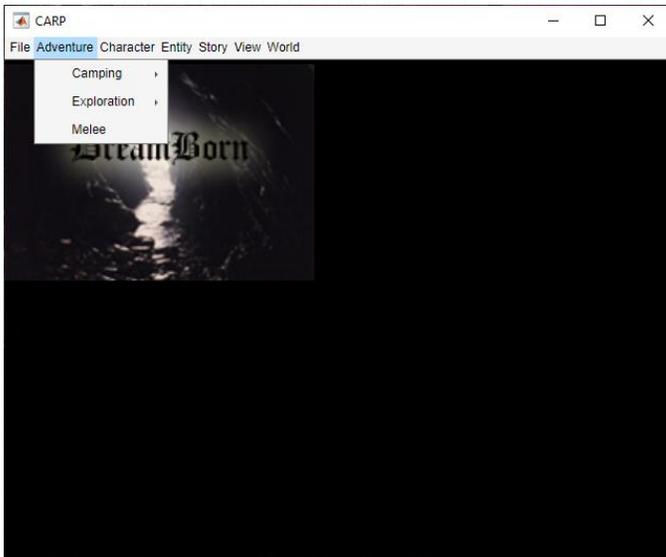
## 15.2.1 The File Menu



The File menu allows the user to **Create** a *Story* template that will be detailed out using the Story menu. The GM can **Delete** an existing *Story* or breakpoint of an in-progress *Story*. **Load** allows a *Story* or an in-progress *Story* to be loaded. **Save** allows the GM to save a *Story* at any point in its creation or at any breakpoint during its play.

The **Create** option will have default meta-data that can be customized using the *View* and *World* menus.

## 15.2.2 The Adventure Menu



The *Adventure* menu allows the GM to manage most activities of an adventure, *i.e.*, **Camping**, **Exploration** and **Melee**. **Camping** is the situation where the party of adventures are resting up either in a wilderness, city or inside a dungeon environment. **Exploration** is where the party is moving/exploring their environment. And **Melee** is the situation where the party is performing actions and/or interactions with NPCs or other entities.

Selecting the **Camping** option allows the GM to specify:

- Watch Order,
- Update Exhaustion/Damage Pools,

- Display Health & Status Summary and
- Advance the game time, and check for encounters.

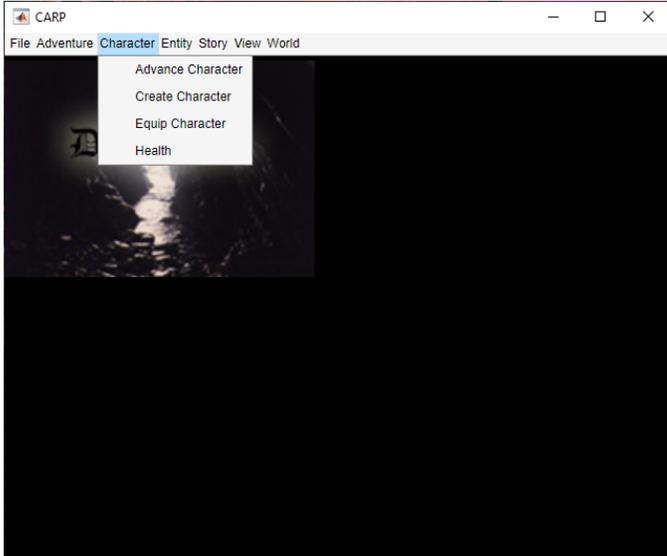
Selecting the **Exploration** option allows the GM to specify:

- March order, A single or double column can be selected for each character's position as well as separation distance.
- Update Exhaustion/Damage Pools
- Display Health & Status Summary
- Advance the game time, and check for encounters. This starts a dungeon crawl and will progress automatically determining passive awareness for each character which may detect hidden or secret doors and determine who first notices the encounter.

Selecting the **Melee** option will initialize and start the encounter. It can be done automatically as a result of the Camping or Exploration options or the GM can control everything by:

- Selecting the Encounter,
- Specifying encounter stressors for NPCs/monsters,
- Selecting PCs for the encounter from /DramatisPersonae directory,
- Specifying encounter stressors for PCs,
- Automatically determining initiative, and then in reverse order (highest to lowest) querying:
  - Action, Mods, Speed and Target. This includes *Snap Actions* and *Opportunity Fire*, etc. The entity specific stressor list is updated as needed.
  - Allow player and GM to select Strategy and Tactics (S&T), *e.g.*, Only attack healthiest characters; Never attack a character that is down if other characters are adjacent; Attack spell casters with projectile weapons; Go berserk and kill everything and let God sort it out, etc.
- Facilitate encounter:
  - In  $\sum(\text{time} + \text{actionSpeed})$  order resolve encounter, automatically taking into consideration *Quickdraw*, etc.,
  - Automatically determine potential hit location,
  - Append *Armor/Shield* zScores to stressor list,
  - Calculate *Situational Awareness* for and *Passive Awareness* for defender. If in melee (HTH combat) add Action context stressors.
  - Add Parrying, and Deflecting to stressor list,
  - Resolve the action for attacker using stressor list,
  - Communicate the outcome,
  - Auto update damage and exhaustion, while keeping track of stun, hit location and severity....
  - Query entity (Continue, New, or Abort). Allow all entities who had a successful Awareness roll to modify their Action.
- Display Health & Status Summary in separate window.
- Moral
- **GM event interrupt button**
- Advance the game time and continue encounter,
- Automatically update 'experience'. Including natural 100 epiphanies.
- Automatically update Story log.

### 15.2.3 The Character Menu



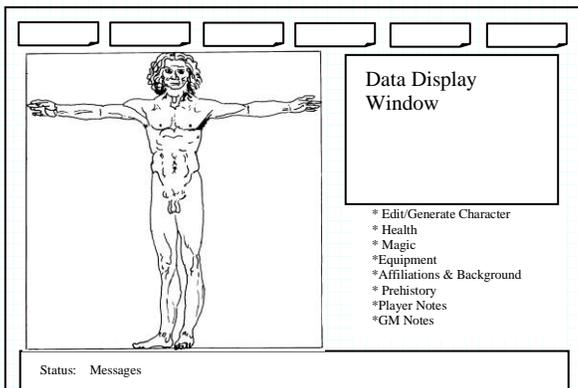
The Character menu allow the GM to manually revise a character and various ways, e.g., **Advance Character**, **Create Character**, **Equip Character** and manage a character's **Health**.

The **Advance Character** option allows the GM to advance skills and traits that are not handled automatically.

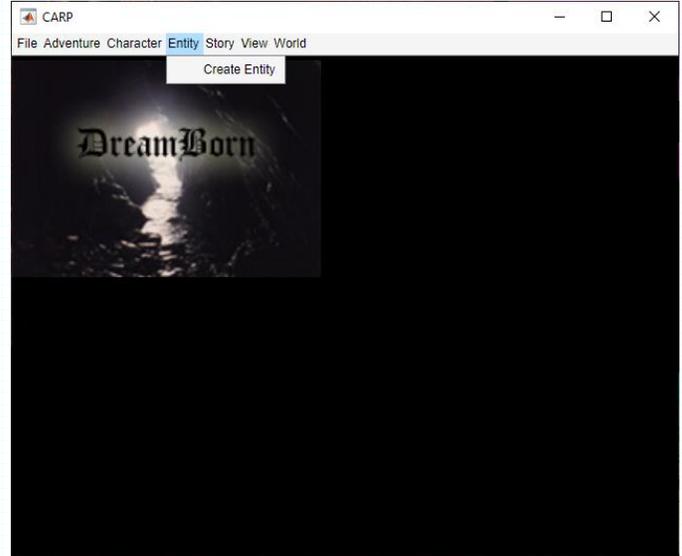
The **Create Character** option assists the GM in creating an NPC or GM and player in creating an PC.

The **Equip Character** option allow the GM using the player's specifications to equip the character that will facilitate the encounter resolution.

The **Health** option provides the GM with detailed information about an entities health status. This includes but is not limited to: Damage pools, Exhaustion pools, Stun, Hit location, Severity, Active Spells, Stressors, etc. Note: the player will not necessarily know all the details. In addition, radio buttons to quickly access additional info, e.g., prehistory, magic, money, etc. A preliminary draft mockup appears below:

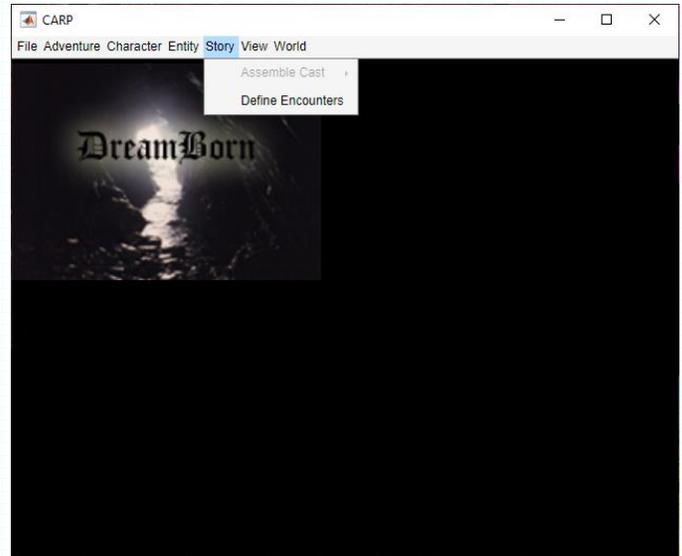


### 15.2.4 The Entity Menu



The **Create Entity** assist's the GM in creating new entities.

### 15.2.5 The Story Menu

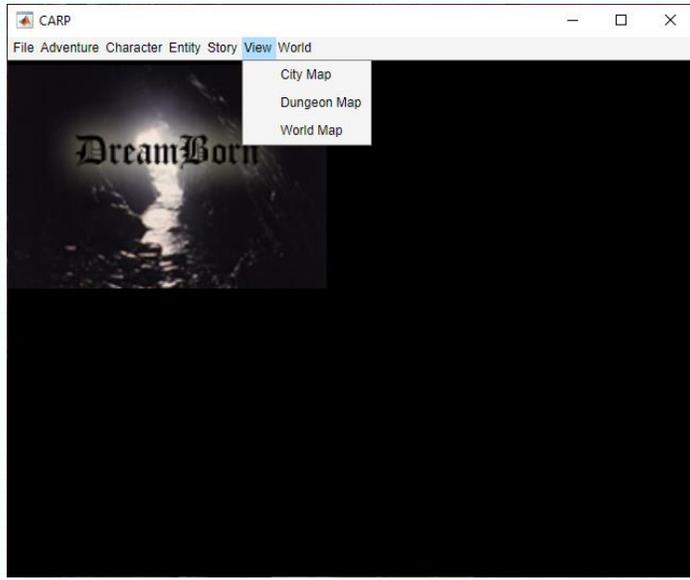


The **Story** menus assists the GM in creating a Story/Adventure by defining predetermined encounters and assembling a cast of characters for game play.

The **Assemble Cast** option allows the GM to select PCs that will be in the Story. The GM will allow select NPCs and entities that may be encountered. CARP automatically places all this info into the /DramatisPersonae directory.

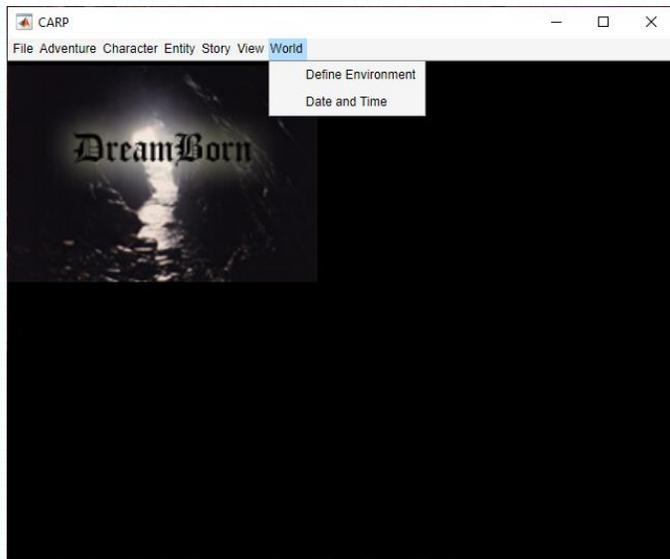
The **Define Encounters** option assists in specifying predefined encounters planned for a story. The entities will be selected from the entity list, the date, time,  $\Delta t$  (time step), lighting conditions, logLevel, awareness stressors and default encounter stressors, Places of Power, etc.. The **File menu** option will allow the GM to save his Story at any point in the creation process. Strategy and Tactics for various entities, i.e., rules of engagement. Examples include but are not limited to: Only attack healthiest characters; Never attack a character that is down if other characters are adjacent; Attack spell casters with projectile weapons; Go berserk and kill everything and let God sort it out, etc. Other possibilities include specify opportunity fire and snap actions (speed).

## 15.2.6 The View Menu



The *View menu* allows the GM to see where the party is in a story. The GM currently has three view to assist in visualizing the situation: **City Map**, **Dungeon Map** and **World Map**. All maps can be zoomed in or out as desired. It is foreseen that this will utilize a simple Geographic Information System (GIS) application.

## 15.2.7 The World Menu



The *World menu* allows the GM to set and query information about the World locale the players are currently in. The **Define Environment** will allow the GM to specify latitude, longitude, altitude, Biome and Urbanization (rural, urban, wilderness, dungeon) which will allow random encounters to be realistically generated.

The **Date and Time** option will allow the GM to specify the Story's current date, time, and  $\Delta t$  (timestep).

Future options will include Celestial, Tides and Weather. **Celestial** will use the time, date, latitude and longitude to display what the Sun, Moon and stars look like. The **Tides**, if applicable will list the times of high and low tide.

**Weather** will generate random weather applicable to the time, date, latitude, longitude and altitude.

## 16 Future Enhancements

Future versions of the GM's CARP application will include:

- The ability to detach View maps to enable the GM to visualize the environment of the current encounter, i.e., movement, facing, etc.
- Allow import of entity graphics for health screen. Enable graphic to rotate.
- Command and Control specification for groups of NPCs/entities that will facilitate movement and combat.

## 17 Event Driven Sequencing

Much of this section is identical to that found in the *ORS Standard Rules*<sup>TM</sup>. Only additional information, usually unique, to the GM is presented here

An event is a change to the entity's environment that they have sensed. When numerous entities are being managed using a 'command and control' structure an event only happens when the commander senses an event.

It is important to emphasize that *ORS*<sup>TM</sup> does not eliminate the GM's role to tell a story. In other words, the GM has the ability to inject events whenever he wishes. In fact, a good GM will inject himself into most pivotal interactions, from a story perspective, to increase the enjoyment of all concerned. This and other capabilities allow a GM to influence an outcome should he need to. It is important to note that influence does not mean control an outcome. The GM can interject himself to colorize character interactions with NPCs, but the character's skills and abilities, not the GM, will determine the outcome(s).

Most interactions involve multiple events, allowing players to the ability to react to subtle clues. For example, a player and the GM may roleplay a conversation between the player's character and an NPC, while the other characters listen on. The GM will base his roleplaying on the *ORS*<sup>TM</sup> determined outcomes, regardless of how good the player is. The other player's characters will each perceive the conversation through the eyes, ears and skills and abilities of their characters. You can imagine the situation where the character thinks he did a great job and the NPC likes him, the other characters might perceive the NPC mad, confused, bored or even manipulating the other character. Each character perceives the events of this interaction based upon their own unique abilities, skills and background. Each character present has the capability to influence the interaction as the events unfold. Only the GM knows the true outcomes.

### 17.1 Actions

An action is an activity an entity performs usually involving one or more skills. A GM selects an NPC's action from the Combat Manager Screen's Action List. The Combat Manager lists all the *ORS*<sup>TM</sup> skills available to the entity.

As stated earlier, actions depend on the entity's current environment, his abilities, traits and skills. Environmental conditions include weather, temperature, entity's encumbrance, entities performing actions nearby, is the entity in a melee or non-melee situation, entity's movement rate, current health and difficulty of the desired action just to name a few.

### 17.2 Action Templates

The GM will have numerous action templates predefined in the *CARP*<sup>TM</sup> software application. In order to speed up game play the GM is encouraged to create additional action templates that specify how the entities will react to a predictable situation. These customized lists should not be confused with *ORS*<sup>TM</sup> combined skills, see above. *ORS*<sup>TM</sup> action templates list multiple actions linked together, either in series or if possible, in parallel. The variety of templates are only limited by the GM's imagination, possible templates could include:

- A movement order template might be: Use leadership, communicate to squad leaders the direction and rate desired or destination.
- An attack order template might be: Use leadership, get Situational Awareness, communicate to squad leader's individual groups to attack and how to attack, i.e., projectile weapons.
- A standard door procedure (SDP) as defined in *ORS*<sup>TM</sup> Standard Rules.
- A standard grade 'B' movie search (SGBMS) as defined in *ORS*<sup>TM</sup> Standard Rules.
- An order of battle might be as defined in *ORS*<sup>TM</sup> Standard Rules.
- A standing watch template as defined in *ORS*<sup>TM</sup> Standard Rules.

- Close & Attack – The GM's entities will move to withing melee distance and attack with best weapon.

In order to speed up game play, there are a few default customizable actions that *ORS*<sup>TM</sup> provides to help with items not generally covered under skills. These are *Ready*, *Use*, *Stow* and *Drop*. Each of these will take a variable amount of time depending on the character's abilities, traits, the item and its location. These customizable actions are explained further in the *ORS Standard Rules*<sup>TM</sup>. These actions were created to speed up and simplify game play. Towards this end certain assumptions were made. The *Use* action will *Ready* the item if it isn't readied. These customized actions also provide an alternative skill usage, e.g., *Use* bow would be able to encapsulate *Ready* bow, *String* Bow, *Ready* Arrows nock arrow, draw string, and fire. If multiple options exist the computer automatically selects from a prioritized list.

### 17.3 Movement

See *Movement* skill in *ORS*<sup>TM</sup> Standard Rules.

### 17.4 Results & Outcomes

See *ORS*<sup>TM</sup> Standard Rules.

### 17.5 Magic

See *ORS*<sup>TM</sup> Standard Rules.

## 18 Interactions

Interactions, *a.k.a.*, opposed actions, are simply actions that can be influenced, countered, or opposed by another entity's action. An entity attempting perform an action receives negative stressors to their action equal to the opponent's opposing skill. Examples of *Parrying*, *Deflecting*, *Stalking* versus *Active Awareness*, and *Spell* versus *Magic Resistance* are presented in the *ORS*<sup>TM</sup> Standard Rules.

### 18.1 Command and Control

Command and Control ( $C^2$ ), *a.k.a.*, Command, Control, Communication ( $C^3$ ), is an interesting case that the GM has to worry about, and player entities may worry about later in their careers.  $C^2$  refers to the ability of the military commander to direct his forces. The addition of Communications to the grouping reflects the fact that communications is required to enable this coordination. The GM should set up a  $C^3$  structure for his entities before an encounter begins. This is accomplished using the Combat Manger Screen feature of *CARP*<sup>TM</sup>. All commercial adventures should have this structure defined a-priori.

The basis for all  $C^2$  is the authority vested in a commander over subordinates. This requires a level of organization which may or may not be available based on the entity's intelligence, social and technology level. Highly organized entities will indicate backup leaders (2<sup>nd</sup> in command) and even potentially even a backup for the backup leader. A hypothetical example, starting from the lowest level, would be:

- 1 squad leader commands ten soldiers.
- 1 centurion leader commands 10 squad leaders, effectively controlling 100 soldiers.
- 1 cohort leader commands 10 centurion leaders, effectively controlling 1000 soldiers.
- 1 legion general commands 10 cohort leaders, effectively controlling 10,000 soldiers.

During an encounter the GM, or player entity leader, would only need to control his immediate subordinates. As  $C^3$  implies, this requires communication. If

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the communication breaks down the subordinates will typically do one of the following: continue what they are doing; observe other peers and mimic their actions; or rout if the combat takes a turn for the worse. The last example is a case where the entities have failed their morale.

## 18.2 Morale

Morale is also an interaction. Karl Von Clausewitz, a Prussian military general and military theorist, identified morale as a fundamental military principle. Player entities determine their own moral, but non-player entities and all other entities will have their morale determined by *ORST<sup>TM</sup>*. Morale should never be confused with motivation, *i.e.*, negative discipline will never improve morale. Morale is the capacity of entities to maintain belief in an institution or a goal, or even in oneself and others. An entity's morale is modified by the skills of the commanders and environmental conditions. Applicable skills include primarily command *Leadership* and secondarily fighting prowess (*Weapon Skill*) of their commanders and *Military Tactics* and *Procedures*. Environmental conditions include weather, temperature, entity's encumbrance, how the melee is progressing, entities performing actions nearby, entity's movement rate, current health and difficulty of the desired action just to name a few.

After everything has been taken into consideration *ORST<sup>TM</sup>*, will determine an entities morale outcome, see *Results & Outcomes* above. A failure would mean the entity would retreat where a terrible failure would indicate a state of wild confusion and disorderly retreat, *i.e.*, a disastrous defeat (fleeing the battle with all haste).

## 18.3 Resistance

An entity's *Resistance Traits*, *i.e.*, Allergy, Curse, Disease, Disorder, Magic, and Poison are the entity's base resistance to various targeted assaults on their being. These assaults can be mundane or magical and can be beneficial or harmful. They are handled as an interaction. Resistance traits are modified by the entity's ability scores. A Resistance trait's associated zScore is a stressor to the targeted assault. These traits are not rolled for and are not Saving Throws as *ORST<sup>TM</sup>* does not have Saving Throws. A couple of examples will illustrate their use.

Joe the Jester drinks a glass of wine laced with poison. Perhaps someone, an NPC, didn't appreciate his performance. The poison has a related zScore of +1z as it is quite toxic. After careful consideration only one stressor impacts this action result: Joe's poison resistance which is better than average with a +0.25z. The +1z poison's targeted action is modified by a -0.25z stressor as the Jester's zScore is reducing the potential outcome. A single roll is made by the GM to determine the outcome.

Another example is a spell caster attempting to sleep an NPC guard. The mage has +1.9z combined zScore (*Change-Human-Mind: Sleep*) and is using verbal and somatic components which gives them a +2z stressor. There is only a single -0.5z negative stressor due to the NPC guard's *Magic Resistance* trait. The guard has a worse than average resistance to magic. Once again, a single roll determines the outcome. The magnitude of the outcome determines if the guard can fully or partially resist the spell or succumbs to the effect.

## 19 Initiative

See *ORST<sup>TM</sup> Standard Rules*. For each encounter the GM needs to include all NPCs/entities that may be involved with that encounter. This list along with any PCs involved is the 'cast' (dramatis Personae) for this encounter. Initially some or all may be *off-stage*. This is accomplished by using the *Wait* option. In this way cast members can be added when any action is resolved, or the GM can issue an interrupt.

## 20 Surprise

See *ORST<sup>TM</sup> Standard Rules*.

## 21 Melee

See the example situation presented in the *ORST<sup>TM</sup> Standard Rules*. The GM issued an interrupt to allow NPCs/entities to enter the stage. The following describes additional information known only to the GM.

Unbeknownst to the players, the GM has initiated a new encounter based upon a specific locale. The adventure has specified a single commander for the whole group of ghouls and all ghouls can be backup commanders. This commander will use the *Leadership* combined skill, *i.e.*, this enables the GM to control the entire group of ghouls by only controlling the leader. This significantly reduces the GM's workload, and he can concentrate instead on his story telling role. The GM enters a generic close and attack template.

The GM receives numerous interrupts each time an action is resolved. The ghoul commander notices something only if he succeeds in a *Situational Awareness* combined skill roll succeeds. If the GM is satisfied with the encounter and NPC actions he would just clicks on continue.

### *Outdoor Encounter*

Some months later our party of adventures has been hired by a city to supplement the local city watch and root out a disruptive band of goblins in the hills above the city. The GM structures the Command and Control to be the Captain of the watch as the leader, his Sergeant as second in command and nine rank-and-file city watchmen to be subordinate to both. All city watchmen are armed with Greek Hoplite short swords and wear a leather cuirass. The captain has a chain mail shirt and leather bracers.

It is late afternoon before the group is ready to depart. The *Woodsman* uses his *Tracking* skill to follow the goblins back to their lair. The rest of the party follows the *Woodsman*.

The GM chooses to have the city watch follow the *Woodsman* as well. The City Watch's march order is the Sergeant first, rank-and-file watchmen next and the Captain brings up the rear. Meanwhile the goblins have discovered the plot and are preparing themselves. A total of 23 goblins have been structured to have two groups with a leader and a supreme leader commanding the group commanders. Half the goblins have short bows, and the others have swords.

The GM positions the goblins on a hill that contains the entrance to their lair. Specifically, the goblins are behind boulders (50-100% concealment and 50-100% cover) in two groups on either side of their lair, separated by about 80 feet. The goblin supreme commander is 50 feet above the lair hiding behind a bush (80% concealment).

By the time the party arrives the sun is behind the hill, so it no longer significantly impacts the goblins' ability to see, *i.e.*, they are in shade. The GM decides to give the party a chance and has the goblin group on the left fire at extreme range, once. All five shots miss.

The encounter begins, a global interrupt has been issued. The party universally selects a movement action and quickly seeks cover in the rocks below the mouth of the lair. They each indicate their movement on the mapping screen after selecting *Dodging & Evasion*. The captain of the watch orders his men to charge and orders the party to assist them. The GM selects a customized action list *Charge & Engage* and indicates his movement on the Combat Manger Screen.

The supreme goblin commander watches and yells, "Don't fire until they get to the first mark". The GM uses the *ORST<sup>TM</sup>* message to do this and gets and gets an interrupt on everyone's Status Message with no additional effort. The goblins have marked out a range of 180 feet. This yell although unintelligible to the party and the watch does provides an interrupt. The goblin archers all

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take opportunity fire based upon the distance mark of 180 feet, a medium range attack.

The *Woodsman* takes a quick shot in the direction of the yell, but due to the supreme goblin commander's concealment he is not sure exactly where the voice came from. The *Cavalier* readies his sword and shield. The *Priest* is unsure what to do and looks to the others for direction. The *Thief* moves from one boulder to another attempting to get within short range of his sling. The *Mage* reacting to what the *Thief*, is doing does the same. Each selects actions from their action menu and indicates their movement on the mapping screen.

The goblins begin firing at 180 ft, the *Opportunity Fire* action was previously selected. Two of the watchmen are hit, one in the thigh and the other right upper arm, both fall to the ground and attempt to gain cover. Their hit and reaction issue an interrupt on the GM's Combat Manager screen. They are no longer part of the force structure, and the GM handles their actions individually. The *Woodsman* takes aim at a goblin archer and fires at his maximum rate. His rate depends on his abilities and skills and is an option of using his weapon. His first shot shatters on the rocks (50% cover), his second shot hits the goblin in the neck. The *Thief* and the *Mage* continue to close the distance. Each selects actions from their action menu and indicates their movement on the mapping screen. The *Priest* seeing the wounded watchmen begins to move up as well. The priest player selects *Dodging & Evasion* from their customized action menu and indicates their movement on the mapping screen. The *Cavalier* moves up with the *Priest* attempting the cover the Priest. He selects Move & Protect from his customized action list and follows the Priest.

The watchmen continue their charge, the GM just hits continue each time he gets and interrupt for them. The GM has the two fallen watchmen begin First Aid on themselves, they have poor skill but it is logical. The supreme goblin command yells, "Shoot the man in chain". The GM uses the *ORS* message to do this and gets and gets an interrupt on everyone's Status Message with no additional effort. The message appears as random numbers and letters on anyone's screen that cannot understand the goblin language. The goblin group leaders hear and relay the order automatically because the GM has set up the C<sup>3</sup> structure. All ten shots are directed at the *Captain*. He is hit four times and an adjacent rank-and-file watchman is also hit. Both fall to the ground. The *Captain* is still alive but is bleeding profusely; the rank-and-file watchman next to him is dead with an arrow in the eye (*critical hit!*). The GM selects First Aid for the *Captain* from the Action List. The Sergeant is now the commander, and the GM just continues the current action. The last yell and associated interrupt, has now provided the *Woodsman* the location of the supreme goblin commander and he proceeds to direct his shots there, hitting him once in the abdomen.

The *Thief* is now within range and prepares to attack the group on the right. His player selects sling from his action menu and he chooses a target using the mapping screen. The *Mage* catches his breath and decides to cast a fireball on the group to the left. His player chooses *Create Fire (Fireball)* from his action list and places the approximate detonation point. The *Priest* and *Cavalier* continue to advance. Their players duplicate their choices from last time.

The *Mage* casts his spell, killing six and wounding five. All bows have been ruined in the flames. The GM has the goblins grab their swords and defend themselves. The sergeant and his remaining men are surprised but unhurt by the fireball and close the remaining distance to the remaining goblins on the left. The GM just continues the current actions of all the City Watch at this interrupt. The supreme goblin commander, holding his stomach, sees the fireball and its result and orders "Retreat to the Lair". The GM uses the *ORS* message to do this and gets and gets an interrupt on everyone's Status Message with no additional effort. The message appears as random numbers and letters on anyone's screen that cannot understand the goblin language. The *Woodsman* now has a good visual and fires twice more hitting the supreme goblin commander once in the chest. The supreme goblin commander falls and rolls down the hill, further driving the arrows into his body, killing him, *ORS*<sup>TM</sup> handled this automatically. The *Priest* makes it to the first wounded watchman and begins First Aid. His player chooses this from his action list and indicates the soldier as the target. The *Cavalier* covers the Priest while performing *Situational Awareness*. The *Cavalier's* player chooses his customized action Guard and indicates the Priest on the Mapping Screen. The *Thief* lobs a sling stone at a goblin toward the right and misses. His player selects the same action at his interrupt.

The goblins hear the command, but they also see their supreme commander fall and their comrades on the left fry. They fail their morale and run into the lair as fast as they can. *ORS*<sup>TM</sup> handles this automatically, there was a chance the goblins could have fled in another direction based upon how the battle played out. It is pure coincidence that the supreme commander's dying order corresponds to this action. The sergeant and the remaining watchmen dispatch the remaining goblins on the left only suffering one wound amongst them. The GM continues current action at the interrupt. The *Woodsman* fires at the fleeing goblins hitting two of them. The GM selects weapon, max rate of fire from his action list and indicates targets on the Mapping screen. The *Mage* casts a sleep spell and drops four goblins. He selected Change Human Mind (Sleep) from his action list and indicates a target point using the mapping screen. The *Priest* and *Cavalier* continue their current actions at their interrupts. *First Aid* takes significantly longer time to complete than other actions designed to be utilized during melee.

The remaining goblins escape into their lair; *ORS*<sup>TM</sup> handles this automatically. The *Woodsman* takes one final shot, not knowing whether he hit or not. The watchmen proceed to tie up the slept goblins. The GM selects *Rope Mastery* from his action list and the bind option and then indicates the targets on the Mapping Screen.

In addition to the examples above *ORS*<sup>TM</sup>, depending on the situation, allows the entities to:

- unarmed combat, as well as hand-to-hand combat,
- take into consideration the entities attack style,
- automatically determine fumbles, failures and critical hits,
- automatically take into consideration special items, immunities, special defenses,
- perform conflicting actions and common actions,
- block/parry and catch missiles,
- avoid melee attacks and even
- run-away.

## 21.1 Interrupts

The GM has the ability to issue an interrupt during melee by issuing an interrupt. He simply presses any key on the keyboard and *CARP*<sup>TM</sup>'s *meleeMgr* will pause the melee event loop. This interrupt capability happens between actions. This is in addition to the normal interrupts that happen at the completion of any and all actions normally occurring in melee. This allows the GM to provide information to the players. With this information the player's may decide to change or modify their future actions. Remember that a successful *Awareness* skill roll must still be made to be able to change the action.

## Section III: Creating Races & Entities

The *ORS Entity Encyclopedia*<sup>TM</sup> contains descriptions of hundreds of entities inspired from Earth's history, mythology and folklore. All normal races and entities are created using the same process. In theory, most entities in the *ORS Entity Encyclopedia*<sup>TM</sup> could be used as a player character race. There are few exceptions, *e.g.*, Undead and Therianthropes and should not be used as starting characters unless the campaign's genre is focused on them. The final decision is always up the GM but should not be made cavalierly. This section illustrates how to research, design, and create new races and entities for use in *ORSTM*.

The end result will be a template for a particular entity that describes an average being before initial and adolescent skill development. The template will incorporate the talents/flaws, skills, reproductive rates, sleep required, vision, etc., that make the race/entity unique. This can also include information on a race's capability of producing viable offspring with different species.

Mythology, folklore, and fiction are rich with heroes/demi-gods from mixed species parenthood. Offspring from these unions can be raised by either parent in that parent's society/culture. These entities may or may not be aware of their unique bloodline. Upon death, as a rule, they will reside in the most outer plane possible. For example, upon his death King Minos, became a demon and was forced to become a judge in the Underworld, see Minos in the *ORS Entity Encyclopedia*<sup>TM</sup> for more details.

Six examples are presented in Section II: Creating a Character in the *ORS Standard Rules*<sup>TM</sup>. The process will be illustrated below for two additional entities. The GM can always ignore this procedure but from years of experience this is not recommended and should be avoided.

## 22 Entity Creation Process

The first release of the *ORS Entity Encyclopedia*<sup>TM</sup> will be limited to entities inspired from Earth's history, mythology, and folklore. This will include extinct creatures from Earth's history like the great beasts from the Pleistocene, *e.g.*, the dire-wolf and the saber tooth tiger. It will also include demons and devils as understood in Renaissance Europe. Finally, it will obviously include all the wonderful monsters from mythology and folklore up until about 1592 AD. The boggart and the werewolf are classic examples.

Thomas Jefferson once wrote, "We hold these truths to be self-evident, that all men are created equal." While this may be true it is not true that all entities are created equal. Furthermore, it is not necessarily true that within a species that all sexes are created equally either. In *ORSTM* an entity's abilities and sex biases must be determined before we can customize their traits and skills. This is explained in detail below.

After specifying an entity species' abilities and sexual biases the *CARP*<sup>TM</sup> software will assist GMs in completing entity creation. *CARP*<sup>TM</sup> ensures that every DP used to increase an ability, skill, or trait, has an identical decrease in other abilities, skills, and/or flaws. A hard rule is that the positive and negative DPs must be equal. Not all the DPs have to be used; those not used will be used to customize a PC/entity. If all DPs are used, then no points are available for customization. This is not usually recommended as all entities created this way would be identical except for skill choice. But for every rule there is an exception. Once again refer to Section II of the Standard Rules for examples on how this is done.

### 22.1 Research

The entity should be researched; historical mythology and folklore should be considered your primary sources. Modern literature should be your last resort and try not to look at other RPGs. Below is an example of the minimum amount of research needed to create an entity. The Boggart and the Werewolf are used as examples. NOTE: The Werewolf is an example of a non-standard

entity because *Therianthropy* is a disease limited to humanoids not something you are born with.

#### 22.1.1 Boggart

Boggarts are malevolent supernatural entities inspired by English, German and Welsh folklore. In fact, the following creatures from folklore are all synonymous with the general descriptions and traits of a boggart: bugbear, bogey, bauchan, boggle, bogeyman and even the kobolds and gremlins. All appear to be small, wrinkled old men, dressed in tattered clothing with saucer-sized yellow or red eyes. They are hairy and the hair on their heads is long, oily and tangled. They tend to be strong for their size and have very long arms. Most of the tales involve their attachments to homes, but they can also attach themselves to mines and ships. They can all be helpful, but their reputation is that of troublemakers that plague humanoids with misfortune or simple pranks, escalating to more serious acts of violence only when ignored or offended.

#### 22.1.2 Werewolf

All Therianthropes and Undead are non-standard entities. A Werewolf is a humanoid that has contracted a disease. Lycanthropy is transmitted by blood and saliva. Should a werewolf ever infect a humanoid they only have at most one lunar cycle to seek a cure. On the evening of the next full moon the disease will manifest (become part of their DNA) and nothing short of a *Wish* or divine intervention can return them to normal.

Werewolves have the natural ability to morph their bodies into that of a Grey Wolf (*Canis Lupus*). This process is not instantaneous and is modified by their natural abilities. In most cases after taking the form of a wolf, their mental and soul abilities are reduced to that of a wolf. Although experienced werewolves can tap into the skills and abilities of their human half. This may explain the illogical desire of new werewolves to hunt, kill and eat humanoids. Their teeth and claws are those of a wolf, but folktales claim their bite can penetrate armor. A werewolf has the height and weight of a large gray wolf and have grey, white, red or black fur. In were form their speed and agility are those of a wolf. Werewolves have an average rate of healing and are virtually immune to normal weapons. They have normal magic resistance but are allergic to silver.

## 22.2 Setting Abilities

The entity's average 18 abilities must be determined. In the *ORS Standard Rules*<sup>TM</sup> the abilities are defined, and examples given. Use these examples to rationally determine your entity's ability values. All the *ORS Entity* ability values are in the *Abilities.xlsx* file. The GM will insert a column for his new entity, copy the human values into it and modify the abilities guided by your research. Remember all entities are relative to a human so you will add or decrease the copied values. The last row of the table is the summation of all the abilities.

The *ORSTM* design takes the position that no entity is good in everything. Some abilities are great and some suck. Some entities have awesome skills, and some skills are terrible. Some entities have very powerful traits, usually balanced by some hidden flaw, *e.g.*, Achilles' heel, Smaug's missing scale, giants' stupidity, werewolves' allergy to silver, vampire's vulnerability to sunlight, etc., etc. The list is endless. The desire to improve themselves forces PCs/entities to adventure, train, and possibly find an item of treasure that will raise their strength, agility, or even Mana.

### 22.3 Sex Bias

In *ORSTM*, entities can be further differentiated by sex, *i.e.*, sexual dimorphism. In the *Terra 1592* campaign nature is very diverse, and these tendencies vary from species to species. If the GM desires he can even create entities that are monomorphic or gynandromorphic where both sexes are phenotypically

indistinguishable from each other or where they exhibit both male and female characteristics, respectively. This capability allows the GM to customize his entities to fit his world.

The sexual modifications count towards/against the minimums and maximums for each ability score. These values can be modified, during character development to counteract this natural phenomenon. These differences are a result of natural selection and to a minor extent on evolution. The differences in roles played by the entity's prehistoric ancestors are most likely the reason.

This customization is done in the *SexBias.xlsx* file. You will need to add two rows for your entity. These two rows allow the GM to quantify the differences between the sexes. If there are none enter all zeros (0) except for the *Height* and *Weight* column, they need be one (1). NOTE: a 0.13z modification as about 5%, which is ok for humanoids, i.e., the six standard races. For most humanoid looking entities, the Human values are fine.

## 23 Design

After researching the entity, a design must be determined suitable for inclusion into *ORS Entity Encyclopedia*<sup>TM</sup>. *ORS*<sup>TM</sup> by its nature will **not** have multiple entries for basically the same creature, if the main differences are skills then they are the same creature. For example, the bugbears, bogeys, bauchans, boggles, bogeyman, kobolds, and gremlins are just different names for a boggart and *Boggart* is where their description will be found in the *ORS Entity Encyclopedia*<sup>TM</sup>.

After the research has been completed and the abilities and sex biases determined and added we are now ready to design our new entity. We shall start with our research efforts of the entity and add a splash of modern fantasy fiction to create our entity. We will use the *createEntity.m* function to make sure everything is done correctly.

A few points we need to include in our design:

- ◆ Name,
- ◆ Size,
- ◆ Description,
- ◆ Habitat,
- ◆ Ecology/Psychology,
- ◆ Society and Culture.

It may be surprising but the first adjective that describes most entities is their size. For *ORS*<sup>TM</sup> size is mapped relative to a human. Before modification an entity's mean height is 67" and their mean weight is 148#. The *CARP*<sup>TM</sup> *entityCreator* software should be used to ensure all entities are created using the same rules. The *Gigantism* trait is a single value that affects **both** height and weight. The equations used for the *Gigantism* trait are height based, i.e., tweaked square-cube law with the Blue Whale and hamster as extremes. The suggested order to specify an entity's size and weight, should be *Gigantism* trait to get the height, followed by the *Body Density* trait (if required), and then use the *Weight* descriptor to adjust the weight. The *Body Density* trait also modifies an entity's weight.

*Habitat* is where they live and might be encountered in your gaming world. For *Terra 1592* it is based on the origins of the folklore. Then depending on the entity, the surrounding countries might be included.

*Ecology and Psychology* is how the entity relates to one another and to their environment. This will also address details on their life expectancy, age at maturity, gestation time, etc.. Psychology addresses their personality, passions, and general behavior. This section assists the GM in bringing the entity to life.

The last section is *Society and Culture*. This is useful in describing how sentient beings live together in a community. Culture describes their food, arts, language, knowledge, architecture, religious beliefs and values including law.

Some sections may be very brief depending on the source material. Overtime the GM can add information based on his personal tastes and gameplay. With the above design points, we are ready to design our entity.

## 23.1 Boggart

Boggarts *a.k.a.*, bugbears, bogeys, bauchans, boggles, bogeymen and kobolds are malevolent supernatural household entities inspired by English, German, and Welsh folklore. They can be helpful, but their reputation is that of troublemakers that plague humanoids with misfortune or simple pranks, escalating to more serious acts of violence only when ignored or offended.

Most of the tales involve their attachments to homes, but they can also attach themselves to mines and ships. They are often blamed for causing milk to sour, minor sickness, disturbing sleep, laming dogs and livestock and even missing possessions. Many consider them to be dangerous. Similar to will-o-wisps, they were often said to lure lost travelers to their deaths in deep bogs or over precarious rock faces using floating lights, usually described as resembling pale blue candles. They were also frequently blamed for the abduction of children.

For homes that include a workshop, boggarts can be particularly troublesome. They take perverse pleasure in tripping, pushing, and blowing things into worker's eyes. They despise machinery of any sort and will go out of their way to sabotage their ability to function. These machinery hating boggarts, *a.k.a.*, gremlins, will increase in number as the industrial revolution dawns and the technology level increases.

A boggart appears to be a small, wrinkled old man, dressed in tattered clothing with saucer-sized yellow or red eyes. They are on average 50" tall and weigh 71 pounds. They are hairy and the hair on their heads is long, oily and tangled. They are very strong for their size and have very long arms. They skip and dance in a lively playful way when they move, sometimes on all fours. Boggarts have 576.6 development points to define their potential.

Boggart	Δ	Units	DPs
Comeliness	-0.50	z	0
Vitality	0.90	z	0
Strength	0.60	z	0
Intuition	0.80	z	0
Stability	-0.50	z	0
Reasoning	-0.45	z	0
Empathy	-0.50	z	0
Will	-0.45	z	0
Age Span	-35.00	yrs	-1.4
Curse Resistance	0.62	z	34.4
Disease Resistance	1.10	z	69
Entropy	-1.00	z	-100
Gestation Period	-4.00	wks	-4
Gigantism	-0.46	z	-18
Healing Rate	0.50	z	20

### Habitat

They inhabit lonely bogs or valleys, sometimes visiting nearby dwellings at night to wreak havoc. If a boggart is befriended it will attach itself to the friend's nearby household, mine or even a ship. For the remainder of its life the boggart will live in difficult to access portions of the dwelling and start a family.

### Ecology/Psychology

Baring accident or disease boggarts are considered mature at 9.6 years of age and have an average lifespan of 40 years with a maximum of 55 years. The male and the females are very similar in appearance. Due to their long hair, it is virtually impossible to tell them apart. Because the Boggart is human-like the sexual modifications are identical to a humanoid. A male must attach itself to a humanoid dwelling by invitation of a resident of that dwelling. The male will then find a mate and begin a family. A boggart and family will never leave this home even when the owners move. Boggarts will be minimally helpful around the dwelling. Boggarts should never be fed; given clothing or a name as their nature will turn dark, destructive and they can never be reasoned with again.

## Society/Culture

Boggart society is based on small family units anchored to a humanoid dwelling. Male children boggarts will be kicked out of the home upon reaching maturity and scratch out an existence in marshes, bogs and valleys near a humanoid settlement. Female children will help the family until they are stolen away by a bachelor boggart to start a new family.

### 23.2 Werewolf

A Werewolf is a humanoid who has contracted Lycanthropy. Werewolves have changed little since Zeus cursed Lycaon and his numerous sons. Werewolves have the natural ability to morph their bodies into that of a large Grey Wolf (*Canis Lupus*). This process is not instantaneous and is modified by their natural abilities. A werewolf has the height and weight of a large gray wolf and have grey, white, red or black fur. In were-form their speed and agility are those of a wolf. Their teeth and claws are those of a wolf but are rumored to be able to penetrate armor. A grey wolf's jaws can exert over 1600 lbs/sq inch pressure during a bite.

In most cases after taking the form of a wolf, their mental and soul abilities are reduced to that of a wolf. Although experienced werewolves (*Control Therianthropy skill*) can tap into the skills and abilities of their human half. This may explain the illogical desire of new werewolves to hunt, kill and eat humans. Werewolves have a normal rate of healing but are virtually immune to normal weapons. They have normal magic resistance but are allergic to silver.

Although natural shape changers, werewolves must still learn to control their ability (*Control Therianthropy skill*) otherwise they will change uncontrollably during times of stress and periods based on the fullness of the moon. (100% on the evening of a full moon and -7% for each day (accumulative) on either side to where they only have a 2% chance of changing uncontrollable on a new moon. This skill also allows them to tap into their skills and abilities of their human half.

Damage taken as a humanoid depletes the humanoid's damage pool, similarly damage taken in animal form depletes the animal's damage pool. Regardless, damage in both forms heals at an accelerate rate. This allows the therianthrope to take an incapacitating wound in one form and morph to the other form and have access to an additional damage pool. The wounds from one form will not be present in the other.

The following table represents these additional talents/flaws of a Werewolf in both human and wolf form. The GM should not allow players to begin the game as a lycanthrope. Later sections will provide guidelines on how to manage a character that has contracted the disease during the course of play.

Werewolf	Δ	Units	DPs
Allergy Resistance (Silver)	-2.00	z	-72.5
Entropy	-1.58	z	-199
Healing Rate	3.00	z	198
Immunity to Normal Weapons	2.10	z	172.5
Luck	-1.58	z	-199
Morphing	100.00	%	50
Therianthropy	1.00	NA	50

## Habitat

Werewolves live in any habitat that includes humans, their prey.

## Ecology/Psychology

They have the average lifespan, maturity, sleep requirements and reproduction cycles of the form they are currently in, see Therianthrope section in the *Entity Encyclopedia*<sup>TM</sup>. They tend to be most active during the night. Werewolves are accepted by natural wolves although they will never join the pack. Werewolves cannot procreate with wolves, only humanoids or other

werewolves. Children born from a were creature are humanoid or animal depending on how the mating took place, *i.e.*, no one is born a therianthrope.

As a group they view humans as prey and breeding stock. They completely understand how the disease is transmitted and will rarely allow a human to live after an initial attack is made. In fact, if other members of the pack smell fresh blood a feeding frenzy often results. Female werewolves tend to kill and devour their human lover shortly after copulating.

Lycanthropy is transmitted by blood and saliva. Should a werewolf ever infect a human they only have at most one lunar cycle to seek a cure. After one complete lunar cycle on the evening of the next full moon the disease will manifest (become part of their DNA) and nothing short of a *Wish* or divine intervention can return them to normal.

## Society/Culture

Werewolves tend to be patriarchal. A pack rarely exceeds 22 adults and may have a territory with a 10-mile radius. In larger packs, there may be two separate hierarchies: the first consists of the males, led by the alpha male and the other consists of the females, led by the alpha female. In this situation, the alpha male usually assumes the "top" alpha position, though alpha females have been known to take control over entire packs in some cases. The male and female hierarchies are interdependent and are maintained constantly by aggressive and elaborate displays of dominance and submission.

Next come the beta werewolf's "second-in-command" to the alphas. Beta werewolves are the most likely to challenge their superiors for the role of the alpha, though some betas seem content with being second and will sometimes even let lower ranking werewolves leapfrog them for the position of alpha should circumstances necessitate such a happening (death of the alpha, etc.). More ambitious beta werewolves, however, will only wait so long before challenging for the top spot; unless, of course, they choose to disperse and create their own pack instead.

Loss of rank can happen gradually or suddenly. An older werewolf may simply choose to give way when a motivated challenger presents itself, yielding its position without bloodshed. On the other hand, the challenged individual may choose to fight back, with varying degrees of intensity. The majority of werewolf aggression is ritualized; but a high-stakes fight can easily result in injury for either or both parties.

As a group they tend to be on the fringes of human society, usually in the criminal element. In general, they despise authority and will only reluctantly follow their pack leader.

In general werewolves contribute nothing to human society but crime. They can mix with humans with ease but prefer the company of their own. Werewolf religious beliefs are focused on ancestor worship.

## 24 Using the Racial Template

The entity template is complete after the design is finished. To reiterate what was said earlier, this template defines an **average** entity at birth. To create an NPC the GM must use the entity template and develop it in the same manner as a player would when creating their character.

This process is described in detail *ORS Standard Rules*<sup>TM</sup> and will not be repeated here. Rather intuition and insight are presented on how to flesh out the embodiment of the entity NPC that your players will be encounter. This process involves multiple steps:

- Choose a sex,
- Initial Development,
- Adolescent Development,
- Campaign Development

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For NPCs that are important to an adventure/campaign this is highly recommended. For cannon fodder or generic NPCs the *CARP*<sup>TM</sup> engine provides a method to automate this process.

Analysis of the *ORS Entity Encyclopedia*<sup>TM</sup> entry for Boggart reveals they are unlucky to have around and ultimately it is their skills that make them dangerous. The Werewolf on the other hand seems to be truly cursed, and the only benefit appears to be *Immunity to Normal Weapons* and the ability to shape change.

## 24.1 Choose a Sex

As part of your design, you defined the entity's sexual dimorphism (sex bias), now you can use it to help the flesh out the NPC. Knowing the NPC's gender can help the GM in roleplaying their interactions with the players. We know from observation and controlled studies of both humans and animals that there are biological differences between the sexes (Short & Balaban, 1994). Males and females differ both in physical attributes and reproductive function. Behaviorally males tend to be more aggressive than females. Young males tend to engage in more rough-and-tumble play than females. Females tend to be more nurturing than males.

Some have theorized that human males were responsible for hunting and scavenging, defending the group against predator and enemies, using and probably shaping weapons. Females were responsible for raising and nurturing the young and tending the hearth.

Physically the sexes are differentiated by gender sex characteristics *e.g.*, males have penises and testes, females have vaginas and wombs. Numerous other secondary sexual characteristics also exist, *e.g.*, females have more developed breasts than males, smaller shoulders, alignment of hips and legs, eye separation, height, weight and muscle distribution, etc. Males tend to be stronger and can run faster than females. Females tend to be more flexible and have better manual dexterity than males. Females also tend to live 7% longer than males.

Studies reported by (Kimura, D., 2002) indicate hormones play a primary role. Furthermore, it has been observed not all behaviors are categorized at the same time. In summary, males outperform females in spatial tasks and mathematical reasoning. Furthermore, males are more accurate in guiding or intercepting projectiles. Female's ability to recall words and perform pattern matching exceeds males. In addition, females tend to outperform males on precision manual tasks. Interestingly, female's performance changed throughout the menstrual cycle as levels of hormones changed. Males tend to learn a route faster, but females remember more landmarks. Finally, it is important to note that the variation between males and females tend to be smaller than the deviation within each sex. The standard modifiers can be in the *ORS*<sup>TM</sup> *Standard Rules*.

The above discussion applies to humans and most animals, especially mammals. For supernatural and extraplanar entities there may be extremely large or no disparity between the sexes. *ORS*<sup>TM</sup> can model all possibilities. To reiterate, the GM, as always, has the capability to modify these parameters to match his world vision.

## 24.2 Initial Development

Assuming your entity template has unused DPs the NPC must be use them to advance from birth to a toddler. An entity's initial development is the process described in detail in the *ORS Standard Rules*<sup>TM</sup> in the section entitled "Defining initial Potential".

## 24.3 Adolescent Development

An entities adolescent development is the process described in detail in the *ORS Standard Rules*<sup>TM</sup> in the section entitled "Adolescent Development". Once the entity has been defined, as a toddler, it is now required to advance it to the desired age. The desired age is whatever the GM decides based upon his campaign. ORS assumes player characters begin adventuring at maturity, *e.g.*,

18 years old for a human but only 9.6 years of age for a goblin. A good rule of thumb is a single player's character will be challenged by an encounter with an entity the same maturity as the character. If you are hoping to make something truly challenging for a party of adventures you will either need some more entities or age the entity even more. Aging an entity effectively advances the entity's skills to reflect what has occurred from birth to the age specified.

Skill proficiency is modeled by an entities z-score rating. The skill's z-score rating is based upon opportunity, the duration of training, intensity of training and the quality of training. These four things are critical components of success and should not be ignored; it is not just ability and individual merit.

A character's opportunity to be great in any endeavor or skill is often heavily influenced by his culture, and society only one of which is based on merit. Meritocracy is a system of opportunity based on demonstrated talent and ability (merit), rather than by wealth, family connections, class privilege, friends, seniority, popularity, religion, race or sex. In a meritocracy, society rewards (by wealth, position, and social status) those who show talent and competence as demonstrated by past actions or by competition. Even in a meritocracy a character's opportunities are often limited by the date/time period he is born into, *e.g.*, all the great explorers were born during the Age of Discovery.

### 24.3.1 Skill Advancement

The time used for *Skill* advancement from toddler to adolescences is based upon the race's age at maturity (duration) and the intensity of study. For *Terra 1592* a toddler is defined to be 16.66% of the age of maturity, *e.g.*, 3 years old for a human. The thought is that entities with shorter lifespans mature sooner and must quickly learn skills to survive. This time period is converted into effective days where one day is equal to 1 DP. In general, most entities have the same number of DPs for adolescent advancement. For entities who mature very quickly (less than half of a human) the amount of DPs is decreased.

### 24.3.2 Duration

Duration is the amount of time devoted to developing a particular skill. Gladwell (2008) argues that to become a superstar (individuals highly proficient at a particular skill) takes about 10,000 hours of hard work. Examples include Bill Gates, the Beatles, Beethoven, Mozart, Bill Joy, and Tiger Woods. In *ORS*<sup>TM</sup> you become a superstar when you become one of the best in the world, *i.e.*, greater than +3.0z. For some skills this may be significantly less depending on the time period. For the *Terra 1592* campaign the durations of time to become a superstar is based upon the period around 1592 AD. Regardless *ORS*<sup>TM</sup> models skill proficiency (achievement potential) as a function of abilities, traits, and preparation.

### 24.3.3 Intensity

After maturity the DPs available for skill advancement is a function of time, age and an entity scale factor. The time is the number of days since the last skill advancement. The entity scale factor for is a relative to the number of hours awake compared to an average human. The average human needs eight hours of sleep a night so 16 hours a day are spent awake.

Entity Intensity Table

Race	fraction	Scale factor
Birdmen	18/16	1.125
Dwarves	15/16	0.9375
Elves	14/16	0.875
Goblins	20/16	1.25
Humans	16/16	1
Mermen	18/16	1.125

As we all know as you get older it is harder and harder to maintain your skills and learn new skills. The following table shows some discrete milestones in life, where the actual value is curve fit to this. ???TDB, research this???

Entity Intensity Scale Factor After with Age

Race	Mature	Middle Age	Old	Venerable
Birdmen	1.125	1.0125	0.8438	0.7425
Dwarves	0.9375	0.84375	0.70313	0.625

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Elves	0.875	0.7875	0.6563	0.5775
Goblins	1.25	1.1250	0.9375	0.8325
Humans	1	0.9	0.75	0.66
Mermen	1.125	1.0125	0.8438	0.7425

So the DPs available would be

$$DPs = \#days * ageRaceScaleFactor$$

## 25 Campaign Development

As mentioned before the GM should never allow a player to begin the game with a character who has therianthropy, *e.g.*, lycanthropy. This is a general rule that has at least one exception. It would be fine to allow the player to play a Werewolf if the entire campaign consists of players playing Werewolves. In these case the player's party is usually part of a pack of Werewolves. In other words, they were all changed into lycanthropes at a young age and have managed to survive until maturity with the disease and have found solutions to the various problems of living with this disease.

If a player character has contracted lycanthropy as part of an ongoing campaign the GM must make a decision. The decision is simply, does one make the character a non-player character or allow the player to continue managing him. *ORS™* makes the recommendation to allow the player to continue managing the character as this historically minimizes the player's angst at having his persona taken from him.

Role-playing a character with lycanthropy is difficult. Effectively the player must manage a character with a *'split'* personality. The character in wolf form and human form need to be played totally separate. The human and wolf forms may only share memories, traits and skills if a successful *Control Therianthropy* action is achieved.

Some of the issues hinted at earlier that make playing a lycanthrope in a mixed-party extremely difficult are briefly discussed in this paragraph. The first problem is that a new Werewolf cannot control his changes. Without developing the skill *Control Therianthropy* the character will change into a Werewolf uncontrollably based on the fullness of the moon and during periods of extreme stress. This stress can be physical, emotional or spiritual. The second problem is that Werewolves have an illogical desire to hunt, kill and eat humans. This is something that cannot be controlled. It is part and parcel of being a Werewolf. If the adventuring party contains humans, the Werewolf should, on the 1<sup>st</sup> full moon after the disease has metastasized, attack the party member to his best ability in an attempt to kill and eat him.

## 26 Effects of Aging on Traits

A final note on entity and race creation involves determining how the entities abilities and traits evolve as part of the normal aging process. It is suggested that the GM use the section on *Aging* as a guide. In our example of a Werewolf the aging affects would be identical to those of the humanoid. In other words because the Werewolf is based off humanoid DNA both the humanoid aspects age similarly. **???TO DO based on CARP development**

# Section IV: Creating Magic Items, Relics & Artifacts

## 27 Research & Development

There should never be any magical item, relic or artifact in *ORS™* whose effects can't be duplicated in the *ORS Codex™*. If a GM desires a magical item that doesn't fall within the *ORS Codex™* then the *ORS Codex™* should be modified. In general, all magical items, relics and artifacts are created by *Magic Ritual*. *Magic Ritual* offers significant positive modifiers to the successful outcome, see *ORS Codex™* and allows a framework to assemble various effects into a final product.

In a nutshell to create a durable, multi-use magical item the following steps are performed. The various magical effects are determined; the spells are inscribed, via a *Symbol Spell*, on paper, vellum, wood, metal or stone. The various spells are made *Permanent*. The final polishing step to ensure the spells cannot be *Dispelled* a *Wish* is cast. There are a few exceptions to this specifically, potions, relics and artifacts. Potions are not necessarily permanent; they have a shelf life and they tend to degrade over time. Relics are special one of a kind magical item usually enchanted with multiple spells. Artifacts have bit of the soul of their creator in them and a bit of the memories from all its previous owners.

## 28 Play Balance

Whenever a magical item, relic, or artifact is given out in an existing campaign there is a potential that play balance will be affected. When taken to the extreme this results in a 'Monte Hall' campaign which usually disintegrates into disaster for the GM and player alike. It is highly advised for the GM to brainstorm on how a particular item will be used and abused in his campaign.

## 29 Magical Items

In this section we will illustrate how a magical item is created. The two examples will be presented, *i.e.*, potions and magic sword creation. In general, magical items are enchanted with a single spell-like effect and never more than two. A list of magical items can be found in the appendix. In general, most magical items do not require *attunement* to be used; those that do will be indicated in the appendix.

Potions are created using a *Magic Ritual*. The simplest way to create a potion is by using one's knowledge of the *Codex*. A cauldron is selected, approximately 8 oz of alcohol is added, not less than 100 proof, and a paper with an inscribed *Symbol* spell. Some potions will replace alcohol with oil, vinegar, water or some other liquid which is related to the spell. The trigger is defined to be when the potion is drunk. The concoction is simmered until the paper is completely dissolved. At which point the potion is transferred to a glass vial, stoppered and finally sealed with wax. As there is only one *Symbol* spell the potion has but a single use. The volume of the final potion is usually 2 ounces. If the seal on the potion is ever compromised the potion will slowly degrade over-time. This process is gradual but after a year or so the potion is worthless.

The complex way to create a potion doesn't involve knowledge of the *Codex* only *Magic Ritual*. The ritual requires material components from all the five elements. The character selects a base for the potion based upon its use, *e.g.*, alcohol, oil, vinegar, water, coffee, urine, etc. Next powdered/shredded components are added, in precise amounts, usually one for each of the five senses that imply the end goal. The concoction is boiled down and simmered until mixing is complete. The final step involves the character transferring magical energy (*Mana*) into the mixture.

Magical swords, daggers, armor, etcetera can all be created in a similar manner. The initial ingredient is a sword of superior quality, usually with a touch of

silver in its alloy (<1%). The spell is inscribed on the blade, via a *Symbol Spell*, and a *Permanent* is cast for each spell inscribed. Finally, a *Wish* is cast to prevent the spells from being dispelled. Magical items are of high quality, but they can still be destroyed, broken, disintegrated, etc.

## 30 Relics

Relics are special one-of-a-kind magical items usually enchanted with multiple spells. Relics require *attunement* to be used. A list of magical relics can be found in the appendix.

Magical swords, daggers and armor of *Relic* quality are fashioned in the following manner. The initial ingredients are metal sheets of superior quality. For example, carbon steel contains iron, manganese, silicon and copper or silver. Each sheet is inscribed with the spells of the final item, via a *Symbol Spell*, and a *Permanent* is cast for each spell inscribed. The various metals are then combined into the final alloy. The item is then constructed using the skills of a talented craftsman. Finally, a *Wish* is cast to prevent the spells from being dispelled. Relics are very resilient, but they can still be destroyed, broken, disintegrated, etc., by a very determined individual.

## 31 Artifacts

Artifacts are differentiated from Relics by the fact that artifacts have a bit of the soul of their creator and shared experiences (memories) from all its previous owners. In other words, artifacts are classified as an entity. Artifacts tend to be created by the Gods, or supremely gifted mortals. Artifacts are virtually impossible to destroy, *e.g.*, *The Ring* could only be destroyed by throwing it into the fires of Mount Doom (Tolkien, 1965). Artifacts require *attunement* to be used. A list of artifacts can be found in the appendix.

Artifacts are fashioned in manner similar to Relics. The only difference is that portion of the creator's soul is added to the alloy, using a modified *Soul Trap* spell. It is modified as the caster willing traps a portion of his own soul.

Because artifacts are classified as an entity, interactions between the character and the artifact can occur. A classic example of this interaction was Frodo's spiritual battle with *The Ring* (Tolkien, 1965). As mentioned earlier all artifacts have a bit of the soul of their creator and memories since it was created. This means that artifacts have the following abilities: Memory, Creativity, Empathy, Charisma, Morality, Spirituality and Will. In general, the entity with the greater sum of soul abilities, adjusted for exhaustion, can control the other. Note: artifacts never suffer exhaustion. Only those artifacts with listed ability scores have a personality strong enough to interact with its owner. Finally, only those artifacts with listed ability scores communicate with their owners. Unless stated otherwise in the description this communication is both telepathic and empathic.

# Section V: GM Techniques & Advice

## 32 Lessons Learned

This section is a collection of advice, tips and discussions to improve the gaming experience for GM and players alike. As with most things involving ORS™ it is a community effort. So, if you have something to add let us know and it might get included in the next release of ORS™.

### 32.1 Logic & Realism

The ORS™ gaming system was not designed to be used for running a *Hack & Slash* type of campaign. There are plenty of games and systems out there that cater to GMs and players who wish that type of gaming experience. Yes, ORS™ has a cutting-edge combat/magic engine that is realistic and simple to use, but there is so much more under the hood. ORS™ attempts to model/simulate a realistic three-dimensional world. A typical adventure involves in-game social interactions, politics, mysteries, strategy and tactics and of course melees.

A typical multi-year ORS™ campaign encompasses anything that could happen in the real-world, with or without magic. Frequently a character's early life will be spent adventuring. During this time, he will mature, hone his skills, abilities and gain renown. Characters will find themselves drawn into local and eventually national power struggles. They will often find authority and responsibilities thrust upon them. They will gain the notice of Kings who will seek their fealty.

Everything within an ORS™ world setting has meaning. Every dungeon will have a purpose. Every magic item has a history. Every person they meet has dreams and aspirations.

### 32.2 If It Aint Broke Don't Fix It!

All GMs who have played and refereed for any significant amount of time think they know everything. They must have this personality type to be a good GM. This sounds terrible but it's true.

The ORS™ gaming system and supplements represent a very different and very complex game. Almost all the components of ORS™ may seem very similar to various different role-playing games and systems out there. After all we even acknowledge the greats who have come before us. A cocky GM might quickly try to review ORS™ and conclude, abilities, traits, skills, level-less system, entities (monsters) etc., nothing really new, let's play! This is a bad conclusion on the GM. Many times, the similarity is in name only, after all how many different times can you call an ability *Strength*? Sometimes the name and basic definition is the same. The big point is the implementation is unique in ORS™. Everything in ORS™ is statistics and probability based. We have done everything possible to make sure the results are intuitive but the engine under the hood is very complex and takes into account far too many things simultaneously for any normal mortal to truly understand.

We recommend that GMs play ORS™ as it is currently implemented for a minimum of 50 gaming sessions before they even contemplate changing anything significant. This philosophy falls under the title of this sections "*If it aint broke don't fix it.*" How do you really know if it is broken until you have a good understanding of the system? It is our opinion that this will take at least a year of gaming once per week. At that point GMs have the capability within ORS™ to customize and even dramatically change many, many things. Besides changing something fundamental, although possible, might require many, many days of effort and wouldn't you really rather spend that time gaming?

## 32.3 Problem Players

In this section we discuss some stereotypical problem players. Each stereotype is presented along with advice on how to handle them within an ORS™ campaign. The solution to problem players is highly dependent on the GM's style and the desires and makeup of the other players. As ORS™ is a community game it is up to the community to help Dreamborn clarify and tighten up the rules as needed.

- **Absentee.** The player frequently misses a game. One possible solution is to have the rest of the party jointly decide what the character does in the player's absence. Another solution is to drop the character off at the nearest inn or a fortified position, when his player is not present.
- **Attention Deficit.** This player has a hard time concentrating on the adventure and/or is easily distracted. ORS™ helps solve this by forcing the player to commit to a particular action or set of actions, in finite discrete intervals. With that said as long as their personality doesn't disturb others the situation is rectified.
- **Boozer/Smoker.** This player brings a six-pack and or chain-smokes during the game. Ultimately whoever is hosting the game must make this decision. If it upsets the other players and or the GM then they can ask the player to stop.
- **Communication Disconnect.** This player says one thing and often claims he said something else later on. ORS™ solves this by forcing the player to commit to a particular action or set of actions.
- **Dice Fudger.** This player is constantly rolling his dice and is potentially fudging his rolls, *i.e.*, he is always statistically above the norm on his rolls. ORS™ easily solves this problem by providing the option of automatically rolling the dice.
- **Forgetful.** This player always seems to forget his character sheet, dice or rulebooks. Frequently this player keeps terrible track of his current funds, possessions and contacts. This presents no problem as the GM has a copy of pertinent information. Now if they forget their smart phone or laptop, well then hopefully the GM has a spare.
- **GM players.** This player is also a GM. They can be seen as a variant of the Rules Lawyer who can't keep their opinions to themselves. ORS™ helps solve this problem by standardizing how rules are interpreted and how actions are resolved.
- **Hack & Slasher.** This player loves to fight and/or blast things with spells, they often have the motto, "Kill 'em all and let God sort them out." As a GM you should not care. If this upsets the other players, they need to convince the other player to cease and desist. This interaction of course should be all done within character.
- **Min/Maxer.** This is a variant of the Rules Lawyer. They know exactly how to min/max their abilities, traits and skills to maximum benefit. This type of player should not present a problem within ORS™ as everyone, including the GM, is encouraged to do this during character development.
- **Historical Buff.** This player enjoys history and educating others on his knowledge. They can argue ad-nauseam on how a particular musket has not been implemented correctly. ORS™ is always looking to improve things. Rather than disrupting the game have the player submit a well-referenced article to Dreamborn and we will review it and modify the rules accordingly.
- **Jinx.** This player seems to be statistically unlucky with his dice. ORS™ will guarantee a level of uniformity with all dice rolls and action resolutions.
- **Lurker.** This player shows up, but rarely contributes, and more often than not the other players tell him what to do. This player must learn, with help from the GM and other players to be more decisive. Insist that the other players not tell him what to do. It is recommended that the player not play a spell caster as their first character. Be patient this player may eventually blossom into a great role-player.
- **Non-players.** This player insists on bringing his girlfriend, child, puppy or significant other to the game. If the guest does not

interfere with the game there should be no problem. A possible solution, space permitting, is having them watch TV in another room. Otherwise, the only solution is to ask the player not to bring them again.

- **Physics Major.** This player enjoys physics and the sciences and educating others on his knowledge. They can argue ad-nauseam on how a suit of armor should act like a Faraday cage. *ORSTM* is always looking to improve things. Rather than disrupting the game have the player submit a well-referenced article to Dreamborn and we will review it and modify the rules accordingly.
- **Role player, Anti.** This player refuses to get into his persona, and he tends to speak in the second person when referring to his character. If this is OK with the other players and the GM then there is not a problem, otherwise the only solution is training/encouraging the player to role-play. If this fails and it destroys the atmosphere for everyone you can demand the player find another group to play with.
- **Role player, Extreme.** This player totally immerses himself in his character; he may dress up and even take on an accent. If this is OK with the other players and the GM then there is not a problem, otherwise the only solution is to explain to the player the rest of the group is not that hardcore.
- **Rules Lawyer.** This player reads the rules with a critical eye, looking for possible loopholes that they can exploit. To a large extent *ORSTM* determines the results of all actions within the game. The interpretation of what constitutes the action is based off the brief description of the skills within the ORS Standard Rules™. Should a skill or trait description be ambiguous let us know and it will be modified for the next release.
- **Slow Player.** This player is hesitant and slow to make decisions, a.k.a., paralysis by analysis. *ORSTM* prevents this type of player from affecting the flow of the game by allowing them a finite time to enter their actions. If they fail to enter an action the encounter continues without them doing anything. The player can then take as much time as they want without affecting the others. The time to enter an action can be modified by the GM.
- **Socialite.** This player comes to the game and prefers to talk about current events and sports rather than play the game. In an established campaign it should be expected that the first hour be spent this way. The GM can use this time to get organized, order pizza and socialize himself. After an hour players should settle down and enjoy the adventure the GM has created.
- **Strategist.** This player is a good to excellent strategist and tactician. The GM must force his strategies to match the outcomes of his character's associated skills.
- **Tardy.** The player frequently late to a game. The socializing period, see Socialite, can be used as a grace period. If the player doesn't show up when everyone else is ready to play treat him or her as Absentee. If they show up, let the tardy player figure out how to link up with the other characters.

## 32.4 Magical Items

The distribution of magical items within the campaign has one of the greatest potentials of skewing play balance. When an entity has a magical weapon, you are effectively increasing his skill. A classic example is giving a mediocre swordsman (0.0z) a +4z blade which will literally turn him into an Olympic class fencer. Looking at the percentages, the swordsman by himself is only better than 50% of all the swordsmen in the world, with the +4z blade he is better than 99.9% of all the swordsmen in the world.

The naive GM doesn't see this as a problem as he can just equip his creatures and entities with +4.0z items and play balance is restored. The problem with this mentality is two-fold: it proliferates magic in the world and radically skews the pdf. If the GM's world view is that 'magic is common' then this may not be a problem, but it is the opposite of the view that magic is special and priceless. Skewing the pdf changes the normal distribution in regard to various predefined assumptions of the population. Ultimately the decision is the GM's, but he should be aware of the ramifications.

My recommendation is to introduce magic gradually and slowly into the game. A +1z blade can change the mediocre swordsman significantly, but will hardly improve the trained fencer. A slow introduction allows the GM to experience the swing in play balance before it gets out of control. I have witnessed many games, under various GMs, where the players just discard a +1 weapon as being virtually worthless, or just a commodity to be sold. Personally, as a GM I like to watch the joy in the players eyes when they find a +1z weapon, because magical items are very special and rare.

## 32.5 Fog of War

The Prussian military analyst, Carl von Clausewitz once wrote, "War is the realm of uncertainty; three quarters of the factors on which action in war is based are wrapped in a fog of greater or lesser uncertainty. A sensitive and discriminating judgment is called for; a skilled intelligence to scent out the truth." Sir Lonsdale Augustus Hale, wrote in his book entitled *The Fog of War*, "the state of ignorance in which commanders frequently find themselves as regards the real strength and position, not only of their foes, but also of their friends."

The fog of war is the uncertainty in situational awareness experienced by entities involving most actions and interactions. The term seeks to capture the uncertainty regarding their own capability, the adversary's capability, and the adversary's intent during an engagement, operation, or campaign. Clever entities try to reduce the fog of war through use of knowledgeable contacts, research and even magical means.

The GM should know everything about the world, but the players and their characters should not. *ORSTM* provides a method for experiencing the wonder of creatures, settings, etc. for the first time. Most GMs hate it when the player realizes what a monster is and has his character effectively use this knowledge. This won't happen in *ORSTM*. The GM can customize all races and entities for his world, i.e., the player will not know the details. Furthermore, every creature is unique depending on its age and life's choices; no longer will a goblin just be a goblin. Players will soon learn to be careful.

The GM also has the ability to adjust luck and entropy in his world and on a case-by-case basis. This allows the GM to make encounters easier or harder depending on his gaming style or the need to follow a predefined story line.

*ORSTM* determines if an entity/character is aware a spell was cast on it/them. The probability depends on the spell and the entities abilities, traits and skills. Should awareness be positive the *ORSTM* software will display an alert on the screen indicating that something just happened and allow the entity to respond.

## 32.6 Treasure and Wealth

Most fantasy campaigns have some basis in reality. In real worlds with a minimal technology and economy level, entities will need wealth to live. Wealth can be goods to trade or actual money, see the sections on *Economics* and *Technology Level* for more information. For many entities the desire for wealth and the things that wealth can buy will be their primary reason for adventuring. For these types of individuals, the GM needs to ensure that finding treasure and gaining wealth is a challenge. To do this the GM needs to control the amount and placement of treasure.

The amount of treasure a player character finds or acquires should be directly related to his cost of living, social status and economy that the entity resides. In other words, finding 10£ could be a small fortune to a beggar living in England during the time of Elizabeth. In adventuring parties of mixed social status, it will be necessary to balance the amount, or if you are lucky the upper-class player characters will have non-wealth driven motivations. Eventually as entities acquire more and more wealth their social class and/or cost of living will increase and balance within the party will be achieved. If the player character's level of wealth has endangered play balance, there are a few things a GM can do to restore balance. The first step is to immediately modify the amount of treasure the characters can find, see below, the second is to use money changers to charge fees to change treasure into the local currency, the third is to ensure that you are taxing the player characters. If you haven't been taxing them in

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the past, then back taxes and penalties should be assessed. If these steps haven't restored balance, then the GM can throw the economy into a recession or depression.

The placement of treasure should never be random. The GM should decide if the treasure is some lost horde from the past, is it burial goods, is it naturally occurring, or is it the wealth of some entity that has just been defeated. Naturally occurring treasure is discovering an abandoned gold mine, a rough diamond or gemstone, or finding precious metals in a streambed or weathering out of a hillside. There are many examples of lost treasure being found, *e.g.*, centuries-old Chinese shipwreck off the coast of Brunei; Lost Treasure of the Knights Templar; sunken Spanish treasure extracted from mines in Mexico, Peru and Colombia; Mildenhall Treasure; Priam's Treasure; Cuerdale Hoard; etc. Hoards can fall under the following categories: a founder's hoard, merchant's hoard, personal hoard, loot, and a votive hoard. A founder's hoard contains broken, discarded or unfit metal objects, ingots, casting waste and sometimes even complete finished objects. These were probably buried with the intention of recovery at a later time. A merchant's hoard is a collection of various functional items that were buried by a traveling merchant for safety, with the intention of later retrieval. A personal hoard is a collection of personal objects buried for safety in times of unrest. A hoard of loot is a buried collection of spoils from raiding and is more in keeping with the popular idea of "buried treasure". Votive hoards are different from the above in that they represent purposeful deposition of items, either all at once or over time for ritual purposes, without intent to recover them, *e.g.*, burial goods. Furthermore, votive hoards need not be "manufactured" goods, but can include organic amulets and animal remains.

All of the above are examples of placed treasure that is waiting for adventurers to find. The case where it is the wealth of some entity that has just been defeated needs to be discussed. The GM should answer the question how the entity obtained the treasure, most animals will not have treasure with the possible exception of the remains of an old kill site where the prey had treasure. If the entity has treasure and understands the value of the treasure, they will use it to their best advantage. In other words, if an evil wizard has a magical staff, he would have been using it against the player characters if he could. Furthermore, there is nothing to say a Dragon can't use a magical ring. In conclusion, the player characters should earn any treasure they get.

## 32.7 Honor and Dueling

Nothing is more fun than playing a character whose honor means more to him than life itself. Depending on the time period, honor, oaths and laws can have a dramatic impact on one's game. In the *Terra 1592* campaign calling someone a liar or otherwise impugning his honor, his courage, or his name is a challenge, which usually results in a duel. "Tempers were short and weapons easy to had. The basic characteristics of the nobility, like those of the poor, were ferocity and childishness and lack of self-control" (Stone, 1967). Situations can quickly get out of control, both within the game and in history. For example, someone who mistook him for Sir Christopher Hatton killed Sir John Hawkins; and Sir Drew Drury was killed in a dispute over precedence.

To reign in out-of-control characters one need look no further than examples of history, *i.e.*, laws and oaths. In many countries dueling was illegal, forcing characters to take the fight out of the city and sometimes out of the country (any warzone will do). This allows player and non-player character alike the opportunity to cool down. If they are adamant about it, the duels should be single combat. As a GM avoid group duels like those which occurred in France as those lead to a long-standing feud.

Another method of control is the requirement of a Knightly oath. Oaths tend to provide a level of predictability to the character's actions. A good example was the oath sworn by the Knights of the Round Table in Malory's "Le Morte Darthur":

"Then the king established all the knights and gave them riches and lands and charged them never to do outrage or murder, and always to flee treason, and to give mercy to him that asks for mercy, upon pain of forfeiture of their honor and king Arthur's patronage forever; and always to aid ladies, damsels, and gentlewomen and widows (note common women aren't on the list): strengthen

them in their (legal) rights, and never force (rape or other acts of force) them, upon pain of death. Also, that no man fight in no battles in a wrongful quarrel, either for love or for worldly goods (wealth)."

### 32.7.1 Oaths

**Laws of Hospitality**, *a.k.a.*, Obligations of Guest and Host, Old World Code of Conduct, Rights of Hospitality, Guest Rights, or Manners, are a sacred pledge of courtesy, safety and guest privileges in the Old-World supernatural community. Here is one from Dresden, 2012:

"While I am here, I am bound by the same traditions as would apply were I your invited guest. I will offer no harm to anyone you have accepted into your home, nor take any action which would be considered untoward for a guest. I will report nothing of what I see and hear in this place and make every effort to aid and assist your household and other guests while I remain." — Cat Sith

"I swear to you, upon my power, to abide as a guest under your hospitality, to bring no harm to you or yours, nor to deny my aid if they would suffer thereby." --Harry Dresden

## 32.8 Death and Taxes

As Benjamin Franklin once said, "In this world nothing is certain but death and taxes."

### 32.8.1 Death

Just as in real life the player character will eventually die. Whether this death is due to risks involved in adventuring or due to old age is up to the player. *ORSTM* automatically modifies the character's abilities based on age. This modification can be positive or negative depending on the character's age. In most campaigns characters rarely die of old age, as there are variety of means to extend one's natural life span.

One other possibility exists and that is death due to disease or parasitic infestation. Most characters will circumvent this possibility by taking advantage of his wealth, *i.e.*, he will visit a talented healer who will cure his condition. Regardless, this possibility exists.

Should the character perish during the game, the GM consulting the player will determine the character's eventual fate. Unless the character/player was a pain-in-the-ass, most GMs will not actively try to kill the character off. If you believe this to be the case talk with your GM and find a new GM to game with if his answer doesn't satisfy you. The *ORS GM's Guide*<sup>TM</sup> discusses how to handle troublesome players and has recommendations on *good* GMing style.

Assuming the above situation does not apply there are a number of possibilities to bring character back to life. These include but are not limited to Divine Intervention, *Wish*, some Artifacts or other magical spells. Depending on how the character died the above means may not cure all of the character's ailments. If the character died as a werewolf he is still a werewolf. If he died due to leprosy, he still has leprosy. If the character lost an arm in battle and bled to death he is still missing his arm. Additional intervention will be needed in those situations.

As mentioned in the *ORS Standard Rules*<sup>TM</sup>, once an entities *Body*, *Mind* or *Soul* damage pool decreases to zero they are dead and their *Mind*, *Body* and *Soul* abilities will begin to permanently decay. The *Soul* abilities decay nearly linear to (-9z) in only six minutes. Their decay does not stop but continues to decay asymptotically towards (-∞z). The *Mind* abilities begin to decay only after the soul has effectively left the body, *i.e.*, after six minutes. The *Mind* abilities have a near linear decay until they reach (-9z) after one hour. At that point they asymptotically decay to (-∞z). The *Body* abilities, under normal conditions, will decay linearly over a month to 50% of their maximum or (0z) whichever is smaller. Should the body abilities already be at this value they will decay and additional (-1z) during that month. After the first month the body's rate of decay will slow down dependent on the environmental conditions but will still asymptotically decay to (-∞z).

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Should the entity somehow be brought back to life through mundane means, the entity may suffer permanent brain damage, *i.e.*, the decay of *Mind* abilities will be permanent, unless magical healing is employed. The *Soul* abilities though will slowly over months or even years naturally return to their original values. This natural process can be sped up significantly through the use of magical spells. The body (as long as it exists) acts as an anchor to the soul and mind. This allows entities that have been dead for millennium to be brought back to life. The *Body* abilities can be permanently damaged as well depending on the length of time since death and the state of preservation of the body.

## 32.8.2 Taxes

In most campaigns, characters will be subject to taxes based on social status or perceived social status. Depending on the country and culture failure to pay one's taxes could result in forfeiture of assets (land, rents, etc.), imprisonment or even slavery. Within the game, taxes are an excellent method of relieving the player characters of some of their hard-won coin. A total tax of around 20% from all sources is a figure easily supported by history (Jurkowski, et al., 1998).

Taxes, *a.k.a.*, duty, excises, fees, tariffs, tithes and tolls, are a financial levy imposed on an individual, business, or legal entity by the state. The state can be a powerful individual, a city, or a nation state. Taxes are collected by individuals or organizations appointed by the state. Failure to pay taxes may result in fines, forfeiture and even imprisonment.

In theory taxes are beneficial to society as a whole, *i.e.*, the majority of the population. Examples include feeding of the poor, e.g., *Elizabethan Poor Law* of 1601; funding public work projects; maintaining the monarchy; and paying for wars.

In monetary economies prior to national banking, a critical form of taxation was seigniorage, the tax on the creation of money. Other obsolete forms of taxation include:

- scutage - paid in lieu of military service; strictly speaking a commutation of a non-tax obligation rather than a tax as such, but functioning as a tax in practice,
- tillage - a tax on feudal dependents,
- tithe - a tax, or more precisely a tax-like payment, (one tenth of one's earnings or agricultural produce), paid to the Church (and thus too specific to be a tax in strict technical terms even though appearing as one to the payer),
- Aids - During feudal times Aids was a type of tax or due paid by a vassal to his lord,
- Danegeld - medieval land tax originally raised to pay off raiding Danes and later used to fund military expenditures,
- Carucate - tax which replaced the danegeld in England,
- Tax Farming - the principle of assigning the responsibility for tax revenue collection to private citizens or groups.

Some principalities taxed windows, doors or cabinets to reduce consumption of imported glass and hardware. Armoires, hutches and wardrobes were invented to evade taxes on doors and cabinets.

### 32.8.2.1 Terra 1592

Roger Schofield [2004] contends that, in the reign of Elizabeth I, the value of the assessments declined in both nominal and thus significantly in real terms, with the increased inflation of the later Price Revolution era. Furthermore, tax collections under Elizabeth ranged from just 25% to 51% of independent assessment valuations, compared to an average of 68% under Henry VIII. The chief cause of this discrepancy was a grossly unfair under-assessment of the peerage and upper classes, from "a combination of personal self-interest and the exigencies of patronage politics" that "conspired to undermine the directly assessed subsidy as a viable form of taxation under the later Tudors" (p. 217). If most historians consider Elizabeth to have been the much more enlightened monarch, Schofield contends that, in terms at least of parliamentary taxation, Henry VIII's reign was the most remarkable of all the Tudors — and Stuarts — "for its sophistication and attention to the principle of distributive justice" — in essence, for its fairness; and that indeed his system of direct subsidies "was several centuries ahead of its time," with this very short-lived partnership between a more enlightened upper class and the crown.

Subsequently, Schofield observes (p. 201), "direct assessment was to be abandoned again in the mid seventeenth century, after decades of complaints over evasion and under-assessments [of upper-class incomes] and would not be revived until the very end of the eighteenth century," during the Napoleonic Wars, and then only very briefly. The modern income tax was reintroduced, now on a permanent basis, only in 1842, with the Tory regime of Robert Peel: at the modest and flat rate of 7d per pound sterling, or 2.92%. A progressive income tax, on Henry VIII's 1513 model, would not be achieved in Britain until the early twentieth century.

## 32.9 Alignment

The definition of alignment and its application in RPGs has been heavily debated. Character alignment in *ORSTM* should not overly constrain or restrict a player's options. *ORSTM* uses alignment to allow players the chance to explore of the themes of good and evil. The *ORSTM Standard Rules*, *ORSTM Codex*, and the *ORSTM Entity Encyclopedia* incorporates the concepts of good and evil. Good and evil are two extremes of the *ORS*'s ethical scale. The ethical and law scales determine a character's/entity's alignment.

Evil ← --- Ethics Scale --- → Good

Chaos ← --- Law Scale --- → Order

A player, with the GM's approval, can choose his character's initial alignment based upon his prehistory. Once play begins a character's/entity's alignment is a cumulative, dynamically changing parameter based upon their actions.

### 32.9.1 Good versus Evil

*ORSTM* makes a clear distinction between ethics and morals. Morals are the shared ideals of a group, society or culture. Different persons, groups, religions and societies have different moral standards, *i.e.*, there is no universal moral standard. Morals, whether personal or cultural can change over time. Ethics on the other hand, does have a universal, absolute, fixed and eternal standard and the GM is the ultimate arbiter on what that standard is. In the *Terra 1592* campaign ethics are based on the concepts of Foldvary [1980,2010].

The ethical scale is universal and applies to all sentient beings. Virtually all plants and most animals are ethically neutral. Ethics cannot exist for beings that act purely on instinct or genetic programming. The greater the sentience (awareness) above some threshold the greater the dynamic range of a being's ethical scale. All actions performed by a sentient being determine their value on the ethical scale.

Foldvary [2010]., summarized a universal ethic as:

1. An act is good if and only if it benefits others. Good acts are not obligatory.
2. An act is evil if and only if it coercively harms others.
3. All other acts are neutral.
4. If an act includes good and evil elements, the good does not cancel out the evil, *i.e.*, the ends cannot justify the means.

A few concepts need a little more clarification. The ethical evaluation of an act (good, evil or neutral) is determined the moment it is attempted. It is the attempted act, not the thought which is the determining factor. The determination of benefit is independent of the views, beliefs (morals), laws or intentions of the doer. The being, with the consensus of the GM, will objectively determine if they have benefited or will benefit from an act. If the being is unaware of the act the GM will solely make the determination. All beings affected must be considered with respect to an action's harm or benefit. Furthermore, all beings must have a choice to perform the act, if they are compelled to perform an act then the determination of good or evil is borne by the being who is forcing the action.

If the act only affects the being performing the act then it is neutral, *i.e.*, to be good or evil it must affect others.

There are many types of harm, this includes but is not limited to the deprivation of life, health, liberty, and property. The simplest is defined as an attempt to injure a being's body, mind or soul. In ORS this is defined to be an act that if a positive outcome occurred would deplete an entity's body, mind our soul damage pool. Coercive harm is defined to be direct harm done to another

without their consent, *i.e.*, only direct coercive harm is evil. Torture by its very nature is done to harm a being without their consent and is therefore evil. Coercively forcing one's opinions, beliefs or views on another violates their personal freedom and therefore harms them. Indirect actions that cause harm cannot be considered evil. Furthermore, actions that cause emotional or psychological injuries that are based solely on personal morals, prejudices, attitudes, biases, or opinions are not evil. Entities have an equal claim over un-owned resources. To avoid harm ownership must be determined, *e.g.*, compromise, division, lottery, etc. The violation of ownership is evil. Failure to fulfill an honest contract or promise; failure to fulfill an obligation, *e.g.*, provide for one's family; and a failure to prevent injury, at minimal risk to oneself, are all examples of passive harm.

A few examples will illustrate the definition of the universal ethic.

1. *Parent(s) who raise their children to be productive members of society.* This is a good act as it benefits others.
2. *Scrooge uses his employee Cratchit to his advantage.* Exploitation is when an entity/society is benefited at the harmful expense of another. If Cratchit is unable to leave his position, then Scrooge's actions are evil. If Cratchit, without coercion, agrees to his employment then Scrooge's actions are neutral.
3. *Arnie the assassin attempts to murder Jack the Jester and steal his ruby ring, but Jack defends himself and ends up killing Arnie.* Arnie committed an evil act and gave up the right to be free of invasion by initiating the act against Jack. Jack has a right to defend himself and his possessions with sufficient force and if Arnie is harmed it was not coercive, *i.e.*, not evil.
4. *Albert the arsonist burns down a healthy forest devoid of life except for plant life.* Albert's act is evil as it excessively harmed nature and harmed entities in the future that are denied productive use of the forest.
5. *Alex enjoys torturing and killing animals.* It is evil to harm animals needlessly as every animal has the right to live and prosper.
6. *Tom the trapper traps and kills animals and plants for food and clothing.* A being may own, control, and even kill animals and plants for their benefit, but the harm done to them must never exceed that necessary to obtain its utility. Utility is the use of an animal or plant for food, materials, companionship, and other legitimate purposes. Harm is committed but the harm is relative to difference in sentience.
7. *A super sentient species views humanoids as a food source.* This is identical to the above. If they attack, harm is relative to the difference in sentience. Similarly, once they attack they give up their right of invasion and the humanoids can defend themselves.
8. *Ranger Rob enlists in the Army to defend his country and ends up killing hundreds of enemy soldiers.* All entities have a right to defend themselves. Defense is not evil if it avoids committing more harm than necessary.
9. *Herald the hunter dug a pit for trapping a leopard and a child inadvertently falls into the pit and dies.* Herald is not evil as he did not set out to directly harm the child, this was an indirect action.
10. *Bob the baker opens a new bakery providing the best value for the money in town, and forces Charles the croissant chef out of business.* Free competition is not evil.
11. *Walter has the only source of water in town, the next town is days away across a hot desert. He charges 50x its normal price.* Walter has a coercive monopoly, and therefore there is no competition. His price gouging is evil.
12. *Tony dreams of killing his neighbor.* As long as Tony doesn't attempt to kill his neighbor he is not evil.
13. *Allen the alchemist pollutes the water and air with his experiments.* Pollution is a type of coercion and if Allen doesn't minimize the risk to harm others he is evil.
14. *There are multiple beggars in town, are you required to help them?* The community, as a whole should try to minimize harm to its members due to hunger and disease who cannot help themselves.
15. *Are taxes evil?* The community has a right to tax its member in order to provide for protection and welfare. All tax received should provide and equivalent amount of benefit or the taxes become theft which is evil.

## 32.9.2 Chaos versus Order

Shortly after the birth of the first settlement, laws were created to restrict the settler's behaviors. Ideally, laws attempt to prevent or reduce violence and crime in a society. The most influential and powerful groups in a society make the laws and the rest have to abide by them rather than follow their own interests. Injustice and oppression are inherent in the system as personal and 'group' views will dominate the others on any particular issue. Laws and civilization have evolved in parallel. The first known occurrence was as early as 3000 BC in ancient Egypt. The specific type of legal system a settlement, city, state, country adopts is dependent on its history, culture and contact with other civilizations. An absence of laws (order) within a society is the definition of anarchy (chaos)

### Law and Order

In general, legal systems can be grouped into three major categories: civil law, criminal law and religious law.

#### Civil Law

Civil law seeks to resolve non-criminal disputes such as disagreements over the meaning of contracts, property ownership, divorce, child custody, and damages for personal and property damage. A civil court is a place where people can solve their problems with people peacefully. The function of civil law is to provide a legal remedy to solve problems. Sometimes civil law is based on a state or federal statute; at other times civil law is based on a ruling by the court.

#### Criminal Law

Criminal law is the body of law that relates to crime. It is the body of rules that defines conduct that is not allowed because it is held to threaten, harm or endanger the safety and welfare of people, and that sets out the punishment to be imposed on people who do not obey these laws. Ideally, punishment is commensurate with the amount of harm committed, excessive punishment is a crime against the criminal.

#### Religious Law

Religious law is based solely on religious precepts and is seen in countries without clear separation between 'church and state'.

### Chaos

'Survival of the fittest' is often used to describe entities existing in the absence of laws. Those entities that are best adapted to a particular local environment or situation are those that will survive and reproduce. Fitness does not necessarily mean the biggest, strongest or fastest, *i.e.*, nature also has a way of culling stupidity out of the herd. Fitness is an entity's set of abilities, traits and skills that help it cope with challenges of its environment and ecological niche.

Anarchy is often seen when a state or government collapses. This chaotic environment may be quite hazardous to survival until law and order once again asserts itself. It is chaotic because it lacks order or predictability.

## 32.10 Divine Intervention

Divine Intervention is literally where a Deity intervenes on the character's behalf. Divine Intervention, *a.k.a.*, "Deus Ex Machina" is a concept that has been around in literature and drama since the time of the Greeks. A few familiar examples include:

- In Shakespeare's *As You Like It*, Hymenaios comes to the mass wedding to sort out the problems of Rosalind's stay and disguise in the Forest of Arden.
- In Shakespeare's *The Merchant of Venice*, Antonio's entire life rests on whether or not his ships come to port. Time and again we are told that they have all crashed. Yet in the end Portia tells him all his ships have come home, with no explanation as to how they survived the storms.
- In the movie *Monty Python and the Holy Grail*, a vorpal bunny that is beyond their capabilities, attack the Knights of the Round Table. Yet as if by the hand of God, they manage to kill it with the Holy Hand-Grenade of Antioch, its bearers (let alone the device itself) never having been referred to before. After dispatching the bunny,

they enter the cave and are attacked by the Ravenous Black Beast of Arrrgh, with no apparent hope of survival. At this point, the narrator interrupts and announces that the film's animator has suffered a fatal heart attack, obliterating the animated monster.

Within a role-playing game divine intervention is the unexpected, artificial, or improbable character, device, or event introduced to resolve a situation or untangle a plot. Frequently divine intervention breaks the internal logic of the adventure and is so unlikely that it destroys the role-playing experience. When a character requests or a GM provides divine intervention, this tends to indicate that the players have ignored warnings, clues or made incorrect conclusions. It is also possible the GM miscalculated an encounter or designed a no-win situation.

If the fault lies with the GM, divine intervention can salvage a potential disastrous game and possibly even the campaign. If the GM has been consistent, clear and the characters stupidly ignored information and common sense perhaps the situation should just be allowed to go to completion. In other words, "Nature has a way of culling stupidity out of the herd!" If the latter is the case refer to the next section on Afterlife.

Assuming that some form of divine intervention is desired the GM must decide the form it will take. It is always better to have a previously friendly non-player character save them than having a deity appear. In fact, I would recommend avoid direct character deity interaction if at all possible. Nevertheless, should the deity appear will it be an avatar or the actual physical manifestation of the deity? Finally, what will the deity demand in return for pulling their arses out of the fire? It may be a titanic donation, or possibly a Quest of epic proportions.

## 32.10.1 Afterlife

Death is common to all humanoids, regardless of culture, creed, religion, or race. We are all mortal, our lives are finite and we all, in our own way, grasp for an understanding of what happens after we die. The following is an overview of the afterlife beliefs of several major world religions. Thanks to the creator of "Tales of the Afterlife in Mythology" (The "Interi" Shinto Homepage, 2006) for the wisdom & insight found in this section.

**African Traditional Religion:** They that are born are destined to die; and the dead to be brought to life again; and the living to be judged, to know, to make known and to be made conscious that He is God, He the Maker, He the Creator, He the Discerner, He the Judge, He the Witness, He the Complainant; He it is that will in future judge, blessed be He, with whom there is no unrighteousness, nor forgetfulness, nor respect of persons, nor taking of bribes. Know also that everything is according to reckoning; and let not your imagination give you hope that the grave will be a place of refuge for you. For perforce you were formed and perforce you were born and perforce you live and perforce you will die and perforce you will in the future have to give account and reckoning before the King of kings, the Holy One, blessed be He.

**Australian Aboriginal:** Australian Aboriginal "Dream Time" represents the home of the Gods, psychic messages, spirits and ancestors; it is a place where time and space have little meaning. Many Aborigines still live their lives according to rules handed down for millennia through story and song. There is also a strong sense of spiritual feeling attached to many of the decisions made by aborigines. They base their lives on intuitive hunches and the ability to empathize with the emotions and actions of others, even at a distance. Mythology tells of whole tribes responding to an inner call to move out of danger to another place. They have harnessed the powers that we may all possess at some level, but which modern Western society has driven down into the deep recesses of the mind. We have become conditioned to assume that communing with spirits and sensing the oneness of all things is superstitious nonsense. Yet as a result we have lost touch with basic survival skills that may once have kept us alive in a hostile environment. Early students of aboriginal legend discovered the belief that the dead were "taken to the sky" and eventually brought to Earth again. Those who were returned would do so in a trance, bemused by the mourning of their friends and relatives who thought them dead. They would be treated with reverence, and many became shamans. Whether these were legends of survival or examples of near-death experiences, one can

appreciate the impact they made on aboriginal culture and the importance placed upon the view that we do have spirit and that it survives bodily extinction.

**Buddhist:** Buddhism appeared in the sixth century BCE, growing out of Hinduism. The Buddhist afterlife is a series of tiered paradises, each a higher and more magnificent plane of consciousness and where each individual ends up is largely due to virtue and spirituality. "Nirvana," the highest plane, marked a total release of the soul from all things human—from the fetters of "personality," where souls can exist in a pure state. Though a soul may spend ages in the various paradises, it must eventually return in reincarnation. There is a "hell" in Buddhist tradition as well, but it is not necessarily a permanent residence for those of evil spirit. Some Buddhism espouses the belief in a "Bodhisattva", a sort of savior en route to becoming a Buddha, who enters hell and releases some of the dead therein.

**Celtic:** Not much is commonly known of the Celtic beliefs of the afterlife. The Celtic Otherworld was sometimes considered an underworld and sometimes considered a great misty island such as Avalon or Tir Na Nog, or in some cases simply a universe parallel to our own. Wherever it is placed, the Celt Otherworld is a happier place than Earth; though physically it is described to closely resemble the world in which we live, everything is peaceful and healthy, people are joyful and there is no pain. There appears to be no breakdown of the Celtic Otherworld, with all souls residing in one paradise.

**Christian:** The Christian religion originated in Judea and its first members were Jews. The initial expansion was into the Greek-speaking world of the eastern Mediterranean. It seems to have emerged as a religion recognizably different from Judaism around CE 64. As Christianity spread, divisions of religious practices and interpretation of holy texts arose among its adherents. Christians argue that a benevolent God would hardly have given us life merely for it to end after a relatively short period of time with the demise of the physical body. The Christian doctrine taught that the human soul created by God was immortal. Once placed within the physical shell, the two were then inextricably linked until death, when the soul left the body. Jesus himself promised eternal life: "I am the resurrection and the life; he who believes in me, though he die, yet shall he live." Some, notably the sect known as the Gnostics, claimed that, because the body is material and therefore intrinsically evil, Christ had been composed of a spiritual body and not of flesh and blood. However, when Jesus was resurrected from the cross he assured his disciples of his physical reality by eating a fish. Christ also promised a last judgment day, when the good would receive eternal happiness and sinners perpetual pain and misery in the fires of Hell. After the last judgment the majority of souls were destined for purgatory, where they were to expiate their sins. At the Second Coming of Christ, the decomposed bodies of everyone who had ever lived would be reconstituted and their souls returned to them for the Final Judgment. Christians perceive mankind as a fallen race. Each baby is born with the blemish of Adam's original sin and is immediately tarnished in the eyes of God. Heaped on this are the sins each individual commits during life. After death, even a newborn child has to make atonement to God. In the Middle Ages, a terrifying picture of Hell was painted. Those who resided in Heaven were perceived gloating, watching from on high those suffering fiery tortures below. On the whole, modern Christians and Jews, whilst still firmly believing an afterlife, view Heaven and Hell in a more diluted and philosophical form. Some reject the concept of Hell altogether; or agree that if it does exist, it represents a place where the wicked are denied access to God. Conversely, Heaven is seen as a condition where the human soul is elevated to God's level and exists close to Him. The modern Christian fundamentalist movement, however, firmly believes in real places: Heaven and Hell.

**Greek, Ancient:** Perhaps the most commonly known of ancient beliefs, the ancient Greek mythology of the afterlife has parallels in modern-day religions such as Christianity. The Greeks believed that the dead were ushered to the Underworld, ruled by the god Hades and had to pay a few coins to the ferryman Charon to cross the River Styx and enter the afterlife. In fact, this belief was so deeply held that the Greeks buried their dead with a coin or coins in their mouths, to afford the fee to Hades. Once in the Underworld, the dead were judged to be good or evil. The good ascended to the Elysian Fields, or Elysium, a place of paradise. The evil descended to fiery Tartarus, where they were punished eternally, or in some cases sentenced to repent for long periods before being deemed worthy to enter Elysium. Some texts make reference to a belief in a sort of limbo where souls who weren't good enough for Elysium, but not evil enough for Tartarus, would dwell. This limbo is known as Asphodel.

The Greeks also believed in reincarnation, with the judges at the gates of Hades deciding the next incarnation of each soul.

**Egyptian:** The Egyptian beliefs in afterlife and practices regarding the dead are immensely complex and difficult to understand. Much is still unknown and scholars still, to this day, formulate new philosophies and theories about the purpose of the enormous burial chambers known as the pyramids and other concepts. A very recent theory by one English scholar is that the pyramids were actually steps to the stars, so that a pharaoh may climb them and take his god-given place amongst the stars, to shine in the heavens eternally. The Egyptians believed in an underworld inasmuch as souls descend through burial. A great deal of their belief in the afterlife revolved around the pharaoh they worshipped, because the pharaoh himself was considered to be the representative of the gods. Proper & ceremonial burial of the pharaoh would, in turn, secure a place in a pleasing afterlife for each of his followers. The anointing and embalming of every body was a solemn and sacred ritual for the Egyptians, with priests of Anubis (god of the dead) donning a death mask to perform their deathly duties. Many bodies were buried with personal effects and riches cherished in life, so that the souls could take them with them to the afterlife.

**Hebrew:** The earliest Hebrew beliefs were quite grim; upon death the soul was reduced to naught but a "shade," an insignificant wisp of psychic energy which descended into Sheol, a dreary pit beneath the Earth. The good and the evil both ended up in Sheol in these early beliefs. Eventually that changed, however, with the good being placed in one area of the afterlife and the evil in another, not unlike ancient Greek beliefs. Similarly, Christianity embraced this concept in its topology of heaven, purgatory (now largely removed from Christian teachings) and hell.

**Hindu:** The early Indians did not believe in reincarnation. Souls went to a world of bliss shared with the Gods if they were good and to punishment in Hell if they were evil. This was a fusion of Aryan, non-Aryan and Sumerian influences. The Aryans, a nomadic tribal group from Europe, invaded northern India between 1700 and 1200 BCE. Their religion was based on sky worship, which included Gods similar to Greek and Roman deities. Around 3500 BCE, the Sumerians settled in Babylonia and initiated a cultural revolution which formed the blueprint for social structure through to modern times. Each settlement had its own individual deity. In time, this created a large pantheon of Gods with complex interrelationships. Hinduism, which grew out of all this, introduced a hierarchy of Gods, who were in turn facets of a unitary principle, a force that is said to exist throughout nature and in all men. Here, God is believed to be in every living thing. The Indian religions are the only ones which postulate that after death the soul loses its individuality and merges with a greater being. Hinduism has no founder, but it does have a body of texts known as the Veda (a word meaning "wisdom" or "knowledge"). The Veda set down the belief in rebirth and transmigration, the idea that souls may be reborn in the body of other animals. The reason for rebirth is one facet of the law of Karma -- that a soul must keep returning to mortal existence until it has learned all the lessons of spiritual evolution. Hindus are metaphysically minded. They spend a lifetime searching for that unifying principle which they believe binds the whole universe: that unknown something was termed "Brahman," or occasionally "Atman". The search leads to mystical states of mind so strange that they are hard to explain in words. This "cosmic consciousness" has been described by one modern practitioner who said it shows "...the cosmos as entirely immaterial, entirely spiritual and entirely alive; it shows that death is an absurdity, that everyone and everything has eternal life; it shows that the universe is God and that God is the universe and that no evil ever did or ever will enter into it."

**Islamic:** Similarly to many of the cultures mentioned above, the afterlife of Islam involves a paradise for good-doers and a hellish punishment for evil-doers. After the dead are buried and the mourners have departed, two angels are believed to visit the spirits of the departed for judgement. An interrogation ensues and if the dead answer all the questions concerning Islam correctly, they proceed to paradise. If the questions are answered incorrectly, they are sent to hell. There is a belief in a day of resurrection for all such souls, when the dead will be made to face God and be judged directly. All actions from the deceased's life are taken into account and the good and bad weighed. Some Islamic tradition deals with a bridge over hell, terribly narrow and treacherous to cross. The faithful and good cross into paradise, whilst the infidels fall into hell.

**Shinto:** Shinto, the native Japanese religion, is concerned with the veneration of nature and with ancestor worship; it does not have saints according to the standards of ethical perfection or of exceptionally meritorious performance. According to Shinto belief, every person after death becomes a kami, a supernatural being who continues to have a part in the life of the community, nation and family, (existing in another state or dimension). The major kami (god) was the sun goddess Amaterasu who oversaw all life on earth, (all living things contained the life force derived directly from the sun goddess). Good individuals become good and beneficial kamis; the bad become pernicious ones. Being elevated to the status of a divine being is not a privilege peculiar to those with saintly qualities, for evil men also become kamis. There are in Shinto, however, venerated mythical saints -- such as Okuni-nushi (Master of the Great Land) and Sukuma-Bikona (a dwarf deity) -- who are considered to be the discoverers and patrons of medicine, magic and the art of brewing rice.

**Zoroastrianism:** A major personality in the history of the religions of the world, Zoroaster has been the object of much attention for two reasons. On the one hand, he became a legendary figure believed to be connected with occult knowledge and magical practices in the Near Eastern and Mediterranean world in the Hellenistic Age (c. 300 BCE -- c. CE 300). On the other hand, his monotheistic concept of God has attracted the attention of modern historians of religion, who have speculated on the connections between his teaching and Judaism and Christianity. Almost every passage contains some reference to the fate awaiting men in the afterlife. Each act, speech and thought is viewed as being related to an existence after death. The earthly state is connected with a state beyond, in which the Wise Lord will reward the good act, speech and thought and punish the bad. This motive for doing good seems to be the strongest available to Zoroaster in his message. After death, the soul of man must pass over the Bridge of the Requirer (Cinvat), which everyone looks upon with fear and anxiety. After judgment is passed by Ahura Mazda, the good enter the kingdom of everlasting joy and light and the bad are consigned to the regions of horror and darkness. Zoroaster, however, goes beyond this, announcing an end phase for the visible world, "the last turn of creation." In this last phase, Ahriman will be destroyed and the world will be wonderfully renewed and be inhabited by the good, who will live in joy. Later forms of Zoroastrianism teach a resurrection of the dead, a teaching for which some basis may be found in the Gathas. Through the resurrection of the dead, the renewal of the world bestows a last fulfillment on the followers of the Wise Lord.

## Section VI: The World Setting

An *ORS*<sup>TM</sup> world/universe setting can be as complex and involved as the GM is willing to devote time in accomplishing. *ORS*<sup>TM</sup> is not limited to any particular genre. It is equally suited for fantasy Middle Ages, high fantasy, pulp settings, mystery, old west, espionage, horror and even science fiction just to name a few. The GM can easily become overwhelmed in this task; after all he may wish to create his own unique world/universe. Those types of GMs may spend months or years creating his masterpiece even before play begins. Other GMs may wish to expedite things and start playing as soon as possible. This section offers a few suggestions for those GMs.

The first option is to start small. Just outline a few features about your world, *e.g.*, percentage land to water; what is the range of technology, weaponry and cultures of his world; what is the range and diversity of plant and animal life on his world. Next the GM should pick a particular continent: what is the range of geography; what is the climate like; what nations, cultures and races populate the continent; what religions are practiced. Do not underestimate the necessity of designing logical and realistic religions; they should be an integral part of the world.

Next the GM should pick a particular place on his continent that he wants to start. The GM should now create an adventure in a specific geographical place on his world. That way he can focus all his creative energies on those items that directly affect the next game. As time permits, he can flush out other details that are of primary interest to his players. As adventures unfold more and more of the world will be detailed out.

The second option is to use and convert an existing campaign world/setting to *ORS*<sup>TM</sup>. Over the last 30 years there have literally been dozens of campaign settings published in almost every imaginable genre. This option will involve converting that particular campaign settings monsters and NPCs to *ORS*<sup>TM</sup>. GMs interested in this option should refer to the appendix for help in converting to various systems.

The third option is to base your world on a particular age of Earth. All the maps, history, and cultures, *etc.*, are available at your local library and on the internet. The *ORS*<sup>TM</sup> original campaign setting, *The World of Terra, a.k.a., Terra 1592* is a modification of this option.

### 33 The Setting

*ORS*<sup>TM</sup> defines a setting as the surrounding and environment in which the adventure takes place. Specifically, it is the locale or period in which the action takes place.

#### 33.1 World of Terra

The game setting is Elizabethan: Earth, in the autumn of 1591 in London, England. This is not a hack and slash game, though some of those skill sets will come in handy. Rather it is a game that explores the idea: what if “something” happened and magic existed, fey beings really were found in the woods and so on. Player Characters are all fundamentally human. There are some slight exceptions but by and large, I always prefer to have people play characters with human motives, emotions and life expectations.

The World of Terra was designed for players who were interested in “roleplaying”, *i.e.*, the creation of a very real, detailed three-dimensional persona with a full background. Players often spent large amounts of time researching their characters background. A few of the players even provided the GM with a treatise detailing out secret societies from history. Players kept a detailed character/game diary and found or created a visual portrait of their character.

The game was played in the first person. No “my character says” or “my character does” stuff. Furthermore, strategy, tactics and realism are equally important. Your character will exist in a realistic setting, *i.e.*, nature has a way of culling stupidity out of the herd.

#### 33.2 Background

The period in which this campaign takes place (1550-1650) goes by several names: the Elizabethan age, the age of religious wars, the Shakespearean age, the Counter-Reformation, the pike-and-shot era. All these terms can be used more or less interchangeably. I prefer to use Elizabethan, even though that age technically ended upon Elizabeth’s death in 1603 in all historical accounts. For our purpose, Elizabethan will refer to the entire period, 1550-1650. The history of the Elizabethan age is a fascinating time, filled with adventure, politics and intrigue.

At the beginning of the game the world was basically be the one we all read about in history books and learned about in school. This is as far as most people are concerned. Some know that strange things have always been going on, things that science just can’t explain but this is not knowledge that most people have. The campaign started in the autumn 1591, in London, England and the surrounding areas. This forced players to come up with a reason for their character to be in that area long-term, or to be able to get to that area (*e.g.*, they are merchant or sailor and are based out of London). Anything plausible will do, but it should be something that would make sense for the character and that they were happy with.

#### 33.3 Palaces

Palaces are grand residences of the leaders of a country which often includes the clergy. Queen Elizabeth, owned over a dozen magnificent palaces. Each are briefly introduced there.

**Elsyng Palace** (variously also Elsyng, Elsing, Elsings, Enfield) was a Tudor palace on the site of what are now the grounds of Forty Hall in Enfield, north London. Its exact location was lost for many years until excavations were carried out in the 1960s.



The manor originally known as Wroth's Place was inherited in 1413 by John Tiptoft, 1st Baron Tiptoft (whose mother was Agnes Wroth) from his cousin

Elizabeth Wroth. John was succeeded by his son John Tiptoft, 1st Earl of Worcester (1427–70) who is said to have built the house. After Worcester's execution in 1470 the manor (now called Tiptofts) passed to his sister Phillipa. From here it passed to Phillipa's son Edmund de Ros, 10th Baron de Ros and in 1492 to Edmund's sister Isabel and her husband Sir Thomas Lovell, Speaker of the House of Commons. On Lovell's death in 1524, it passed to his great-nephew, Thomas Manners, 1st Earl of Rutland. In 1539 he exchanged the manor, by now called Worcesters, with property in Leicestershire, and the manor therefore came into the ownership of Henry VIII.

Henry VIII visited Elsing, "the palatial Middlesex home of Sir Thomas Lovell, more frequently than any other residence belonging to a lay subject. Foreign visitors were invariably housed at Sir Thomas Lovell's mansion. As treasurer of the household, Lovell played an important role in Wolsey's administration but perhaps it was the splendor of Elsing coupled with its convenient location which most attracted the king."

The original building date of the house is not known. Earliest traced records show it belonged to Thomas Elsyng, a Citizen and Mercer of London. Under the ownership of Sir Thomas Lovell it was extended to become a brick palace sufficient to receive the court on progress; Lovell also contributed to the clerestory and glazing of Enfield parish church. Henry VIII's sister Queen Margaret of Scotland stayed at Lovell's house in 1516.

After 1539, the estate which was called Little Park was used by Henry VIII as a base for hunting. His children spent part of their childhood here. Queen Elizabeth spent some of her childhood years at Elsyng Palace. There were extensive repairs by James Needham, Clerk of the King's Works in 1542 in preparation for a Christmas visit by Prince Edward and his sisters Mary and Elizabeth, and it is where Elizabeth and Edward heard of their father's death. As Queen, Elizabeth is believed to have stayed at Elsyng on at least four occasions.

Enfield Palace, which was really more of a manor house, was built for Queen Elizabeth I as a girl by her half-brother, King Edward VI. While Elizabeth did not spend much time at the palace once she was queen, she did stay there on occasion to hunt in the nearby park.

**Eltham Palace** was originally given to Edward II in 1305 by the Bishop of Durham, Anthony Bek, and used as a royal residence from the 14th to the 16th century. According to one account, the incident which inspired Edward III's foundation of the Order of the Garter took place here. As the favorite palace of Henry IV, it played host to Manuel II Palaiologos, the only Byzantine emperor ever to visit England, from December 1400 to January 1401, with a joust being given in his honor. There is still a jousting tilt yard. Edward IV built the Great Hall in the 1470s, and a young Henry VIII when he was known as Prince Henry also grew up here; it was here in 1499 that he met and impressed the scholar Erasmus, introduced to him by Thomas More.

Tudor courts often used the palace for their Christmas celebrations. With the grand rebuilding of Greenwich Palace, which was more easily reached by river, Eltham was less frequented, save for the hunting in its enclosed parks, easily reached from Greenwich, "as well enjoyed, the Court lying at Greenwiche, as if it were at this house itself". The deer remained plentiful in the Great Park, of 596 acres, the Little, or Middle Park, of 333 acres, and the Home Park, or Lee Park, of 336 acres. Nevertheless, the palace remained a royal residence and King Henry VIII spent much of his childhood there. As King, he extended the palace and added a chapel. Queen Elizabeth also retained the palace as a royal residence, and made some additions, but she rarely stayed there. In the 1630s, by which time the palace was no longer used by the royal family, Sir Anthony van Dyck was given the use of a suite of rooms as a country retreat. During the English Civil War, the parks were denuded of trees and deer. John Evelyn saw it 22 April 1656: "Went to see his Majesty's house at Eltham; both the palace and chapel in miserable ruins, the noble wood and park destroyed by Rich the rebel". The palace never recovered. Eltham was bestowed by Charles II on John Shaw and in its ruinous condition—reduced to Edward IV's Great Hall, the former buttery, called "Court House", a bridge across the moat and some walling—remained with Shaw's descendants as late as 1893



Humphrey, Duke of Gloucester, was regent during the rule of Henry VI and built the **Greenwich Palace**, in 1433, under the name Bella Court, in Greenwich, on the banks of the River Thames, downstream from London. In 1447, Humphrey fell out of favor with Henry VI and was arrested for high treason. He died in prison, likely due to a stroke though it was popularly believed he was murdered (as is depicted in William Shakespeare's plays about Henry VI) and Margaret of Anjou took over Bella Court, renaming it the Palace of Placentia, sometimes written as the Palace of Pleasaunce.

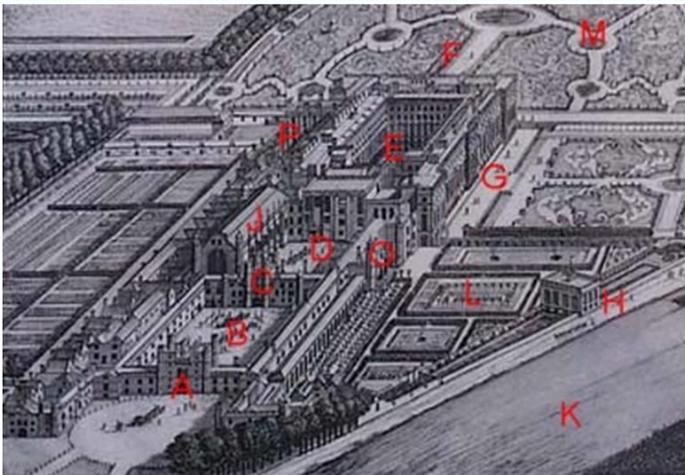


Henry VII rebuilt the palace, with a design based around three large courtyards, between 1498 and 1504. It remained the principal royal palace for the next two centuries. It was the birthplace of King Henry VIII in 1491 and figured heavily in his life. Following the king's marriage to Catherine of Aragon, Placentia became the birthplace of Mary I in February 1516. After Henry VIII's marriage to Anne Boleyn, his daughter, later Queen Elizabeth I, was born at Placentia in 1533. Henry married Anne of Cleves there in 1540. In 1536, Elizabeth's mother, Anne Boleyn, was arrested at Greenwich Palace on charges of adultery, and was taken by boat to The Tower of London. Perhaps because of this, the palace was not Queen Elizabeth's favorite, but it was one of her main residences throughout her reign. It rivalled Hampton Court Palace in magnificence and had a five-story tower for viewing jousting tournaments in the large tilt yard below. The palace also had a great hall, royal apartments, ornate gardens, a chapel, and a courtyard. Shakespeare is said to have performed a play for the Queen at this palace. A tree in Greenwich Park is known as "Queen Elizabeth's Oak", in which she is reputed to have played as a child.

Both Mary and Elizabeth lived at Placentia for some years during the sixteenth century, but during the reigns of James I and Charles I, the Queen's House was

erected to the south of the Palace. Placentia fell into disrepair during the English Civil War, serving time as a biscuit factory and a prisoner-of-war camp. In 1660, Charles II decided to rebuild the palace, engaging John Webb as the architect for a new King's House. The only section of the Palace to be completed was the east range of the present King Charles Court, but this was never occupied as a royal residence. Most of the rest of the palace was demolished, and the site remained empty until construction of the Greenwich Hospital began in 1694.

Thomas Wolsey, Archbishop of York, chief minister to and favorite of Henry VIII, took over the site of **Hampton Court Palace** in 1514. It had previously been a property of the Order of St John of Jerusalem. Over the following seven years, Wolsey spent lavishly (200,000 Crowns) to build the finest palace in England at Hampton Court. Today, little of Wolsey's building work remains unchanged. The first courtyard, the Base Court, (B on plan), was his creation, as was the second, inner gatehouse (C) which leads to the Clock Court (D) (Wolsey's seal remains visible over the entrance arch of the clock tower) which contained his private rooms (O on plan). The Base Court contained forty-four lodgings reserved for guests, while the second court (today, Clock Court) contained the very best rooms – the state apartments – reserved for the King and his family. Henry VIII stayed in the state apartments as Wolsey's guest immediately after their completion in 1525.



In building his palace, Wolsey was attempting to create a Renaissance cardinal's palace of a rectilinear symmetrical plan with grand apartments on a raised piano nobile, all rendered with classical detailing. The historian Jonathan Foyle has suggested that it is likely that Wolsey had been inspired by Paolo Cortese's *De Cardinalatu*, a manual for cardinals that included advice on palatial architecture, published in 1510. The architectural historian Sir John Summerson asserts that the palace shows "the essence of Wolsey—the plain English churchman who nevertheless made his sovereign the arbiter of Europe and who built and furnished Hampton Court to show foreign embassies that Henry VIII's chief minister knew how to live as graciously as any cardinal in Rome." Whatever the concepts were, the architecture is an excellent and rare example of a thirty-year era when English architecture was in a harmonious transition from domestic Tudor, strongly influenced by perpendicular Gothic, to the Italian Renaissance classical style. Perpendicular Gothic owed nothing historically to the Renaissance style, yet harmonized well with it. This blending of styles was realized by a small group of Italian craftsmen working at the English court in the second and third decades of the sixteenth century. They specialized in the adding of Renaissance ornament to otherwise straightforward Tudor buildings. It was one of these, Giovanni da Maiano, who was responsible for the set of eight relief busts of Roman emperors which were set in the Tudor brickwork.

Anne Boleyn's Gate. The Tudor gatehouse and astronomical clock, made for Henry VIII in 1540 (C on plan above) Two of the Renaissance bas reliefs by Giovanni da Maiano can be seen set into the brickwork.

Wolsey was only to enjoy his palace for a few years. In 1528, knowing that his enemies and the King were engineering his downfall, he passed the palace to the King as a gift. Wolsey died two years later in 1530.



Within six months of coming into ownership, the King began his own rebuilding and expansion. Henry VIII's court consisted of over one thousand people, while the King owned over sixty houses and palaces. Few of these were large enough to hold the assembled court, and thus one of the first of the King's building works (in order to transform Hampton Court to a principal residence) was to build the vast kitchens. These were quadrupled in size in 1529, enabling the King to provide bouche of court for his entire court. The architecture of King Henry's new palace followed the design precedent set by Wolsey: perpendicular Gothic-inspired Tudor with restrained Renaissance ornament. This hybrid architecture was to remain almost unchanged for nearly a century, until Inigo Jones introduced strong classical influences from Italy to the London palaces of the first Stuart kings.

Between 1532 and 1535 Henry added the Great Hall (the last medieval great hall built for the English monarchy) and the Royal Tennis Court. The Great Hall has a carved hammer-beam roof. During Tudor times, this was the most important room of the palace; here, the King would dine in state seated at a table upon a raised dais. The hall took five years to complete; so impatient was the King for completion that the masons were compelled to work throughout the night by candlelight.

The gatehouse to the second, inner court was adorned in 1540 with the Hampton Court astronomical clock, an early example of a pre-Copernican astronomical clock. Still functioning, the clock shows the time of day, the phases of the moon, the month, the quarter of the year, the date, the sun and star sign, and high water at London Bridge. The latter information was of great importance to those visiting this Thames-side palace from London, as the preferred method of transport at the time was by barge, and at low water London Bridge created dangerous rapids. This gatehouse is also known today as Anne Boleyn's gate, after Henry's second wife. Work was still underway on Anne Boleyn's apartments above the gate when Boleyn was beheaded.

Henry VIII's first building project at Hampton Court created vast kitchens capable of feeding his court of 1,000 people. During the Tudor period, the palace was the scene of many historic events. In 1537, the King's much desired male heir, the future Edward VI, was born at the palace and the child's mother, Jane Seymour, died there two weeks later. Four years afterwards, whilst attending Mass in the palace's chapel, the King was informed of the adultery of his fifth wife, Catherine Howard. She was then confined to her room for a few days before being sent to Syon House and then on to the Tower of London. Legend claims she briefly escaped her guards and ran through The Haunted Gallery to beg Henry for her life but she was recaptured.

King Henry died in January 1547 and was succeeded first by his son Edward VI, and then by both his daughters in turn. It was at Hampton Court that Queen Mary I (Henry's elder daughter) retreated with King Philip to spend her honeymoon, after their wedding at Winchester. Mary chose Hampton Court as the place for the birth of her first child, which turned out to be the first of two phantom pregnancies. Mary had initially wanted to give birth at Windsor Castle as it was a more secure location, and she was still fearful of rebellion. But Hampton Court was considerably larger, and could accommodate the entire court and more besides. Mary stayed at the Palace awaiting the birth of the "child" for over five months, and only left because of the inhabitable state of the court being kept in the one location for so long, after which her court departed for the much smaller palace of Oatlands. Mary was succeeded by her half-

sister, Elizabeth I, and it was Elizabeth who had the eastern kitchen built; today, this is the palace's public tea room. Christopher Wren's south front (G on plan) built for William and Mary viewed from the Privy Garden.

On the death of Elizabeth I in 1603, the Tudor period came to an end. The Queen was succeeded by her first cousin-twice-removed, the Scottish King, James VI, who became known in England as James I of the House of Stuart.

The Royal **Palace of Hatfield**, palace was the childhood home and favorite residence of Queen Elizabeth I. Built in 1497 by the Bishop of Ely, King Henry VII's minister, John Cardinal Morton, it comprised four wings in a square surrounding a central courtyard. The palace was seized by Henry VIII with other church properties. The nearby parish church of St Etheldreda's in Old Hatfield once served the bishop's palace as well as the village.



Henry VIII's children, King Edward VI and the future Queen Elizabeth I, spent their youth at Hatfield Palace. His eldest daughter, who later reigned as Queen Mary I, lived there between 1533 and 1536, when she was sent to wait on the then Princess Elizabeth as punishment for refusing to recognize Henry's marriage to Anne Boleyn and his religious reforms. In 1548, when she was only 15 years old, Elizabeth was under suspicion of having illegally agreed to marry Thomas Seymour. The house and her servants were seized by Edward VI's agent, Robert Tyrwhit, and she was interrogated there. She successfully defended her conduct with wit and defiance. Seymour was executed in 1549 for numerous other crimes against the crown. After her two months of imprisonment in the Tower of London by her sister, Queen Mary, Elizabeth returned to Hatfield. The Queen Elizabeth Oak on the grounds of the estate is said to be the location where Elizabeth was told she was queen following Mary's death, but is considered unlikely as Mary died in November. In November 1558, Elizabeth held her first Council of State in the Great Hall. Hatfield House is a popular tourist attraction because it has so many objects associated with Queen Elizabeth I, including gloves and a pair of silk stockings that are believed to have been the first in England. The library displays a 22-foot (6.7 m) long illuminated parchment roll showing the pedigree of the queen with ancestors back to Adam and Eve. The Marble Hall holds the "Rainbow Portrait" of Elizabeth.

Nonsuch Palace, near Cheam, Surrey, was perhaps the grandest of Henry VIII's building projects. It was built on the site of Cuddington, near Ewell, the church and village having been destroyed and compensation paid to create a suitable site. Work started on 22 April 1538, the first day of Henry's thirtieth regnal year, and six months after the birth of his son, later Edward VI.

Within two months the name "Nonsuch" appears in the building accounts, its name a boast that there was no such palace elsewhere equal to it in magnificence. Construction had been substantially carried out by 1541, but it took several more years to complete. As the Royal Household took possession of vast tracts of surrounding acreage, several major roads were re-routed or bypassed to circumvent what became Nonsuch Great Park.

The palace was designed to be a celebration of the power and the grandeur of the Tudor dynasty, built to rival Francis I's Château de Chambord. Unlike most of Henry's palaces, Nonsuch was not an adaptation of an old building; he chose to build a new palace in this location because it was near to one of his main hunting grounds. However, the choice of location was unwise, as there was no nearby supply of water suitable for domestic use. The palace cost at least £24,000 because of its rich ornamentation and is considered a key work in the introduction of elements of Renaissance design to England.



The palace was incomplete when Henry VIII died in 1547. In 1556 Queen Mary I sold it to Henry FitzAlan, 19th Earl of Arundel, who completed it. In 1585 the Treaty of Nonsuch was signed by Elizabeth I of England and the Dutch Republic at the palace. For most of Queen Elizabeth's reign, the palace remained in the possession of the Earl of Arundel and his family, but in the early 1590s she bought the palace from the now dead Earl's son in law, John, Baron Lumley. The palace was soon her favorite. It was at Nonsuch Palace that Robert Devereux, Earl of Essex, burst into the Queen's room without permission after returning from Ireland.

Henry VIII acquired the **Oatlands Palace** in 1538, and rebuilt it for Anne of Cleves. The palace was built around three main adjoining quadrangular courtyards covering fourteen hectares and utilizing an existing 15th-century walled manor house. Much of the foundation stone for the palace came from Chertsey Abbey which fell into ruins after the Dissolution of the Monasteries. Oatlands Palace, on the bank of the River Thames in Surrey, was an important place in the Tudor period. He married Catherine Howard in the palace on 28 July 1540. Henry's subsequent wife, Catherine Parr, spent time at the Palace as well. Records of her writings include a letter sent from Oatlands to her brother, William, Lord Parr, shortly after her marriage to the King in July 1543.



It subsequently became the residence, at various times, of Mary I, Elizabeth I, James I and Charles I. It was to Oatlands that Mary Tudor retreated after her supposed pregnancy. Her previous residence, Hampton Court Palace, had housed the nursery staff that was assembled for the birth of the child. The announcement of a movement to Oatlands (considerably smaller than Hampton) ended any hope of a happy outcome of the Queen's pregnancy.

## ORS

Queen Elizabeth stayed from time to time at the palace and made further additions and alterations. Like all Tudor palaces, Oatlands was an impressive building, having towers and fanciful chimneys, and from the palace was a glorious view across the Thames. The palace also had a number of gardens.

**Richmond Palace** was a royal residence on the River Thames in England which stood in the sixteenth and seventeenth centuries. Situated in what was then rural Surrey, it lay upstream and on the opposite bank from the Palace of Westminster, which was located nine miles to the north-east. It was erected about 1501 by Henry VII of England, formerly known as the Earl of Richmond, in honor of which the manor of Sheen had recently been renamed "Richmond". Richmond Palace therefore replaced Shene Palace, the latter palace being itself built on the site of an earlier manor house which had been appropriated by Edward I in 1299 and which was subsequently used by his next three direct descendants before it fell into disrepair.



In 1500, a year before the construction of the new Richmond Palace began, the name of the town of Sheen, which had grown up around the royal manor, was changed to "Richmond" by command of Henry VII. However, both names, Sheen and Richmond, continue to be used, not without scope for confusion. Richmond remained part of the County of Surrey until the mid-1960s, when it was absorbed by the expansion of Greater London.

Richmond Palace was largely a building of brick and white stone in the latest styles of the times, with geometric octagonal towers, pepper-pot chimney caps, and ornate weathervanes made of brass. Though it retained the layout of Sheen Palace, new additions that would mark the Renaissance were to be found in this palace, for example, long galleries to display sculpture and portraiture. The windows were paneled, built to bring in more light than the tiny slit-like windows of a castle, built for defense. From its earliest it had inner courtyards designed for leisure, with several portions built for the royal family overlooking a large green. Richmond Palace covered ten acres of land and was large and well-appointed enough to have its own orchards and walled gardens. It is known that Henry Tudor decorated his home with many gifts he accepted from Italian bankers in Venice.

Richmond Palace was one of Queen Elizabeth's favorite palaces. She often held court there and loved to hunt stags in the nearby park. Richmond Palace was also considered the warmest of the royal palaces and the Queen liked to spend winter there. As she got older, the Queen spent more time than ever at Richmond, and died there on 24 March 1603. It remained a residence of the kings and queens of England until the death of Charles I in 1649. Within months of his execution, the Palace was surveyed by order of Parliament and was sold for £13,000. Over the following ten years it was largely demolished, the stones and timbers being re-used as building materials elsewhere. Only vestigial traces now survive, notably the Gate House. The site of the former palace is the area between Richmond Green and the River Thames, and some local street names provide clues to existence of the former Palace, including Old Palace Lane and Old Palace Yard.

St. James Palace was commissioned by Henry VIII on the site of a former leper hospital dedicated to Saint James the Less. The new palace, secondary in the king's interest to Henry's Whitehall Palace, was constructed between 1531 and

1536 as a smaller residence to escape formal court life. Much smaller than the nearby Whitehall, St James's was arranged around a number of courtyards, including the Colour Court, the Ambassador's Court and the Friary Court. The most recognizable feature is the north gatehouse; constructed with four stories, the gatehouse has two crenellated flanking octagonal towers at its corners and a central clock dominating the uppermost floor and gable; the clock is a later addition and dates from 1731. It is decorated with the initials H.A. for Henry and his second wife, Anne Boleyn. Henry constructed the palace in red brick, with detail picked out in darker brick.



The palace was remodeled in 1544, with ceilings painted by Hans Holbein and was described as a "pleasant royal house". In 1536, Henry's illegitimate son, Henry Fitzroy, 1st Duke of Richmond and Somerset, died at the palace, as did Queen Mary I in 1558. Elizabeth I often resided at the palace, and is said to have spent the night there while waiting for the Spanish Armada to sail up the Channel. It is from St James's Palace that she made her journey to Tilbury where she famously addressed her troops in a rousing speech.

Founded by William The Conqueror after the Norman Conquest of 1066, The **Tower Of London** is the oldest fortress and palace in Europe. By Tudor times it had been significantly extended, and although it was officially a royal residence, it was mainly used as a prison. During the Wars of the Roses, King Richard III famously imprisoned his young nephews in the Tower of London, King Edward V and Prince Richard, and King Henry VIII imprisoned several statesmen there as well as two wives. Queen Elizabeth herself was a prisoner at the Tower during the reign of her half-sister, Queen Mary I, and was fortunate to survive. Her mother, Anne Boleyn, was executed at the Tower, when Elizabeth was only two years of age, and was buried in an unmarked grave in the Tower's Chapel of St Peter ad Vincula.



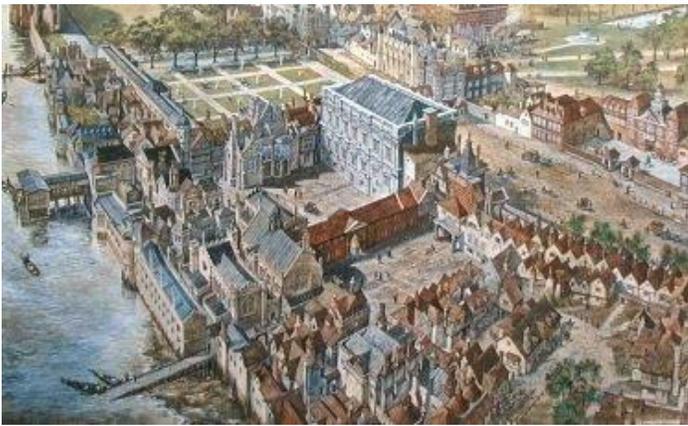
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By Queen Elizabeth's reign, the Tower had gained a sinister reputation and was considered a place of dread. As well as being a prison it was also a place of torture. Queen Elizabeth never held court there, but did stay at the Tower the night before her coronation, as was customary.

During the Queen's reign a number of Catholic priests were imprisoned in the Tower, most famously Father John Gerard, who made a dramatic escape in 1597, and several nobles, including Thomas Howard, 4th Duke of Norfolk, who was executed at the Tower in 1572, and Robert Devereux, Earl of Essex, who was beheaded there in 1601.

The Tower Of London remains a royal palace today and houses the crown jewels. It is open to the public and is one of London's most popular tourist attractions.

The **Palace of Whitehall**, in Westminster, was another palace that had once belonged to Cardinal Thomas Wolsey. King Henry VIII seized it when the Cardinal fell out of favor and transformed it into a magnificent royal residence. By the time of Henry's death, it was the largest palace in Europe.



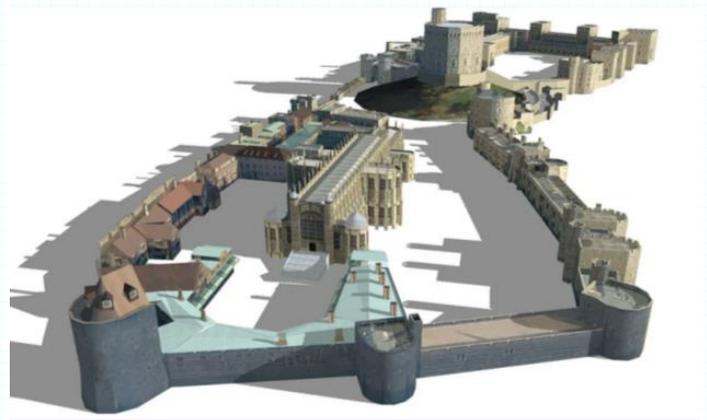
King Henry VIII hired the Flemish artist Anton van den Wyngaerde to redesign York Place, and he extended it during his lifetime. Inspired by Richmond Palace, he included sporting facilities, with a bowling green, indoor real tennis court, a pit for cock fighting (on the site of the Cabinet Office, 70 Whitehall) and a tiltyard for jousting (now the site of Horse Guards Parade). It is estimated that more than £30,000 were spent during the 1540s, half as much again as the construction of the entire Bridewell Palace. Henry VIII married two of his wives at the palace—Anne Boleyn in 1533 and Jane Seymour in 1536, and died there in January 1547.

Queen Elizabeth I stayed at Whitehall Palace more than at any other palace. Not only did its size make housing the court easier, but it was close to the Palace of Westminster, where Parliament and the law courts sat. The Queen spent many Christmases at Whitehall Palace. In 1581, to entertain the French during her marriage negotiations with Francis, Duke of Alencon, the Queen added a banqueting house to the palace. This banqueting house was only meant to be temporary but remained in use until the reign of King James I. In 1611, the palace hosted the first known performance of William Shakespeare's play *The Tempest*.

**Windsor Castle** in Berkshire, built by William the Conqueror in the 11th century, was another important royal residence. It was extended and improved by both King Henry VII and King Henry VIII, but by Elizabeth I's reign many parts of the castle had fallen into disrepair. The Queen embarked on a program of restoration and added a long gallery. This now forms part of the library.



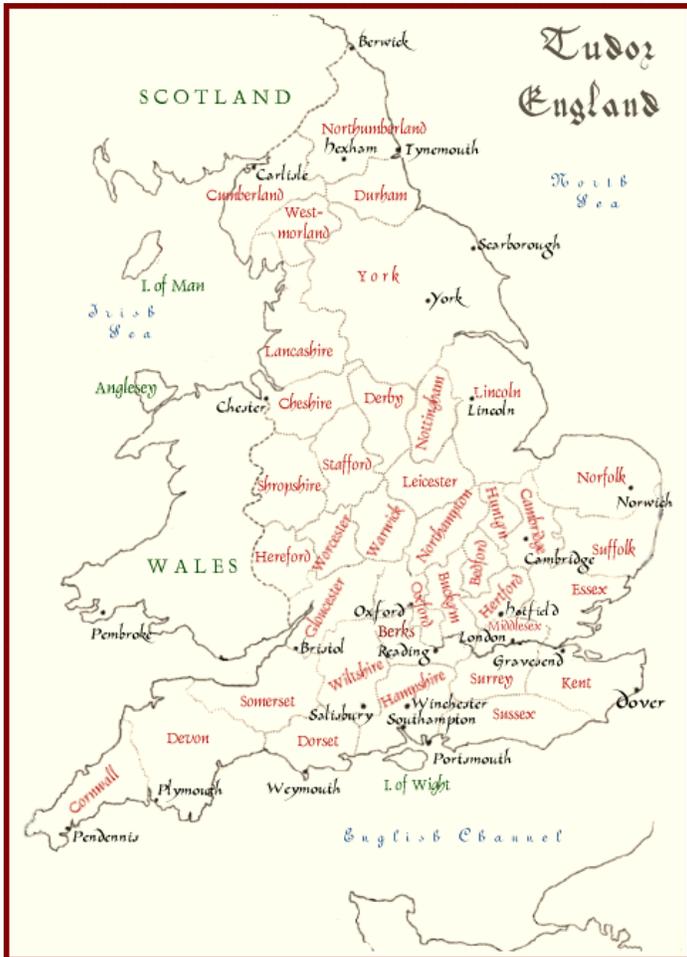
Elizabeth I spent much of her time at Windsor Castle and used it a safe haven in crises, "knowing it could stand a siege if need be". Ten new brass cannons were purchased for the castle's defense. It became one of her favorite locations and she spent more money on the property than on any of her other palaces. She conducted some modest building works at Windsor, including a wide range of repairs to the existing structures. She converted the North Wharf into a permanent, huge stone terrace, complete with statues, carvings and an octagonal, outdoor banqueting house, raising the western end of the terrace to provide more privacy. The chapel was refitted with stalls, a gallery and a new ceiling. A bridge was built over the ditch to the south of the castle to enable easier access to the park. Elizabeth built a gallery range of buildings on the west end of the Upper Ward, alongside Henry VII's tower. Elizabeth increasingly used the castle for diplomatic engagements, but space continued to prove a challenge as the property was simply not as large as the more modern royal palaces. This flow of foreign visitors was captured for the queen's entertainment in William Shakespeare's play, *The Merry Wives of Windsor*.



According to legend, Queen Elizabeth continues to visit Windsor Castle in spirit, especially during times of war. The ghosts of her parents, King Henry VIII and Anne Boleyn, are also said to haunt the castle.

## 33.4 Counties & Shires

A traditional term for the division of land in England is the Shire. It is synonymous with county. The shire historical boundaries cover a little more than half the area of England. The counties that do not use "-shire" are mainly in three areas, in the south-east, south-west and far north of England.



[Life in Elizabethan England, Maggie Secara, 2011]

## 33.5 Cities and Towns

Cities and towns serve many functions and purposes. In virtually every culture and civilization these functions and purposes are similar. For those who are interested, a good reference is (Mumford, 1961). Cities and towns offer security and stability at the expense of mobility and adventure. One aspect of this is religion and the internment of the dead. A classic examples of this can be seen in Greek and Roman cities where the roads leading to the cities are lined with the gravestones of the dead. Often some of the best archeological remains are temples and shrines. Cities and towns tend to be located in places of good natural resources or strategic location, e.g., mouth of a river, food, water, minerals, etc. Because of this fact cities and towns tend to be places of trade and commerce. Agriculture and the raising of domesticated animals frequently become established to support the town. As the town grows it diversifies and it will attract, tool and weapon smiths, armories, potters, etc. As the population density grows the need for laws, culture and society grow. Guilds are a natural outgrowth of the size and politics of the culture. An individual's morality is formed in the mores, the life-conserving customs of the village, town or city.

For the player character, cities and towns provide opportunities to buy goods and rations and sell treasure. Towns and cities provide improved food and lodging, as well as opportunities for healing and recuperation. Cities and towns are ideal places to gather information, gather allies and hire guardians and other non-player characters. Cities also provide a unique opportunity to experience culture, religions, politics and law. Depending on the city and where they go, a player character can also fall into the crime and depravity of the criminal underworld. Finally, a city can provide many opportunities for interesting encounters and adventures.

Boroughs were incorporated towns and cities that had royal charters clearly defining their political and economic rights. These rights included: control of their own markets and the ability to restrict within their borough boundaries the activities of buying/selling to their residents. Non-residents had to pay significantly more to conduct business within the town. Furthermore, the mayor of the borough could act as judge for all but capital crimes. In addition, a borough is collectively assed taxes with the collection left to a borough official. By the way, this borough official was responsible for making up any shortfall. Finally boroughs also sent representatives to Parliament. At the end of 1603 England had 191 boroughs.

While the *Terra 1592* campaign covers the entire world, the campaign started in England. A partial list of English towns and cities of significance are briefly discussed below:

### 33.5.1 Brighton

Brighton is located in Sussex. In the Domesday Book, Brighton was called Bristelmestone. In June 1514 Brighthelmstone was burnt to the ground by French raiders during a war between England and France. Only part of St Nicholas's Church and the street pattern of The Lanes survived the attack. Brighton is a major fishing port with a population of around 1500. It is the largest of Sussex's eighteen market towns.

### 33.5.2 Bristol

Bristol a major urban/distribution center for southern Wales. By the 14th century Bristol was England's third-largest town (after London and York), with perhaps 15-20,000 inhabitants on the eve of the Black Death of 1348-49. The plague inflicted a prolonged pause in the growth of Bristol's population, with numbers remaining at 10-12,000 through most of the 15th and 16th centuries. Bristol was made a city (borough) in 1542, with the former Abbey of St Augustine becoming Bristol Cathedral and the bishopric seat. Bristol is one of the main centers of culture, employment and education in the region. Its prosperity has been linked to that of the Port of Bristol, the commercial port, which was in the city center.

### 33.5.3 Canterbury

There has been a settlement in Canterbury since prehistoric times. Bronze Age finds and Neolithic round barrows have been discovered in the area; and before the Roman arrival Durovernon the most important settlement in Kent. Canterbury (known in Latin as Durovernum Cantiacorum) became a Roman administrative centre: it lay at the junction of three roads from their ports of Regulbium (Reculver), Dubris (Dover) and Lemanis (Lympne); and it stood on what has become known as Watling Street. A Motte and Bailey castle was constructed in Canterbury by the Normans soon after the Norman Conquest, but was soon replaced by the stone keep of Canterbury Castle. The city became a county corporate in 1461. Canterbury is the largest town in Kent. Canterbury is an ecclesiastical center and had a population of around 5,000. The archbishop of Canterbury, the highest prelate in the New Church has his seat here. French Protestant refugees settled in the city during the sixteenth century where they introduced silk making.

### 33.5.4 Chester

Chester is the county town of Cheshire in North West England and had a population of around 6,000. Chester is a port city on the river Dee and was a distribution center for northern Wales. Chester had a virtual monopoly on trade to Ireland. Originally the 16th century port was located to the north of the watergate just below the city wall. Chester was granted its Royal Charter in 1541; the same year it became a seat of a bishopric. A major fire damaged much of the city in 1564. Chester was the administrative headquarters of the county Palatine and Earldom of Chester.

### 33.5.5 Colchester

Colchester is a town and is the main settlement of the Essex borough of Colchester in the East of England. Colchester is located 54 miles north east of

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London. Colchester claims to be the oldest recorded Roman town in Britain. Its Celtic name was "Camulodunon", meaning "the Fortress of (the war god) Camulos". In 1189, Colchester was granted its first Royal Charter by King Richard I (Richard the Lionheart.) Between 1550 and 1600, a large number of weavers and cloth makers from Flanders emigrated to Colchester and the surrounding areas where they were affectionately referred to as the 'Dutch'. They were famed for the production of Bays and Says cloth. Its population in 1592 was around 7,500 souls.

### 33.5.6 Coventry

Coventry is a city and metropolitan borough, in the West Midlands region of England with a population of around 8,000. It is situated 95 miles northwest of London and is notable for being further from the British coastline than any other city. Coventry was established in the year 1022 with the founding of a Benedictine Abbey. Leofric, Earl of Mercia and his wife Lady Godiva endowed it around 1043. In time, a market was established at the abbey gates and the settlement expanded. By the 14th century Coventry had become an important centre of the cloth trade and throughout the Middle Ages was one of the largest and most important cities in England. Coventry was granted city status in 1345 and later became a county in its own right. By 1592 the cloth-manufacturing center was in decline.

### 33.5.7 Dublin

Dublin is the center of the English government in Ireland located near the midpoint of Ireland's east coast, at the mouth of the River Liffey and at the centre of the Dublin Region. Originally founded as a center for the Viking slave trade, the city has been Ireland's capital city since medieval times. After the Norman invasion of Ireland, Dublin replaced the Hill of Tara as Ireland's capital, with much of the power centering on Dublin Castle. From the 14th century until the late 16th century, Dublin and the surrounding area -known as the Pale - was the only area of Ireland under English government control. Dublin has a cathedral and after 1592 a university, with a population of around 5,500.

### 33.5.8 Edinburgh

Edinburgh is Scotland's capital and its second-largest city with a population of around 20,000. It is situated on the east coast of Scotland's central lowlands on the south shore of the Firth of Forth. It has been the capital of Scotland since 1437. A prominent feature of the Edinburgh skyline, St. Giles' Cathedral or the High Kirk of Edinburgh dates from around 1120. St. Giles was the patron saint of cripples and lepers and a very popular saint in the Middle Ages.

### 33.5.9 Exeter

The city of Exeter is the county town of Devonshire and a cathedral city. It became borough town 1538 with a population of around 10,000. The city's motto, *Semper fidelis* (Latin for "always faithful"), was suggested by Queen Elizabeth in 1588. The city was originally a Celtic oppidum, on the banks on the River Exe prior to the foundation of the Roman city in about AD 50. In 876 Exeter was attacked and captured by the Danes. King Alfred drove them out the next year. In 894 the city stood off another siege by Danes. In 1067 the city rebelled against William the Conqueror who promptly marched West and laid siege. The city submitted after only 18 days. Part of the capitulation agreement was that all the nobles in the city would be confirmed in their positions as long as a castle was built. Exeter was withstood a three month siege against King Stephen by Baldwin de Redvers in 1140 and submitted only after the supplies of fresh water ran out. The Livery Dole Almshouses and Chapel at Heavitree were founded in March 1591 and finished in 1594. Plagues ravaged the city in 1570 and 1590.

### 33.5.10 Gloucester

Gloucester is a cathedral city and district in southwest England, close to the Welsh border. It gained its borough status in 1538 and its cathedral in 1541. Gloucester Cathedral, in the north of the city near the river, originates in the foundation of an abbey dedicated to Saint Peter in 681. It is the burial place of

King Edward II of England. Attached to the deanery is the Norman prior's chapel. In St Mary's Square outside the Abbey gate, Bishop Hooper suffered martyrdom under Queen Mary in 1555. During the time of Elizabeth it had around 14 churches. Its population is around 4,500. It is located on the east bank of the River Severn, 114 miles west north west of London. It is sheltered by the Cotswolds on the east, while the Forest of Dean and the Malvern Hills rise prominently to the west and northwest, respectively. Gloucester is a port, linked via the Gloucester and Sharpness Canal to the Severn estuary, allowing larger ships to reach the docks than would be possible on the tidal reaches of the river itself.

### 33.5.11 Ipswich

Ipswich is the county town of Suffolk and the main settlement in the local government district of the borough of Ipswich in East Anglia, England on the estuary of the River Orwell. It has a population of around 5,000 in 1592. Ipswich was originally known as "Gippeswick" and has been settled during the Stone Age, Iron Age, Roman and Anglo-Saxon times. Its well-situated harbor on the North Sea made it convenient to Saxon settlers and it is claimed to be the first Anglo-Saxon town. King John granted it its first charter in 1200 and in the next four centuries it made most of its wealth trading Suffolk cloth with the Continent. During the Middle Ages the Marian Shrine of Our Lady of Grace was a popular pilgrimage destination and attracted a number of royal pilgrims. Around 1380, Geoffrey Chaucer satirized the merchants of Ipswich in the *Canterbury Tales*. Thomas Cardinal Wolsey, the son of a wealthy landowner, was born in Ipswich about 1475. One of Henry VIII's closest political allies, founded a college in the town in 1528, which is now known as Ipswich School. In 1555, the Ipswich Martyrs were burnt at the stake for their Protestant beliefs.

### 33.5.12 Leicester

Leicester is the largest city in the English East Midlands. It lies on the River Soar and at the edge of the forest. It was center for leather trade and had a population of around 3,500 in 1592. Recently plagues have ravaged the city in 1564, 1579, 1583 and 1593. According to Geoffrey of Monmouth, the King Leir founded the city of Kaerleir (Leicester). He was buried by Queen Cordelia in a chamber beneath the River Soar near the city dedicated to the Roman god Janus and every year people celebrated his feast-day near Leir's tomb. Leicester had become a town of considerable importance by Medieval times. It was mentioned in the Domesday Book as 'civitas' (city), but Leicester lost its city status in the eleventh century owing to power struggles between the Church and the aristocracy. Leicester played a significant role in the history of England, when in 1265 Simon de Montfort forced King Henry III to hold the first parliament of England at the now-ruined Leicester Castle.

### 33.5.13 Liverpool

The town of Liverpool is located next to a tidal pool which flows into the River Mersey. It was originally called the liver pool meaning muddy pool. It is not mentioned in the Domesday Book (1086) but it may have been too small to merit a mention of its own. There was a hamlet at Liverpool before the town was founded in the 13th century. King John founded the port of Liverpool in 1207. The English had recently conquered Ireland and John needed another port to send men and supplies across the Irish Sea. John started a weekly market by the pool. In those days there were very few shops so if you wanted to buy or sell goods you had to go to a market. Once a market was up and running at Liverpool craftsmen and tradesmen came to live in the area. As well as a weekly market the king gave the citizens of Liverpool the right to hold an annual fair. In the Middle Ages, a fair was like a market but it was held only once a year for a period of a few days. A Liverpool fair would attract buyers and sellers from all over northwest England.

King John divided the land at Liverpool into plots called burgages on which people could build houses. He invited people to come and live in Liverpool. In its early days, Liverpool was comprised of just seven streets, which are still there today - Bank Street (now Water Street), Castle Street, Chapel Street, Dale Street, Juggler Street (now High Street), Moor Street (now Tithebarn Street) and Whiteacre Street (now Old Hall Street). In 1229, the king granted the people of Liverpool another charter allowing merchants to form a guild. In many medieval towns, the Merchant's Guild also ran the town. In Liverpool,

the members of the guild elected an official called the Reeve to run the town on a day-to-day basis. The first mention of a Mayor of Liverpool was in 1351. Even by the standards of the time, it was a small town. In the 14th century, Liverpool probably had a population of about 1,000. It was not more than 1200 in the 15<sup>th</sup> century. Many of the people of Liverpool lived partly by farming and fishing. Some craftsmen and tradesmen included: brewers, butchers, blacksmiths, and carpenters. Furthermore, a little stream ran into the pool and it powered a watermill that ground grain into flour for the townspeople's bread. There was also a windmill Southeast of the pool.

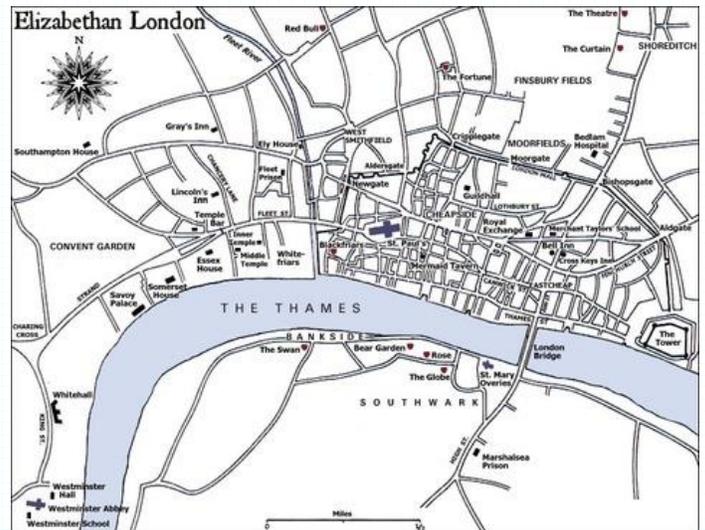
In the Middle Ages some wine from France was imported through Liverpool but its main trading partner was Ireland. Skins and hides were imported from Ireland. Iron and wool were exported from Liverpool. Despite its small size Liverpool sent 2 MPs to Parliament in 1295. In the 16th century Ireland was still Liverpool's main trading partner. In 1515, a grammar school was founded in Liverpool. In 1540 a writer said: 'Irish merchants come much hither as to a good harbor'. He also said there was 'good merchandise at Liverpool and much Irish yarn, that Manchester men buy there'. Skins and hides were still imported from Ireland. Exports from Liverpool at that time included coal, woolen cloth, knives, and leather goods. There were still many fishermen in Liverpool. The port of Liverpool also benefited when English troops were transported to Ireland to put down rebellions in the 16th and early 17th centuries. The troops spent money in the town. Liverpool was growing at this time but it still had a population of only 2,000 in 1600. Like all towns at that time Liverpool suffered from outbreaks of the plague. There were severe outbreaks in 1558 and 1609, 1647 and 1650.

### 33.5.14 London

In 1592 greater London had a population of around 250,000. By 1640, London will become the largest city in Europe and twenty times the size of any other English city. According to (Emerson, 1996) about 8% of the population was transients and women out-numbered men by 13 to 10. The area of the City of London has been administered separately since 886, when Alfred the Great appointed his son-in-law Earl Æthelred of Mercia as Governor of London. Alfred made sure that there was suitable accommodation for merchants from northwest Europe, which were then extended to traders from the Baltic and Italy.



The City developed its own code of law for the mercantile classes. The City was composed of wards governed by Aldermen, who chaired the Wardmotes. There was a folkmoet for the whole of the city held in the shadows of St Paul's Cathedral. In the tenth century, Athelstan permitted eight mints to be established, compared to six in his capital, Winchester, indicating the wealth of the city. Following the Battle of Hastings, William the Conqueror marched on London, to Southwark and failed to get across London Bridge or to defeat the Londoners. He eventually crossed the River Thames at Wallingford, pillaging the land as he went. Rather than continuing the war Edgar Ætheling, Edwin of Mercia and Morcar of Northumbria surrendered at Berkhamsted. William rewarded London in granting the citizens a charter in 1075; the City of London was one of the few institutions where the English retained some authority. William insured against attack by building three castles nearby so as to keep the Londoners subdued: Tower of London, Baynard's Castle and Montfichet's Castle. The City burned nearly to the ground twice, first in 1212 and then again in the Great Fire of London in 1666.



### 33.5.15 Manchester

The township of Manchester is named after the original old Roman fort, Mamuciam. The fort was abandoned in the Dark Ages and at some point in time the focus of settlement shifted from this spot to the confluence of the rivers Irwell and Irk. In medieval times, this area included a fortified manor house. Thomas De La Warre, a manorial lord who also happened to be a priest, gave the site to the church for use as a College of Priests around 1422 and commenced the construction of the Collegiate Church. The former is now Chetham's School of Music and the latter Manchester Cathedral. Manchester became a market town in 1301 when it received its Charter. In the fourteenth century, Salford and Manchester became home to a community of Flemish weavers who settled in the town to produce wool and linen, beginning the tradition of cloth manufacture. The wool and linen was imported from Ireland via nearby Liverpool. During Elizabethan times it had a population of around 2,000.

### 33.5.16 Newcastle-upon-Tyne

Newcastle, is a city and metropolitan borough situated on the north bank of the River Tyne, in North East England, with a population of around 10,000. This northern city in England was founded by the Roman Emperor Hadrian under the name Pons Aelius. It was renamed by the Anglo Saxon to Monkchester and was virtually destroyed in 1080 after rebelling against the Normans. Because of its strategic position, Robert Curthose, son of the Conqueror, erected a wooden castle there in 1080 and the town was henceforth known as Novum Castellum or Newcastle. Throughout the Middle Ages, Newcastle was England's northern fortress. A 25-foot high stonewall was built around the town to defend it from invaders during the Border war against Scotland. The Scots king William the Lion was imprisoned in Newcastle in 1174 and Edward I brought the Stone of Scone and William Wallace south through the town. Newcastle was successfully defended against the Scots three times during the 14th century and around this time became a county corporate. King Charles bestowed upon Newcastle the East of England coal trading rights.

### 33.5.17 Norwich

Norwich was England's second largest city, was a borough town with a population of around 15,000. Three separate early Anglo-Saxon settlements, one on the north of the river and two either side on the south, joined together as they grew. The ancient city was a thriving center for trade and commerce in East Anglia in 1004 AD when it was raided and burnt by Swein Forkbeard the Viking. Norwich became fully established as a town due to the fact that it had its own mint. The Vikings were a strong cultural influence in Norwich for 40-50 years at the end of the 9th century. At the time of the Norman Conquest the city was one of the largest in England. The Domesday Book states that it had approximately twenty-five churches and a population of around 5-10,000. Norwich Castle was built in 1067 by William the Conqueror. During the

erection of the castle a new town was built up around it. In 1096 Bishop Losinga, then Bishop of Thetford, began construction of the cathedral.

The wealth generated by the wool trade throughout the Middle Ages resulted in the construction of many fine churches. Norwich Market has trading links from Scandinavia to Spain. Around this time, the city was made a county corporate. The great immigration of 1567 brought a substantial Walloon community of weavers to Norwich. Norwich has been the home of various dissident minorities, *e.g.*, French Huguenot and the Belgian Walloon. Primarily through trading connections with mainland Europe, ideas of religious reform and radical politics were introduced to Norwich.

### 33.5.18 Plymouth

Plymouth is a city in the southwest of England. It is located at the mouths of the rivers Plym and Tamar and at the head of one of the world's largest and most spectacular natural harbors, the Plymouth Sound. In 1086 Henry I granted the area to the Valletort family whose local powerbase was at nearby Trematon Castle. The Valletorts in turn granted parts to the Augustinian priory at Plympton. The part of the town owned by Plympton Priory was granted a market charter in 1254 and the whole town and its surrounding area achieved municipal independence in 1439, becoming the first town to be incorporated by Act of Parliament. In 1403, the town was briefly occupied and burnt by the French, especially the Bretons. The town was often the target of enemies across the channel, especially during the Hundred Years' War. Plymouth had a castle at the mouth of Sutton Pool, as well as barricades across the seafront on the Hoe, but all of these were demolished or built upon by later fortifications dating to the Tudor and Stuart eras. During the sixteenth century, Plymouth was the homeport for many successful maritime traders, including Sir William Hawkins and his son Sir John Hawkins, who defied the Treaty of Tordesillas. It was Sir William Hawkins who led the first English participation in the triangle trade. In 1562 Sir John Hawkins, with the full support of Queen Elizabeth, led England's first foray into the slave trade, kidnapping hundreds of women and men from Sierra Leone and elsewhere in West Africa to trade in the Spanish colonies in the Americas.

### 33.5.19 Portsmouth

Portsmouth is a city of about 1,000 people located in the county of Hampshire on the southern coast of Great Britain. Portsmouth's first real church came into being in 1181 when John of Gisors granted land to Augustinian monks at the Southwick Priory to build a chapel dedicated to Thomas Becket. In 1194 King Richard I (the Lionheart) returned from being held captive by Duke Leopold V of Austria, Richard set about summoning a fleet and an army to Portsmouth. On May 2, 1194 King Richard I gave Portsmouth its first Royal Charter granting permission for the city to hold a fifteen day annual fair (which became known as the Free Market Fair), weekly markets (on Thursdays), to set up a local court to deal with minor matters and exemption from paying the annual tax ("farm") of £18 a year--instead the money would be used for local matters. King John's desire to invade Normandy resulted in the establishment of Portsmouth as a permanent naval base. During the thirteenth century Portsmouth was commonly used by King Henry III and Edward I as a base for attacks against France.

By the fourteenth century commercial interests had grown considerably, despite rivalry with the dockyard of nearby Southampton. Common imports included wool, grain, wheat, woad, wax and iron, however the ports largest trade was in wine from Bayonne and Bordeaux. The French burned and sacked the town in 1338, 1369, 1377 and 1380. King Henry V was the first king to build permanent fortification in Portsmouth a wooden Round Tower was completed in 1426. Under King Henry VIII the Round Tower was rebuilt out of stone and a Square Tower was raised. It was at this time that Robert Brygandine and Sir Reginald Bray, with the support of the king, commenced the building in Portsmouth of the country's first dry dock. In 1527 with some of the money obtained from the dissolution of the monasteries Henry VIII built the fort that became known as Southsea Castle. In 1545 the flagship Mary Rose foundered off Southsea Castle, with a loss of about 500 lives, while going into action against the French fleet. Queen Elizabeth increased the Plymouth's fortifications.

### 33.5.20 Salisbury

Salisbury is a small cathedral city in Wiltshire, England with a population of around 10,000. It is at the confluence of five rivers: the Avon, Nadder, Ebble, Wylye and Bourne. The resultant river is the Avon (old Welsh for 'river'), which flows to the south coast and out into the sea at Christchurch, Dorset. The city's origins go back to the Iron Age and the Romans called it "Sorviodunum". The Normans built a castle and called it "Searesbyrig". The site of the castle is now known as Old Sarum and is uninhabited. The first cathedral was built at Old Sarum by St Bishop Osmund between 1075 and 1092. A larger building was subsequently built on the same site in c.1120. Political differences between the clergy and the military at Old Sarum led to the decision to resite the cathedral elsewhere. Thus the city of New Sarum, known as Salisbury, was founded in 1220 and the building of the new cathedral was begun by Bishop Richard Poore in that year. The main body was completed in only 38 years and is a masterpiece of Early English architecture, the stones that make up the cathedral came down from Old Sarum. The spire, which is 403 feet tall, was built later and is the tallest spire in the England. In 1386, a large mechanical clock was installed at Salisbury Cathedral. The city wall surrounds the close and was built in the 14th century with four gates in the wall. They are known as the High Street Gate, St Ann's Gate, the Queen's Gate and St Nicholas's Gate. A room located above St Ann's Gate is where the composer Handel is known to have stayed and whilst there wrote several works. Stonehenge a Neolithic and Bronze Age megalithic monument is about 8 miles north of Salisbury.

### 33.5.21 Shrewsbury

Shrewsbury is a small town (population 4,000) that had political and trade importance for both Shropshire and Wales. The River Severn runs through the city and is navigable all the way to Bristol. The name "Severn" is derived from the name Sabrina and is based on the mythical story of the drowning of a nymph in the river. Sabrina is also the goddess of the River Severn in Brythonic mythology. The story of Sabrina is featured in Milton's Comus. As the Severn becomes tidal, above Bristol, the associated deity changes to Noadu, who is represented riding on a seahorse, riding on the crest of the Severn.

### 33.5.22 Westminster

The City of Westminster is a London borough, granted in 1585, situated to the west of the City of London and north of the River Thames. The city contains most of London's West End. Westminster had originally been created a city and seat of the short-lived Diocese of Westminster in 1541. The diocese was suppressed in 1550, but the area was still known as a "city", although without official sanction. It has a population of at least 3,000, more when court is being held at Whitehall palace and parliament is in session in Westminster Hall.

### 33.5.23 Wigan

Wigan began as a village and lies along the River Douglas. During antiquity it was in the territory of the Brigantes, an ancient Celtic tribe that ruled much of what is now northern England. The Brigantes were subjugated in the Roman conquest of Britain during the 1st century, and it is asserted that the Roman settlement of Coccium was established where Wigan now lies. In 1246 King Henry III granted Wigan a charter and it grew into a town. Wigan had weekly markets. (In the Middle Ages there were few shops so if you wished to buy or sell anything you had to go to a market). Wigan slowly grew and by the end of the Middle Ages it probably had a population of 2,500-3,000. From the Middle Ages onward coal was mined around Wigan. In the town itself the main industry was making wool. First the wool was woven. Then it was fulled. Before the wool was dyed it was cleaned and thickened by being pounded in a mixture of water and clay. This was called fulling. Wooden hammers worked by watermills pounded the wool. There was also a pewter industry in Wigan. By the end of 16th century, the population of Wigan was around 4,000. By then there was a grammar school in Wigan.

### 33.5.24 Winchester

Winchester is county town of Hampshire, southern England, with a population of around 3,000 within a 3-mile radius at its center. Winchester was formerly the capital of England, during the 10th and early 11th centuries and the capital of

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Wessex before that. Winchester is best known for the Great Hall, which was built in the 12th century and is the only surviving portion of Winchester Castle. The Great Hall was rebuilt, sometime between 1222-1235 and still exists in this form. It is most well known for "King Arthur's" Round Table, which has hung in the hall from at least 1463. William of Wykeham (1320-1404), Bishop of Winchester, was responsible for much of the current structure of the cathedral. The Bishop also founded Winchester College. During the middle ages, the city was an important center of the wool trade, before going into a slow decline. Mary I wed Philip of Spain in Winchester Cathedral in 1554.

### 33.5.25 Worcester

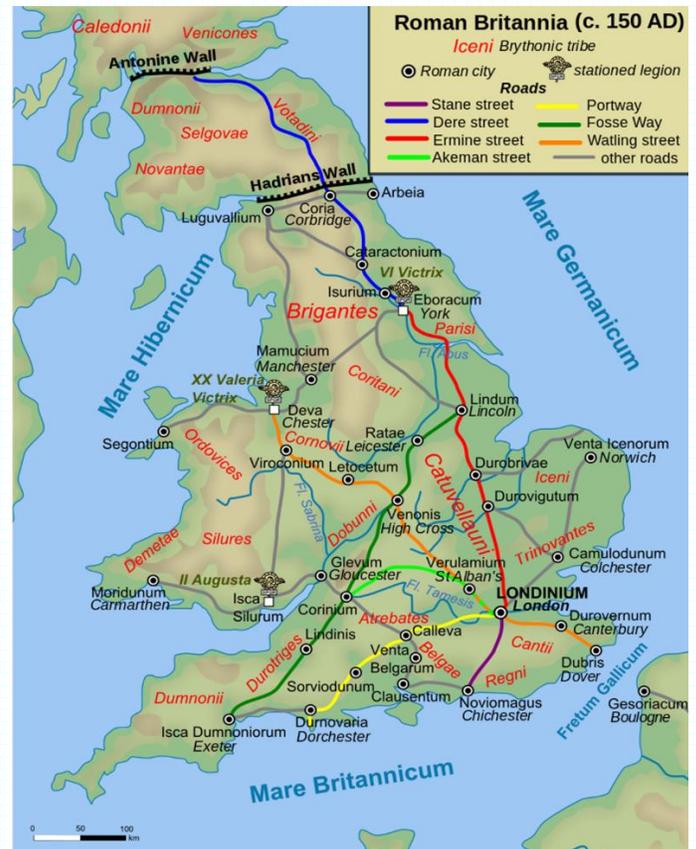
The River Severn runs through the middle of city of Worcester, with the city's large cathedral overlooking the river. The town was almost destroyed in 1041 after a rebellion against the punitive taxation of Harthacanute. The town was attacked several times (in 1139, 1150 and 1151) in the civil war between King Stephen and Empress Matilda, daughter of Henry I. By late medieval times the population had grown to around 10,000 as the manufacture of cloth started to become a large local industry. The town was designated a county corporate, giving it autonomy with local government, in 1555. In 1592 the population was around 5,000. Plagues in 1558 and 1593-4 accounted for a large number of deaths.

### 33.5.26 York

York is a borough town in northern England, at the confluence of the Rivers Ouse and Foss. York is an ecclesiastical and provincial capitol and chief administration center from northern England. The York urban area has a population of around 15,000. The city was founded in AD 71 and has a rich Roman and Viking history. York Minster is an imposing Anglican Gothic cathedral in York England. It is the seat of the Archbishop of York and cathedral for the Diocese of York. This church is the largest medieval church in the England. Walter de Gray was made archbishop in 1215 and ordered the construction of a Gothic structure to compare to Canterbury; building began in 1220. The cathedral was declared complete in 1472. Under Queen Elizabeth there was a concerted effort to remove all traces of Catholicism from the cathedral; there was much destruction of tombs, windows and altars.

## 33.6 Roads

Connecting the cities are highways, paths and ways. The use of the word "road" as a noun and is an Elizabethan invention, occasionally to be heard from the 1560's onward. Many of the routes in use date from Roman times. The vast majority of roads and even city streets, are not paved. Gravel is put down at the worst-affected junctions to soak up the mud, but otherwise, carts must pass over deep ruts of dry mud or soft wet soil. Landowners, tenants of land bordering on the highways, are meant to maintain the ditches which drain the roads but they do not always do so. Once soaked by a blocked drain, the road quickly turns into a quagmire.



[Wikipedia, 2022]

## 33.7 Rural Areas

The medieval manor system of western and parts of central Europe is disappearing. In the medieval manor system, most rural inhabitants lived on a manor, which consists of a village, the lord's house or castle, a church and the surrounding farmland. A resident lord was usually a minor knight who held only one manor. A lord could be divided into either lay or ecclesiastical. Occasionally multiple manors and therefore multiple lords would share a village. A manor is not a political or military enterprise but an economic one, with the lord the primary beneficiary. His sovereign, *i.e.*, Feudalism, vested legal and economic power in the lord. The lord held a manor court governed by public law and local custom.

By the thirteenth century, Europe's economy was involved in a transformation from a mostly agrarian system to one that was increasingly money-based and mixed. Land ownership was still an important source of income and still defined social status, but even wealthy nobles wanted more liquid assets, whether for luxury goods or to provide for wars. Raising and sheering sheep was more profitable but required enclosed lands.

Enclosure accompanied and accelerated the breakdown of the manorial system. In England the practice received legal sanction through statutes (1235, 1285) permitting landlords to enclose wastelands on condition they left sufficient land for their free tenants. Its great development, however, came with the rapid expansion of the Flemish wool trade after the 14th century. The monetary advantages resulting from intensive cultivation of large, fenced fields and particularly from the conversion of land into fenced sheep pastures moved landlords to make agreements with tenants or to expel them, illegally or for the slightest default, in order to enclose large areas. Under the Tudors, the hardship of dispossessed tenants, increasing vagrancy and social unrest resulted in statutes designed to limit the practice.

There were popular efforts to remove old enclosures and much legislation of the 1530s and 1540s concerns this shift. Angry tenants impatient to reclaim pastures

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for tillage were illegally destroying enclosures. From 1549 agrarian revolts swept all over the nation and other revolts occurred periodically throughout the century. Clearly the popular rural mentality was rather medieval, the goal being to try to restore the security, stability and functionality of the old order. Reduction of rents and enforcement of the anti-enclosure acts slowed the process and allowed some land to remain in common tenancy. But private ownership of land was becoming the norm by 1592. Tenants tended to rent farm to land if common land was enclosed or they began to move to the cities.

Villages tend to consist of the farmers alone, *i.e.*, the people who tilled the soil and herded the animals. Villages tended to have less than 200 people. For example, Stoke Newington a small parish, had only 100 people taking Holy Communion in 1548. Their houses, barns and sheds clustered at the center and their plowed fields and grazing pastures and meadows surrounding it. The village was usually situated along a county road or crossroad. Most villages had a parish church of modest size. Socially, economically and politically it was a community. Poorer people lived in small wooden houses. The floor would be made of mud - they might sprinkle herbs and rushes on it to try and make the house smell better. The landowner benefited from rents and dues from his tenants and good prices for wool and grain. The village has a peasant economy, *i.e.*, a subsistence economy.

The principle responsibilities of the parish (church community) were: maintaining the fabric of the parish church; managing parish property and bequests; and meeting statutory requirements for the poor and repairing local roads. The 'vestry' met at Easter and irregularly as required, perhaps up to four times a year. Meetings were usually open to all. Officials were unpaid and elected annually. But the main costs of the poor had to come from charges raised from the inhabitants, *i.e.*, income for parish business came from local taxes or tithes.

The average villager rarely travels farther than a half a day's walk from their home and some never leave their village all their life! The opportunities to buy and sell all but the most mundane items will be few. News is primarily obtained from traveling peddlers, pilgrims, actors and soldiers. With much land held in lifetime or perpetual leases from noble families, there was little transfer of property and generations lived and died in the same homes and in the same circumstances. The years roll by with only the seasons, local fairs and religious celebrations to tell one day from another. Life was an early morning trudge to fields or sheep meadows, a few pints of ale, some cheese and bread at midday and the evening's walk home.

Life was basically contained in the village, traveling tended to be on foot or horseback to the market in the local town. Almost everyone grew their fruit and vegetables, kept animals and caught fish and rabbits etc. They usually made their own clothes, toys and other belongings. Many Tudor villages were filthy, untidy, decayed and dilapidated. There were piles of muck and rotting straw deposited wherever was convenient. The people matched the house. Villages will usually have a local brewery and an Inn of some sort. The quality of food and lodging will vary considerably.

Road traffic would have been on foot, on horseback, or in carts or wagons. Roads and lanes were dry and dusty in summer and muddy morasses in the worst of the wet winter weather. The statute of 1555 made local road maintenance the responsibility of the parish. The churchwardens in each parish were to appoint a local man to serve as surveyor of the highways for the following year. The surveyor in turn had to ensure that parishioners undertook four days of labor on the roads, making any necessary repairs. In 1563 this period of labor was raised to six days. The work of the parish was likely to be limited to the extraction of gravel from local fields and tipping it into the worst of the holes and ruts. Rough and ready repairs of this nature did not last long. Traffic increased over time and at the end of the 17th century, when Ralph Thoresby recorded the effect of showers on the Old North Road "which raised the washes from the road to that height that passengers swam and a poor higgler drowned".

Depending on the size of the parish, the royal courts came into each county on circuit twice a year to deal with serious offences at county assizes, Middlesex had the advantage of housing the royal courts and therefore could not hold an assize court. The courts of King's Bench and Common Pleas dealt with both enquiries into treasons and felony. Punishments were savage. Theft of items

worth more than 1s (5p) was a capital offence and punishable by death. The accused could in theory have stayed silent in the face of the accusation, but in which case he or she would be subjected to 'prisone forte at dure' - of being laid naked on his or her back with as great a weight as could be borne without immediately being crushed and left there until death. Most accused pleaded guilty to avoid this fate. Death by hanging could also be avoided by the literate, by proving that they could read. The offender was then branded, but a subsequent offence would result in death - unless the mark of the brand could somehow be removed. Although there were cases of assault, theft and burglary, the crime rate was low.

For the player character, villages and the rural countryside provide fewer opportunities when compared to a city. Opportunities to buy goods and rations and sell treasure will be fewer or non-existent depending on the size and wealth of the village. Villages generally have improved food (compared to field rations) but lodging may need to be negotiated with the individual homeowners. The ability to recuperate undisturbed may be better in a small village but the availability of qualified healers may be limited. Villages tend to only have information and rumors of local happenings and locales. The ability to gather allies and hire guardians and other non-player characters will also be limited based on the local population. Villages provide a unique opportunity to experience how the common man exists and what matters to him. In general village crime rate is extremely low. Finally, villages in general do not have as many opportunities for encounters and adventures.

## 33.8 Unexplored Areas

The desire to explore the unknown has been a driving force in human history since the dawn of time. From the earliest documented accounts, ancient civilizations have explored the earth by land and sea. Early adventurers were motivated by religious beliefs, the desire for conquest, the need to establish trade routes and hunger for gold.

The 'dark ages' are usually defined as the first few centuries after the fall of the Roman Empire (476 – 1000 A.D.). Very few new trading routes opened up during this period and some of the existing ones were abandoned. Trade between various regions of Europe also declined. It wasn't until the end of this period that the known trade routes were renewed - first within the Mediterranean, later to the Atlantic and Baltic. The first crusade (1096-1099) exposed Europeans to exotic goods and spices imported from Egypt and Syria by Italian traders.

Genghis Chan united the Mongols (~1200 A.D.) and established an empire that was to become the largest the world has ever known, spanning the larger part of Asia, from Korea to Mesopotamia. Genghis' son Ogotai also threatened the countries of Europe. During 1238-1241 a Mongol invasion force conquered Russia and reached into Poland, Silesia and Hungary. In 1243 Pope Innocentius IV sent Giovanni de Plano Carpini on a diplomatic mission to Mongolia. He recorded his observations of his three-year (1244–1247) journey for his patron. While the Mongol empire seemed to form a threat for Europe, it also presented an opportunity for the traders. The pax mongolica gave them the opportunity to safely travel through large parts of Asia, all the way to China if desired. The most famous journey was that of Marco Polo who traveled throughout the Orient from 1271 to 1295. His journey was written up as *Travels* and the work was read throughout Europe.

By 1350 the Mongol Empire was fractured and the route to the east became far more difficult and dangerous. The Black Death of the fourteenth century also blocked travel and trade. Realistically the land route to the East was always too long and difficult for profitable trade. It was also controlled by Islamic empires that had long battled the Europeans. The rise of the aggressive and expansionist Ottoman Empire further limited the possibilities for Europeans.

Beginning in the 15<sup>th</sup> century and continuing into the early 17<sup>th</sup> century European ships traveled around the world in search of new trading routes and partners to feed burgeoning capitalism in Europe. The period is now referred to as the *Age of Exploration*. The Age of Exploration was rooted in new technologies and ideas growing out of the Renaissance. These included advances in cartography, navigation, weapons and shipbuilding. Many people wanted to find a route to Asia through the west of Europe. The Portuguese were the first to push out into the Atlantic, but it was Spain, following close behind, that built a New World empire that provided the economic basis for a period of Spanish supremacy in European affairs. In the short run, Spanish gold and silver from the New World made the Spanish Netherlands the financial and manufacturing center of Europe and Spain became Europe's greatest military power. It wasn't until 1588 and the defeat of the Spanish Armada that their supremacy began to decline.

In 1494 Spain and Portugal signed The Treaty of Tordesillas which divided the world outside of Europe in an exclusive duopoly between the Spanish and the Portuguese along a north-south meridian (46° 37' W). The Popes Alexander VI and later Julius II sanctioned this with papal bulls in 1493 and 1506 respectively. The lands to the east would belong to Portugal and the lands to the west to Spain. The remaining exploring nations of Europe such as France and England were explicitly refused access to the new lands, leaving them few options *e.g.*, piracy, unless they rejected the papal authority to divide undiscovered countries.

The *Terra 1592* campaign is set within this time period. Player characters can be involved at multiple levels and encounter new peoples, map new lands and possibly gain wealth and fame as a result. They could add their names to the list of famous explorers of the period, *i.e.*, Christopher Columbus, Vasco da Gama, Pedro Álvares Cabral, John Cabot, Yermak, Juan Ponce de León, Ferdinand Magellan, Willem Barentsz, Abel Tasman, Jacques Cartier and Willem Jansz.

## 33.9 Places of Adventure

Places of adventure can be any of the above, *i.e.*, cities and towns, rural areas and unexplored areas of the world. Many adventures are the result of traveling from one local to another. In fact, some adventures can take place entirely within the minds of the characters themselves. Examples might include great mysteries of the ancient world:

- Discovering the Lost cities of Sodom and Gomorrah,
- Atlantis,
- Quest for the Ark of the Covenant,
- King Arthur & the Holy Grail,
- Exploration of Maya & Olmec ruins,
- The meaning of the Megaliths,
- Discovery of the lost tomb of Alexander the Great,
- The discovery of China's first emperor,
- Adventures surrounding the Seven Wonders of the Ancient world:
- The Pyramids of Giza
- The Hanging Gardens of Babylon
- The Temple of Artemis at Ephesus
- The Statue of Zeus at Olympia
- The mausoleum of Halicarnassus
- The Colossus of Rhodes and
- The Pharos of Alexandria,
- The valley of the Kings,
- The Moche Pyramids
- The Tomb of Emperor Nintoku, Japan,
- The Ziggurat of Ur
- The Temples of Karnak,
- The Great Temple of Abu Simbel
- The Parthenon
- The Pyramid of the Sun at Teotihuacan,
- The Earthworks of Newark, Ohio,
- The Great Temple of the Aztecs,
- The Minoan Palace of Knossos and
- The Coliseum at Rome.

Once again the possibilities are endless limited only by the imagination of the GM. Once a local has been chosen the GM must obtain a map of the Physical Layout of the site or spend time sketching it out. He also must decide on the overall plot of the adventure, *e.g.*, goals and objectives, hazards and treasure. At this point the GM has to entice his players to begin adventuring. Shall it be a murder mystery, a quest, a treasure hunt, a mercenary operation, a daring rescue? The possibilities are endless. Let the adventure begin!

## 33.10 Treasure

Treasure is an assortment of gold, silver, gemstones, money, gemstones, jewelry, or other valuable items that are acquired in the course of an adventure. Other obvious items include weapons, armor and magic. Gold and silver coins depending on their origin and condition may have more value than their weight. Some less obvious items include: manuscripts, legal documents, holy relics, chandeliers, clocks, metal figurines, silver/gold tableware including platters, spoons, goblets and bowls. Decoration and engraving can substantially increase the value. Personal items having historic value include: ivory combs, brushes, cosmetics, shoulder-clasps, buckle, purses, and clothes. Finally, mirrors, fabric, furs, carpets, wall hangings, musical instruments, wine, spices, and herbs can also be quite valuable.

### 33.10.1 English Coinage

In 1550 a large version of the sovereign, known as the Fine Sovereign, was struck and valued at thirty shillings. The issue continued until 1600. It is also known as a double-noble. The fine sovereign and sovereign are shown below.



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Elizabeth issued the pound coin (known as the Crown Sovereign, to distinguish it from the Fine Sovereign) from 1560 to 1573. It was re-introduced in 1593 and retained thru the reign.

The Ryal or Rose Noble had not been popular in earlier incarnations as a ten shilling coin, but it was reintroduced by Mary at a value of 15 shillings. Elizabeth I also struck the ryal between 1584 and 1589, primarily to finance the operations in the Netherlands.

During the reign of Elizabeth I the gold ten shilling coin was known as a half-pound. This was quite distinct from the angel of the same value issued at the same time. It was not a half sovereign because the sovereign was valued at 30 shillings during this reign.

The angel, first issued in 1461 with a value of 80 pence (6s8d), was raised to 90 pence (7s6d) in 1526, and then further to 96 pence (eight shillings) in 1544. By 1550 the angel was valued at ten shillings. It is the largest value gold coin commonly produced during Elizabeth's reign.

From 1544, the fineness of the silver was steadily debased from the normal .925 fine, down to .333 fine. The great Elizabethan recoinage of 1560 withdrew all the base coinage from the reigns of Henry VIII, Edward VI and Mary, and reissued coins in fine silver. Starting in 1560-61 issuing groats and shillings, Elizabeth never succeeded in removing all the smaller coinage, as they were too few, too useful and were not immediately replaced. Coins from the previous reigns were devalued, however: the shillings of Henry VIII and Edward VI reduced to 6d, the groat to 2d, and so on. These debased coins were stamped with a lion, a rose, a harp (Irish coinage), or a fleur-de-lis. Below are examples of the SixPence, Groat, penny



### 33.10.2 Mermen (Greek) Coinage

Mermen cities produce a range of fine silver and gold coins. Most coins bear a portrait of their patron god, patron god's extended family or a legendary hero on one side and a symbol of the city on the other. The coins are often confused with coins from classical Greece (420-323 BC) from which they are modeled after. Examples below are from classical Greece: Dekadrachm, Tetradrachm and Didrachm are shown below valued at 10, 10, 2 drachmae.



The Drachma, Tetrobol, and Tribobol below are valued at 6, 4 and 3 obols



The diobol, Obol, Hemiobol valued at 2, 1, ½ obols shown below.



### 33.10.3 Metals

At the end of the 17<sup>th</sup> century only 12 metals were known. The chronology is: gold circa 6000 BC, copper around 4200 BC, silver around 4000 BC, lead circa 1500 BC, tin 1750 BC, smelted iron circa 1500 BC, and mercury around 750 BC. Arsenic, antimony, zinc and bismuth were discovered in the thirteenth and fourteenth centuries, while platinum was discovered in the 16th century. The Mesopotamians, Egyptians, Greeks and the Romans knew the first seven metals. Of these, five can be found in their native states, *i.e.*, gold, silver, copper, iron (from meteors) and mercury.

Alchemists often thought of mercury as the first matter from which all metals were formed. They thought varying the quality and quantity of sulfur contained within the mercury could produce different metals, *e.g.*, mercury was required for the transmutation of base (or impure) metals into gold. Arsenic has been called the Poison of Kings and the King of Poisons due to its incredible potency and discreetness. During the Bronze Age, arsenic was often included in the bronze (mostly as an impurity), which made the alloy harder. Arsenic was also rubbed into the faces and arms of women to improve their complexion. Antimony compounds especially the trisulphide were used in antiquity, for example Kohl as an ancient version of mascara. Antimony was also used in various alchemical compounds. Alchemists prepared philosopher's wool by burning the metallic zinc in air. Brass is the term used for alloys of copper and zinc. Bismuth is a brittle metal with a pinkish hue, often occurring in its native form with an iridescent oxide tarnish showing many refractive colors from yellow to blue. Its alchemical applications are a closely guarded secret. The remaining metals were divided in base and precious metals.

#### 33.10.3.1 Base Metals

The term base metal is used informally to refer to a metal that oxidizes or corrodes relatively easily, *e.g.*, copper, iron, lead, and tin. In alchemy, a base metal was a common and inexpensive metal, as opposed to precious metals, mainly gold and silver. A longtime goal of the alchemists was the transmutation of base metals into precious metals.

#### 33.10.3.2 Precious Metals

A precious metal is a rare metallic chemical element of high economic value, *e.g.*, gold, platinum and silver. Precious metals are used in art, jewelry, and coinage. The value of the refined metal varies but platinum is approximately twice as valuable as gold, which is about 50 times more valuable than silver. Platinum was the first metal to be discovered and sourced from the "New World".

### 33.10.4 Gemstones

A gemstone is a mineral, rock or petrified material that when cut or faceted and polished is collectible or can be used in jewelry. Other types of gemstones are organic (such as amber, which is fossilized tree resin, and jet, a form of coal). Traditionally, common gemstones were classified into precious stones (cardinal gems) and semi-precious stones. Gems are valued based on the 4 C's: carat weight, cut (shape), color and clarity. In general, the bigger the stone the more valuable it is. Cut describes the overall appearance of a gem. Clarity is defined as the degree to which the stone is free of inclusions.

#### 33.10.4.1 Precious Gems

Cardinal gems were largely determined by a history of ecclesiastical, devotional or ceremonial use and rarity. Only five types of gemstones were considered precious: diamond, ruby, sapphire, emerald, and amethyst.

#### 33.10.4.2 Semi-precious stones

Semi-precious stones everything but the cardinal five, *e.g.*, Agate, Alexandrite, Aquamarine, Chrysocolla, Chrysoprase, Feldspar (moonstone), Garnet, Hematite, Jade, Jasper, Kunzite, Lapis lazuli, Malachite, Obsidian, Olivine (Peridot), Opal, Pyrite, Quartz, Spinel, Sugilite, Tanzanite, Topaz, Turquoise, Tourmaline and Zircon. Various organic materials used as gems are: Amber, Bone, Coral, Ivory, Jet, Mother of pearl, Ammolite and Pearls

## 34 Magic

Determining the strength and abundance of magic in a world may be one of the GM's most important decisions. Will it be a 'high fantasy' campaign where magic permeates everything, or will it be a world devoid of magic but of a high technology level? *ORS* is ideally suited for both extremes and everything in between.

### 34.1 Magic

Once the GM has decided that magic exists within his world the *ORS Codex™* should be consulted. This product integrates spells and magic into *ORS*. In addition, this tome discusses issues regarding spell failure, risk factors and magical addiction and corruption.

Once the GM has familiarized himself with the mechanics of spell use and defense, he needs to decide on how individual societies regard and deal with magic. Is magic an accepted part of government and politics? Is magical training limited to the upper classes, thus forming class envy or even class hatred? Is magic used for the general benefit of society, or is it used to gain power and wealth? Is there a power struggle over the use and possession of magic? The answers to these questions may vary from Nation to Nation or even city to city. The GM must answer all these questions before play commences.

In the *1592 Terra* campaign we began our adventures in London. It was decided that magic exists but is sinusoidal; whose period is roughly 1000 years. The maximum amplitude of this hypothetical waveform marks periods in which magic is available to those with the ability and necessary training. Of all the races only the elves and the dwarves have a clear understanding of the history of magic. Human societies on Terra are coming out of a dark age in both society and in the natural cycle of magic. Few Europeans have the ability, fewer still have received the required training.

Magical ability on Terra almost never manifests by itself. Most of the time, (99.9%), a character must have formal training to activate their talent. The remaining 0.1% may see their talent manifest itself sometime after puberty during a period of intense stress. These few are often called *Wilders*. They have the potential to be very powerful mages. But if they don't learn how to control their gift/curse they can become a great danger to themselves and others.

One of the few organizations in Europe that had records going back 1000 years was the Church. Gifted individuals within the church were probably the first to sense the return of magic to the world. This realization appears to be coincident with the heretical movement that began sometime around 1150 AD. Heresy is a theological opinion or doctrine held in opposition to the Catholic Church. St. Thomas Aquinas described heresy as a sin that merits not only excommunication but also death. It has been argued that the real cause of heretical movements was the proliferation of magic outside and against a secularized Church. By 1200, two years after Innocent became Pope, there were two principal heretical traditions, the Cathars and the Waldensians.

The Catholic Church demonstrated magical rituals that touched the lives of all its members. These demonstrations included but were not limited to: the magic of the confession and absolution; the magic of conjuration and consecration by which oil, water, salt, crosses, rings and pieces of paper were invested with power to protect the wearer from evil and misfortune; there was the magic of exorcism and healing; and finally, the magic associated with the sacraments. The magic was all-powerful and inexhaustible. The Catholic Church insisted that its source was always and only God. If on any given occasion the magic failed, the failure was a result of some defect in the performance of the priest.

In 1215 Pope Innocent II convened the Lateran Council. Detailed formulation of orthodox belief was stipulated and the ways in which the faith was erroneously interpreted by heretics. Around 1230 Pope Gregory IX founded the Inquisition. By 1242 their role was codified by St. Raymond of Penafort in

a manual entitled the *Directory*. The Inquisition has used most of the monastic order to perform minor function when necessary, but the Dominicans, Franciscans were dominant. John XXII (1316-1334) and Benedict XII (1334-1352) both used the Inquisition as an instrument in the personal battles against sorcery and heresy. In 1307 Philip, King of France, along with the Inquisition brought the Knights Templar down. The Spanish Inquisition was founded in 1478.

In the late fifteenth century, European society began to view sorcery and heresy as two sides of the same crime. To obtain magical powers, the witch was believed to make an explicit pact with the devil. The Inquisitions goal was to prevent the spread of magic beyond the control of the Catholic Church.

The Anglican Church is independent of Rome but in regard to the subject of magic the Anglican Church is of a common mind with Rome. In 1592 European Churches, actively recruit gifted individuals. Those that refuse to join are often executed for heresy. Characters who chose to become spell weavers realize this situation, they must decide where they were trained and which side they are on.

### 34.2 The Supernatural

The game may include any and all creatures and monsters mentioned in folklore and mythology. The tales that we have from the Elizabethan age are a blood-chilling lot filled with malicious spirits, hideous witches, restless dead, lycanthropes and other evil creatures of every description. It is important to understand that in the 17th Century, with the exception of a small number of enlightened thinkers and scientists, most people believed wholeheartedly in the existence of a large and vital spirit world. In the World of Terra campaign, the supernatural elements exist but are not intrusive. Most reports of encounters with ghosts and or witches are imaginary. But, just occasionally, one of those creatures might turn out to be real. The following is from *The Age of Reason Begins* by Durant:

"In societies knowledge grows and superstition wanes, with the increase and distribution of wealth. And yet even in a widely prosperous country - and especially among the harassed poor and the idle rich - thought has to live in a jungle of superstitions: astrology, numerology, palmistry, portents, the evil eye, witches, goblins, ghosts, demons, incantations, exorcisms, dream interpretations, oracles, miracles, quackery and occult qualities, curative and injurious, in minerals, plants and animals."

Sir Thomas Browne, in 1646, required 652 pages to list and briefly treat the superstitions current in his day. Nearly all these occultisms flourished among the Britons under Elizabeth and the early Stuarts. In 1597 King James VI published and authoritative *Demonologie*. He ascribed to witches the power to haunt houses, to make men and women love or hate, to transfer disease from one person to another, to kill by roasting a wax effigy and to raise devastating storms; and he advocated the death penalty for all witches and magicians and even for their customers. When a tempest nearly wrecked him on his return from Denmark with his bride, he caused four suspects to be tortured into confessing that they had plotted to destroy him by magic means; and one of them John Fain, after the most barbarous torments, was burned to death (1590).

Between 1560 and 1600 some eight thousand women were burned as witches in Scotland having hardly a million souls. In England the belief in witchcraft was almost universal; learned physicians like William Harvey and Sir Thomas Browne shared it; the hardheaded Elizabeth allowed her laws of 1562 to make witchcraft a capital crime; eighty-one women were executed for it in her reign. James moderated his fanaticism after passing from VI to I; he insisted on fair trials of the accused, exposed false confessions and accusations and saved the lives of five women charged by a hysterical boy.

### 34.3 Magical Items, Relics & Artifacts

Should the GM decide that magic exists within his world then the possibility that magical items existing is almost a given. In all but the highest fantasy type campaigns magical items should be special items treasured for their rarity and uniqueness. The specific abilities an item possesses is limited only by the

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imagination of the GM and his view of the world. Magical items can be grouped into two major categories:

1. Items that modify (positive or negative) an entities abilities, traits or skills. By definition a +1z magical weapon/item gives the user the number or developments points/days of experience that would be required for an entity's skill, trait or ability to go from 0z to +1z, with a racial mean of 0z.
2. Items which mimic or duplicate existing spells from the Codex, *e.g.*, scrolls, potions, wands, etc.

Each category can likewise be broken down into three general power levels:

1. Standard Magical Items,
2. Relics and
3. Artifacts.

Standard magical items are the lowest power level items and the most abundant. These are the items that will most likely to be found and used by characters and NPCs during the course of the game. Relics are rare and unusual and have a long and famous/infamous history. Relics are usually made by some of history's most powerful spell weavers and often have personalities and a form of intelligence. Artifacts are one-of-a-kind items created by the gods, for a special purpose and are extremely difficult or impossible to destroy. Examples of Standard Magical Items, Relics and Artifacts can be found in the Appendix.

## 35 The Inhabitants

Every world setting must be inhabited. The GM must decide on the distribution of creatures on the world. Besides the player characters the world is inhabited by non-player characters, entities (monsters, other races, undead, animals, etc.). For this discussion the Flora and Fauna, *i.e.*, mundane plants and animals are discussed separately.

### 35.1 Non-Player Characters

Non-Player Characters (NPCs), are the interesting beings that the player characters will encounter. NPCs can be of any race and depending on the GM, supernatural and extraplanar beings. The following is a very brief list of interesting NPC's of the 1592 Terra campaign. Additional information about any of the listed people is available online or in various books (Wagner, J.A., 1999) covering this period.

**Allen, William** (1532-1594) was an English scholar, polemicist and priest. His life was dedicated to reconverting the English to the Roman Catholic Church. He left England in 1565 for the continent. He was involved in various schemes to Protestant English government, this included urging Philip II of Spain to launch the Armada against England in 1588.

**Alleyn, Edward** (1566-1626) was a popular actor and shareholder in several London theaters.

**Aylmer, John** (1521-1594) was one of the most powerful officials of the Anglican Church.

**Bacon, Ann** (1528-1610) was the wife of Sir Nicholas Bacon, daughter of Sir Anthony Cooke and the mother of Sir Francis Bacon.

**Bacon, Sir Francis** (1561-1626) was a very influential philosopher, scientist and statesman.

**Barrow, Henry** (1550-1593) was a religious writer and an important leader of the separatist movement.

**Bertie, Peregrine, Lord Willoughby de Eresby** (1555-1601) was a military hero with numerous exploits in the Netherlands.

**Blackwell, George** (1545-1613) was the leader of the English Catholic mission.

**Blount, Charles, Lord Mountjoy** (1563-1606) was a military leader whose successful campaigns extended English authority throughout Ireland.

**Bodley, Sir Thomas** (1545-1613) was the founder of Oxford University's Bodleian Library.

**Borough, William** (1536-1599) was an explorer and seafarer who also wrote an important work on navigation.

**Brown, Robert** (1550-1633) was an early English separatist.

**Burbage, James** (1530-1597) was the owner and builder of the first theater in England, which opened in 1577.

**Burbage, Richard** (1567-1619) was a popular English dramatic actor and son of James Burbage.

**Butler, Thomas, Earl of Ormond** (1532-1614) known as the 'black earl' was an important political figure in Ireland.

**Byrd, William** (1543-1623) was a great Tudor composer.

**Camden, William** (1551-1623) was an antiquary and historian who wrote the first topographical survey of the British Isles.

**Carew, George, Earl of Totnes** (1555-1629) was the lord president of Munster and instrumental in defeating the Irish rebel leader Hugh O'Neill.

**Carew, Richard** (1555-1620) was an English scholar and antiquary.

**Carey, George, Lord Hunsdon** (1524-1603) was lord chamberlain of England and patron of William Shakespeare and Richard Burbage.

**Carey, Henry, Lord Hunsdon** (1524-1596) was lord chamberlain of England and cousin to Elizabeth I.

**Cartwright, Thomas** (1535-1603) was the foremost Puritan advocate of Presbyterianism in England.

**Cavendish, Thomas** (1560-1592) was the second Englishman to circumnavigate the globe and famous adventurer and pirate.

**Cecil, Sir Robert** (1563-1612) was the queen's foremost advisor and minister of state in the last decade of her reign.

**Cecil, William, Lord Burghley** (1520-1598) was Elizabeth's closest and most trusted advisor.

**Clifford, George, Earl of Cumberland** (1558-1605) was one of the most active English privateers.

**Condell, Henry** (1562-1627) was a London stage actor and colleague of William Shakespeare.

**Cotton, Sir Robert** (1571-1631) was a leading antiquary.

**Davis, John** (1550-1605) was an accomplished navigator who searched endlessly for the Northwest Passage.

**Davison, William** (1541-1608) was Elizabeth's scapegoat for refusing to take responsibility for the execution of her cousin, Mary Stuart.

**Devereux, Robert, Earl of Essex** (1567-1601) was a prominent courtier and military leader.

**Drake, Sir Francis** (1543-1596) was a famous seaman, explorer and privateer.

**Elizabeth I** (1533-1603) The last Tudor monarch of England, daughter of Henry VIII and Anne Boleyn.

**Farnese, Alessandro, Duke of Parma** (1546-1592) was the Spanish governor-general of the Netherlands.

**Fitzwilliam, Sir William** (1526-1599) was twice lord deputy of Ireland.

**Forman, Simon** (1552-1611) was a noted London astrologer, healer and writer.

**Frobisher, Sir Martin** (1539-1594) was an early English explorer of North America.

**Garnet, Henry** (1555-1606) was the leader of the English Jesuit mission from 1587 to 1606.

**Gerard, John** (1563-1637) was a prominent member of the Jesuit mission to England.

**Gilbert, William** (1540-1603) was an eminent physician and a leading man of science.

**Gower, George** (1540-1596) was the serjeant-painter to the queen and one of the most successful portrait painters in England.

**Green, Robert** (1558-1592) was a popular prose writer in England.

**Greville, Fulke, Lord Brooke** (1554-1628) was a prominent poet, courtier and biographer.

**Guzman el Bueno, Alonso Perez de, Duke of Medina Sidonia** (1550-1619) was the seventh Duke of Medina Sidonia and commanded the Spanish Armada against England in 1588.

**Hakluyt, Richard** (1552-1616) was a simulating writer who encouraged exploration of America.

**Hardwick, Elizabeth, Countess of Shrewsbury** (1520-1608) was probably the second most powerful woman in England.

**Harrington, Sir John** (1561-1612) was Elizabeth's godson, courtier and writer.

**Harriot, Thomas** (1560-1621) was an important English mathematician and scholar.

**Harrison, William** (1534-1593) was an English topographer, antiquary and historian.

**Harvey, Gabriel** (1550-1630) was a prominent university lecturer and literary critic.

**Hastings, Henry, Earl of Huntingdon** (1536-1595) was a leading Protestant claimant to the English throne.

**Hawkins, Sir John** (1532-1595) was an English seaman who in the 1560's attempted to open the Spanish colonies in the Caribbean and the American mainland to English trade.

**Heminges, John** (d. 1630) was an actor and colleague of William Shakespeare.

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**Heneage, Sir Thomas** (1534-1595) was a prominent English courtier, privy councillor and royal favorite.

**Henri IV** (1553-1610) was the first Bourbon king, who restored peace and political stability to France.

**Henslowe, Philip** (d. 1616) was a successful theater manager in London.

**Herbert, Henry, Earl of Pembroke** (1538-1601) was an important political figure in Wales and patron of William Shakespeare's acting company.

**Herbert, Mary, Countess of Pembroke** (1561-1621) was a celebrated patron of poets and writers.

**Hilliard, Nicholas** (1547-1619) was a famous painter of miniatures in England.

**Hooker, John** (1525-1601) was an English political writer and editor.

**Hooker, Richard** (1554-1600) was a theologian, teacher and writer about the doctrines of the Anglican Church.

**Howard, Charles, Earl of Nottingham** (1536-1624) was the cousin of Elizabeth and the commander of the English fleet against the Spanish Armada.

**Hutton, Matthew** (1529-1606) was Elizabeth's last Archbishop of York.

**James I** (1566-1625) was the son of Mary Stuart and the King of Scotland.

**Jenkinson, Anthony** (1530-1611) was the foremost English explorer of Asia and the Middle East.

**Jonson, Ben** (1572-1637) was one of the three great English dramatists.

**Kempe, William** (d. 1609) was an English comic actor and close colleague of William Shakespeare.

**Killigrew, Sir Henry** (1528-1603) was a leading English ambassador and diplomat.

**Knollys, Sir Francis** (1514-1596) was an outspoken and respected councilor to Elizabeth I.

**Knollys, Lettice** (1540-1634) married Robert Dudley, Earl of Leicester and earned Elizabeth's deep and abiding hatred.

**Kyd, Thomas** (1558-1594) was a poet, playwright, a friend of Christopher Marlowe and an important member of the London literary community in the 1590s.

**Lambarde, William** (1536-1601) was the foremost English antiquary and author of the first English county history.

**Lancaster, Sir James** (1554-1618) was the first English trader and privateer to penetrate the Indian Ocean and East Indies. He also helped organize the East India Company.

**Lane, Sir Ralph** (c. 1603) was the governor of Sir Walter Raleigh's first Virginia colony.

**Leslie, John** (1527-1596) was the most active and loyal supporter of Mary Stuart.

**Lodge, Thomas** (1558-1625) was an influential English romantic writer and dramatists.

**Lopez, Roderigo** (d. 1594) was a Portuguese Jew living and practicing medicine in England.

**Lumley, John, Lord Lumley** (1534-1609) was an English patron of learning and the arts.

**Lyly, John** (1554-1606) was a popular English writer.

**Marlowe, Christopher** (1564-1593) was the second greatest Elizabethan dramatist.

**Melville, Sir James** (1535-1617) was a leading diplomat, serving as ambassador to Scotland for England.

**Morgan, William** (1541-1604) was a Welsh Protestant reformer who translated the Bible into Welsh.

**Nashe, Thomas** (1567-1601) was a well-known London dramatist, satirist and pamphleteers.

**Norden, John** (1548-1625) was an English writer and cartographer.

**Norris, Sir John** (1547-1597) was an important military leader and commander of English troops in Ireland.

**Nowell, Alexander** (1507-1602) was dean of St. Paul's Cathedral in London and the author of the Anglican catechism.

**O'Donnell, Hugh** (1572-1602) "Red Hugh" was the head of the Ulster lordship of Tírconnell and leader of the Irish insurgents during the Nine Years War.

**Oliver, Isaac** (1556-1617) was a prominent miniature painter.

**O'Neill, Hugh, Earl of Tyrone** (1550-1616) was the chief of the O'Neill clan and led the Irish forces during the Nine Years War.

**Parsons, Robert** (1546-1610) was a Jesuit priest and leader of the English Catholic community in exile.

**Peele, George** (1558-1596) was a creative and versatile dramatist in England.

**Penry, John** (1563-1593) was the author of the Marprelate Tracts.

**Philip II** (1527-1598) was the Holy Roman Emperor.

**Piers, John** (1523-1594) was Elizabeth's fourth Archbishop of York.

**Raleigh, Elizabeth** (1565-1647) was the wife of Sir Walter Raleigh and maid of honor to Elizabeth.

**Raleigh, Sir Walter** (1552-1618) was a poet, courtier, soldier, historian and promoter of English exploration and colonization of North America.

**Sackville, Thomas, Earl of Dorset** (1536-1608) was lord treasurer of England as well as a playwright and poet.

**Shakespeare, William** (1564-1616) was England's greatest poet and playwright.

**Smythson, Robert** (1535-1614) was the foremost architect of England.

**Southwell, Robert** (1561-1595) was a leading member of the English Jesuit Mission and noted Catholic poet.

**Speed, John** (1552-1629) was one of England's foremost cartographers and historians.

**Spenser, Edmund** (1552-1599) was England's foremost poet.

**Stanley, Ferdinando, Lord Strange** (1559-1594) was the patron and namesake of a leading theatrical company in London.

**Stow, John** (1525-1605) was a noted historian.

**Stuart, Arabella** (1575-1615) was the daughter of Charles Stuart and Elizabeth Cavendish and was in line for the throne.

**Tilney, Edmund** (d. 1610) was the master of the revels for the last half of Elizabeth's reign.

**Topcliffe, Richard** (1532-1604) was a notorious persecutor and torturer of Catholics in England.

**Vere, Edward de, Earl of Oxford** (1550-1604) was an English courtier and poet.

**Vere, Sir Francis** (1560-1609) was one of England's talented and experienced military commanders.

**Wentworth, Paul** (1533-1593) was an outspoken advocate for parliamentary freedom of speech.

**Wentworth, Peter** (1524-1596) was a parliamentary critic of the royal prerogative and freedom of speech in parliament.

**White, John** (d. 1593) was an Elizabethan painter and cartographer.

**Whitgift, John** (1530-1604) was the last Archbishop of Canterbury.

**Williams, Sir Roger** (1540-1595) was one of England's most experienced soldiers and military leaders.

## 35.2 Entities

The variety and distribution of monsters and creatures in the world is ultimately the GMs decision. This decision is based upon his personal view of his world, it's climate, history and folklore. Many creatures could walk amongst us and we may never know, *e.g.*, elves, dwarves, undead and lycanthropes.

For the 1592 Terra campaign the entities are in general limited to the creatures of history, myth and folklore. The list includes but is not limited to: Apparitions, basilisk, birdmen, boggart, booka, brownies, centaur, chimera, cockatrice, couatl, cyclops, demons, devils, djinni, dopplegangers, dragons, dryad, dwarves, efreeti, elementals, elves, ettins, gargoyles, ghosts, ghouls, ghouls, giants, gnolls, gnomes, goblins, golems, gorgons, griffons, banshees, hags, harpy, huecuva, hippocampus, hippogriffs, momonculus, hydras, imps, kirin, lamia, lammasu, leprechaun, leucrotta, liches, lycanthropes, manticore, medusa, merman, minotaur, mummy, naga, nereid, nightmares, nixie, nymphs, ogres, pegasus, peryton, phantom, phoenix, pixie, poltergeist, quasit, rakshasa, revenant, roc, sahuagin, salamander (fire), satyr, selkie, shade, shadows, shedu, siren, skeletons, specters, sphinx, spiders (giant), sprites, sylphs, titans, tritons, troglodytes, trolls, unicorns, vampires, wights, will-o-the-wisp, wraiths, wyverns, yeti and zombies. Refer to the *ORS Entity Encyclopedia™* for more information.

## 35.3 Flora & Fauna

Flora and fauna are the natural plants and animals that inhabit a particular location on the GMs world. The flora and fauna of a particular location is almost entirely dependent on the climate. In the 1592 Terra campaign the flora and fauna is basically what it is today. Books and resources too numerous to list detail the variety of plants and animals on our planet.

In addition to the mundane creatures of today, rumor has it that in parts of the world yet unexplored are animals from the Cenozoic era. The Cenozoic is the most recent of the three major subdivisions of animal history. The other two are the Paleozoic and Mesozoic. The Cenozoic spans only about 65 million years, from the end of the Cretaceous and the extinction of non-avian dinosaurs

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to the present. These creatures include: mastodons, long horned bison, saber-toothed cats, giant ground sloths and many other large mammals. Seafarers talk of giant octopus, squids and sharks (Megalodon).

Over fires late at night deep in the hearts of Africa and South America people speak of creatures that can best be described as dinosaurs, but surely these rumors must be the overactive imaginations of primitive people.

## 36 Culture, Religion & Politics

We must always guard against the assumption that other people think as we do, or that they should. The differences among the various cultures are of greatest interest here. These differences will make adventuring interesting and fascinating. As your character learns about other cultures he may discover the limits of his culture and the limits of his language and experiences. Culture is a body of learned behaviors common to a given human society, shaping behavior and consciousness within a human society from generation to generation.

In the 1592 Terra campaign the players are immediately immersed in the culture of Elizabethan England. Although this is the starting point the players will eventually desire or be forced to leave the confines of the Emerald Isle. Where they go and what they explore is up to the individual GM and his players. Exploring Europe and the Holy Roman Empire will see the smallest change. Adventures in the Near East, India, Egypt, China, Japan or the New World may shock and surprise everyone.

### 36.1 Culture

The 1592 Terra campaign begins in England and therefore most of the examples are from there (Emerson, Kathy L. 1996), (Secara, Maggie 1998). It is important to note that the history of England forced it to assimilate various cultures from its long history, *e.g.*, Celtic, Roman, Anglo-Saxon and Norman. A civilization's culture encompasses its art, economics, food, history, language, law, music, politics, religion, rituals and social structure. Many of these items will be briefly discussed in this chapter.

#### 36.1.1 Art

Medieval painters were more interested in exploring the meaning of their subject than in painting naturalistic images. Painting of figures tend to be flat and are pictured against a generalized background.

Renaissance painters were also concerned with meaning and the ideal, but there were several developments that led to a more naturalistic style. Painters were experimenting with new techniques, both in the medium--the refinement of oil paints for example--and style, especially in the discovery of the principles of perspective. Their social status and role changed with the emergence of new patrons amongst the nobility and the rising merchant class. Artists learned from classical art. And the intellectual ferment of humanism created a new emphasis on drama and character in all arts. The works of Michelangelo, Leonardo da Vinci and Raphael are usually considered to be the high point in Renaissance art.

#### 36.1.2 Architecture

By the mid-fifteenth century the castle age is in decline. Although many large country houses might at first glance appear to be fortified, they are no longer being constructed to hold off a siege. People want luxury as well as comfort. The style of architecture known as Elizabethan ranged from the late 1500's throughout the 1600's. The Renaissance started in Italy in the 1400's but affected England at a later time. The most distinctive feature in these great houses was the use of classical symmetry. This was the Elizabethan visual expression of order and harmony. The first significant architectural factor from this period was that the traditional building of churches stopped and the building of houses began.

There were several types of homes in this period: royal works, great houses, smaller country homes and farmhouses. A person's choice of a home depends on his income and the social class with which he is associated.

The royalty had the royal works, which were usually spread for miles, as far as the human eye could see. These homes had glorious stone foundations with several levels and too many rooms to count. Many of these houses contained numerous halls, chapels, great rooms, parlors, large bay windows and several flying buttresses. The courtyards had miles of beautiful vegetation and extraordinary stone gardens and walls.

The upper-class, usually doctors or businessmen, had what was known as great homes. The great homes of this period contained many of the same features as the royal works, but on a lesser scale.

The smaller country homes were usually owned by the merchants and craftsmen (tradesmen). These homes were not only nice and cozy but were also very inexpensive to build because they often were built from materials that the owners already had. These homes were usually two stories with a kitchen, family room and several bedrooms.

Lastly, there were the farmhouses, which most of the time were occupied by farmers and their families. These homes were much like the small country homes but had a few differences in the structure and makeup of the interior. These farmhouses weren't used as social symbols; instead, they served simply as a place to just live.

### 36.1.3 Crime and Punishment

During the Elizabethan time, crimes of treason and offenses against the state resulted in being taken from prison on a sled or hurdle, hanged until half-dead, then taken down and quartered alive. The punishment depended on the crime committed and the price was usually a painful one. Offenses such as manslaughter, robbery, rape, piracy and capital crimes entitled one to hanging, usually in the town square.

The interesting thing about punishments in the Elizabethan days was that all crimes were specifically punished. Examples include: correcting scold or ducking stool, the Brank and the pillory. Nobility found guilty of treason by their peers lost their heads. A woman found guilty of poisoning her husband was burned alive. A cook who poisoned his customers was boiled to death in a cauldron of water or lead. A servant who killed his master would surely be executed for petty treason.

Punishments in the Elizabethan days had very severe physical and social conditions. When a person was being punished, it usually entailed an immense amount of embarrassment. Criminals weren't dealt with in private, they were displayed in the middle of the marketplace for all the townspeople to see. Instead of the juries, lawyers and partisan judges of today, those convicted of crimes were subject to "no holds barred" consequences. Criminals were kept in jail for extended periods of time and conditions inside were horrendous, with mice and rats becoming the prisoner's roommates.

### 36.1.4 Education

In general, only boys went to school. A girl's education was accomplished at home. England, circa 1592, had no national system of education, *i.e.*, all schools are private institutions. At approximately age six, boys and girls began to be taught the skills appropriate to their gender and/ social status. Reading was taught before writing. Girls were often taught reading, sewing and housewifery, but not writing. Children commonly used the catechism, psalters, Bible, Aesop and tales about Robin Hood and King Arthur as textbooks.

Upper-class males might receive training from private tutors and/or through service in another upper-class household. An example of this was William Cecil who transformed his house into a private school having up to 20 students. Students learned manners, languages (English, Latin, Greek, Hebrew), literature, dancing, drawing, cosmography, prayers, religion, mathematics and statecraft.

Sons of the wealthy middle-class, or less-well-connected upper-class often began their education in petty schools, which were often run by the town, parish or guild. Some schools were attached to a church, e.g., St. Paul's school being a prime example. Petty schools taught the reading and writing of English, prayers and some basic math. The quality of the instructors varied from poor to university trained. Discipline was harsh; those misbehaving would be quickly introduced to a birch rod. Around the age of ten gifted students would proceed to a grammar school. A grammar school would give boys a basic grounding in the classics, e.g., Latin (grammar, vocabulary and translation) and various books written in Latin. Prayers were conducted three times a day. The school year was year round except for two three-week vacations at Christmas and Easter. In some schools Greek and Hebrew supplemented work with Latin. Additional skills one would learn included archery, chess, running, wrestling, leaping, acting. Around the age of 15 opportunities might be available to go to university.

There were two main English universities, Oxford and Cambridge, both of which arose at the end of the twelfth century. Circa 1592 the size of the freshman class was around 360 individuals. A freshman was commonly 14 years of age. Universities were residential colleges. The curriculum included on grammar, languages, geography, history, navigation, religion, rhetoric, logic, arithmetic, geometry, astronomy, music, philosophy, and legal studies. After university some would continue their education in law at the Inns of the Court.

The Inns of the Court were really inns in London that became residences for men learning English common law. The big four were – Gray's Inn, Lincoln's Inn, Inner Temple and the Middle Temple and they had the power to license barristers. The education began around the age of 18 and consisted of an apprentice of law. In addition, the Inns of the Court served as a finishing school for the upper class that had no intention of practicing law. For an English gentleman going to the Inns of the Court could form important social connections that would be vital for future political or economic enterprises.

## 36.1.5 Entertainment

Elizabethan England embraced many different customs and cultures. The customs that had the greatest effect on the rest of the world were the games of war that consumed spare time. Games of war varied from hunting, with hawks or dogs, to equestrian activities, including tournament jousts and tilts. Most of the sports of the Elizabethan era were carried over from the Medieval period.

Non-war-sports included, soccer, golf, tennis, wind ball, billiards, bowling, cricket, horse racing, dancing, fishing, pall-mall, swimming.

Games of chance included numerous card games, (primero, whist, piquet, cent), dice games (hazard and pass-dice). Games of strategy included: checkers, and chess.

## 36.1.6 Fashions

Dress of this time was considered an art. People of the Elizabethan period realized this and indulged themselves when their means permitted it. In the Elizabethan day the goal of women's fashion was to show the woman's status in society and make her as attractive as possible. Women wanted as small and petite waist as possible, so they did anything to make their waists small or appear smaller than the actual size. Women in the Elizabethan days wore ruffles to show status in society. Sleeves of women's gowns had a certain appearance of being puffy.

Various items in a woman's outfit includes: smock/shift, stockings, corset, Spanish farthingale, bumroll, petticoat, kirtle and forepart, partlet, gown and sleeves, shoes and headwear. The outfit would not be complete without makeup, ruff, jewelry, safeguard & cloak.

It was not at all uncommon for men to wear tights, make-up or even jewelry. Men wore embroidered vest-like shirts called jerkins, which had square shoulders and buttons down the front. The sleeves were often decorated and loose-fitting all the way to the wrists. The pants were loose-fitting and extended to about three to four inches above the knee. They were padded with horsehair and slashed in order to show the knitted silk stockings underneath.

Ornamentation was a widespread trend of the time, as well. Even though the clothing could not be washed, soap was beginning to be produced in London in 1524. It was expensive and could not be used with fine cloths such as silk. Boots were very fanciful in the seventeenth century. Long boots, long enough to reach the thigh, were made of fine leather and decorated with fringed tops, ruffles and jeweled buckles.

Children of both sexes wore dresses.

Makeup was used by both sexes but primarily women. In the *Terra 1592* campaign makeup includes kohl, ceruse, vermilion and brushes. The look that women tried to achieve was far different from today. Standards of beauty change over the centuries. To understand the cosmetics worn by Elizabethan women, it's important to understand the effect they were trying to achieve--that "ideal" of beauty that they wanted to imitate. The ideal Elizabethan female would have bright eyes, snow-white skin, red cheeks and lips, and fair hair. Shakespeare once lampooned the adjectives, which described most women, "My mistress' eyes are nothing like the sun. Coral is far more fair then her lips fair. If snow be white, why then, her breast is dun, If hair be wires, black wires grow on her head. I have seen roses damasked, red and white, But no such roses see I in her cheeks..." The Makeup used during this type was applied very heavy and was often poisonous, causing serious skin damage.

## 36.1.7 Food & Drink

For the well-to-do, eating during the Elizabethan and Jacobean periods was a fancy affair. A king or queen when going abroad could expect banquet tables filled with hundreds of dishes. There was much pageantry and entertainment. The food was brought in thousands of crystal and silver dishes served by dozens, sometimes hundreds, of gentlemen. Rich Elizabethans dined twice a day--breakfast at eleven or twelve and supper between five and six. Of course, the meals of the common man were not so extravagant. The common man ate three meals a day: breakfast in the early am, dinner at twelve and supper at six. The poorer sort supped when they could.

Rich Elizabethans loved hospitality and frequently had guests. Following the old custom, they gathered in the Great Hall where the host sat at the head of the table and guests were arranged in order of importance. Food was prepared in vast quantities and what was left over went to servants. After the servants ate, the remaining food was given to the poor who waited outside the gates. Meat: beef, mutton, lamb, veal, kid, port, coney, pig, venison, fish (sometimes salted--pike, salmon, haddock, gumard, tench, sturgeon, conger-eels, carp, lampreys, chins of salmon, perch, white herring, shrimp, pilchards, mackerel, oysters), sausage, eggs, sheep's feet, meat pies. Due to lack of refrigeration, techniques for preparing spoiled meat--vinegar, burying, sauces, spices were considered a good skill to have.

Fowl domestic and wild--crane, bitter, swan, brant, lark, plover, quail, teal, widgeon, mallard, shelldrake, shoveller, peewit, scamen, knot, olicet, dun bird, partridge, pheasant, sparrows, doves, pigeons, cocks, hens, geese, ducks, peacocks of the India, turkeys, pelican, blackbirds.

Vegetables beans, turnips, greens, parsnips, carrots, cabbage, colewart, beetroot, salsify, artichokes, asparagus, peas, salads, lettuce, onions, leeks, pumpkins, melon, cucumbers, skirret, horseradish, gourds, olives, potatoes, yams. Herbs: chervil, young sow thistle, corn salad, leaves of clary, spotted cowslip.

Bread wheat, white, rye, barley. In times of dearth bread made of horse-corn, peas, beans, oats, tares, lentils, acorns.

Fruit oranges, cherries, raspberries, strawberries, mulberries, peaches, apricots, cornels, currants, raisins, lemons, gooseberry, plums, pears, apples, grapes.

Sweets included custard, jellies, eringoes, comfits, suckets, codinac, marmalade, cakes, pastries, sugar bread, gingerbread, flan, seed cake, pudding, mince pies, sugar, honey.

Drinks included stale ale, spirits, milk, buttermilk and whey. Tea and coffee were introduced in the early 1600s.

## 36.1.8 Healing & Hospitals

There is a vast array of health care options during the Tudor period. Physicians (doctors) with university degrees treat internal illnesses. Having passed through an apprenticeship, surgeons treat wounds, fractures and external illnesses. Apothecaries make and sell medicines; barber surgeons bled patients and pulled teeth. Herbalists have typically learned their craft via the oral tradition. Some healers are licensed to practice their skill, many are not.

Doctors are expensive and they can do little about illness partly because they do not know what caused disease. They had little idea of how the human body worked. Most doctors thought the body was made up of four fluids or 'humours' and idea originally proposed by Galen (130-200 AD) a famous Roman doctor. They were blood, phlegm, choler or yellow bile and melancholy or black bile. In a healthy person all four humours were balanced but if you had too much of one you fell ill. Doctors also thought infectious diseases, like plague, were caused by poisonous 'vapours', which drifted through the air and were absorbed through the skin. One of the main ways of diagnosing sickness was uroscopy (examining urine) by its appearance, its smell or even by its taste! This view of world view is best illustrated by a quote by E.M.W. Tillyard:

“Man’s physical life begins with food, and food is made of the four elements. Food passes through the stomach to the liver, which is lord of the lowest of the three parts of the body. The liver converts the food it receives into four liquid substances, the humours, which are to the human body what the elements are to the common matter of the earth. Each humour has its own counterpart among the elements. The correspondence is best set out in a table.

Element	Humour	Common Quality
Earth	Melancholy	Cold and dry
Water	Phlegm	Cold and moist
Air	Blood	Hot and moist
Fire	Choler	Hot and dry

In normal operation all the humours together are carried by the veins from the liver to the heart, a proper mixture of the humours being as necessary to bodily growth and functioning as that of the elements to the creation of permanent substances. The four humours created in the liver are the life-giving moisture of the body. They generate a more active life-principle, vital heat, which corresponds to the fires in the centre of the earth, themselves agents in the slow formation of the metals. This vital heat is mediated to the body through three kinds of spirit, which are the executive of the microcosm. The natural spirits are a vapour formed in the liver and carried with the humours along the veins. As such they have to do with the lowest or vegetative side of man and are under the dominion of the liver. But, acted on in the heart by heat and air from the lungs, they assume a higher quality and become vital spirits. Accompanied by a nobler kind of blood, also refined in the heart, they carry life and heat through the arteries. The heart is king of the middle portion of the body. It is the seat of the passions and hence corresponds to the sensitive portion of man’s nature. Some of the vital spirits are in due course carried through the arteries into the brain, where they are turned into animal spirits. The brain rules the top of man’s body and is the seat of the rational and immortal part. The animal spirits are the executive agents of the brain through the nerves and partake both of the body and of the soul.”

In 1478 a book by the Roman doctor Celsus was printed. The book by Celsus quickly became a standard textbook. In the early 16th century Theophrastus von Hohenheim (1493-1541) *a.k.a.*, Paracelsus denounced all medical teaching not based on experiment and experience. His ideas and opinions were not universally adopted, and traditional ideas held sway for decades. Leonardo Da Vinci (1452-1519) and Andreas Vesalius (1514-1564) dissected human bodies and made accurate drawings of what they saw contributing significantly to the field of anatomy. In 1543 Vesalius published a *The Fabric of the Human Body*. Unquestionably one of the greatest surgeons of the Renaissance was Ambroise Paré (1509-1590). While a young surgeon in the army of Francis II, he wrote *Treatment of Gunshot Wounds* which became so popular that it was translated from French into Dutch, Italian, English, German, Spanish, and Japanese. Paré’s most significant contribution was in amputation surgery and prosthetics sciences. He reintroduced the use of linen ligatures (tying of arteries and veins) originally put forth by Celsus and Hippocrates. Although it wasn’t until the introduction of the tourniquet in 1674 by Etienne J. Morel, also a French Army

surgeon, during the Siège of Besançon, that ligation would have widespread use. Paré also invented upper and lower extremity prostheses, *e.g.*, "Le Petit Lorrain" was a hand operated by springs and catches for a French Army Captain, which he then used in battle. He also invented an above knee prosthesis which was a kneeling peg leg and foot prosthesis. Finally, he pioneered a surgical procedure to repair hernias. His motto was: "Je le pansay et Dieu le guarist" ("I treated him, but God healed him"). Paré was the surgeon to four kings (Henri II, Francis II, Charles IX, and Henri III), and Queen Mother Catherine de Medici.

The "hospitals" of the middle ages were not as a rule medical, but for the support of infirm and aged people. King Henry VIII re-founded of the medical hospitals of St. Bartholomew (Bart) and St. Thomas’s Hospital. He is also credited for the refoundation of the Bethlehem Hospital for the mentally ill (Bedlam), outside Bishopgate. The quality of the care is only average in relation to the state of the art, which isn’t saying much.

In *ORSTM*, skilled doctors, surgeons, herbalists (apothecary) and midwives have the ability to help a humanoid entity, but beware the charlatans. A physician is skilled in *Diagnostics, First Aid Medical Aid, Philosophy*, and some of the skills of a herbalist and possibly a surgeon. A surgeon is skilled in *Anatomy, Diagnostics, Surgery*, and some of the skills of a herbalist. A herbalist will be skilled *Herbology* and possibly *Alchemy, Flora Lore* and *Toxicology*, but an apothecary can only give out medications that have been prescribed by a physician or surgeon. The *ORS GM’s Guide™* has additional information on Herbology and Toxicology.

## 36.1.9 Honor

The concept of honor changes over time as various cultures and periods construct it to fit their ideologies. To the Greeks, as discussed by Aristotle, honor was earned by a virtuous life, composed of valor in battle, honesty, loyalty, magnanimity and good citizenship. In a patriarchal society, a woman’s virtue rested on chastity, faithfulness and modesty. Much later the Romans argued that approval of one’s actions and life should come from God alone, not from other men. During the mediaeval period honor becomes martial glory and absolute fealty to one’s lord. The aristocracy rewarded men of honor by elevating them in social status, which allowed them control of lands and its inhabitants.

During the Renaissance the period in which the *Terra 1592* campaign is set, honor combined all of the above and modified the concept to justify the actions and status of an inherited aristocracy. Honor was not necessarily related to actions, although in many instances those in power rewarded honorable actions. A corruption of the Greek notion of honor, the Renaissance configuration of honor emphasized more the defense of honor and the revenge for slights of honor and slurs to reputation than on earning honor through one’s actions and how one conducts his or her life.

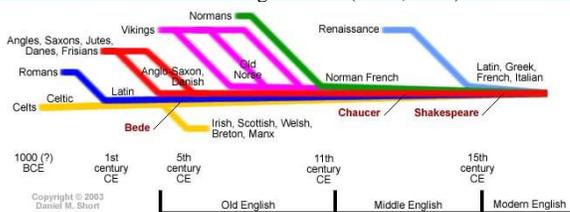
In the *Terra 1592* campaign calling someone a liar, or otherwise impugning his honor, his courage, or his name is a challenge, which usually results in a duel. “Tempers were short and weapons easy to had. The basic characteristics of the nobility, like those of the poor, were ferocity and childishness and lack of self-control” (Stone, 1967). For example, someone who mistook him for Sir Christopher Hatton killed Sir John Hawkins; and Sir Drew Drury was killed in a dispute over precedence. In *Terra 1592* dueling is illegal, forcing characters to take the fight out of the way and sometimes out of the country (any war-zone will do).

## 36.1.10 Language

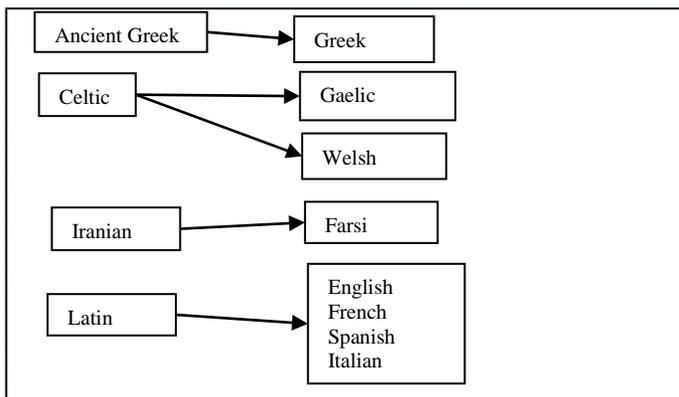
Language is generally the method in with intelligent entities communicate with each other. Most worlds can potentially have thousands of languages not including dialects. A dialect is a variety of a language used by people from a particular geographic area. The number of speakers, and the area itself, can be of arbitrary size. The science studying natural languages is called linguistics and is quite convoluted.

For example, the English language has been evolving for over 3000 years. Over the centuries the British Isles were invaded and conquered by various

peoples, who brought their languages and customs with them as they settled in their new lives. The following timeline (Short, 2003) illustrates this.



ORS simplifies linguistics to allow languages to have only one root language, which is used as a meta skill. For example, languages, such as Spanish, Italian, Romanian, Portuguese, and French, all belong to the language family known as “romance languages.” The romance languages evolved from Latin, the language used in ancient Rome. Because Latin has the largest influence English it is also included.



### 36.1.11 Music

During Elizabethan era there were many achievements made in the musical field. Many of the most famous musical composers lived in England during this time of flourishing musical development. The Church played a big role in the lives of the English, therefore the need for Church hymns and songs were being written and played by these great composers. Great English Elizabethan composers included: Orlando Gibbons, Henry Purcell, Thomas Tallis, William Byrd

The technology of a particular culture has a direct relationship on the musical instruments available to a composer or performer. A list of Medieval and Renaissance Instruments included: Bagpipe, Bladder Pipe, Cornamuse, Crumhorn, Dulcian, Dulcimer, Gamba, Gemshorn, Harp, Harpsichord, Hirtenschalmel, Hurdy-Gurdy, Kortholt, Lizard, Lute, Mute Cornett, Organetto, Percussion, Pipe and Tabor, Psaltery, Rackett, Rauschpfeife, Rebec, Recorder, Sacbut, Schalmel, Serpent, Shawm, Shofar, Transverse Flute, Viol and Zink.

### 36.1.12 Modes & Rates of Transport

You can travel by foot, carriage, cart, boat or horse. For shorter journeys you can pay to have yourself carried in a chair. Most people traveled by horse. You could either ride your own or you could hire a horse. If you have the funds you can travel by carriage, but they are very uncomfortable because they lack any springs and roads are very bumpy. Travel by road is dirty, tiring, slow and dangerous. In the *Terra 1592* campaign most roads are just dirt tracks. The old Roman roads have long since fallen into disrepair. Current roads do not have good surfaces, and they are not properly drained, having deep ruts made by carts that fill up with water when it rains. Each village is supposed to repair its own roads. By a law of 1555, one man was chosen every year to be surveyor of the Highway. Rich people were supposed to provide the materials for road repairs and the poorer people were to work unpaid for 6 days a year. Often the surveyor only bothers to repair those pieces of road which they traveled on. It was common sense to never travel alone. The roads are full of beggars, travelers and discharged soldiers, any of whom may turn nasty or be

tempted by an unarmed stranger. Servants at the inns where travelers stay are sometimes in league with robbers. They evaluate the wealth of the traveler; determine when they are setting off and where they are heading. They then tell the robbers, who would lie in wait and attack them taking all of their money and valuables.

In Tudor times you would be lucky if you could ride 30 to 35 miles a day. It normally took a week to travel from London to Plymouth. With this said it is important to note that rich people deliberately traveled slowly. They felt it was undignified to hurry and they took their time.

Goods were sometimes transported by pack horse. Also carriers with covered wagons carried goods and sometimes passengers, on a good day you could travel 20 miles. It normally takes more than two days to go from London to Oxford by wagon, a journey of only 55 miles. When Elizabeth I goes on a royal 'progress' around the country, she typically has 400 carts and carriages to transport her baggage and servants. Given a choice people preferred to transport goods by water.

All around England there was a 'coastal trade'. Goods from one part of the country, such as coal, were taken by sea to other parts. Dozens of ocean craft anchor in London's safe harbor. Merchants buy, sell and trade in all the corners of the globe, for which purpose the water serves them well, since ships from France, the Netherlands, Germany and other countries dock in this city. A ship travels at a rate anywhere from 0 to about 8 knots depending on wind. Accommodations on a ship are extremely cramped; headroom below deck was at a premium. The hammock won't be invented until the late 1590's. For long voyages, fresh food and water was a luxury. Salted, smoked, or pickled food was everyday fare. If fresh meat is really wanted, the mice aboard the Tudor ships could possibly come in handy. Good sanitary facilities are virtually unknown and conditions were usually wet. While large Tudor ships will carry a surgeon, diseases still ran rampant. Dysentery was commonplace, as was scurvy. It will be another 150 years before the cure for scurvy is discovered.

A strict specialization of river trades is enforced. Only members of the *Company of Thames Watermen* are permitted to carry passengers on the river, and these watermen are not allowed to transport cargo (apart from a reasonable amount of passenger luggage). The watermen (a.k.a. wherry-men) use relatively small boats. The classic craft is the wherry, a swift, agile sharp-bowed boat. This is of a standard length of 22½ feet, and can take up to five passengers. Normally a wherry is rowed by two men with long oars. But for cross-river passages and other short journeys it will be manned by a single waterman using short oars or 'sculls'; it is then known as a 'sculler'. Clusters of wherries are on hire at the plying places along the Thames. The larger lighthorsemen and tide boats carried seven and twelve passengers respectively. There are also barges for transporting people en masse along the river. These had their designated routes and termini, and a barge master would wait until he had an economic complement of passengers before undertaking a journey. The most notable of the barge services was the long ferry, which plied between Gravesend and Billingsgate. Gravesend was the debarkation point for travelers from other lands. During the seventeenth century the old open barges were replaced by tilt-boats, boats having a 'tilt' or awning so that passengers could travel in more comfort. A passenger could embark on a wherry as an individual, or hire the whole boat. On long-distance journeys the fare is 50 per cent greater if the wherry-men had to row against the tide.

### 36.1.13 Science

The Elizabethan era was a period of great advances in world exploration, medicine and the study of the universe. Sir Francis Drake became the first Englishman to sail around the world. He had spent almost three years spanning approximately 36,000 miles across the globe.

The period brought great advances in medical science, namely in the study of human anatomy and developments in dissection and surgical operations. Andreas Vesalius founded the study of modern anatomy, while Costanzo Varolio engaged in understanding the innerworkings of the human brain. Inventions of the period include the graphite pencil, the modern calendar, time bomb, wind-powered sawmill and the thermoscope (primitive thermometer).

### 36.1.14 Sexual Prejudice

Sexual prejudice refers to all negative attitudes based on sexual orientation, whether the target is homosexual, bisexual, or heterosexual. Like other types of prejudice, sexual prejudice has three principal features: it is an attitude, *i.e.*, an evaluation or judgment; it is directed at a social group and its members; it is negative, involving hostility or dislike. The GM must decide the level of sexual prejudice associated with the various cultures and religions of his world. In the *Terra 1592* campaign the social organization of sexuality led to prejudice that is equally directed at women and homosexuality during the Elizabethan period.

During this period in many cultures and societies had the attitude that women, however beautiful, virtuous, or wealthy they might be were a necessary evil (Mountfield, 1978). This can be seen in the European popular literature, John Knox in 1558 wrote, "That for a woman to rule over men was as sensible as a blind man leading the sighted." Boccaccio remarked, "God sent curses upon man, the last and worst of which was woman." A popular quote among satirist at the time was that the origin of the word woman was "woe to man". Some preachers of the time even denied that women had souls. Women it was said talked too much and could not be trusted with secrets; they were dissemblers, who would say anything in order to have their own way.

Despite the above, English woman had more relative freedom than the rest of Europe and an order of magnitude more than in Islamic countries. In 1602 the Duke of Württemberg remarked that there was more liberty for woman in England than any other country. Men would stand aside for women, assist them on to their horses, women might manage the household, but there was no question that women were subservient to men. The law gave a husband full rights over his wife. She effectively became his property. A wife who committed adultery could expect to be severely punished as Catherine Howard found out. A peer could have his adulterous wife burned at the stake if the king/queen agreed. A wife who killed her husband did not commit murder – she committed the far worse crime of petty treason. This also led to her being burned at the stake. Wife beating was common and the logic of Tudor England was that the wife would have provoked her husband into beating her and if she had behaved properly, he would not have beaten her.

The roles of women were limited, but this had a lot to do with the lack of effective birth control that made it impractical and virtually impossible for married women to work full time outside the home. A woman had, on average, a baby every two years. Childbearing was considered a great honor to women, and they very much took pride in it. To the Elizabethans, the roles of men and women were simply different. The woman stayed at home and looked after the family, while the man went out to work to earn a living or worked his own land.

There is no doubt, however, that women occupied a lesser status to men in society, and there were many limitations on what a woman could do (Thomas, 2003).

1. A tutor could educate girls, but schools were reserved for boys. Girls were not allowed to go to university.
2. Women, regardless of social position, were not allowed to vote. Only men of a certain social position were allowed to vote.
3. Women could not enter the professions, *i.e.*, law, medicine and politics. Neither could women enter the navy or the army. Women could, however, and often did, work in domestic service as cooks, maids etc. Women were also allowed to write works of literature, and paint. A woman could not act on the stage, it was not considered respectable.
4. Women could not be heirs to their father's titles. All titles would pass from father to son or brother to brother, depending on the circumstances. The only exception was, of course, the crown. In some cases women could not inherit estates, but women could be heiresses to property, if not to titles, and some women, especially if the only child of a great noble man, could be very affluent heiresses indeed. It was not always clear what happened to these estates when the woman married, whether they became the property of their husband, but this was not automatically the case and, if the wife died, he could lose the properties.

Homosexuality was viewed as an abhorrent divergence from the natural order, a crime punishable by death. It was frequently associated with Catholic priests and stage players. In fact, this was one of the reasons why Stubbes (Puritan, pamphleteer and poet) so disapproved of playhouses. Any 16<sup>th</sup> century reference to Sodom implied what we would now call male homosexuality. Male stews existed in London and were tacitly accepted. Prosecutions for buggery were exceedingly rare and more often than not were motivated by malice unrelated to the criminal behavior.

### 36.1.15 Social Classes

Elizabethans believed that their society was rigidly stratified into classes and that there was little mobility from birth to death. In general terms the classes have been grouped into three classes, lower, middle and upper. The upper class will include the nobility and gentry. The middle class includes the wealthy merchants, common merchants, tradesmen and yeomanry. Finally, the lower class includes the laborers and peasants. Sumptuary laws, left over from medieval times, made it illegal for a commoner to dress as a nobleman. A man's class was apparent in his clothing, his speech and his bearing.

In fact, however, 16<sup>th</sup> and 17<sup>th</sup> Century society was surprisingly fluid. The old standard, which traditionally measured the gentry -- ownership of land, was giving way to the persuasive voice of ready cash. Any person who had the financial means to afford a life of luxury and idleness could join the ranks of the luxuriantly idle.

## 36.2 Economics

Every world should have a very diverse and unique set of cultures. Each culture is suited to a people's history, geography and climate. No two economies are organized in exactly the same way, but every economy attempts to solve the same fundamental problems.

1. What should be produced? The problem examines quantities of food, timber, iron, etc. that should be produced, harvested or mined to meet the current and projected demand. What percentage of the surplus money, if any, should be spent on defense, education or civic improvement?
2. How should production be organized? Should a government, guild, or company use machinery, free people, indentured people, or slaves to produce their goods? How many workers should be employed? Where should the production take place? Where should the raw materials be obtained?
3. For whom should production take place? Should all share equally in the production or should some receive more than others? Distribution of wealth in most if not all countries is not equal. There are large scale inequalities in peoples living standards.

ORS has four main types of economic systems:

### 36.2.1 Subsistence Economy

A subsistence economy is one where there is little specialization, trade within the economy and with other countries. When trade does exist it is usually limited to barter trade, *i.e.*, the exchange of goods or services for other goods or services. It tends to be an economy based on agriculture, with others in society working in simple crafts. The productivity of workers tends to be low leading to low incomes and a poor standard of living. People tend to live in family groups and grow most of their own food, make their own houses, gather their own fuel and provide their own leisure activities *i.e.*, to a great extent they are self-sufficient. Few goods are marketed and command a price or value - there is little surplus production to export.

### 36.2.2 Free Market Economy

A free-market economy is one where economic decisions are made through the free market mechanism. The forces of market demand and supply, without any government intervention, determine how resources are allocated. This is known as the working of the price mechanism, supply and demand. What to produce is decided upon by the profitability for a particular product. When

## ORS

demand for a product is high, the price rises and this raises the profitability of selling in the market. High prices and high profits provide the signal for firms to expand production. Supply from producers responds to consumer wants and needs expressed through the price mechanism. The consumer is said to be sovereign - their "economic votes" determine how resources are allocated.

### 36.2.3 Command Economies

A command economy is one where all key economic decisions are made by the government (or state). The government decides what to produce, how it is to be produced and how it is to be allocated to consumers. This involves a great deal of economy planning by the state. The price mechanism has no active role in a pure command economy since market prices are rarely used. By state planning, goods and services can be produced to satisfy the needs of all the citizens of a country, not just those who have the money to pay for goods.

### 36.2.4 Mixed Economies

A mixed economy is a mixture of a pure free-enterprise market economy and a command economy. Nearly every country in the world operates a mixed economy although the "mix" can change. There is a private sector and a public sector in the economy.

### 36.2.5 Exchange Rates

For simplification the following table can be used to convert the various currencies which will be found in the 1592 Terra campaign

England	1 Sovereign	2 Shilling/ 1 Farthing	4 Groat	1 Penny
Flemish				2.5 Double Plack
France	5 Couronne			
Holland		Florin	Doit	
Naples				Cavallo
Nederlands				Korte
Portugal	3.7 Pistolet			
Spain	4 Ducat 3.13 Crown	Real		

## 36.3 Politics

Throughout history, many kinds of political systems developed in different areas of the world depending on the needs of the people and the economic resources available.

**Anarchy** is a situation where there is no government.

**Autocracy** is a form of government where absolute power is held by a single individual. An emperor may rise to power due to hereditary lines but is referred to as an autocrat rather than a monarch when his power overshadows his bloodline. Examples of autocratic governments include: dictatorships, totalitarianism, kleptocracy and monarchy. *Dictatorship* is a government headed by a dictator or more generally any authoritarian or totalitarian government. The term generally has a pejorative meaning in reference to a government that does not allow a population to determine its own political direction by popular election. *Totalitarianism* is any political system where a citizen is totally subject to a governing authority in every aspect of his life. It is a more extreme case of dictatorship, it involved constant indoctrination achieved by propaganda to erase any potential for dissent by anyone, including the agents of the government. *Kleptocracy* is a form of government in which the thieves rule. The government of a country exists solely to enrich its rulers and their subordinates and to perpetuate their rule. Most kleptocracies are dictatorships or some other autocratic form of government. *Monarchy* is a form of government that has a monarch as the head of state. The monarch is the head of state for life. In most monarchies, the position of monarch is hereditary, although this is not always the case. Various forms of monarchy exists, e.g., absolute monarch, constitutional monarchy, popular monarch, hereditary monarchy, elective monarchy and self-proclaimed monarch.

**Democracy** a political system in which the government is under the control of the ordinary citizens. Aristotle called democracy one of the three evil forms of governments (the other two were ochlocracy and tyranny). A democracy often implies certain right for citizens, e.g., right to elect government through free and fair elections, participation, the rule of law, freedom of speech, freedom of assembly, etc. Democratic governments can be divided into two groups: direct and indirect. A direct democracy is a political system in which all the citizens are allowed to influence policy by means of a direct vote. Indirect democracy is a broad term describing a means of governance by the people through elected representatives. One critique of indirect democracy is that it centralizes power into the hands of a few, thereby increasing the likelihood of corruption in the government.

**Oligarchy** is a form of government where most political power effectively rests with a small segment of society. The segment of society is typically the most powerful, i.e., wealth, military strength, ruthlessness, or political influence. Oligarchies are often controlled by a few powerful families whose children are raised and mentored to inherit the power of the oligarchy. Examples of oligarchies include: aristocracy, gerontocracy, krytocracy, plutocracy, theocracy. *Aristocracy* a political system in which the government is under the control of wealthy landowners. *Gerontocracy* is a political system in which a country is ruled by a small clique of leaders, in which the oldest hold the most power. *Krytocracy* is where the government is ruled by judges. *Plutocracy* is a government system where wealth is the principal basis of power. *Theocracy* a political system in which the government is under the control of a religious organization or its officials.

**Republic** is a form of government and control of the state by the population at large. The concept of democracy is not implicit to that of a republic. The republican form of government may involve a limited democracy, where such rights are available only to a limited group of people. In some cases, a republic may be a dictatorial or totalitarian state, e.g., Roman Republic.

In the 1592 Terra campaign, England is a constitutional monarchy and France was a catholic monarchy. Much of the remainder of Europe was part of the Holy Roman Empire. The territorial limits of the empire varied, but it generally included Germany, Austria, Bohemia and Moravia, parts of N Italy, present-day Belgium and, until 1648, the Netherlands and Switzerland. Some countries (e.g., Hungary) were ruled by the emperor or imperial prince but were outside the empire, while others (e.g., Flanders, Pomerania, Schleswig and Holstein) were part of the empire but were ruled by foreign princes who held their lands in fief from the emperor and took part in the imperial diet.

## 36.4 Religion

Religion is more than just a belief in a deity. Religion is philosophy and a way of life. It can define who you are, how you view the world around you and how you interact within it. There are as many different types of religion as there are different types of people. Mythology for our purposes is defined to be a religion that is no longer being practiced. The age of your world will define the line between myth and religion.

For the *Terra 1592* campaign the major world religions are: Animism, Buddhism, Christianity, Hinduism, Islam and Judaism. Even though these are the major world religions, an occasional adherent to the old faiths can still be found. Furthermore, there are religions from other lands still yet to be explored and discovered. Similarly, the other races of myth and legend have their own religions and practices.

Religion is a very complex subject and the above six categories indicate a simplification that doesn't exist. For example, during the fourth century, the Roman Catholic Church split and the Eastern Orthodox branch was formed. The Protestant branch split from Roman Catholicism during the Reformation, a sixteenth and seventeenth century series of church reforms in doctrine and practice. This movement challenged the authority of the Pope and became popular in Scandinavia, England and the Netherlands. Protestantism eventually divided into many denominations that arose in response to disputes over doctrine, theology, or religious practice.

The latter half of the sixteenth century and the beginning of the seventeenth century brought about one of the most passionate and calamitous series of wars that Europe had ever experienced. The growing division between Christian churches in Europe led to a series of armed conflicts for over a century. The official state religion is the Church of England. Being a Roman Catholic is not a crime, but there is no legal way for Catholics to practice their faith, as it is illegal for a Catholic priest to even be in England. Anyone not going to Protestant services is subject to a fine. By law, everyone was to attend church on holidays as well as on Sundays and everyone was required to take communion at least three times a year, generally on Christmas, Easter and Whitsunday. Pope Leo V published a writ in 1570 absolving English Catholics from allegiance to the Queen, since she is a heretic. Anyone who kills her is pre-absolved from the sin of murder. The inquisition had its birth in the thirteenth century but was still a terror during the time of Elizabeth.

Another example involves Islam. When Muhammad died, he left no documents appointing a successor. Eventually, a power struggle developed, as different groups of Muslims believed their method of establishing a successor were the best. This controversy produced the main body of Islam known as the Sunnis (followers of the prophet's way) and other numerous sects including the Shi'ites and the Sufis.

### 36.4.1 Holidays

Holidays are the "holy days" of a particular religion. During medieval times they were often feast days on which work was to cease and celebrations held. In *Terra 1592* all English holidays except *Accession Day* have a religious origin. *Accession Day* was the anniversary of Elizabeth's coming to the throne. By 1592 AD the holy days had already developed secular traditions and modes of celebration, despite the efforts of the Puritans. The Puritan main objections were the drinking and sexual license the secular traditions encouraged.

The observance of religious holidays began on the evening before the day itself when fasts were to be observed. Fasts were also required on Friday, during the six-week observance of Lent and during the four-week observance of Advent. Being remnants of the medieval Church the fasting requirements for Lent and Advent were not strictly enforced. By 1592 the Friday fasts were more to support the fishing industry than for religious purposes. The following is a list of Elizabethan Holidays, most were officially recognized in the calendar of the New Church. Many other saints' days and religious observances were celebrated in local communities and more conservative parishes.

Holiday	Date
New Year's Day	1 January
Twelfth Day	6 January
Candlemas	2 February
Shrovetide	Last day before Lent
Ash Wednesday	First day of Lent
Lady Day	25 March
Easter	Between 22 March and April 25th
St. George's Day	23 April
May Day	1 May
Ascension day	Between 30 April and June 3rd
Whitsunday	Between 10 May and June 13th
Trinity Sunday	Between 17 May and June 20 <sup>th</sup>
Midsummer Day	24 June
Michaelmas	29 September
Hallowmas	1 November
Accession Day	17 November
St. Andrew's Day	30 November
Christmas	25 December

The local holidays included: parish Wake Days, Dedication Days, the feast day of the parish patron saint and annual fairs.

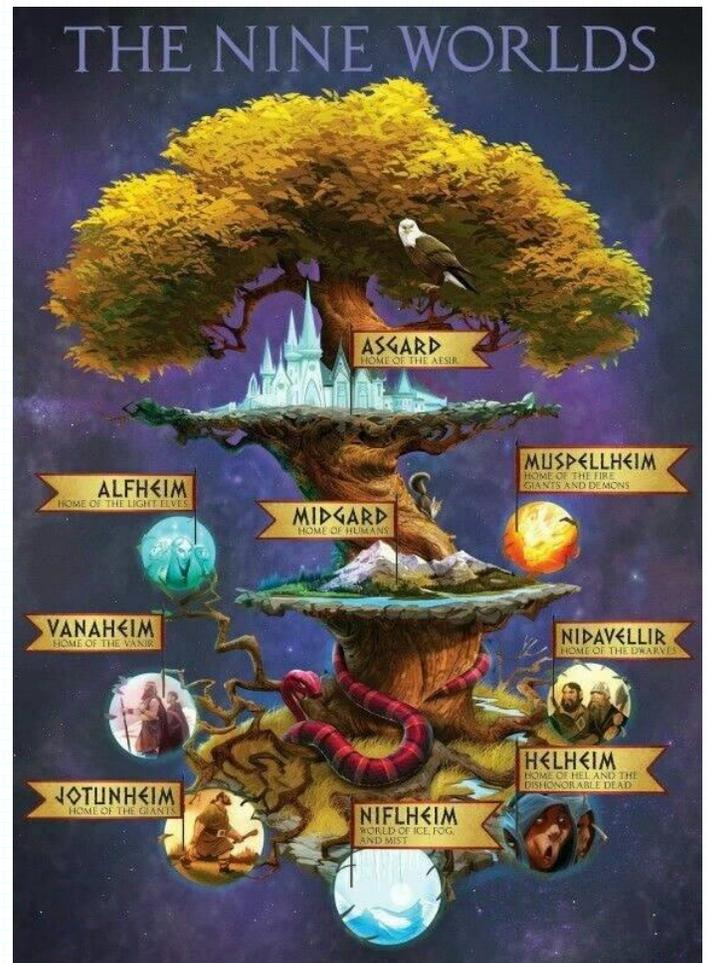
## 36.5 The Cosmos

The existence of the cosmos can be debated, but every religion and culture has an opinion. Even briefly describing all the cosmological views of Earth would take multiple volumes. The GM could be overwhelmed at such a prospect, and it is recommended to select one that will cover most situations. As needed additional research can be performed as the characters explore their world. For illustration we shall briefly mention two, the Norse view and the *Terra 1592* campaign view.

### 36.5.1 The Nine Worlds

The Norse viewed the cosmos comprised of worlds all connected by the roots and branches of the world-tree Yggdrasil. None of the existing primary sources describe how or where they are located, regardless a nice graphic is illustrative. The nine worlds are first mentioned in the Poetic Edda and are:

- Midgard, the world of humanity
- Asgard, the world of the Aesir tribe of gods and goddesses
- Vanaheim, the world of the Vanir tribe of gods and goddesses
- Jotunheim, the world of the giants
- Niflheim, the primordial world of ice
- Muspelheim, the primordial world of fire
- Alfheim, the world of the elves
- Nidavellir/Svartalfheim, the world of the dwarves
- Helheim, the world of the eponymous goddess Hel and the dead

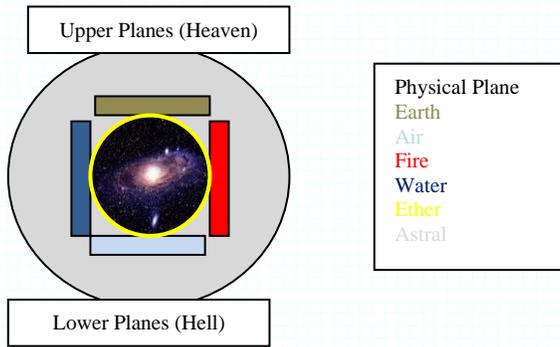


### 36.5.2 Planes of Existence

It is said that there are an infinite number of planes of existence. Mortals in their attempts to comprehend the nature of the Cosmos have categorized them in the Upper planes, the Inner planes and the Lower planes. The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which is surrounded by the Astral plane. The planets, e.g., *Terra*, are an intersection of all the five classical elemental planes and are sometimes erroneously referred to as the Physical Plane, Material Plane or the Prime Material Plane. The Upper and Lower planes are frequently referred to as Heaven and Hell.

In theory the GM can develop each plane to the same degree as his world. In reality this would entail an unbounded amount of effort. For this reason, GMs are encouraged to limit planer travel to short visits which lend themselves

improvisation. The following sections describe the planes of existence used in the *Terra 1592* campaign. The number and distribution of resident entities on the various planes is currently up to the individual GM. The *ORS Entity Encyclopedia*<sup>TM</sup> entity descriptions will indicate an entities indigenous plane.



Ultimately it is the desirable to have descriptions that are suitable for all religions and cultures. For the flexible mind, this compromise can be reached with surprising ease. For example, Gladshiem, could be seen as Machon, the fifth sphere of heaven, and the avenging angles are the valkyries. Furthermore, the *Gospel of Nicodemus* relates how Hades or in some versions the goddess Hel is Lucifer's keeper. Perhaps Heaven and Hell are a biased personal experience. With this said most GMs will appreciate input and suggestions from their players.

### 36.5.2.1 Inner Planes

The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which is surrounded by the Astral plane. The mundane universe, *e.g., Terra*, intersects of all the five classical elemental planes.

#### 36.5.2.1.1 Physical Plane

The Physical Plane *a.k.a.*, Material Plane is that which contains the mundane universe, *i.e.*, stars, planets, moons and other celestial bodies. The physical planes are at the intersection of all the five classical elemental planes. Most terrestrial entities are born, live their lives and die on the physical plane. Based on their religion and culture they may believe in the other planes as well.

#### 36.5.2.1.2 Astral Plane

The astral realm touches all planes of existence although most conscious entities are unable to perceive it. The astral realm can be used as a transition place or doorway to access other planes. Nothing inhabits the astral plane everyone and everything is just traveling through. The astral realm is usually visited by entities through astral projection, but it can be entered physically as well. While projecting, the un-hindered rate of travel is the speed of thought. Only their mind travels as their body remains on the current plane. The astral realm is very seductive, and travelers frequently neglect their physical bodies. Cases have been recorded of entity's minds never returning after projecting for extended durations. Those physically traveling the astral realm are still bound by the limitation of their bodies. There is no food or drink naturally available for sustaining life in the astral plane.

The astral realm contains all our thoughts, emotions, desires, and passions. The astral realm is like a psychic sponge absorbing thoughts, memories, fantasies, and dreams. Its realities are created by the collective consciousness of all sentient entities. In it, the laws of sympathetic attraction, or like attracts like, causes this ocean of astral matter to coalesce and settle into layers or pools. The astral matter is extremely sensitive to conscious thought and can be molded into any shape or form. These creations can be so perfect as to be indistinguishable from reality. Most entities will view themselves as they appear in life but with practice they can shape their astral body as they will.

#### 36.5.2.1.3 Plane of Earth

This plane is an endless expanse of earth, rock, sand, gems and minerals stretching infinitely in all directions. This plane has a boundary with the planes of fire, water and ether. Gravity appears to be normal but there is no air to breath. The *ORS Codex*<sup>TM</sup> power level for all Earth spells is halved.

#### 36.5.2.1.4 Plane of Air

This plane is an endless expanse of air, wind and weather, stretching infinitely in all directions. This plane has a boundary with the planes of fire, water and ether. Gravity does not exist in this realm and movement is accomplished by flying or something similarly appropriate. The *ORS Codex*<sup>TM</sup> power level for all Air spells is halved.

#### 36.5.2.1.5 Plane of Fire

This plane is an endless expanse of heat, fire, light and plasma, stretching infinitely in all directions. This plane has a boundary with the planes of earth, air and ether. Gravity appears to be normal and there is air but the temperature makes survivability all but impossible. The *ORS Codex*<sup>TM</sup> power level for all Fire spells is halved.

#### 36.5.2.1.6 Plane of Water

This plane consists of an infinite number of spheres of varying size consisting of water, and all manner of liquids stretching infinitely in all directions. All forms of water are represented, *i.e.*, liquid, gaseous and solid. This plane has a boundary with the planes of earth, air and ether. Gravity does not exist in this realm and movement is accomplished by swimming or something similarly appropriate. Unsupported humanoid life is possible at the intersection with air. The *ORS Codex*<sup>TM</sup> power level for all Water spells is halved.

#### 36.5.2.1.7 Ethereal Plane

Nature abhors a vacuum and Ether is the substance that fills/connects all space. This realm has a porous boundary with the physical plane as well as the planes of earth, air, fire, water and the astral plane. It takes on the form of the nearest adjacent plane. For example, adjacent to the Physical Plane, it is a mirror of the Physical Plane as it was thousands of years ago, mostly raw and unspoiled. Powerful entities and significant events in the boundary plane often populate the environment. Most entities are unable to perceive the ethereal realm. Various magic and magical items allow movement into and through the Ethereal Plane. The Ethereal plane supports normal life and travel is accomplished by normal means. The medium of Ether supports walking, swimming, boring, and flying in three-dimensions simultaneously.

The Ethereal Plane is the homeland of the Faerie, and its major inhabitants are the Summer, Winter and Wyldfae. The Ethereal plane is sparsely populated. Supernatural and Extraplanar entities from the planes of Earth, Air, Fire, Water and Astral that cross/wander into the Faerie realm usually ally themselves with one of the two Courts. If they aren't aligned they are often considered hostile invaders and are dealt with accordingly. Swearing fealty to one of the two courts grants the *Fae-Focus* trait to its members. Allegiance forever binds the entity to the respective court.

Ether is the element most closely related to primeval chaos. To the five senses the ethereal realm is a realm of subtlety changing lights, colors, smells, tastes, noises and textures. For terrestrial entities visibility within the Ethereal realm can be limited due to the erratic lighting conditions. When traveling near a planer boundary an entity can see, weather and lighting permitting, from the Ethereal realm into the boundary realm. The passage of time may not be constant and the weather, *i.e.*, wind, moisture, temperature and humidity seem to change randomly as well. For entities sensitive to magic the atmosphere will be electric. The environment will seem alive, and the lure of untapped power can be seductive. The *ORS Codex*<sup>TM</sup> power level for all Ether spells is halved.

### 36.5.2.2 Lower Planes

The Lower Planes are the residence for demons, devils and souls after death. Each mythology has its own view of Hell, *e.g.*, Mictlan, Patala/Naraka, Annwn/Mag Mell, Aaru, Gehenna, Hades (Elysium, Asphodel Meadows, Tartarus), Sheol, Niflheim, Yomi, Diyu, etc.. The Lower Planes for each mythology are in effect a parallel universe, *i.e.*, all versions of Hell share the

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same space but resonate at different frequencies. Travel to them usually requires a guide or a recently deceased person of the correct mythology. The GM is free to create each mythology's version of Hell as he sees fit and populate them accordingly. An excellent example for the Abrahamic religions, and the one outlined here is inspired by Dante's *Inferno and Purgatory*.

The Nine Planes of Hell are based on the first part (*Inferno*) of The Divine Comedy written by Dante Alighieri. This Italian epic was written between 1308 and his death in 1321. In this book he describes the Nine Circles (Planes) of Hell. Dante describes a downward spiral of nine concentric circles leading to Satan, and it truly can appear that way depending on the path taken. In reality, time and space are warped in the nether worlds. The circles are actually planes of unlimited area. The *ORS Codex*<sup>TM</sup> power level for all Extraplanar spells is halved while in the nine planes of Hell.

Portals to the Nine Planes of hell may be opened using various magic spells contained in the *ORS Codex*<sup>TM</sup> and magical devices, *e.g.*, *Amulet of the Planes*. In addition, portals occasionally appear on the planet in the form of an existing subterranean cave. These gates are easily identified as above them are inscribed the following "Abandon All Hope, You That Enter Here". After entering and traveling a short distance through a naturally appearing tunnel it opens up into a huge cavern, the Vestibule. The ground shakes and the sky is lit by sporadic dry lightning. Here unintelligible sighs, cries, and moans fill the starless air. As the eyes become adjusted to the darkness a multitude of the damned can be seen, naked being herded by swarms of hornets and wasps. Their faces are bloody and swollen from the stings and most are crying. They congregate on the banks of the river Acheron (river of woe) where Charon ferries them across to the first circle of Hades, in a rust-colored skiff.

The river Acheron eventually feeds into a great Sea. Barely visible through the fog is an island-mountain, Mount Purgatory. Mount Purgatory proper consists of seven levels or terraces of suffering and spiritual growth, associated with the seven deadly sins. It is here when repentant souls, not fully corrupted, go through the process of purification/temporary punishment before being allowed to enter heaven. Those who refuse redemption are transported to the Vestibule and must seek out Charon.

### 36.5.2.2.1 First Circle (Limbo)

After climbing out of the Acheron valley you enter Limbo, *a.k.a.*, Elysian Fields and Asphodel Meadows. Limbo is the first circle of Hell or more technically on the border of Hell. Limbo is a plane of fresh rolling meadows broken by the occasional wood, illuminated by the light of reason. The air is quiet with a faint trembling. A magnificent castle is located in the middle of the plane. It is defended by seven walls and encircled by a stream. Here the faithless spend eternity in a deficient form of heaven. Here those whose rational minds could not accept the possibility of a true heaven reside. Limbo is the dwelling place of faithless virtuous souls of wisdom, including Virgil, the poets Homer, Horace, Ovid, and Lucan, and the philosophers Aristotle, Socrates and Plato.

### 36.5.2.2.2 Second Circle (Lust)

This is the beginning of Hell proper. King Minos, Aeacus, and Rhadamanthus judge the heart of each soul that enters the Underworld. Souls deemed righteous were allowed to enter the Elysium Fields, while souls deemed as being evil were sentenced to the depths of Tartarus. Rhadamanthus was supposed to judge the souls of Asians, Aeacus those of Europeans, while Minos had the casting vote, assigning it to its rightful punishment by indicating the circle to which it must descend, see Minos, Aeacus, and Rhadamanthus in the *ORS Entity Encyclopedia*<sup>TM</sup>.

The second circle of hell is a plane of constant cold violent wind, *e.g.*, hurricanes and typhoons. The feeble light illuminates the worst of Terra's storms. Those overcome by lust are punished in this circle. These souls are blown about to and fro by violent storms, without hope of rest.

### 36.5.2.2.3 Third Circle (Gluttony)

The third circle of hell is a plane of mud with continual cold rain, sleet and hail. It is a land of shadows and Cerberus guards and torments the gluttons who lie in the cold mud. Cerberus snatches the lost in his claws and proceeds to flay and quarter them. His bark is like thunder causing deafness to those near him.

### 36.5.2.2.4 Fourth Circle (Greed)

The fourth circle of hell is a flat plain of hard-baked clay, and light that never changes. The damned are divided into two groups, those who hoard and those who waste. Each entity pushes a boulder sized rough diamond either clockwise or counterclockwise when the groups meet they rail at each other and then turn and go in the other direction, again and again. The master of this realm is Plutus the devil of wealth and avarice.

### 36.5.2.2.5 Fifth Circle (Wrath)

The fifth circle of hell is a plane of swamp-like water from the river Styx. Here, the wrathful mire in the muddy marsh and the slothful stay beneath the slime, meanwhile the hoarders and spendthrifts clash brutally against one another. The air is often fogging and carries the scent of putrefying flesh. These stagnant waters surround the walls of the city of Dis. Phlegyas is condemned to act as ferryman for the souls that cross the marshy area of the river Styx.

Dis is surrounded by the Stygian marsh. The walls of Dis appear to be made of iron and towers situated every few miles have beacon flames. The towers glow red, fed by an eternal fire that burns within. A second set of gates separate Upper Hell from the more severe Lower Hell at the terrifying City of Dis. Fallen angels guard the walls of Dis.

### 36.5.2.2.6 Sixth Circle (Heresy)

The sixth circle of hell is a vast plain of pain and vile torment. The ground is uneven and scattered randomly about are tombs of the heretics. Flames are scattered amongst the tombs, which are red hot, and their lids are all lifted. Cries, screams and moans fill the air, and the heat aggravates the lungs. Persephone, daughter of Zeus and Demeter, is said to rule this circle.

### 36.5.2.2.7 Seventh Circle (Violence)

The seventh circle of hell imprisons the violent and is composed of three graduated rings. Each ring symbolizes a manner of violence. The foul wind has a stench of the deep abyss, and one must pause to become accustomed to it. The terrain is more varied having valleys, hills, and cliffs visited by the occasional tremor or earthquake. The descent to the first ring is down a steep craggy bank where the rocks slide under foot. The dead do not have this problem as their passage does not disturb objects on this plane. The original Minotaur, progenitor of all Minotaurs, guards the outer ring.

The outer ring houses murderers and all those who lash out maliciously, including rapists, thieves and assassins. Within the ring is Phlegethon, a river of lava (Hell's boiling blood), where the doomed are tortured according to their sin. Centaur spirits, commanded by Chiron and Pholus patrol the ring. Any sinners attempting to escape the river of blood are shot by the centaurs. The Centaurs know the location of all the fords across the river.

The middle ring houses suicides and those who do violence to themselves. Woods whose foliage is a dusky brown populate the ring and the branches are knotted with poisonous thorns. The woods sigh and if a branch is broken their nature is revealed, through their words. The woods are the spirits of the condemned. Harpy spirits feed upon the leaves causing the doomed great pain. Ferocious black hounds, eager and quick as greyhounds patrol this ring.

The inner ring imprisons those who do violence to a Deity, blaspheming them in heart and scorning Nature or her gifts. The inner ring is a desert of flaming sand with fiery ash raining from the sky. The condemned lie, sit or walk around depending on the severity of their sin. The tortured never rest as the burning sands or burning ash keep them forever in motion. There are little sulfur-red streams that exit the wood and run over the sand and quench all fire. The streambed and banks are petrified. Eventually the little streams join and form the river Cocytus, which eventually falls off a cliff into the Eighth Circle. A fierce demon, Geryon, resides in the cliffs separating the seventh and eighth circle of hell.

### 36.5.2.2.8 Eighth Circle (Fraud)

The eighth circle of hell, *a.k.a.*, Malebolge (Evil Pockets) imprisons the fraudulent with a huge well in the middle. Malebolge is the shade of rust and is all of stone. There are ten moats surrounding the well with bridges interconnecting them, somewhat like spokes on a wheel. The first moat has panderers and seducers walk in separate lines and opposite directions whipped by horned demons. The second ditch has flatterers who are befouled with human excrement. The third chasm is filled with simonists entities placed head-first in holes with only their calves and feet exposed to burning flames. The fourth moat contains sorcerers and false prophets who have their heads twisted around on their bodies backward, so they can only see what is behind them. The fifth ditch is full of corrupt politicians and bureaucrats who are immersed in a boiling pitch, guarded by black winged devils armed with hooks and military forks. The subordinate salute by sticking their tongue out and their leader acknowledges by farting. The sixth chasm contains hypocrites tiredly and endlessly waking wearing gold-gilded lead hooded-cloaks. The seventh moat contains thieves pursued and bitten by snakes. The snake bites make them undergo various transformations, with some resurrected after being turned to ashes, some mutating into new creatures, and still others exchanging natures with the snakes, becoming snakes themselves that chase the other thieves in turn. Cacus a fire breathing demon who enjoys punishing the thieves. The eighth ditch contains fraudulent advisers who are entwined in individual flames. These are not people who gave false advice, but people who used their position to advise others to engage in fraud. The ninth chasm encloses the sowers of discord. A demon wielding a great sword delivers terrible wounds that slowly heal as the sinners walk their rounds. The torment repeats again and again. The tenth and final moat of the Eighth Circle cloisters the falsifiers (alchemists, counterfeiters, perjurers, and impersonators). These sinners are afflicted with different types of horrible diseases, stench, thirst, filth, darkness, and screaming. Some lie prostrate while others run hungrily through the pit, tearing others to pieces. The stench is indescribable. The entrance to the Ninth Circle is from the central well.

### 36.5.2.2.9 Ninth Circle (Treachery)

A dim light lights the ninth and final circle of hell. Classical and biblical giants standing on a ledge ring the ninth circle. The giants are doomed souls who are chained for eternity around the frozen sea of Cocytus. Other sinners are condemned to be frozen in the lake, each encased in the ice at a different height, ranging from only the waist down to complete immersion. The circle is divided into four concentric zones. Zone 1 (Caina) is named for Cain, is home to traitors to their kindred. Zone 2 (Antenora) is named for Antenor of Troy, who betrayed his city to the Greeks. Traitors to political entities, such as party, city, or country, are placed here. Zone 3 (Ptolomæa) is named for Ptolemy, the captain of Jericho, who invited Simon Maccabaeus and his sons to a banquet and there killed them. Traitors to their guests are punished here. Zone 4 (Judecca) is for traitors to their lords and benefactors.

At the center is Satan, who has three faces, one red, one black, and one a pale yellow, each having a mouth that chews on a prominent traitor. Lucifer is in the form of a terrifying beast, weeping tears from his six eyes, which mix with the traitors' blood sickeningly. He is waist deep in ice, and he beats his six bat-like wings as if trying to escape. The flapping creates three winds by which keeps all of Lake Cocytus frozen

### 36.5.2.3 Upper Planes

Each mythology has its own view of Heaven, *e.g.*, Tlalocan, Valhalla/Folkvangr, Fields of Aaru, Vaikuntha, Tir Na Nog, The Otherworld, Elysium, Cockaigne, etc.. The Upper Planes for each mythology are in effect a parallel universe, *i.e.*, all versions of Heaven share the same space but resonate at different frequencies. Travel to them usually requires a guide or a recently deceased person of the correct mythology. The GM is free to create each mythology's version of Heaven as he sees fit and populate them accordingly. An excellent example for the Abrahamic religions, and the one outlined here is *Seven Heavens*.

According to Jewish mysticism, Heaven is divided into seven realms. In order from lowest to highest, the seven Heavens are listed alongside the angels who govern them and any further information. According to Muslim tradition, the Prophet Muhammad also ascended into the seven heavens during his lifetime in Jerusalem. This is the reason why Jerusalem is one of the three important holy sites for Muslims (in addition to Mecca and Medina), and why The Dome of the

Rock, a commemorative octagon building divided into seven separate panels, was built to honor the event. The pre-Copernican concept of the universe was geocentric, *i.e.*, they thought that the Earth was located at the center of the universe. They believed that the Sun and the Moon along with Saturn, Jupiter, Mars, Venus and Mercury that made the seven known objects of the heaven were deities and each had their own sphere. The spheres of heaven in order from closest to farthest were: Moon, Mercury, Venus, Sun, Mars, Jupiter, and Saturn. The *ORS Codex™* power level for all Extraplanar spells is halved while in the seven spheres of Heaven.

The Seven spheres of Heaven are based on Jewish, Christian, Islamic mysticism and the third cantica (*Paradiso*) of The Divine Comedy written by Dante Alighieri. Each soul that has reached Paradise stops at the level applicable to it, *i.e.*, based on religion, and morality. Souls are allotted to the point of heaven that fits with their human ability to love their Deity.

#### 36.5.2.3.1 Shamayim

The first Heaven Shamayim, *a.k.a.*, Moon, governed by Archangel Gabriel, is the closest of heavenly realms to the Terra; it is also considered the abode of Adam and Eve. This heaven has clouds, wind and upper waters. Every tree bares twelve harvests each year, and they have various and diverse fruits. It is the home to two hundred astronomer angels who keep watch over the stars. Furthermore, legions of guardian angels of snow, ice and dew live in this vicinity.

#### 36.5.2.3.2 Raquia

Zachariel and Raphael dually control the second Heaven Raquia, *a.k.a.*, Mercury. It was in this Heaven that Moses, during his visit to Paradise, encountered the angel Nuriel who stood "300 parasangs high, with a retinue of 50 myriads of angels all fashioned out of water and fire."

#### 36.5.2.3.3 Shehaqim

The third Heaven, Shehaqim, *a.k.a.*, Venus, under the leadership of Anahel, serves as the home of the Garden of Eden, the Tree of Life, and is the realm where manna, the holy food of angels, is produced. Two rivers, the river of milk and honey and the river of wine and oil flow here.

#### 36.5.2.3.4 Machonon

The fourth Heaven Machonon, *a.k.a.*, Sun, is ruled by Archangel Michael, and it contains the heavenly Jerusalem, the Temple, and the Altar.

#### 36.5.2.3.5 Machon

The fifth Heaven Machon, *a.k.a.*, Mars is the home of God, Aaron, and the Avenging Angels. The beautiful southern region is where God can be found while the northern boundaries are said to be ruled by Metatron's twin brother Archangel Sandalphon or Samael (Camael, Chamuel). This region was like a great void of fire and smoke, which had no firm ground above or below.

#### 36.5.2.3.6 Zebul

The sixth Heaven Zebul, *a.k.a.*, Jupiter, falls under the jurisdiction of Archangel Zachiel and his subordinate princes Zebul (during the day) and Sabath (during the night). This stormy, snow ridden dwelling is home to the seven phoenixes and the seven Cherubim who sing the praises of God. A multitude of other angelic beings also reside here.

#### 36.5.2.3.7 Araboth

The seventh Heaven, *a.k.a.*, Firdaws, Saturn, under the leadership of Cassiel, is the holiest of the seven Heavens provided the fact that it houses the Throne of Glory attended by the Seven Archangels and serves as the realm in which God dwells. Underneath the throne lies the abode of all unborn human souls. It is also home to the highest orders of angels - the Seraphim, Cherubim, and Thrones.

## 36.6 Technology Level

Technology may be defined as the process by which the cultured races fashion tools and machines to change, manipulate and control their environment. It is the sum of the ways in which a social group provide themselves with the material objects of their civilization. The following table is a rough timeline of the various technology levels that have occurred on *Terra 1592*.

Age	Name	Approximate Dates
TL0	Prehistoric Age	<70,000 BC
TL1	Paleolithic era (Early Stone Age)	c. 70,000 - 20,000 BC
TL2	Mesolithic era (Middle Stone Age)	c. 20,000 - 7000 BC
TL3	Neolithic era (New Stone Age)	c. 7000 - 3000 BC
TL4	Bronze Age	c. 3000 - 1200 BC
TL5	Iron Age	c. 1200 - 500 BC
TL6	Classical Age	500 BC – 500 AD
TL7	Early Middle Ages	500 –1000 AD
TL8	Later Middle Ages	1000 – 1400 AD
TL9	Renaissance	1400 – 1600 AD

It is important to realize that at anytime a civilization can revert to a previous age. This phenomenon is called a Dark Age.

## 37 Herbology

Since the dawn of recorded history, plants have been the primary source of medicine for people of every culture throughout the world. Medicinal plants have been mentioned in the Bible, and in historical literature. In a low or a magically restrained world, herbs will be one of the primary means by which adventures can treat their injuries and diseases. In fact the local apothecary is probably a trained Herbalist. There are several types of herbal medicine systems, *e.g.*, Western, Native American, Ayurvedic, and Chinese. Western Herbalism is based on Greek and Roman sources and Ayurvedic is from India. In the *Terra 1592* campaign we have only outlined the Western and Chinese systems. With minor modifications the Western system has been used for all of England and Europe. The Chinese system adequately represent all of East and Southeast Asia, *i.e.*, China, Japan, Korean, Mongolia, Cambodia, Laos, Thailand, etc.

Despite differences in terminology and in the herbs used, there is a common thread that joins these systems: all of these systems treat the body as a 'whole' and they each utilize the energy of plants to 'work as needed' in synergy with the natural energy in each individual. A skilled herbalist must be able to identify the medicinal herbs in their natural state and properly harvest them. The herbs must then be prepared in the correct manner and finally used according to the directions of a trained doctor. Prepared herbal compounds can be found in various forms:

### Herbal teas

There are two methods of making herbal teas, infusion and decoction. Infusion is steeping lighter parts of the plant (leaves, flowers, light stems) in boiled water for several minutes. Decoction is boiling tougher parts, such as roots or bark for a longer period of time.

**Herbal Tinctures** - Steeping a medicinal plant in alcohol extracts the alcohol-soluble principles into a liquid form that can be stored for long periods. Herbalists may mix several herbal tinctures to form an individualized prescription for each patient.

### Herbal Poultices and Ointments

Poultices are a solid, vegetable fat based mixture used externally. They have the shortest life span of any herbal remedy and must be made fresh for every use.

### Powdered Herbs

Herbs that are dried and (sometimes) certain parts are separated out then diced to powder fine consistency. Powdered matter can then be mixed with wine or beer, or in some cases compressed into a pill or tablet form.

### Dangers

Even though natural products are used, improper preparation or use can be dangerous. Many plants have chemical defense mechanisms against predators that can have adverse or lethal effects on humans. Examples are plant-based poisons can be found in the *ORS Entity Encyclopedia™*. Information on doses, reaction times and delivery mode can found later in this tome. Herbs can also have undesirable side effects. These problems are exacerbated by lack of control over dosage and purity. Furthermore, if given in conjunction with drugs, there is danger of 'summation', where the herb and the drug have similar actions and add together to make an 'overdose'.

### Effectiveness

It is known that certain plant products can cure or prevent certain diseases. Most herbal traditions have accumulated knowledge without modern scientific controls to distinguish between the placebo effect, the body's natural ability to heal itself, and the actual benefits of the herbs themselves.

## 37.1 Chinese Herbology

The following Chinese herbal remedies have been organized according to the traditional categories of pathology and therapeutics specific to Chinese herbal medicine. The exact quantities of the various herbs are professional and family secrets. An excellent source on traditional Chinese herbal formulas is (Fratkin, 1986)

### 37.1.1 Exogenous Wind-Invasion

Wind invasions include: colds, flues, sinusitis and acute headaches. The wind should be diagnosed as either hot or cold and treated appropriately. Other herbal remedies should be discontinued when treating for wind invasion.

#### 37.1.1.1 *Bi Ton Pian*

This powdered remedy will dispel wind-heat, resolve phlegm, cool liver heat and stop pain. It can be used for allergies, sinusitis, hayfever, and nasal congestion. It contains: Centipede, Lonicera Flower, Paeonia Root, Chrysanthemum Flower, Pogostemon Leaf, Menthol Crystal, Schizonetpeta Herb, and Pig Bile.

#### 37.1.1.2 *Gan Mao Ling Pian*

This powdered remedy will dispel wind, sedate heat, and is excellent for cold and flu. It contains: Ilex Root, Evodia Fruit, Isatis Root, Chrysanthemum Flower, Vitex Fruit, Lonicera Flower and Menthol Crystal.

#### 37.1.1.3 *Ling Qiao Jie Du Pian*

This powdered remedy will dispel wind, remove heat, pacify a cough and stop pain. It contains: Forsythia Fruit, Lonicera Flower, Mentha Herb, Platycodon Root, Arctium Fruit, Licorice Root, Schizonetpeta Herb, Lophatherum Leaf, Soja Seed and Antelope Horn.

#### 37.1.1.4 *Sang Chu Gan Mao*

This powdered remedy should be mixed with hot tea and it will dispel wind-heat invasion, fever, sore throat, coughing, runny nose, congestion, headache and aching joints. Can also be used for measles and influenza. It contains: Morus Leaf, Armeniaca Seed, Platycodon Root, Phragmites Rhizome, Forsythia Fruit, Chrysanthemum Flower, Licorice Root, Mentha Herb Oil.

## ORS

### 37.1.2 Cough, Phlegm & Labored Breathing

These herbal remedies are targeted towards the nose and lungs. Breathing difficulties are due to deficiency of lung *qi* with retention of phlegm.

#### 37.1.2.1 *Chuan Ke Ling*

This powdered remedy tones lung *qi*, reduces phlegm, soothes cough, and helps labored breathing. It has been found to help with asthma, bronchitis, and emphysema. It contains Platycodon Root, Licorice Root, Armeniaca Seed and Pig Bile.

#### 37.1.2.2 *Fu Fang Qi Guan Yan Wan*

This powdered remedy will resolve cough, reduce phlegm and aids in breathing. It is also useful for chronic bronchitis and asthma. It contains Polygonum Hu Zhang, Mahonia Root and Eriobotrya Leaf.

#### 37.1.2.3 *Qing Fei Yi Huo Pian*

This powdered remedy will remove heat from lungs and liver, clear phlegm-heat and toxic heat, soothe a raspy cough, sore throat, fever, concentrated urine and constipation. It has also been found to relieve mouth sores, bleeding gums and toothache. It contains Scutellaria Root, Rhubarb Rhizome, Gardenia Fruit, Trichosanthes Root, Platycodon Root, Sophora Root, Anemarrhena Rhizome, Peucedanum Root.

#### 37.1.2.4 *San She Dan Chuan Bei Pi Pa Gao*

This sweetened syrup helps resolve phlegm, clear heat, and stop a cough. It is helpful in treating bronchitis, emphysema, pneumonia and asthma as well as just stubborn phlegm. It contains Fritillaria Bulb, Snakegall Trio, Eriobotrya Leaf, Asparagus Root, Ophiopogon Root, Lotus Seed, Rehmannia Root, Jujube Fruit and Scrophylaria Root.

### 37.1.3 Internal, Toxic & Damp Heat

These remedies all contain fire-purging herbs. These remedies should only be consumed while fire and heat symptoms are observable as they can cause spleen and stomach damage due to an imbalance of stomach *yin*.

#### 37.1.3.1 *An Gong Niu Huang Wan*

This powdered remedy clears toxic heat, cools liver fire, calms internal wind and opens the senses. It has been used to reduce fever when accompanied by anxiety, vertigo, constipation, muscle spasms, delirium, convulsions and even measles. It contains Ox Gallstone, Rhinoceros Horn, Coptis Rhizome, Curcuma Root, Margarita Pearl, Musk Gland in a honey binder.

#### 37.1.3.2 *Ji Gu Cao Wan*

This powdered remedy clears heat and damp-heat of the liver, and nourishes and stimulates the liver blood. It is designed to treat hepatitis and jaundice. It contains Abrus Leaf, Snake-Gall Trio, Salvia Root, Ox Gallstone, Angelica Dang Gui, Lycium Fruit and Margarita Pearl.

#### 37.1.3.3 *Li Dan Pian*

This powdered remedy removed heat and damp-heat from the liver and gallbladder. It nourishes the liver, gallbladder and dissolves gallstones. It contains Scutellaria Root, Saussurea Root, Lysimachia Leaf, Lonicera Flower, Capillaris Leaf, Bupleurum Root, Isatis Leaf and Rhubarb Rhizome.

#### 37.1.3.4 *Long Dan Xie Gan Wan*

The powdered remedy purges heat from the liver and gallbladder, and damp-heat from the three burners. The heat imbalance can cause headache, red and burning eyes, ringing in the ears, sore throat, blister on the mouth, constipation,

urinary tract infections, oral herpes, genital herpes, hyperthyroid, itchiness in the groin and abnormal vaginal discharge. It contains Gentiana Root, Bupleurum Root, Gardenia Fruit, Plantago Seed, Alisma Rhizome, Angelica Dang Gui, Scutellaria Root, Clematis Root, Rehmannia Root and Licorice Root.

#### 37.1.3.5 *Niu Huang Qing Xin Wan*

This herbal tea will clear liver and blood heat, open heart orifices, dissipate heart phlegm and restore consciousness. It has been used to treat loss of consciousness due to fever, high fever, encephalitis and brain fevers. It contains Ginseng Root, Paeonia Root, Cinnamon Twig, Poria Fungus, Angelica Dang Gui, Goat Horn, Ox Gallstone, Rhinoceros Horn, Borneol Crystal, Musk Gland and other herbs.

#### 37.1.3.6 *Yao Zhi Gui Ling Gao*

This liquid remedy clears toxic heat, nurtures *yin* and blood and promotes tissue healing. It has been used on skin lesions, abscesses, carbuncles, furuncles and dermatoses. Internally it works on lesion of the urinary and digestion tract. It contains Golden Coin Tortoise, Smilax Rhizome, Rehmannia Root, Licorice Root, Lonicera Flower, Desmodium Leaf and Tribulus Fruit.

### 37.1.4 Wind Damp

Damp wind can cause rheumatism, joint pain, as well as various muscular-skeletal problems.

#### 37.1.4.1 *Da Huo Luo Dan*

This bitter herbal tea fortifies blood and circulation, disperses phlegm, wind, and cold in the joints and *luo* channels, tonifies kidney *yin* and *yang* and invigorates *qi*. It has also been successful in treating joint and muscle pain, and assist people who have trouble walking or sitting. It contains Ginseng Root, Siler Root, Tiger Bone, Notopterygium Rhizome, cinnamon Bark Tortoise Plastron, Polygonum Shou Wu, Rehmannia Root, Lindera Root Aquilaria Wood, Clematis Root, Coptis Rhizome, Gastrodia Rhizome, Saussurea Root, Angelica Dang Gui, Asarum Plant, Caryophyllum Flower, Frankincense Resin, Citrus Qing Pi, Rhinoceros Horn, Ox Gallstone, and Musk Gland.

#### 37.1.4.2 *Du Zhong Feng Shi Wan*

This powdered remedy strengthens bones and tendons, fortifies the kidney and livers and invigorates *qi* and blood. It has been used to stop pain, treat rheumatism, joint pain, sciatica, inflammations and gout. It contains Angelica Dang Gui, Eucommia Bark, Cinnamon Bark, Angelica Du Huo, Codonopsis Root, Loranthus Twig, Achyrantes Root, Gentiana Qin Jiao, Siler Root, Poria Fungus, Asarum Plant and Ligusticum Rhizome.

#### 37.1.4.3 *Gou Pi Gao*

This herbal poultice relaxes muscles and tendons, and increases blood and *qi* flow. It has also been found to alleviate rheumatism, muscular spasm, and speed healing of bruises and contusions. It contains Eucommia Bark, Ligusticum Rhizome, Saussurea Root, Mantis Egg-case, Frankincense Resin, Dragon Blood Resin, Myrrh Resin, Camphor Crystal, Musk Gland, and other secret family herbs.

#### 37.1.4.4 *Jian Bu Hu Qian Wan*

This powdered remedy will dispel wind-damp, strengthen kidney *qi* and jing, fortifies blood and speed healing of tendons and bones. It has also been found to alleviate arthritis, and back pain. It contains Chaenomeles Fruit, Achyrantes Root, Tiger Bone, Gentiana Qin Jiao, Angelica Dan Gui, Ginseng Root in a honey binder.

#### 37.1.4.5 *Jing Zhi Gou Pi Gao*

This herbal poultice will speed healing of muscular and skeletal wounds and pain. It contains Zinc Oxide, Frankincense Resin, Myrrh Resin, Musk Gland, Borneol Crystal and other secret family herbs.

## ORS

### 37.1.4.6 *San She Jie Yang Wan*

This powdered remedy will dispel wind-damp, dispel toxins, improve blood and *qi* circulation. It is used for all kinds of skin disorders including itching, psoriasis, dermatitis, eczema, acne, leucorrhea and fungal infections. It contains Hubei Agkistrodon Viper, Agkistrodon Pit Viper, Black-Striped Snake, Astragalus Root, Atractylodes Rhizome, Cnidium Fruit, Ginseng Root, Ligusticum Rhizome, Paeonia Root and Ox Gallstone.

### 37.1.5 **Blood Stagnation, Bleeding & Pain**

The stagnation of blood is usually the result of trauma that stagnates the *qi* and often congests the liver *qi*. The cause of the trauma can be primary or secondary. The primary causes are the obvious combat wounds and contusions, whereas the secondary causes are improper healing or treatment of the primary wounds, *e.g.*, pain, abscesses, ulcers, tumors and swollen masses.

#### 37.1.5.1 *Guan Xin Su He Wan*

This powdered remedy invigorates blood and improves circulation. It has also been used to treat arteriosclerosis, angina, general heart disease, and even mild heart attacks. It contains Santalum Wood, Aristolochia Root, Borneol Crystal, Myrrh Resin, Styrax Resin, Mantis Egg-case, Tortoise Plastron, and Dragon Blood Resin.

#### 37.1.5.2 *Jin Gu Die Shan Wan*

This powdered herbal remedy can stop internal bleeding, bruising and swelling. It will invigorate the blood and fluids, reduce pain, strengthen tendons and promote healing. It has been successful in treating sprains, strains and fractures. It contains Pseudoginseng Root, Dragon Blood Resin, Angelica Dang Gui, Frankincense Resin, Myrrh Resin, Carthamus Flower and other secret family herbs.

#### 37.1.5.3 *Jing Wan Hong*

This herbal poultice promotes circulation of blood, *qi* and tissue growth. It is used to heal hemorrhoids, bedsores, acnes, sunburn, heat rashes and frostbite. Its ingredients are a family secret.

#### 37.1.5.4 *Ren Sen Zai Zao Wan*

This powdered remedy will dispel both internal wind and wind damp. It breaks up blood stagnation, fortifies blood and *qi* and reduces phlegm. It has successfully been used to treat stroke and associated paralysis. It contains, Anteatr Scales, Agkistrodon Viper, Scorpion, Ginseng Root, Succinum Resin, Tiger Bone, Gastrodia Rhizome, Rhinoceros Horn and Ox Gallstone.

#### 37.1.5.5 *Wei Yao*

This powdered herbal remedy reduces heat, inflammation and swelling. It can stop bleeding, pain and strengthen and open the center (spleen and stomach). It has even been found to reduce flatulence. It contains Corydalis Rhizome, Mother-of-Peral Shell, Chicken-Egg Lining, Alum Mineral-salt, Cuttlefish Bone and Astolochia Fruit.

#### 37.1.5.6 *Xiong Dan Die Dan Wan*

This herbal ointment will promote healing of injured blood vessels, and contusions by invigorating the blood, breaking up swelling and stagnation. It contains Angelica Dang Gui, Rhubarb Rhizome, Inula Root, Curcuma Root, Amomum Fruit, Carthamus Flower, Pseudoginseng Root and Bear Gallbladder.

### 37.1.6 **Digestion & Congestion**

This section covers remedies that promote digestion and relieve digestive problems.

#### 37.1.6.1 *Bao Jian Mei Jian Fei Cha*

This herbal tea dispels damp and phlegm and invigorates *qi*. It has been used to treat high blood pressure, promote urination and aid in weight loss. It contains Tea Leaf, Crataegus Fruit, Poria Fungus, Phaseolus Seed, Pogostemon Herb, Hordeum Sprout, Citrus Peel, Fermented Leaven, Cassia Seed, Pharbitis Seed, Alisma Rhizome and Raphanus Seed.

#### 37.1.6.2 *Fu Zi Li Zhong Wan*

This powdered remedy removes cold and cold-damp in the middle burner, tonify the spleen and kidney *yang*, and nourish spleen *qi*. It has been used to treat poor digestion, abdominal fullness, diarrhea, nausea and vomiting. It contains, Codonopsis Root, Atractylodes Rhizome, Ginger Rhizome, Licorice Root and Aconite Root.

#### 37.1.6.3 *Kang Ning Wan*

This powdered remedy is usually mixed with tea where it will balance the center by dispersing wind and damp. It has been used to treat flu, food poisoning, cramping, headache, vomiting, abdominal pain, constipation, diarrhea, ulcers, general nausea, motion-sickness and morning sickness. It contains Coix Seed, Magnolia Bark, Atractylodes Rhizome, Pogostemon Herb, Pueraria Root, Angelica Root, Saussurea Root, Fermented Leaven, Trichosanthes Root, Oryza Sprout, Poria Fungus, Gastrodia Rhizome, Chrysanthemum Flower, Mentha Herb, Citrus Gan Pi and other secret family herbs.

#### 37.1.6.4 *Xiao Yao Wan*

This powdered remedy nourishes liver blood and *yin* which simultaneously invigorates liver and spleen *qi*. It has been used to treat bloating, belching, flatus, hiccups, loose stools, vertigo, headache, fatigue, blurred vision, food allergies, and hypoglycemia. It furthermore is very effective in treating menstrual and premenstrual problems, *e.g.*, cramps, irregular periods, infertility, breast pain, depression and irritability. It contains Bupleurum Root, Paeonia Root, Angelica Dang Gui, Poria Fungus, Atractylodes Rhizome, Ginger Rhizome, Licorice Root and Mentha Leaf.

### 37.1.7 **Balance Yang & Yin**

This section presents various herbal remedies that tonify *qi*. These should not be used when the patient has a cold or flu (wind invasion) as it tends to increase the severity of the cold.

#### 37.1.7.1 *Bu Zhong Yi Qi Wan*

This powdered remedy will balance the *yang* and *yin* in the lower digestive organs including the small and large colon, rectum, liver, spleen and uterus. It has been used to treat, hemorrhoids, varicose veins, hernia, uterine bleed, miscarriage, chronic diarrhea and hypoglycemia. It contains Astragalus Root, Licorice Root, Angelica Dang Gui, Cimicifuga Rhizome, Codonopsis Root, Atractylodes Rhizome, Citrus Peel, Bupleurum Root, Jujube Fruit and Ginger Rhizome.

#### 37.1.7.2 *Ji Jing Dang Gui*

This liquid herbal abstract is added to tea to nourish blood and tonify *qi*. It has been used for general sickness, childbirth, lassitude, dizziness, poor appetite, fatigue, irregular menstruation, and deficient menses. Long-term use promotes general health and resistance to disease. It contains Essence of Chicken, Angelica Dang Gui, Ginseng Root, Ligusticum Rhizome, Paeonia Root, Rehmannia Root, Atractylodes Rhizome, Poria Fungus and Licorice Root.

#### 37.1.7.3 *Lu Wei Ba Jing*

This herbal extract balances *yin* and *yang* due to aging, illness or childbirth. It is also used to treat fatigue, impotence and infertility. It contains Royal Jelly, Ginseng Root and Deer Tail Extract.

## ORS

### 37.1.7.4 *Shi Hu Ye Guang Wan*

This powdered remedy nourishes blood and *yin*, tones the kidney, liver, *qi* and dispels liver fire and wind. It is used to improve vision, improve night vision, sensitivity to light, glaucoma, eliminate blurriness, cataracts, itchy eye, and dry eyes. It contains Ginseng Root, Lycium Fruit, Chrysanthemum Flower, Ophiopogon Root, Rehmannia Root, Cassia Seed, Achyranthes Root, Dendrobium Leaf, Antelope Horn, tribulus Fruit, Siler Root, Ligusticum Rhizome, Cistanche Stem, Rhinoceros Horn, Schizandra Fruit, Aurantium Fruit, Celosia Seed and Coptis Rhizome.

### 37.1.7.5 *Xion Bao*

This powdered herbal remedy nourishes blood and *qi* and tones kidney *yin* and *yang*. It has been used to strengthen organs, muscles, sinews, fatigue, impotence, poor memory, back pain and restless sleep. It contains Dog penis and testes, Horse penis and testes, Epimedium Leaf, Lycium Fruit, Deer Horn, Amomum Fruit, Seahorse and Eucommia Bark.

### 37.1.7.6 *Yong Sheng He E Jiao*

This Tincture will nourish the blood and *yin*. It has been used to moisten the lungs stop internal bleeding, fatigue, dizziness, insomnia, emaciation, nosebleed, uterine bleeding and excessive menstrual bleeding. It contains Donkey Skin Glue, Angelica Dang Gui, Astragalus Root, Ophiopogon Root, Poria Fungus, Rehmannia Root, Rice Wine, Sugar and Sesame Oil.

### 37.1.7.7 *Yu Quan Wan*

This powdered remedy nurtures *yin* and strengthens the kidneys, lung and spleen. It has been primarily used for diabetes but has also been found useful for dispelling phlegm heat, regulating appetite and relieving thirst. It contains Rehmannia Root, Pueraria Root, Trichosanthes Root, Licorice Root and Schizandra Fruit.

### 37.1.7.8 *Zhong Guo Shou Wu Zhi*

This liquid herbal can be added to tea or water to nourish blood, liver, kidneys, eyes and tendons. It has been used for general sickness, childbirth, strengthen bones and tendons and even depletion due to sexual excess. It contains Polygonum Shou Wu, Angelica Dang Gui, Polygonatum Rhizome, Rehmannia Root, Ligusticum Rhizome, Angelica Root, Licorice Root, Caryophyllum Flower and Citrus Seed.

## 37.1.8 *Calm Shen*

These remedies are designed to calm the mind, consciousness, and improve spiritual connection. High doses can result in injury to stomach and spleen *qi*. These remedies should be used for a limited amount of time.

### 37.1.8.1 *An Shen Bu Xin Wan*

This powdered remedy nourishes the blood and calms shen. It has been used to improve circulation, strengthen the heart and kidneys, eliminate insomnia, restlessness, excessive dreaming and heart palpitations. It is known for its soothing and tranquilizing effect. It contains Mother-of-Pearl Shell, Polygonum Shou Wu Stems, Ligustrum Fruit, Eclipta Leaf, Salvia Root, Albizia Bark, Cuscuta Seed, Schizandra Fruit and Acorus Rhizome.

### 37.1.8.2 *Bu Nao Wan*

This powdered remedy nourishes blood, heart *yin*, *qi*, calms shen and clears heart phlegm. It has been used to remove atherosclerosis, and aid in concentration, memory, restlessness, mental agitation, fatigue, insomnia, manic episodes and even seizures. It contains Schizandra Fruit, Zizyphus Seed, Angelica Dang Gui, Cistanche Stem, Lycium Fruit, Juglans Seed, Biota Seed, Acorus Rhizome, Arisaema Rhizome, Succinum Resin, Gastrodia Rhizome, Dragon Tooth and Polygala Root.

### 37.1.8.3 *Shen Jing Shuai Ruo Wan*

This powdered remedy nourished heart *qi*, blood, *yin*, liver *yin* and calms shen. It has been used to treat insomnia, restless sleep, nightmares, vivid dreaming, night sweating, vertigo, ringing in the ears, heart palpitations and fatigue. It contains Ginseng Root, Zizyphus Seed, Human Placenta, Coptis Rhizome, Polygonum Shou Wu, Donkey Skin Glue, Ophiopogon Root, Clam Shell, Schizandra Fruit, Angelica Dang Gui, Poria Fungus and other family secret ingredients.

### 37.1.8.4 *Zhu Sha An Shen Wan*

This powdered remedy nourishes blood, balances heart *yang* and calm shen. It has been used for anxiety, insomnia, palpitation, constriction in the chest, insomnia, poor memory, fatigue and nightmares. It contains Angelica Dang Gui, Rehmannia Root, Cinnabar, Coptis Rhizome and Licorice Root.

## 37.1.9 *Liver Wind*

This internal Wind arises from extreme *yin/yang* and *qi*/blood imbalance when excessive depletion of Liver and kidney *Yin* humor deprives the Liver's *Yang Qi* of its nourishment and balance. These remedies should not be used if the patient is unconscious, sweating severely, vomiting or hemorrhaging.

### 37.1.9.1 *Niu Huang Jiang Ya Wan*

This powered remedy is often mixed with honey to mask the bitterness. It reduces liver head and wind, dissipates heart phlegm, open the heart and vessels. It is often used for hypertension, headache, dizziness, insomnia, restlessness, and hardening of the arteries. It contains, Peonia Root, Astragalus Root, Ox Gallstone, Borneol Crystal, Rhinoceros Horn, Antelope Horn, Pearl and other secret ingredients.

### 37.1.9.2 *Tian Ma Qu Feng Bu Pian*

This powdered remedy dispels liver wind, and balances liver *yang*, blood and reinforces the kidneys. It has been used to relieve hypertension, headache, dizziness, facial paralysis, stiff or paralyzed limbs and remove wind-damp from joints and muscles. It contains Gastrodia Rhizome, Angelica Dang Gui, Rehmannia Root, Cinnamon Bark, Achyranthes Root, Eucommia Bark, Notopterygium Rhizome, and Typhonus Rhizome.

### 37.1.9.3 *Tian Ma Shou Wu Wan*

This powdered remedy balances liver blood, *yang* and internal wind. It is used for vertigo, dizziness, headache, fatigue, appetite and memory. With frequent use it even helps thinning and graying hair. It contains Gastrodia Rhizome, Polygonum Shou Wu, Epimedium Leaf and Ginseng Root.

## 37.2 *Western Herbology*

The herbal remedies of western herbology are organized by the four humours: Melancholy, Phlegm, Blood and Choler. Herbal remedies are administered by those who have typically learned their skills via the oral tradition. Some herbalists are licensed to practice their skill, many are not. A herbalist, *a.k.a.*, apothecary can only give out medications that have been prescribed by a physician or surgeon. Additional details can be found in the section on *Healing and Hospitals*. Two period sources are [Gerard, 1636], and [Culpepper, 1653]. The two sources list hundreds of teas, tinctures, poultices, ointments and powders by their primary ingredient, but the various remedies frequently have additional active ingredients as well.

### 37.2.1 *Melancholy*

Melancholy has the element of earth as its counterpart with the common qualities of being cold and dry. The melancholic are sad, suspicious, and ingenious in their stratagems.

## ORS

### 37.2.1.1 *Ameranthus*

Amaranthus, *a.k.a.*, flower gentle, flower velure, floramor, velvet flower is prepared as a powder and applied topically or mixed with drink. Ameranthus stops bleeding and is a great anti-venereal.

### 37.2.1.2 *Bistort*

Bistort, *a.k.a.*, Snakeweed, English Sepentary, Dragon Wort, Osterick and the passions can be prepared as a powder, tincture and as a tea. Properly prepared teas can be used as an antidote against various poisons. In powdered form, usually mixed with a drink, can expel the plague, smallpox, measles, diabetes, purples and other infectious diseases. Tinctures can stay internal bleeding, spitting of blood, fluxes, vomiting, bruises, dissolving congealed blood and jaundice. The tincture will also prevent abortion or miscarriage.

### 37.2.1.3 *Campion*

Campion can be prepared as tincture and as an ointment. As a tincture it has been used to treat all forms of bleeding, kidney stones, congestive heart failure, stomach ulcers, urine disorders, poisonous bites and stings. As an ointment it has been used for exterior ulcers and skin disorders.

### 37.2.1.4 *Darnel*

Darnel, *a.k.a.*, Jum, Wray, and Crop can be prepared as a tincture and poultice. As a tincture it cures sciatica, diabetes, and helps menstrual difficulties. As a poultice Darnel draws the splinters and broken bones from the flesh.

### 37.2.1.5 *Hawk-weed*

Hawk-weed can be prepared as a tincture or a poultice. As a tincture it has been used to improve digestion, reduce inflammation, prevents flatulence & belching, a poison antidote, prevents epilepsy, skin disorders, fortifies the spleen, soothes a cough, and even helps one to sleep. Applied as a poultice it eases sprains and strains and strengthens joints.

### 37.2.1.6 *Hellebore*

Black Hellebore, *a.k.a.*, setter-wort, setter-grass, bear's foot, Christmas herb, and Christmas flower can be prepared as a tea and a poultice. As a tea it is used to treat fever rising from infections, epilepsy, madness, leprosy, yellow and black jaundice, gout, sciatica, and convulsions. As a poultice it has been used to treat ulcers, gangrene, and skin disorders.

### 37.2.1.7 *Hemlock*

As an herbal cure hemlock is prepared as an external poultice. As a poultice it has been used to treat tumors, inflammations, food poisoning, skin disorders and even cataracts.

### 37.2.1.8 *Nightshade*

Nightshade, *a.k.a.*, Belladonna is prepared as an ointment or poultice. It lessens irritability and pain, neuralgia, gout, rheumatism, general joint pain and sciatica.

### 37.2.1.9 *Orpine*

Orpine can be prepared as an ointment. The ointment has been used to treat inflammations of all sort, topical allergies, arthritis, burns, skin disorders, sunburn and even relieves sore throat when applied externally.

### 37.2.1.10 *Sloe-bush*

Sloe-bush, *a.k.a.*, black thorn can be prepared as a tea. As a tea it has been used to treat stomach disorders, profuse menstruation, nausea, headache, sores in the mouth, pains in the bowels and abnormal discharges from the eyes.

### 37.2.1.11 *Stone-Crop*

Stone-crop, *a.k.a.*, Prick-Madam, or small house-leek can be prepared as a tea. It has been used to treat eye disorders, internal and external bleeding, cancer, sores and ulcers, and helps prevent diseases.

### 37.2.1.12 *Willow*

The willow tree can be prepared as a tea, tincture and ointment. The tea relieves pain, fever and headache. The tincture improves circulation, prevent stroke, consumption, chest congestion and stops vomiting. The ointment clear skin blemishes and cures skin disorders and dandruff.

### 37.2.1.13 *Woad*

Woad can be prepared as a poultice. An ointment prepared using woad helps stop bleeding, ulcers, inflammations and fortifies the spleen.

## 37.2.2 *Phlegm*

Phlegm has the element of water as its counterpart with the common qualities of being cold and moist. When there is an excess of the phlegm men will tend to be slothful and given to indulging in luxuries.

### 37.2.2.1 *All-Heal*

All-heal, *a.k.a.*, Hercules' all-head, Hercules wound wort, panay, ophane-wort can be prepared as a powder and a tea. It heals gout, cramps, convulsions, pain, provokes urine, helps joint problems, and serves as a good anti-venom. It helps all cold symptoms of the head, *e.g.*, vertigo, headache, falling sickness, and lethargy. Finally, it helps to support the liver, spleen and stones in the kidneys and bladder.

### 37.2.2.2 *Arrach*

Arrach, *a.k.a.*, orach, arage, vulvaria, stinking mother wort can be prepared as a tea. As a tea it is used for swellings in the throat, easing childbirth, menstrual disorders, yellow jaundice, fertility and treating abnormalities of the virginal an uteris.

### 37.2.2.3 *Caltrops*

Caltrops, *a.k.a.*, water caltrops tribulus aquaticus, tribulus lacusoris, tribulus marinus, saligos, water nuts and water chestnuts can be prepared as a poultice. As a poultice it is used to treat inflammations, swellings, king's evil (Scrofula), cankers, sore mouths and throats.

### 37.2.2.4 *Chickweed*

Chickweed can be prepared as a ointment. As an ointment it is used to treat liver problems, inflammation, swellings, skin disorders, cramps, convulsions, seizures, spasms, sores due to sexual diseases and palsy.

### 37.2.2.5 *Duck Weed*

Duck Weed, *a.k.a.*, Duck's Meat can be prepared as a poultice, or a tea. The poultice helps with skin disorders, inflammations and gout. The tea is good in reducing fevers, headaches and minor pain.

### 37.2.2.6 *Flea wort*

Flea wort can be prepared as a tea, an ointment or the seed can be eaten raw. The raw seed help with constipation and diarrhea. The tea has been used to treat fevers, chest congestion, pain, and inflammation. The ointment has been used to treat various skin diseases, joint problems, sciatica, gout and even ringing in the ears.

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### 37.2.2.7 *Heart's Ease*

Heart Ease, *a.k.a.*, pansies can be prepared as a syrup or tincture. It is an excellent cure for the French pox and other sexually transmitted diseases. The tincture is good for convulsions, heart diseases, epilepsy and difficulty breathing.

### 37.2.2.8 *Purslaine*

Purslaine can be utilized raw or prepared as a tea, poultice and a tincture. The raw herb helps with digestion. As a tea it help with dry cough, vomiting, gonorrhea, menstrual disorders, sleep disorders and anxiety. The tincture improves fertility and breathing. As a poultice is help heal burns.

### 37.2.2.9 *Rattle Grass*

Rattle grass, *a.k.a.*, cock's comb can be prepared as a poultice or a tincture. As a poultice it can heal fistulas, ulcers and various skin disorders. As a tincture it can be used to treat coughs, dimness of sight and pain in the eyes.

### 37.2.2.10 *Water Lily*

Water Lily can be prepared as a syrup and ointment. The ointment is good for sunburns, frostbite and other skin disorders. The syrup can ease anxiety and aid digestion.

## 37.2.3 *Blood*

Blood has the element of air as its counterpart with the common qualities of being hot and moist. The blood itself provides the chief part of the nourishment. The person in whom blood dominates is called sanguine.

### 37.2.3.1 *Bugle*

Bugle, *a.k.a.*, Brown bugle, Middle Comfound, Middle Comfrey, Sicklewort and Herb-carpenter can be prepared as a syrup, an ointment and a tincture. As a tincture it can be used on bruises, contusions, puncture and cutting wounds. As an ointment is used to heal sores on the mouth, ulcers, genitalia and help head broken bones and injured joints. As a syrup it is used to reduce sleep disorders.

### 37.2.3.2 *Cherry Tree*

Sour cherries can be eaten raw or prepared as a tincture. Tart cherries can improve the appetite, cut phlegm and reduce flatulence. The tincture helps digestion, colds, cough, flu and even improves eye sight.

### 37.2.3.3 *Cock's Head*

Cock's Head, *a.k.a.*, Red Fitching, Medeck Fetch can be prepared plaster and a tincture. As a plaster it heals bruises and contusions. As a tincture is aids the kidneys and urinary problems.

### 37.2.3.4 *Columbine*

Columbine can be prepared into ointments and a tincture. The ointment can be used for sore throat and mouths. The tincture is good for liver problems and jaundice and even ease childbirth.

### 37.2.3.5 *Cudweed*

Cudweed, *a.k.a.*, cottonweed, chaffweed, dwarf cotton, petty cotton can be prepared as a poultice or a tea. As a poultice it helps stem bleeding, gangrene, bruises and contusions. Prepared as a tea it helps constipation, removes worms and cures some infectious diseases.

### 37.2.3.6 *Eringo*

Eringo, *a.k.a.*, Sea Holly can be prepared as a powder, an ointment or a tincture. As a tincture it aids in fertility, venereal diseases and menstrual disorders. It nourishes the kidneys and can even dissolve kidney stones. The powder mixed

with water and consumed is proof against some poisons. The ointment when applied to compound fractures can remove the splinters and speed healing.

### 37.2.3.7 *Filipendula*

Filipendula, *a.k.a.*, Drop-wort can be prepared as a powder, tincture or syrup. The tincture fortifies, kidneys, bladder and urine, and help dissolve kidney stones. The powder mixed with water helps digestion, belching and flatulence. The syrup fortifies the lungs, soothes wheezing, coughing and shortness of breath.

### 37.2.3.8 *Golden Rod*

Golden Rod can be prepared as a tea or ointment. The ointment is good for bruises, bleeding and healing of wounds, ulcers and skin disorders. As a tea it helps with fluxes and menstrual disorders, heals sores in the mouth and helps fix loose teeth.

### 37.2.3.9 *Herb Robert*

Herb Robert can be prepared as a tincture or ointment. As an ointment it is used for skin disorders, burns, frostbite and green wounds. The tincture is used for allergies, menstrual disorders and ulcers

### 37.2.3.10 *Samphire*

Samphire, *a.k.a.*, rock samphire can be prepared as a tea or tincture. The tea is helpful for digestion; it is a diuretic and can be used to remove obstructions of the liver, kidney, bladder and spleen.

## 37.2.4 *Choler*

Choler has the element of fire as its counterpart with the common qualities of being hot and dry. The yellow choler is like wine. A choleric person is quick to anger but their anger will soon cool.

### 37.2.4.1 *Alehoof*

Alehoof, *a.k.a.*, ground-ivy, cat's-foot, gill-go-by-ground, gill-creep-by-ground, turn-hoof, and hay-maids can be prepared as a powder, ointment or tincture. The powdered form mixed with drink is used for plague, poisoning, help digestion, spleen, liver, gallbladder and jaundice. The tinctured form helps gout, sciatica, general sores and sorethroat. As an ointment it has been used for various skin disorders.

### 37.2.4.2 *Butcher's Broom*

Butcher's Broom, *a.k.a.*, ruscus, bruscus, kneeholm, kneeholy, kneehulver and pettigree can be prepared as a tincture and a poultice. Tinctures have been used for chest congestion, menstrual disorders, jaundice and headache. The poultice will aid in the healing of broken bones, and joint damage.

### 37.2.4.3 *Briony*

Briony, *a.k.a.*, Wild Vine, wood vine, tamus, ladies seal, white vine, black vine can be prepared as a tea, tincture or poultice. The tea purges with great violence but is helpful with infections, joints, sinews, paralysis, convulsions, cramps, spleen, kidneys, stones and diseases of the head. As a tincture it strengthens the womb, and loosens phlegm and soothes a cough. The poultice is good for sores, gangrenes and skin disorders.

### 37.2.4.4 *Devil's Bit*

Devil's Bit can be prepared as a tincture. As a tincture it cures impotence, plague, pestilential diseases and poisons. Applied topically it speeds healing of bruises and reduce swelling.

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### 37.2.4.5 Hawthorn

Hawthorn seeds can be prepared as a tincture. The tincture is used to treat blood pressure, strengthen the heart and prevent arteriosclerosis.

### 37.2.4.6 Horehound

Horehound can be prepared as a powder, syrup, ointment, tincture. As a syrup it is used to treat asthma, coughs and chest congestion. The tincture clears eyesight, jaundice, and nourishes the liver. As an ointment it is used for skin disorders, and poisoning due to insect bites.

### 37.2.4.7 Lily of the Valley

Lily of the valley, *a.k.a.*, convall lily, male lily, lily constancy can be prepared as a tea and a tincture. It supports the brain and improves memory. Its distilled waters help, inflammation and gout. As a tincture, it helps restore lost speech, cure palsy and apoplexy.

### 37.2.4.8 Liquorice

Liquorice can be prepared as a powder and tea. The tea helps south the cough, relieves chest congestion, and even help ease hepatitis. The powder blown in the eyes heals pin-and web.

### 37.2.4.9 Mugwort

Common mugwort is often prepared as a tea and sometimes as an ointment. The help helps stem diarrhea, and soothe women's courses. The ointment has been used to relive neck and throat pain.

### 37.2.4.10 Mistletoe

Mistletoe can be prepared as a tea, poultice. The tea helps with tumors, ulcers delirium, epilepsy and nourishes the spleen. The poultice cures sores and skin disorders.

### 37.2.4.11 Nettles

Nettles can be prepared as a tea and a ointment. As a tea it has been used to treat allergies, colds and flu, cough, sore throat, including nasal and chest congestion. As an ointment it is used for various skin conditions.

### 37.2.4.12 Pellitory of Spain

Pellitory of Spain can be prepared as a tincture, ointment or a powder. As a tincture it helps the Ague (malaria) and fortifies the brain. The powdered form helps the cough, seizures and nasal congestion. The ointment is good for bruises and contusions.

### 37.2.4.13 Saffron

Saffron can be prepared as a tincture. As a tincture it strengthens the heart and improves the memory.

### 37.2.4.14 St. John's Wort

St. John's Wort is prepared as a tincture or an ointment. As a tincture it is used to treat depression and improve circulation. As an ointment it is used to treat bruises and help wounds heal.

### 37.2.4.15 Valerian

Valerian can be prepared as a tea or a tincture. It has been used to eliminate the unnecessary need to urinate, soothe coughs, ease menstrual disorders, lower blood pressure and improve circulation. As a tincture it has been used to treat bites and stings of venomous creatures and even flatulence.

## 37.3 Aliments, Symptoms & Cures

For those GMs who are not familiar with Herbology, role-playing its skill usage may be a difficult and/or a daunting task. To simplify this task we have created the following table that lists the modern ailments/symptoms with the associated ORS™ herbal remedies. Currently only mundane remedies have been listed. The ORS™ community is encouraged to create Western and Chinese remedies for fantasy type ailments, *e.g.*, lycanthropy, vampirism, etc.

Aliment/Symptom	Herbal Remedies
Allergies	Bi Ton Pian, Herb Robert, Orpine, Nettles
Anxiety	An Gong Niu Huang Wan, An Shen Bu Xin Wan, Bu Nao Wan, Purslaine, Water Lily, Zhu Sha An Shen Wan
Appetite	Cherries, Ji Jing Dang Gui, Tian Ma Shou Wu Wan, Yu Quan Wan
Arteriosclerosis	Bu Nao Wan, Guan Xin Su He Wan, Hawthorn, Niu Huang Jiang Ya Wan
Arthritis	Jian Bu Hu Qian Wan, Orpine
Asthma	Chuan Ke Ling, Horehound, Fu Fang Qi Guan Yan Wan, San She Dan Chuan Bei Pi Pa Gao
Belching	Filipendula, Hawk-weed, Xiao Yao Wan
Bleeding	Ameranthus, Bistort, Bugle, Bu Zhong Yi Qi Wan, Campion, Cudweed, Golden Rod, Jin Gu Die Shan Wan, Stone-crop, Wei Yao, Woad, Yong Sheng He E Jiao
Blood Pressure	Bao Jian Mei Jian Fei Cha, Hawthorn, Valerian
Bones	Bugle, Butcher's Broom, Darnel, Du Zhong Feng Shi Wan, Eringo, Jian Bu Hu Qian Wan, Jin Gu Die Shan Wan, Jing Zhi Gou Pi Gao, Zhong Guo Shou Wu Zhi
Brain	Briony, Hellebore, Lily of the Valley, Niu Huang Qing Xin Wan, Pellitory of Spain
Bronchitis, see Congestion chest	Chuan Ke Ling, Fu Fang Qi Guan Yan Wan, San She Dan Chuan Bei Pi Pa Gao
Bruises & Contusions	Bistort, Bugle, Cock's Head, Cudweed, Devil's Bit, Golden Rod, Gou Pi Gao, Jin Gu Die Shan Wan, Pellitory of Spain, St. John's Wort, Xiong Dan Die Dan Wan
Burns	Herb Robert, Orpine, Purslaine,
Childbirth	Arrach, Columbine, Zhong Guo Shou Wu Zhi
Circulation	An Shen Bu Xin Wan, Bu Zhong Yi Qi Wan, Da Huo Luo Dan, Guan Xin Su He Wan, Ren Sen Zai Zao Wan, San She Jie Yang Wan, St. John's Wort, Valerian, Willow, Xiong Dan Die Dan Wan
Cold	Cherries, Gan Mao Ling Pian, Ji Jing Dang Gui, Nettles
Congestion, chest	Bao Jian Mei Jian Fei Cha, Briony, Butcher's Broom, Cherries, Chuan Ke Ling, Filipendula, Flea wort, Fu Fang Qi Guan Yan Wan, Heart's Ease, Horehound, Ling Qiao Jie Du Pian, Liquorice, Nettles, Niu Huang Qing Xin Wan, Purslain, San She Dan Chuan Bei Pi Pa Gao, Willow, Yong Sheng He E Jiao
Congestion, nasal	An Gong Niu Huang Wan, Bi Ton Pian, Cherries, Nettles, Pellitory of Spain, Sang Chu Gan Mao
Constipation	An Gong Niu Huang Wan, Cudweed, Flea wort, Qing Fei Yi Huo Pian
Convulsions	All-heal, An Gong Niu Huang Wan, Briony, Chickwee, Heart's Ease, Hellebore
Cough	Briony, Cherries, Chuan Ke Ling, Filipendula, Fu Fang Qi Guan Yan Wan, Hawk-weed, Horehound, Ling Qiao Jie Du Pian, Liquorice, Nettles, Purslaine, Qing Fei Yi Huo Pian, Rattle grass, Sang Chu Gan Mao, Valerian
Cramping	All-heal, Chickweed, Kang Ning Wan, Xiao Yao Wan
Delirium	An Gong Niu Huang Wan, Mistletoe
Depression	St. John's Wort, Xiao Yao Wan
Diabetes	Bistort, Darnel, Yu Quan Wan
Diarrhea	Flea wort, Fu Zi Li Zhong Wan, Mugwort
Digestion	Alehoof, Bu Zhong Yi Qi Wan, Filipendula, Fu Zi Li Zhong Wan, Hawk-weed, Purslaine, Samphire, Sloe-bush, Water Lily, Yao Zhi Gui Ling Gao
Disease, Infectious	Alehoof, Briony, Bistort, Cudweed, Caltrops, Devil's Bit, Eringo, Hellebore, Pellitory of Spain, Stone-crop, Willow
Disease, Sexual	Ameranthus, Briony, Chickweed, Heart's Ease, Long Dan Xie Gan Wan, Purslaine
Dizziness	All-heal, Ji Jing Dang Gui, Niu Huang Jiang Ya Wan, Tian Ma Qu Feng Bu Pian, Tian Ma Shou Wu Wan, Yong Sheng He E Jiao
Ears	Flea wort, Long Dan Xie Gan Wan, Shen Jing Shuai Ruo Wan
Emphysema	Chuan Ke Ling, San She Dan Chuan Bei Pi Pa Gao
Epilepsy	Hawk-weed, Heart's Ease, Hellebore, Mistletoe
Encephalitis	Niu Huang Qing Xin Wan
Eyes & Vision	Cherries, Hemlock, Horehound, Lily of the Valley, Liquorice, Long Dan Xie Gan Wan, Rattle grass, Shi Hu Ye Guang Wan, Sloe-bush, Stone-crop, Xiao Yao Wan
Fatigue	Bu Nao Wan, Ji Jing Dang Gui, Lu Wei Ba Jing, Shen Jing Shuai Ruo Wan, Tian Ma Shou Wu Wan, Xiao Yao Wan, Yong Sheng He E Jiao, Zhu Sha An Shen Wan
Fertility	Arrach, Eringo, Purslain, Lu Wei Ba Jing
Fever	An Gong Niu Huang Wan, Duck Weed, Flea wort, Ling Niu Huang Qing Xin Wan, Qiao Jie Du Pian, Qing Fei Yi Huo Pian, Sang Chu Gan Mao, Willow
Flu	Cherries, Gan Mao Ling Pian, Kang Ning Wan, Nettles
Flatulence	Cherries, Filipendula, Hawk-weed, Valerian, Wei Yao, Xiao Yao Wan
Frostbite	Jing Wan Hong, Herb Robert, Water Lily
Gallbladder	All-heal, Alehoof, Arrach, Li Dan Pian, Long Dan Xie Gan Wan
Gallstones	Briony, Li Dan Pian
Gangrene	Briony, Cudweed, Hellebore, Herb Robert, Orpine,
Gout	Alehoof, All-heal, Du Zhong Feng, Flea wort, Hellebore, Lily of the Valley, Shi Wan, Duck Weed
Hair	Tian Ma Shou Wu Wan, Willow

Headache	All-heal, Butcher's Broom, Duck Weed, Flea wort, Kang Ning Wan, Long Dan Xie Gan Wan, Sang Chu Gan Mao, Sloe-bush, Tian Ma Qu Feng Bu Pian, Tian Ma Shou Wu Wan, Willow, Xiao Yao Wan
Healing	Golden Rod, Gou Pi Gao, Jin Gu Die Shan Wan, Jing Zhi Gou Pi Gao, St. John's Wort, Yao Zhi Gui Ling Gao
Heart	An Shen Bu Xin Wan, Campion, Hawthorn, Guan Xin Su He Wan, Heart's Ease, Saffron, Shen Jing Shuai Ruo Wan, Zhu Sha An Shen Wan
Hepatitis	Ji Gu Cao Wan, Liquorice
Hypertension	Niu Huang Jiang Ya Wan , Tian Ma Qu Feng Bu Pian
Hyperthyroid	Long Dan Xie Gan Wan
Hypoglycemia	Bu Zhong Yi Qi Wan, Xiao Yao Wan
Impotence	Devil's Bit, Lu Wei Ba Jing, Xion Bao
Inflammations & Swelling	Caltrops, Chickweed, Du Zhong Feng Shi Wan, Duck Weed, Flea wort, Hawk-weed, Hemlock, Lily of the Valley, Orpine, Wei Yao, Woad
Infections	Briony, Hellebore
Insomnia	See sleep disorders
Jaundice	Alehoof, Arrach, Bistort, Butcher's Broom, Columbine, Hellebore , Horehound, Ji Gu Cao Wan
Joint Health	All-heal, Briony, Bugle, Butcher's Broom, Da Huo Luo Dan, Du Zhong Feng Shi Wan, Flea wort, Gou Pi Gao, Hawk-weed, Nightshade
Kidneys	All-heal, An Shen Bu Xin Wan, Briony, Campion, Cock's Head, Eringo, Filipendula, Samphire
Liver	Alehoof, All-heal, Arrach, Columbine, Bu Zhong Yi Qi Wan, Horehound, Li Dan Pian, Long Dan Xie Gan Wan, Samphire
Measles	An Gong Niu Huang Wan, Bistort
Memory & Concentration	Bu Nao Wan, Lily of the Valley, Saffron, Tian Ma Shou Wu Wan, Xion Bao, Zhu Sha An Shen Wan
Menstrual Disorders	Arrach, Briony, Butcher's Broom , Darnel, Eringo, Golden Rod, Herb Robert, Ji Jing Dang Gui, Mugwort, Purslaine, Sloe-bush, Valerian, Xiao Yao Wan, Yong Sheng He E Jiao, Zhong Guo Shou Wu Zhi
Muscle Health	Da Huo Luo Dan, Gou Pi Gao, Jing Zhi Gou Pi Gao, Xion Bao
Muscle Spasm	An Gong Niu Huang Wan, Chickweed, Gou Pi Gao
Nausea	Fu Zi Li Zhong Wan, Kang Ning Wan, Sloe-bush
Pain	All-heal, Da Huo Luo Dan, Du Zhong Feng Shi Wan, Duck Weed, Flea wort, Jian Bu Hu Qian Wan, Jin Gu Die Shan Wan, Jing Zhi Gou Pi Gao, Kang Ning Wan, Ling Qiao Jie Du Pian, Mugwort, Nightshade, Sang Chu Gan Mao, Wei Yao, Xion Bao, Willow
Paralysis, facial	Briony, Lily of the Valley, Tian Ma Qu Feng Bu Pian
Paralysis, limb	Briony, Chickweed, Lily of the Valley, Ren Sen Zai Zao Wan, Tian Ma Qu Feng Bu Pian
Pneumonia, see also check congestion	San She Dan Chuan Bei Pi Pa Gao
Poisoning	Alehoof, All-heal, Bistort, Campion, Devil's Bit, Eringo, Hawk-weed, Horehound, Valerian
Poisoning, Food	Hemlock, Kang Ning Wan
Restlessness	Niu Huang Jiang Ya Wan
Rheumatism	Du Zhong Feng Shi Wan, Gou Pi Gao, Nightshade
Sciatica	Alehoof, Darnel, Du Zhong Feng Shi Wan, Flea wort, Hellebore, Jian Bu Hu Qian Wan, Nightshade
Seizures	Bu Nao Wan, Chickweed, Lily of the Valley, Pellitory of Spain
Sinusitis, see also nasal congestion	Bi Ton Pian
Skin Disorders	Alehoof, Briony, Campion, Chickweed, Duck weed, Flea wort, Golden Rod, Hellebore, Herb Robert, Hawk-weed, Hemlock, Horehound, Jing Wan Hong, Mistletoe, Nettles, Orpine, Rattle grass, San She Jie Yang Wan, Water Lily, Willow, Yao Zhi Gui Ling Gao
Sleep Disorders	An Shen Bu Xin Wan, Bu Nao Wan, Bugle, Niu Huang Jiang Ya Wan, Purslain, Shen Jing Shuai Ruo Wan, Hawk-weed, Xion Bao, Zhu Sha An Shen Wan
Sore Throat & Swelling of the Throat	Alehoof, Arrach, Caltrops, Columbine, Long Dan Xie Gan Wan, Orpine, Nettles, Qing Fei Yi Huo Pian, Sang Chu Gan Mao
Sores, mouth	Bugle, Caltrops, Columbine, Long Dan Xie Gan Wan, Golden Rod, Qing Fei Yi Huo Pian, Sloe-bush
Spleen	Alehoof, Briony, Bu Zhong Yi Qi Wan, Hawk-weed, Mistletoe, Samphire, Woad
Sprains & Strains	Alehoof, Devil's Bit, Hawk-weed, Jin Gu Die Shan Wan
Stroke	Ren Sen Zai Zao Wan, Willow
Sunburn	Jing Wan Hong, Herb Robert, Orpine, Water Lily
Tendons	Briony, Du Zhong Feng Shi Wan, Gou Pi Gao, Hawk-weed, Jian Bu Hu Qian Wan, Jin Gu Die Shan Wan, Xion Bao, Zhong Guo Shou Wu Zhi
Tumors	Hemlock, Mistletoe
Toothache	Golden Rod, Qing Fei Yi Huo Pian
Ulcers	Alehoof, Campion, Golden Rod, Hellebore, Herb Robert, Mistletoe, Kang Ning Wan, Rattle grass, Stone-crop, Woad
Unconsciousness	Lily of the Valley, Niu Huang Qing Xin Wan
Urine	All-heal, Bao Jian Mei Jian Fei Cha, Campion, Cock's Head, Filipendula, Qing Fei Yi Huo Pian, Samphire, Valerian, Yao Zhi Gui Ling Gao
Vaginal/Uterus, see also menstrual disorders	Arrach, Bugle, Bu Zhong Yi Qi Wan, Long Dan Xie Gan Wan
Vertigo	All-heal, An Gong Niu Huang Wan, Shen Jing Shuai Ruo Wan, Tian Ma Shou Wu Wan, Xiao Yao Wan
Vomiting	Bistort, Fu Zi Li Zhong Wan, Kang Ning Wan, Purslaine, Willow
Weight Loss	Bao Jian Mei Jian Fei Cha, Yong Sheng He E Jiao

any drug that in moderate doses dulls the senses, relieves pain, modifies sensual awareness, modifies abilities and induces sleep. In excessive doses narcotics can cause stupor, coma, convulsions and even death to name a few. Narcotics tend to be addictive; the addictiveness is dependent on the narcotic, concentration and the race of the being. The effects of any drug depend on several factors: the amount taken at one time; the user's past drug experience; the manner in which the drug is taken; the circumstances under which the drug is taken (the place, the user's psychological and emotional stability, the presence of other people, the concurrent use of other drugs, etc.). Poisons on the other hand are any substance through its chemical action kills, injures or impairs a being. The key differentiation in *ORS* is that poisons are destructive or harmful, where drugs and narcotics may or may not be.

### 38.1 Drugs and Narcotics

The following is a list of drugs and narcotics that are available in the Terra (1592 campaign). The list is far from complete and is derived from many sources. (Erowid, 2005-2006) has been an excellent source and is quoted in many entries. For processed drugs the list contains the name, a short history and the effects of the drug. The plant narcotics are described in the *ORS Entity Encyclopedia™* and only the effects are listed here. The actual implementation in *ORS* is that Drugs are positive and/or negative stressors to actions and implementation is explained elsewhere in this document.

Narcotic plants are primitive entities. They can neither attack of their own volition nor defend themselves from attack. They can be used by characters and non-player characters during the course of a game. The characters and non-player characters must obtain a successful outcome using either their Flora or Herbology -Identification skills to identify the plants. To use the plants they must use their Herbology-Prepare skill and finally to successfully use the plant they must successfully use their Herbology-Use skill.

**Absinthe** is a strong herbal liqueur distilled with a great number of flavorful herbs like anise, licorice, hyssop, veronica, fennel, lemon balm, angelica and wormwood. Wormwood, *Artemisia absinthum*, is a herb that grows wild in Europe and Asia. Much of the liquor's legendary effect is due to its extremely high alcohol content, ranging from 50% to 75% (usually around 60%), plus the contribution of the various herbs.

Absinthe dates back to antiquity. References to it are made in the bible, in Egyptian papyri and in early Syrian texts. Originally, it was a simple composition of wine with wormwood leaves soaked in it. Supposedly, the name absinthe is derived from the Greek word *apsinthion*, meaning undrinkable and probably referring to the bitter nature of the original beverage. Wormwood had been used medicinally since the Middle Ages, primarily to exterminate tapeworm infestations while leaving the human host uninjured and even rejuvenated by the experience.

The effect on the individual is subjective and can best be described as a kind of heightened clarity of mind and vision, mildly ponderous and sparkling and warmed by the effect of the alcohol. This seems to wear off after 20 or 30 minutes, leaving one with an alcohol buzz. 2-3 glasses seem to do the trick. More than that, depending on the proof of the alcohol, will just make you very drunk.

**Alcohol** is fermented and distilled liquor. Alcohol's history stretches back to 6000-4000 BC. The selective cultivation of grape vines for making wine is believed to originate in the mountains between the Black and Caspian seas (modern Armenia). Beer making flourished in Sumerian/Mesopotamian civilization (modern day Iraq) around 2500 BC with recipes for over twenty varieties of beer recorded on clay tablets. Wine production and trade become an important part of Mediterranean commerce and culture this time as well. Ships carry large quantities between cities. A 2200 BC Cuneiform tablet recommends beer as a tonic for lactating women. Between 3000-1000 BC beer is unrefined and usually drunk through straw because it had large quantities of grain and mash in it. Around 1800 BC beer is produced in quantity in northern Syria. Wine is produced commercially in the Levant and Aegean by 1500 BC. By 900-800 BC extensive, large-scale vineyards laid out in Assyria (modern Iraq) produced over 10,000 skins of wine for the new capitol at Nimrud by Assurbanipal II. Distillation of barley and rice beer is practiced in India by 800

## 38 Narcotics & Poisons

Narcotics and Poisons have existed and have been used since the dawn of civilization. In *ORS* the following definitions shall be used. Narcotics are

BC. In 50 BC Dionysius of Halicarnassus writes, "the Gauls (French) have no knowledge of wine ... but used a foul-smelling liqueur made of barley rotted in water (beer)." Wine making reaches Tang China along the Silk Road by 500AD. The first specific reference to the use of hops in beer from the Abbey St. Denis in France by King Pepin le Bref is noted in 768. The medical school at Salerno, Italy documents alcohol distillation in 1100 AD. The product of the distillation is named 'spirits' in reference to it being the extracted spirit of the wine. In the Middle Ages distillation of grain alcohol in Europe follows the earlier distillation of wine.

BAC (mg/dL)	Effect
50	Mild intoxication. Feeling of warmth, skin flushed; impaired judgment; decreased inhibitions
100	Obvious intoxication in most people. Increased impairment of judgment, inhibition, attention and control; Some impairment of muscular performance; slowing of reflexes
150	Obvious intoxication in all normal people, staggering gait and other muscular incoordination; slurred speech; double vision; memory and comprehension loss
250	Extreme intoxication or stupor, reduced response to stimuli; inability to stand; vomiting; incontinence; sleepiness
350	Coma, Unconsciousness; little response to stimuli; incontinence; low body temperature; poor respiration; fall in blood pressure; clammy skin
500	Death likely

Drinking heavily over a short period of time usually results in a "hangover" - headache, nausea, shakiness and sometimes vomiting, beginning 8 to 12 hours later. A hangover is due partly to dehydration, poisoning by alcohol and other components of the drink and partly to the body's reaction to withdrawal from alcohol. Although there are dozens of home remedies suggested for hangovers, there is currently no known effective cure. Combining alcohol with other drugs can make the effects of these other drugs much stronger and more dangerous. Many accidental deaths have occurred after people have used alcohol combined with other drugs. Long-term effects of alcohol appear after repeated use over a period of many years. The negative physical and psychological effects of chronic abuse are numerous; some are potentially life-threatening, e.g., heart and liver disease, pneumonia, some types of cancer, acute alcohol poisoning, accident, homicide and suicide. Other effects related to chronic alcohol abuse include loss of appetite, vitamin deficiencies, infections and sexual impotence or menstrual irregularities. The risk of serious disease increases with the amount of alcohol consumed.

**Amanita muscaria** (Mushrooms) The earliest evidence of Amanita muscaria use as an intoxicant is based on linguistic analysis of languages from northern Asia. Around 4000 BCE, the Uralic language split into two branches, both of which contain similar root words for inebriation. In some of these languages the root "pang" signifies both 'intoxicated' and the A. muscaria mushroom. These linguistic similarities suggest that A. muscaria was known to be intoxicating before the languages split around 4000 BC. Petroglyphs dated to 1500 BC, along the Pegtymel River which drains into the Arctic Ocean in north eastern Siberia "depict anthropomorphic figures with mushrooms appended to their heads." The Pegtymel river area is currently inhabited by the modern Chukchi culture that is known to have used A. muscaria as a traditional inebriant. Rg Veda hymns, a set of sacred stories from India, written around 500 BC, include mentions of a magical intoxicant called Soma. A 7.5 cm high miniature statue of an Amanita muscaria dated to 100 AD found in Nayarit, Mexico, suggests A. muscaria may have been in use in coastal Mexico. Many other sculptures from Central and South America depict the ritual use of other psychoactive plants and mushrooms. Some Scandinavian historians believe that Viking 'Bezerker Warriors' ingested Amanita muscaria before going into battle.

Reports of effects vary widely, as is to be expected from a natural psychoactive. The mental effects may become apparent within half an hour, but more usually take an hour. The duration seems to be anywhere from four to ten hours. Euphoria, hysteria, laughter, ataxia and sensory alterations are characteristic,

particularly alterations of hearing and taste. Visual effects have also been reported, as has nausea. A. muscaria may also produce cholinergic symptoms such as "profuse salivation and mild perspiration"

**Caffeine** is a bitter alkaloid found in coffee, tea and kola nuts. Caffeine is a stimulant of central nervous system, cardiac muscle, and respiratory system. It is also has diuretic and anti-diarrhea effects. Acute caffeine poisoning gives early symptoms of anorexia, tremor and restlessness, followed by nausea, vomiting, tachycardia and confusion. Serious intoxication may cause delirium, seizures, supraventricular and ventricular tachyarrhythmias, hypokalemia and hyperglycemia. Chronic high-dose caffeine intake can lead to nervousness, irritability, anxiety, tremulousness, muscle twitching, insomnia, palpitations and hyperreflexia. A Blood concentration of 1-10 mg/L is normal in coffee drinkers, while 80 mg/L has been associated with death.

**Cannabis** is an annual herb, the female variety has psychoactive substances. The effects of smoking Cannabis are usually lighter than those of many other recreational psychoactive substances. People are generally capable of carrying out normal actions and activities while high. The positive effects may include: mood lift, relaxation, stress reduction, creative, philosophical expansion. Some users find experience an increased appreciation of music, increased awareness of senses, change in experience of muscle fatigue, pleasant body feel, increased in body/mind connection, pain relief (headaches, cramps), reduced nausea, and increased appetite. Neutral affects may include: general change in consciousness (as with many psychoactives), increased appetite, slowness, tiredness, blood shot eyes, mouth dryness, sticky-mouth, interrupts in linear memory, difficulty following a train of thought, cheek, jaw, facial tension / numbness, and racing thoughts. Negative effects include: nausea, especially in combination with alcohol, or other psychoactives, coughing, asthma, upper respiratory problems, difficulty with short term memory, racing heart, agitation, feeling tense, mild to severe anxiety, panic attacks, dizziness, confusion, paranoia, psychological dependence on cannabis, clumsiness, loss of coordination and finally it can precipitate or exacerbate latent or existing mental disorders. Withdrawal may last for 1-6 weeks after cessation of use and can include anxiety, anhedonia (reduced experience of pleasure), headaches, general unease/discomfort, weight loss, difficulty sleeping and a desire to smoke pot. Severity of symptoms is related to frequency of use and individual sensitivity. slight loss of appetite finding non-stoned life a bit dull, increased boredom.

**Coca** from the coca plant is a member of the order Geraniales and the family Erythroxylaceae. A dose of 25 mg within a few seconds can cause: a feeling of euphoria, excitement, reduced hunger and a feeling of strength. After this "high" which lasts about one to four hours, users of cocaine may "crash" into a period of depression. This crash causes cocaine users to seek more coca to get out of this depression and results in addiction. Withdrawal from coca can cause the addict to feel depressed, anxious and paranoid. The addict may then go into a period of exhaustion and they may sleep for a very long time. Various doses of coca can also produce neurological and behavioral problems like: dizziness, headache, movement problems, anxiety, insomnia, depression and hallucinations. Death caused by an overdose is not uncommon. Coca can cause large increases in blood pressure that may result in bleeding within the brain. Constriction of brain blood vessels can also cause a stroke.

**Datura** (also called "jimsonweed" or "devil's weed") is a perennial herb. Datura can cause toxic organic symptoms like headache, dry throat, loss of motor control, blurred vision, greatly increased heart rate and body temperature. Death from paralysis and respiratory may occur. The belladonna alkaloids are terrifying and incapacitating, i.e., unpleasant physical effects and loss of contact with reality. The toxins in these plants are tropane belladonna alkaloids which possess strong anticholinergic properties. The onset of symptoms occurs within 30 to 60 minutes after smoking leaves or drinking tea; and 1-4 hours after ingestion of plant material or seeds. Initial symptoms include dry mouth followed by pupil dilatation. The duration of symptoms is often 24-48 hours because of delayed gastrointestinal motility; symptoms have been reported to last up to 1-2 weeks. Higher doses (poisoning) may lead to fatal medullary paralysis, arrhythmias and cardiovascular collapse. The mnemonic for clinical effects of typical atropine poisoning is: "blind as a bat, mad as a hatter, red as a beet, hot as a hare, dry as a bone, the bowel and bladder lose their tone, and the heart runs alone." Symptoms include mydriasis; cycloplegia; flushed, warm, dry skin; dry mouth; ileus; urinary retention; tachycardia; hyper or hypotension; delirium with hallucinations; jerky, myoclonic movements; choreoathetosis; hyperthermia; coma; respiratory arrest; rare seizures; and central stimulation

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followed by depression. Hallucinations are reported in as many as 83% of cases; typically they are simple visual images in natural colors, but infrequently also tactile hallucinations of crawling insects.

**Mushrooms** (*Amanita muscaria*) contains muscimol that produces feelings of euphoria, hallucinations, muscle jerks, drowsiness, sweating, pupil dilation and increased body temperature. Symptoms appear 30 to 90 minutes after eating this mushroom and are most intense after two or three hours. People who eat these mushrooms usually fall into a deep sleep. Some people describe the effects of eating *Amanita muscaria* as similar to being intoxicated by alcohol. *A. muscaria* may also produce cholinergic symptoms such as "profuse salivation and mild perspiration".

**Mushrooms, Hallucinogenic** are from the genera: *Stropharia*, *Conocybe* and *Panaeolus*. Both psilocybin and psilocin produce yawning, inability to concentrate, restlessness, increased heart rate and hallucinations (visual, physical and auditory). These symptoms may appear 30 to 60 minutes after the mushroom is eaten and can last about four to eight hours.

**Nicotine** is the active ingredient in tobacco. Tobacco is a tall leafy annual plant that belongs to the solanaceae or nightshade family. Alkaloids, organic acids and nicotine exist naturally in tobacco plants. Nicotine affects the entire body. Nicotine acts directly on the heart to change heart rate and blood pressure. It also acts on the nerves that control respiration to change breathing patterns. In high concentrations, nicotine is deadly, in fact one drop of purified nicotine on the tongue will kill a person. It's so lethal that it has been used as a pesticide for centuries. Nicotine also activates areas of the brain that are involved in producing feelings of pleasure and reward. It is addictive, just below opiates and coca.

**Opiates** (Opium, Heroin, Morphine and others) are derived from the Opium poppy. The opium poppy is a herbaceous annual or bi-annual herb native to Southeastern Europe and western Asia. After the petals drop off, 7-10 day period prior to seed pod maturing, the pod is sliced vertically. Overnight, a white substance oozes out, oxidizes and turns reddish-brown and gummy. This gum is scraped off with a special curved blade with the result being raw opium. Opiates are primarily central nervous system (CNS) depressants and narcotic analgesics. The use of opiates typically creates physical as well as psychological dependence and tolerance. It is this highly addictive. Short-term effects appear soon after a single dose and disappear in a few hours or days. Opioids briefly stimulate the higher centers of the brain but then depress activity of the central nervous system. Once in the blood stream, the user feels a surge of pleasure or a "rush." This gives way to a state of gratification; hunger, pain and sexual urges rarely intrude. The dose required to produce this effect may at first cause restlessness, nausea and vomiting. With moderately high doses, however, the body feels warm, the extremities heavy and the mouth dry. Soon, the user goes "on the nod," an alternately wakeful and drowsy state during which the world is forgotten. As the dose is increased, breathing becomes gradually slower. With very large doses, the user cannot be roused; the pupils contract to pinpoints; the skin is cold, moist and bluish; and profound respiratory depression resulting in death may occur.

**Peyote** is a small, spineless cactus, *Lophophora williamsii*. These buttons are generally chewed or boiled in water to produce a psychoactive tea. Stomach disruption and muscle cramps are common. Peyote fibers (white hair-like) are emetic and though they may be cleaned off, nausea-producing elements of the mescaline itself will remain. These hairs are not strychnine. Effects appear within one to two hours after ingestion, peak after two hours and may continue up to twelve hours. Mescaline's action stimulates the visual and visuo-psychic areas of the brain. Visual perception is altered to such a degree that even the mundane becomes miraculous. Colors gain a stained-glass depth and richness, concentrating on central, bright color rather than peripheral, dim color. Everyday objects undergo a phantasmagorical transformation, shifting and slipping in color and form, creating their own reality. Synesthesia, a crossover of the senses where color is heard and music is seen, is common. True hallucinations do not occur. The tripper is aware that the illusions and fantasies that dance through his head are a vaudeville show he entered with a mescaline ticket. While sensual perception-sight, sound, taste, touch and smell-is in delightful turmoil, intellect and judgment appear to remain clear and functional. Past experiences may not only be recalled but re-experienced, as well, in the mind. While tolerance develops rapidly, within three to six days, mescaline is not considered either physiologically or psychologically addicting, since

withdrawal symptoms do not occur. Other hazards include the drug's potential for pushing borderline schizophrenics over the edge. Lung disease, heart disease and diseases of the blood vessels have been known to occur.

## 38.2 Poisons

*ORS* will provide the GM and player information to realistically role-play poisoning. For example, one of your players is served a tasty salad made of many different greens. Within a half hour, he begins to feel weak. His pulse gets rapid and faint. Over the next several hours he experiences severe pain in his muscles as they deteriorate and die. He goes blind and eventually his lungs stop working because the muscles that control breathing are paralyzed and dying. The salad contained Hemlock, a toxicity level 6 poison. If only he'd called a healer....

The following table briefly defines the Toxicity levels.

Toxicity Level	Lethal Dose for 150# being
6	< 7 drops
5	7 drops – teaspoon
4	teaspoon – 1 ounce
3	1 ounce – 1 pint
2	1 pint – 1 quart
1	> quart

The following is a list of poisons that are available in the *Terra 1592* campaign. The list is far from complete. The list contains the name, toxicity, reaction time and administration method. For playability *ORS* only addresses acute poisoning as opposed to chronic poisoning. The data was obtained by an excellent reference work (Stevens, Deborah, S, 1990) that is recommended for any GMs wishing to have poison in their campaign. **The actual implementation in *ORS* is that Poisons are positive and/or negative stressors to actions.** The appearance of the poison, the location where it is from, the deadly parts, effects, symptoms and treatments are incorporated into the *ORS* software. Those wishing additional information must learn various poison skills.

**Table ??: Classic Poisons**

Poison Name	Toxicity	Reaction Time	Administration
Arsenic	5	4 – 24 hours	Swallowed, Inhaled
Cyanide	6	0 - 15 min	Swallowed, Inhaled
Strychnine	6	10 – 20 min	Swallowed, Inhaled

**Table ??: Plant Poisons**

Poison Name	Toxicity	Reaction Time	Administration
Akee	5	~ 1 day	Swallowed
Baneberry	5	Hrs – days	Swallowed
Barbados Nut	6	15-20 min	Swallowed
Belladonna	6	Hrs – days	Swallowed
Betel Nutseed	5	> 20 min	Swallowed
Black hellebore	5	Hrs	Swallowed
Black Locust	5	1 hrs	Swallowed
Blood root	4	1 – 2 hrs	Swallowed
Bryony	4	Hours	Swallowed
Cassava	5	Min – hrs	Swallowed
Castor Bean	6	Hrs – days	Swallowed
Celandine	5	~14 hrs	Swallowed
Cinchona Bark	4	Hours	Swallowed
Colocynth	5	Hrs	Swallowed
Corn Cockle	4	30 min – 1 hr	Swallowed
Croton Oil	6	Sec   min	Contact   Swallowed
Curare	6	Seconds	Injected
Daphne	5	45 min – 1 hr	Swallowed
Death Camas	4	> 1hr	Swallowed
Elderberry	4	Hours	Swallowed
Ergot	5	Days – weeks	Swallowed
Fool's Parsley	4	Hrs – days	Swallowed
Foxglove	5	20 – 30 min	Swallowed
Hemlock	6	Hours	Swallowed
Henbane	5	15 min	Swallowed
Horse Chestnut	5	1 – 2 days	Swallowed
Indian Tobacco	5	Few Hours	Swallowed
Ipecac	5	Days – weeks	Swallowed
Jimson Weed	6	Hours	Swallowed
Larkspur	4	~ 6 hrs	Swallowed
Lily of the Valley	6	Seconds	Swallowed
Mandrake	4	3 – 30 min	Swallowed
Meadow Saffron	5	2 – 6 hrs	Swallowed

Mistletoe	3	Days	Swallowed
Moonseed	5	Hrs	Swallowed
Monkshood	6	Min – hrs	Swallowed, Contact
Mountain Laurel	5	Hrs – days	Swallowed
Oleander	6	Seconds	Swallowed
Paternoster Pea	6	Hrs – days	Swallowed
Poinsettia	4	Hours	Swallowed
Pokeweed	4	Days	Swallowed
Privet	5	2 hrs	Swallowed
Rhododendron	6	~6 hrs	Swallowed
Rhubarb	4	Hrs	Swallowed
Savin	6	10 hrs – days	Swallowed
Spindle Tree	4	8 – 10 hrs	Swallowed
Star of Bethlehem	6	Seconds	Swallowed
Tanghin	6	Seconds	Swallowed
Tansy	5	Hrs	Swallowed
Water Hemlock	6	20 min – 1 hr	Swallowed
White Snakeroot	3	Days	Swallowed
Yellow Jasmin	5	Min – hrs	Swallowed
Yew	6	Seconds	Swallowed

**Table ??: Fungi Poisons**

Poison Name	Toxicity	Reaction Time	Administration
Death Cap	5	4 – 7 days	Swallowed
Cort	5	Weeks	Swallowed
Galerinas	6	Weeks	Swallowed
Inocybe	3 – 5	1 hr	Swallowed
Panther Mushroom	3	30 min – 3 hrs	Swallowed
Turbantop	2 – 5	2 – 24 hrs	Swallowed

**Table ??: Snake, Spider, etc. Poisons**

Poison Name	Toxicity	Reaction Time	Administration
Adder	6	Minutes	Injected
Beaked Seasnake	6	Hrs – days	Injected
Bi-valve Shellfish	6	1 hr 10% fatal	Swallowed
Black Widow		Rarely lethal	Injected
Blue-ringed Octopus	6	Seconds	Injected
Brown Recluse	4	2 – 8 hrs	Injected
Cobra	6	> 2 hrs	Injected   Contact
Cottonmouth	5	10 min	Injected
Fer-de-lance	5	1 hr	Injected
Geography cone	5	1 – 8 hrs	Injected
Gila Monster	6	50 min – 2 hrs	Injected
Jellyfish	6	Minutes	Injected
Portuguese Man-of-War	4	Seconds	injected
Puffer Fish	6	Min – hrs	Swallowed
Rattlesnake	4	15 min – 1 hr	Injected
Scorpion	4	1 – 4 days	Injected
Scorpion Fish	5	Seconds	Injected
Stingray	4	Seconds	Injected

## 39 Natural Events/Disasters

Natural Disasters are events of nature that takes human lives or destroys property. These include low probability weather events, *e.g.*, blizzards, cyclones, drought, hurricanes, tornados, tsunami, mudslides, floods, etc. These weather events can cause secondary events, *e.g.*, dam failure and miscellaneous damage to man-made and natural structures. Natural disasters, not dependent on weather but on the forces of the planet itself include: earthquakes and volcanic eruptions. Still others can be caused by nature as well as sentient beings, *e.g.*, forest fires and famine. Finally outbreaks of disease, *e.g.*, plague, flu, etc. are also considered natural events or disasters.

Various models are incorporated into *ORS* to simulate natural events and disasters. Those involving the weather are modeled statistically by *ORS*'s weather generator. Others are modeled based upon the geography and tectonics of the World, while others are purely random. The exact method is unknown to the players but is available for customization by the GM using the *ORS* computerized role-playing aides. Future updates to the *ORS* software may provide additions models to simulate these events.

## 40 Wear & Tear

Wear and tear are the damage and deterioration resulting from ordinary use and exposure, *i.e.*, items, (weapons, armor, art, magical items, etc.) will eventually wear out overtime. In general, a character's monthly living expenses should cover normal wear and tear. If they don't then the character is living above his social status. Normal wear and tear would include new clothes about once per month, boots, cloak, hat and gloves about twice a year. Replace and or refurbishing a character's other possessions do not fall under living expenses. A soldier might break multiple swords a year, dozens of arrows and has to have his armor repaired monthly.

*ORS* automatically keeps track of the wear and tear on items associated with a characters interesting life. The feedback to the player is in the form of abstract descriptions. For examples a sword's condition might range from new, to battered, only the GM and the *ORS* software can determine the exact quality and durability of a character's possession.

Intentional breakage is another matter. It is a truism that it is a lot easier to destroy than create. *ORS* has a standard skill entitled Destroying, it is used along with the type of item to determine is the character can break, smash or destroy it with physical strength. Finally, unintentional breakage it also handled in *ORS*. Woe to the poor character that is caught in a fireball carrying a flask of Greek Fire!

## 41 Weather

Almost all weather conditions are because of the sun. The sun provides the energy to raise temperatures and the uneven warming (water warms slower than soil and soil in the shadows warms slower than soil in the sun) triggers movement of air. Add in the spinning of the earth, axial tilt, and you have a very primitive weather-producing machine. Weather can dramatically impact a campaign, *e.g.*, survival and modification to actions. *ORS* models the weather based on a mathematical model, which takes into account distance from the star, the type of star, the ratio of land mass to water, axial tilt, rotation rate of the planet, size of the planet, geography (climate) and magic.

## 42 Climate

Climate is the characteristic condition of the atmosphere near the earth's surface at a certain place on earth. It is the long-term weather of that area (at least 30 years). This includes the region's general pattern of weather conditions,

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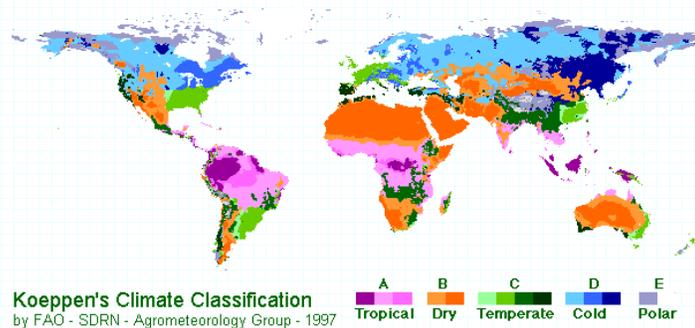
seasons and weather extremes like hurricanes, droughts, or rainy periods. Two of the most important factors determining an area's climate are air temperature and precipitation.

World biomes are controlled by climate. The climate of a region will determine what plants will grow there and what animals will inhabit it. All three components, climate, plants and animals are interwoven to create the fabric of a biome.

The sun's rays hit the equator at a direct angle between 23 ° N and 23 ° S latitude. Radiation that reaches the atmosphere here is at its most intense. In all other cases, the rays arrive at an angle to the surface and are less intense. The closer a place is to the poles, the smaller the angle and therefore the less intense the radiation. Our climate system is based on the location of these hot and cold air-mass regions and the atmospheric circulation created by trade winds and westerlies. Trade winds north of the equator blow from the northeast. South of the equator, they blow from the southeast. The trade winds of the two hemispheres meet near the equator, causing the air to rise. As the rising air cools, clouds and rain develop. The resulting bands of cloudy and rainy weather near the equator create tropical conditions.

Westerlies blow from the southwest on the Northern Hemisphere and from the northwest in the Southern Hemisphere. Westerlies steer storms from west to east across middle latitudes. Both westerlies and trade winds blow away from the 30 ° latitude belt. Over large areas centered at 30 ° latitude, surface winds are light. Air slowly descends to replace the air that blows away. Any moisture the air contains evaporates in the intense heat. The tropical deserts, such as the Sahara of Africa and the Sonoran of Mexico, exist under these regions.

## 42.1 Köppen Climate Classification System



The Köppen Climate Classification System is the most widely used for classifying the world's climates [Blue Planet Biomes, 2005]. Most classification systems used today are based on the one introduced in 1900 by the Russian-German climatologist Wladimir Köppen. Köppen divided the Earth's surface into climatic regions that generally coincided with world patterns of vegetation and soils. The Köppen system recognizes five major climate types based on the annual and monthly averages of temperature and precipitation. Each type is designated by a capital letter.

- A** Moist Tropical Climates are known for their high temperatures year round and for their large amount of year round rain.
- B** Dry Climates are characterized by little rain and a huge daily temperature range. Two subgroups, S - semiarid or steppe and W - arid or desert, are used with the B climates.
- C** In Humid Middle Latitude Climates land/water differences play a large part. These climates have warm, dry summers and cool, wet winters.
- D** Continental Climates can be found in the interior regions of large land masses. Total precipitation is not very high and seasonal temperatures vary widely.
- E** - Cold Climates describe this climate type perfectly. These climates are part of areas where permanent ice and tundra are always present. Only about four months of the year have above freezing temperatures.

Further subgroups are designated by a second, lower case letter which distinguish specific seasonal characteristics of temperature and precipitation.

- f** Moist with adequate precipitation in all months and no dry season. This letter usually accompanies the A, C and D climates.
- m** Rainforest climate in spite of short, dry season in monsoon type cycle. This letter only applies to A climates.
- s** There is a dry season in the summer of the respective hemisphere (high-sun season).
- w** There is a dry season in the winter of the respective hemisphere (low-sun season).

To further denote variations in climate, a third letter was added to the code.

- a** Hot summers where the warmest month is over 22°C (72°F). These can be found in C and D climates.
- b** Warm summer with the warmest month below 22°C (72°F). These can also be found in C and D climates.
- c** Cool, short summers with less than four months over 10°C (50°F) in the C and D climates.
- d** Very cold winters with the coldest month below -38°C (-36°F) in the D climate only.
- h** Dry-hot with a mean annual temperature over 18°C (64°F) in B climates only.
- k** Dry-cold with a mean annual temperature under 18°C (64°F) in B climates only.

## Three basic climate groups

Three major climate groups show the dominance of special combinations of air-mass source regions.

### 42.1.1 Group I

Low-latitude Climates: These climates are controlled by equatorial tropical air masses.

#### 42.1.1.1 Tropical Moist Climates (Af) rainforest

Rainfall is heavy in all months. The total annual rainfall is often more than 250 cm. (100 in.). There are seasonal differences in monthly rainfall but temperatures of 27°C (80°F) mostly stay the same. Humidity is between 77 and 88%. High surface heat and humidity cause cumulus clouds to form early in the afternoons almost every day. The climate on eastern sides of continents are influenced by maritime tropical air masses. These air masses flow out from the moist western sides of oceanic high-pressure cells and bring lots of summer rainfall. The summers are warm and very humid. It also rains a lot in the winter

- Average temperature: 18 °C (°F)
- Annual Precipitation: 262 cm. (103 in.)
- Latitude Range: 10° S to 25 ° N
- Global Position: Amazon Basin; Congo Basin of equatorial Africa; East Indies, from Sumatra to New Guinea.

#### 42.1.1.2 Wet-Dry Tropical Climates (Aw) savanna

A seasonal change occurs between wet tropical air masses and dry tropical air masses. As a result, there is a very wet season and a very dry season. Trade winds dominate during the dry season. It gets a little cooler during this dry season but will become very hot just before the wet season.

- Temperature Range: 16 °C
- Annual Precipitation: 0.25 cm. (0.1 in.). All months less than 0.25 cm. (0.1 in.)
- Latitude Range: 15 ° to 25 ° N and S
- Global Range: India, Indochina, West Africa, southern Africa, South America and the north coast of Australia

#### 42.1.1.3 Dry Tropical Climate (BW) desert biome

These desert climates are found in low-latitude deserts approximately between 18° to 28° in both hemispheres. these latitude belts are centered on the tropics of Cancer and Capricorn, which lie just north and south of the equator. They coincide with the edge of the equatorial subtropical high pressure belt and trade winds. Winds are light, which allows for the evaporation of moisture in the

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intense heat. They generally flow downward so the area is seldom penetrated by air masses that produce rain. This makes for a very dry heat. The dry arid desert is a true desert climate and covers 12 % of the Earth's land surface.

- Temperature Range: 16° C
- Annual Precipitation: 0.25 cm (0.1 in). All months less than 0.25 cm (0.1 in).
- Latitude Range: 15° - 25° N and S.
- Global Range: southwestern United States and northern Mexico; Argentina; north Africa; south Africa; central part of Australia.

### 42.1.2 Group II

Mid-latitude Climates: Climates in this zone are affected by two different air-masses. The tropical air-masses are moving towards the poles and the polar air-masses are moving towards the equator. These two air masses are in constant conflict. Either air mass may dominate the area, but neither has exclusive control.

#### 42.1.2.1 Dry Midlatitude Climates (BS) steppe

Characterized by grasslands, this is a semiarid climate. It can be found between the desert climate (BW) and more humid climates of the A, C and D groups. If it received less rain, the steppe would be classified as an arid desert. With more rain, it would be classified as a tallgrass prairie. This dry climate exists in the interior regions of the North American and Eurasian continents. Moist ocean air masses are blocked by mountain ranges to the west and south. These mountain ranges also trap polar air in winter, making winters very cold. Summers are warm to hot.

- Temperature Range: 24° C (43° F).
- Annual Precipitation: less than 10 cm (4 in) in the driest regions to 50 cm (20 in) in the moister steppes.
- Latitude Range: 35° - 55° N.

Global Range: Western North America (Great Basin, Columbia Plateau, Great Plains); Eurasian interior, from steppes of eastern Europe to the Gobi Desert and North China.

#### 42.1.2.2 Mediterranean Climate (Cs) chaparral biome

This is a wet-winter, dry-summer climate. Extremely dry summers are caused by the sinking air of the subtropical highs and may last for up to five months. Plants have adapted to the extreme difference in rainfall and temperature between winter and summer seasons. Sclerophyll plants range in formations from forests, to woodland and scrub. Eucalyptus forests cover most of the chaparral biome in Australia. Fires occur frequently in Mediterranean climate zones.

- Temperature Range: 7° C (12° F)
- Annual Precipitation: 42 cm (17 in).
- Latitude Range: 30° - 50° N and S

Global Position: central and southern California; coastal zones bordering the Mediterranean Sea; coastal Western Australia and South Australia; Chilean coast; Cape Town region of South Africa.

#### 42.1.2.3 Dry Midlatitude Climates (Bs) grasslands biome

These dry climates are limited to the interiors of North America and Eurasia. Ocean air masses are blocked by mountain ranges to the west and south. This allows polar air masses to dominate in winter months. In the summer, a local continental air mass is dominant. A small amount of rain falls during this season. Annual temperatures range widely. Summers are warm to hot, but winters are cold.

- Temperature Range: 31° C (56° F).
- Annual Precipitation: 81 cm. (32 in.).
- Latitude Range: 30° - 55° N and S

Global Position: western North America (Great Basin, Columbia Plateau, Great Plains); Eurasian interior.

#### 42.1.2.4 Moist Continental Climate (Cf) Deciduous Forest biome

This climate is in the polar front zone - the battleground of polar and tropical air masses. Seasonal changes between summer and winter are very large. Daily temperatures also change often. Abundant precipitation falls throughout the year. It is increased in the summer season by invading tropical air masses. Cold winters are caused by polar and arctic masses moving south.

- Temperature Range: 31° C (56° F)
- Average Annual Precipitation: 81 cm (32 in).
- Latitude Range: 30° - 55° N and S (Europe: 45° - 60° N).

Global Position: eastern parts of the United States and southern Canada;

northern China; Korea; Japan; central and eastern Europe. **Group III**

High-latitude climates: Polar and arctic air masses dominate these regions. Canada and Siberia are two air-mass sources which fall into this group. A southern hemisphere counterpart to these continental centers does not exist. Air masses of arctic origin meet polar continental air masses along the 60th and 70th parallels.

#### 42.1.3.1 Boreal forest Climate (Dfc) taiga biome

This is a continental climate with long, very cold winters and short, cool summers. This climate is found in the polar air mass region. Very cold air masses from the arctic often move in. The temperature range is larger than any other climate. Precipitation increases during summer months, although annual precipitation is still small. Much of the boreal forest climate is considered humid. However, large areas in western Canada and Siberia receive very little precipitation and fall into the subhumid or semiarid climate type.

- Temperature Range: 41° C (74° F), lows; -25° C (-14° F), highs; 16° C (60° F).
- Average Annual Precipitation: 31 cm (12 in).
- Latitude Range: 50° - 70° N and S.

Global Position: central and western Alaska; Canada, from the Yukon Territory to Labrador; Eurasia, from northern Europe across all of Siberia to the Pacific Ocean.

#### 42.1.3.2 Tundra Climate (E) tundra biome

The tundra climate is found along arctic coastal areas. Polar and arctic air masses dominate the tundra climate. The winter season is long and severe. A short, mild season exists, but not a true summer season. Moderating ocean winds keep the temperatures from being as severe as interior regions.

- Temperature Range: -22° C to 6° C (-10° F to 41° F).
- Average Annual Precipitation: 20 cm (8 in).
- Latitude Range: 60° - 75° N.

Global Position: arctic zone of North America; Hudson Bay region; Greenland coast; northern Siberia bordering the Arctic Ocean.

#### 42.1.3.3 Highland Climate (H) Alpine Biome

Highland climates are cool to cold, found in mountains and high plateaus. Climates change rapidly on mountains, becoming colder the higher the altitude gets. The climate of a highland area is closely related to the climate of the surrounding biome. The highlands have the same seasons and wet and dry periods as the biome they are in. Mountain climates are very important to midlatitude biomes. They work as water storage areas. Snow is kept back until spring and summer when it is released slowly as water through melting.

- Temperature Range: -18° C to 10° C (-2° F to 50° F)
- Average Annual Precipitation: 23 cm (9 in.)
- Latitude Range: found all over the world

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Global Position: Rocky Mountain Range in North America, the Andean mountain range in South America, the Alps in Europe, Mt. Kilimanjaro in Africa, the Himalayans in Tibet, Mt. Fuji in Japan.

## Mood Music

During actual play many players and GMs alike prefer to have a little background music. If the GM wishes to immerse his players into the game he may wish to acquire and play period music. This music is dependent on the nationality and culture of the land the characters are currently in. Examples used in the 1592 Terra campaign have been previously presented in *Section 23, Culture*.

Other GMs having a purely fictional world may instead wish to play popular movie soundtracks, e.g., Lord of the Rings, Lady Hawk, etc. Ultimately the choice is up to the GM and players. The final decision will in no way hinder your enjoyment of *ORS*.

# Appendices

## 44 Magical Items

This section lists and describes various magical items that could be available within an ORS™ campaign. Obviously, this is not a comprehensive list. Please feel free to contribute your favorite item as implemented within ORS™. A magical weapon or item that modifies an *Ability*, *Trait* or *Skill* **does not** directly add its zScore to the applicable *Ability*, *Trait* or *Skill* zScore. Instead, they add a number of development points or days or training to the entity's *Ability*, *Trait* or *Skill*. For example, +1z magical weapon, when utilized, gives the user the number of days of experience that would be required for an entity with a racial mean of 0z (in the weapon skill), to go from 0z to +1z. This method is directly a result of how a magical item is made, *i.e.*, *Change Skill* spell followed by the *Permanent* spell.

### 44.1 Armor

In general, most magical armor and shields are enchanted with either *Skill Modification* or *Bless*. *Skill Modification* means that the magic improves the entity's skill knowledge for that armor or shield, see spell *Skill Modification*. Using a *Bless* spell modifies the armor or shield's base stressor. For example, *Blessed* chain mail gives the opponent a -3z stressor to all attacks, based on *Hit Location*, rather than -2z. Occasionally the armor or shield will modify an ability of the entity when used, see *Modify Ability* spell for more information. Rarely a shield or armor will modify the entity's trait. NOTE: armor and shields **only** grant their modifications when they are being worn or used. Finally, each armor component may or may not be enchanted, for example the chain shirt may be magical, but the greaves and bracers may not. Magic armor and shields tend to have modifications of (-3, -2.5, -2.0, -1.5, -1, +1, +1.5, +2, +2.5, +3)z. **Altering magical armor will ruin it.**

**Ability Modification Armor:** This armor modifies an ability of the entity when wearing this armor. Examples include: Armor of Vitality, Armor of Endurance, etc.

**Ability Modification Shield:** This shield modifies an ability of the entity when using this shield. Examples include: Shield of Vitality, Shield of Endurance, etc.

**Armor of Balance:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Balance* skill.

**Armor of Climbing:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Climbing* skill.

**Armor of Jumping & Landing:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Jumping* (Horizontal & Vertical) and *Landing* skills.

**Armor of Swimming:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Swimming* skill while wearing armor.

**Blessed Armor:** This *Blessed* armor provides an additional modifier to the armor's protective aspect, *i.e.*, the base stressor.

**Blessed Shield:** This *Blessed* shield provides an additional modifier to the shield's protective aspect, *i.e.* the base stressor.

**Mounted Armor:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Mounted Combat* combined skill.

**Riding Armor:** This +1.0z *Skill Modification* armor also has caster specified modifiers to the entity's *Riding* skill.

**Shield of Deflecting:** This small +1.0z *Skill Modification* shield also has caster specified modifiers to the entity's *Defecting* ability.

**Skill Modification Armor:** This armor modifies the entity's *Armor* skill when wearing this armor. Examples include a: +2z breastplate, +3z mail shirt, +1 mail coif, +3 gauntlets.

**Skill Modification Shield:** This shield modifies the entity's *Shield* skill when using this shield. Examples include a: +2z small shield, +3z Medium Shield.

### 44.2 Clothing

Most magical items of clothing are usually custom made for a particular person or entity. Only a few are made to alter their size to their user. Magical clothing will only function if they fit the entity that is wearing them. Found items that have a size, have only about a 10% chance of fitting an entity. Some items like belts and cloaks are more forgiving of minor differences in size. Magical clothing tends to have modifications of (-3, -2.5, -2.0, -1.5, -1, +1, +1.5, +2, +2.5, +3)z. Altering magical clothing, even adding an extra hole in a belt, will ruin it.

**Belt of Acrobats:** These belts modify the entity's *Acrobats-Land* skill.

**Belt of Strength:** These belts modify the entity's *Strength* ability.

**Boots of Dancing:** These boots modify the entity's *Dancing* skill.

**Boots of Jumping:** These boots modify the entity's *Jumping* skills.

**Boots of Movement:** These boots modify the entity's *Movement* skill.

**Boots of Stalking:** These silent boots have a *Change Illusion Hearing - Volume* spell, which tends to have an associated power level between 1 and 7X. These also have an obvious positive stressor of  $(\sqrt{PL})z$  to the *Stalking* Skill. These boots have a 33% chance of magical sizing, enabling anyone to wear them.

**Cloak of Dislocation:** These cloaks have a *Change Illusion Sight Dislocation* spell, which tends to have an associated power level between 1 and 7.

**Cloak of Hiding:** These cloaks modify the entity's *Hiding* skill.

**Cloak of Protection:** These cloaks modify the entity's *Natural Armor* trait.

**Cloak of Stalking:** These cloaks modify the entity's *Stalking* skill.

**Cloak of the Were:** These cloaks modify the entity's *Control Therianthrope* skill. These hooded cloaks are generally made of very soft high quality pliable leather. If attuned they take on the appearance a pelt of the 'were' in question. If unused the attunement will slowly dissipate over a month, reverting once again to a quality hooded cloak.

## 44.3 Jewelry

A number of magical items can be classified as jewelry. Only one headband, one diadem, two earrings, one necklace, two bracelets, eight rings and one amulet or broach may be worn at any one time. Furthermore, no more than one of the same type will function at any one time. Magical jewelry tends to have modifications of (-3, -2.5, -2.0, -1.5, -1, +1, +1.5, +2, +2.5, +3)z. Magical jewelry is usually custom made for a particular person or entity and will only function if they fit the entity that is wearing them. Some items will fit most, but rings and headbands are sized and only have around a 25% and 10% chance of fitting a particular entity, respectively. Altering magical jewelry will ruin it, e.g., resizing a ring.

**Amulet of Acting:** This amulet modifies the entity's *Acting* skill.

**Amulet of Airy Water:** This broach has an *Air Water* spell which tends to have an associated power level between 1 and 10. This amulet can be used 3/day.

**Amulet of the Planes:** This amulet has a *Plane Travel* spell which can be used 3/day. This amulet will only open a portal to an adjacent plane.

**Bracelets of Brachiation:** These bracelets modify the entity's *Brachiation* skill.

**Bracelets of Climbing:** These bracelets modify the entity's *Climbing-Free* skill.

**Bracelets of Protection:** These rings modify an entity's *Natural Armor* trait.

**Broach of Blending:** This broach modifies the entity's *Camouflage* trait.

**Circlet of Cerastes:** This diadem grants the user +0.34z in the *Prophecy* trait.

**Diadem of Disease:** This diadem modifies the entity's *Disease Resistance* trait.

**Earrings of Balance:** These earrings modify the entity's *Balance* skill.

**Earrings of Echo Location:** These earrings modify the entity's *Echo Location* trait.

**Earrings of Hearing:** These earrings modify the entity's *Natural Hearing* trait.

**Earrings of Levitation:** These earrings have a *Levitation* spell usable 3/day. The *Levitation* spell tends to have an associated power level between 1 and 7. This item is targeted to animal, humans, supernatural and extraplanar entities.

**Earrings of Telepathy:** These earrings have a *Telepathy* spell usable 3/day. The *Telepathy* spell tends to have an associated power level between 1 and 7. This item is targeted to animal, humans, supernatural and extraplanar entities.

**Headband of Domination:** This headband has a *Domination* spell which tends to have an associated power level between 3 and 7. There are variants of this headband for plants, animals, humans, supernatural and extraplanar entities.

**Headband of Empathy:** This headband has an *Empathy* spell which tends to have an associated power level between 2 and 7. There are variants of this headband for animals, humans, supernatural and extraplanar entities.

**Headband of Invisibility Detection:** This headband has a *Detect Invisible* spell which tends to have an associated power level between 2 and 7.

**Headband of Lie Detection:** This headband has a *Detect Lie* spell, which tends to have an associated power level between 2 and 7.

**Headband of Magic Detection:** This headband has a *Detect Magic* spell, which tends to have an associated power level between 2 and 7.

**Headband of Mask Mind:** This headband has a *Mask Mind* spell, which tends to have an associated power level between 2 and 7. These headbands are targeted to animals, humans, supernatural and extraplanar entities.

**Headband of Mask Soul:** This headband has a *Mask Soul* spell, which tends to have an associated power level between 2 and 7. These headbands are targeted to animals, humans, supernatural and extraplanar entities.

**Headband of Trap Detection:** This headband has a *Detect Traps* spell, which tends to have an associated power level between 2 and 7.

**Headband of Undead Detection:** This headband has a *Detect Undead* spell which tends to have an associated power level between 2 and 7.

**Necklace of Flachette Ball:** This necklace has an intricate chain of steel with between one and seven hematite spheres. Each sphere may be detached and thrown (*Throwing* skill). Upon impact they explode as a *Flachette Ball* spell. The Flachette balls tend to have an associated power level between 4 and 7.

**Necklace of Fireballs:** This necklace has an intricate chain of gold with between one and seven rubies. Each ruby may be detached and thrown (*Throwing* skill). Upon impact they explode as a *Fireball* spell. The Fireballs tend to have an associated power level between 4 and 7.

**Necklace of Ice balls:** This necklace has an intricate chain of silver with between one and seven sapphires. Each sapphire may be detached and thrown (*Throwing* skill). Upon impact they explode as an *Ice ball* spell. The Ice balls tend to have an associated power level between 4 and 7.

**Necklace of Lightning Balls:** This necklace has an intricate chain of platinum with between one and seven diamonds. Each diamond may be detached and thrown (*Throwing* skill). Upon impact they explode as a *Lightning ball* spell. The Lightning balls tend to have an associated power level between 4 and 7.

**Ring of Air Resistance:** These rings have a *Resist Element* (Air) spell. The *Resist Element* tends to have an associated power level between 1 and 7.

**Ring of Earth Resistance:** These rings have a *Resist Element* (Earth) spell. The *Resist Element* tends to have an associated power level between 1 and 7.

**Ring of Fire Resistance:** These rings have a *Resist Element* (Fire) spell. The *Resist Element* tends to have an associated power level between 1 and 7.

**Ring of Healing:** These rings modify an entity's *Healing* trait.

**Ring of Invisibility:** These rings have a *Sight Phantasm* spell which renders the wearer invisible. The entity will only be invisible while wearing the ring.

**Ring of Magic Resistance:** These rings modify an entity's *Magic Resistance* trait.

**Ring of Protection:** These rings modify an entity's *Natural Armor* trait.

**Ring of Water Resistance:** These rings have a *Resist Element* (Water) spell. The *Resist Element* tends to have an associated power level between 1 and 7.

**Ring of Wishes:** This ring has one to three Wishes enchanted within it. Once used the ring become a mundane gold ring.

**Ring of Wizardry:** These rings modify an entity's *Mana* trait.

**Shield Ring:** These rings have a *Shield* spell, which tends to have an associated power level between 1 and 8.

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**Thorn Manacles:** These cuffs prevent corporeal entities from using their magic. They each have dozens of sharp points prick into the wearer's wrists. When one attempts to reach for their magic, they feel the manacles become a frozen agony so strong they wipe out all thought. An *Ether Divine Magic* spell triggers an *Ether-Force Bolt* through the thorns. The manacles were originally made by troll smiths of the Unseelie Court, and to overcome the bindings of the manacles one needs to seek that which is the bane to those who made them (iron and sunlight, the bane to trolls).

## 44.4 Miscellaneous

**Ability Tomes:** These very rare books are enchanted with *Modify Ability* spell. When read these tomes permanently modify an entity's ability score by ( $\pm 1z$ ), i.e., they provide development points to raise an ability from  $0z$  to  $\pm 1z$ . Tomes can be found for humans, supernatural and extraplanar entities. To be utilized the entity must be able to read the language the book is written in and dedicate one week/(language-R zScore) to read and comprehend the book. After reading the book vanishes only to reappear in a randomly determined forgotten library 100-10000 miles away. The entity can never use that particular tome again. The following is a list of ability tomes:

- ❖ Tome of Agility
- ❖ Tome of Charisma
- ❖ Tome of Comeliness
- ❖ Tome of Creativity
- ❖ Tome of Eloquence
- ❖ Tome of Empathy
- ❖ Tome of Endurance
- ❖ Tome of Intuition
- ❖ Tome of Memory
- ❖ Tome of Morality
- ❖ Tome of Quickness
- ❖ Tome of Reasoning
- ❖ Tome of Speed
- ❖ Tome of Spirituality
- ❖ Tome of Stability
- ❖ Tome of Strength
- ❖ Tome of Vitality
- ❖ Tome of Will

**Atomizer of Air Elemental Summoning:** This Atomizer has a *Summon Elemental* (Air) spell useable 2/day. The *Summon Elemental* spell tends to have an associated power level between 5 and 10.

**Bag of Holding:** These medium sized bags (2'x2') with a drawstring opening have a *Modify Size* spell cast upon the inside, which increases its capacity. Looking into the bag reveals boiling black clouds. None of the items in the bag can be seen, they can only be felt. The object must fit within the mouth of the bag. The capacity of the bag varies from 1 ft<sup>3</sup> to 27ft<sup>3</sup>. Items within the bag have no weight.

**Bowl of Cooking:** This bowl modifies the entity's *Cooking* skill.

**Brazier of Fire Elemental Summoning:** This brazier has a *Summon Elemental* (Fire) spell useable 2/day. The *Summon Elemental* spell tends to have an associated power level between 5 and 10.

**Broom of Flying:** This broom has a *Fly* spell useable 3/day. The capacity of the broom is two human sized entities. The *Fly* spell tends to have an associated power level between 5 and 10.

**Carpet of Flying:** This broom has a *Fly* spell useable 3/day. The capacity of the carpet is 4 human sized entities. The *Fly* spell tends to have an associated power level between 10 and 15.

**Cauldron of Plenty:** This cauldron has a *Create Food (Plant)* spell useable 3/day. The *Create Food* spell tends to have an associated power level between 5 and 10.

**Cauldron of Water Elemental Summoning:** This cauldron has a *Summon Elemental* (Water) spell useable 2/day. The *Summon Elemental* spell tends to have an associated power level between 5 and 10.

**Chisel of Stone Shape:** This chisel has a *Stone Shape* (Earth) spell useable 2/day. The *Stone Shape* spell tends to have an associated power level between 1 and 7.

**Crystal Ball:** These balls use the *Clairvoyance* spell and tend to have an associated power level between 2 and 7. These balls are targeted for humans, supernatural or Extraplanar entities.

**Dice of Chance:** This pair of dice modifies the entity's *Games, Chance* skill, for games having dice.

**Fan of Wind:** This fan has a *Wind* spell useable 2/day. The *Wind* spell tends to have an associated power level between 1 and 10.

**Glass of Fire:** These 3" diameter glass lenses have a *Create Fire* spell.

**Glass of Light:** These 3" diameter glass disks have a *Create Light* spell (Fire). The VOE of the light spell tends to 10 ft radius to 30 ft radius.

**Heating Cube:** This 4" cube can heat a bath-tub of water to 95 degrees or 2000 ft<sup>3</sup> of contained air to 68 degrees Fahrenheit for 8 hours, once per day. The volume is exactly sized for the Survival Shelter.

**Lenses of Distance Vision:** These magical contact lenses modify the entity's *Distance Vision* trait. Both lenses must be worn to function properly.

**Lenses of Infrared Vision:** These magical contact lenses modify the entity's *Infrared Vision* trait. Both lenses must be worn to function properly.

**Lenses of Lowlight Vision:** These magical contact lenses modify the entity's *Lowlight Vision* trait. Both lenses must be worn to function properly.

**Lenses of Medusa:** These magical contact lenses have a *Petrify* spell enchantment. These lenses are targeted for combination of humans, supernatural or Extraplanar entities. Both lenses must be worn to function properly.

**Lenses of True Sight:** These magical contact lenses have a *True Sight* spell enchantment. Both lenses must be worn to function properly. These lenses are targeted towards animals, humans, supernatural and extraplanar entities.

**Lenses of Ultraviolet Vision:** These magical contact lenses modify the entity's *Ultraviolet Vision* trait. Both lenses must be worn to function properly.

**Lenses of Underwater Vision:** These magical contact lenses modify the entity's *Underwater Vision* trait. Both lenses must be worn to function properly. When used they will not fall out while in water.

**Lore Tomes:** These rare books are enchanted with *Modify Skill Knowledge* spell. They permanently modify an entity's Lore skill by ( $\pm 1z$ ). To be utilized the entity must be able to read the language the book is written in and dedicate one week/(language-R zScore) to read and comprehend the book. After reading the book vanishes only to reappear in a randomly determined forgotten library 100-10000 miles away. Once read they can never be used by the same entity again. The following is a list of ability tomes:

- ❖ Artifact Lore
- ❖ Circle Lore
- ❖ Codex Lore
- ❖ Extraplanar Creature Lore
- ❖ Fauna Lore -- The tome will be specialized on 1 type of fauna, e.g., aquatic, urban, forest, desert, arctic, etc.
- ❖ Flora Lore -- The tome will be specialized on 1 type of fauna, e.g., aquatic, urban, forest, desert, arctic, etc.
- ❖ Planar Lore
- ❖ Supernatural Creature Lore

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## ❖ Symbol Lore

**Mask of Animals:** These masks depict a mundane animal, *e.g.*, fox, wolf, deer, lynx, hare, bear, squirrel, boar, and owl just to name a few. Unless an *Attunement* is cast it will take 30 minutes for the masks to auto-attune at which point the character may learn their powers. Once attuned they can *Polymorph* into the just mature animal with a successful *Morphing* roll. There are a couple of drawbacks: the first is that the user can't remove the mask until the maker is killed or a *Destroy Animal Body-Dispel* is cast and succeeds; and second is that after for every 30 minutes the mask is worn the entity has a present chance of permanently changing into the animal (mind, body and soul). The percent chance increases 1% every 30 minutes the mask is worn cumulative in any 24 hour period.

**Mirror of Spell Reflection:** These mirrors have a *Reflection* Spell and tend to have an associated power level between 4 and 10. These mirrors can effect any Noun combination

**Musical Instrument:** These musical instruments modify the entity's *Play Instrument* skill.

**Picks of Opening:** These magical picks have a reverse *Lock* spell (Earth) that tend to have an associated power level between 1 and 7.

**Pitcher of Water:** This pitcher has a *Create Water* spell useable 3/day. The Pitcher tends to hold one gallon of water.

**Rod of Fishing:** This rod modifies the entity's *Fishing* skill.

**Rope of Rappelling:** This rope modifies the entity's *Climbing-Aided* skill.

**Saddle of Riding:** This saddle modifies the entity's *Riding* skill.

**Survival Shelter:** When activated, this prismatic 2" diameter half sphere, creates a survival shelter 20' in diameter. The translucent dome is equivalent to the *Ether-Force Wall*. It has a single door and lasts for 8 hours/ once per day or until dispelled. Its rated capacity is 8 humanoid sized adults.

**Traveling Spell Book:** This enchanted leather-bound spell book is 5 inches wide by 8 ¼ inches tall, ½ inch thick, and weighs ¾ of a pounds when closed. When opened it is the standard size 8 ½ inches wide, 11" tall and 1" thick and weighs 2 pounds. Many spell casters keep their standard spell book safe and sound in their laboratory and use their traveling spell book when roaming.

**Urn of Earth Elemental Summoning:** This Urn has a *Summon Elemental* (Earth) spell useable 2/day. The *Summon Elemental* spell tends to have an associated power level between 5 and 10.

## 44.5 Potions

Potions tend to be found in small glass or ceramic bottles which usually hold around two ounces of liquid. The bottles have a stopper and are usually sealed in wax. The bottles due to their small size tend to have cryptic or even no labels, sometimes the labeling scheme is by color or pattern. Each potion contains but a single dose, anything less than a full dose will accomplish nothing. Any entity can use a potion.

Potions operate identically to the equivalent spell within the codex, *i.e.*, duration and effect. In general potions can be beneficial or baneful, depending on the original goal of the spell weaver who created it. Unless otherwise stated the spell-like effects of the potions take place 10 seconds after they have been quaffed. Potions are limited to entities that can drink. Must potions can be found for animals, humans, supernatural and Extraplanar entities. Drinking an ability potion meant for another species can be detrimental to one's health

**Ability Potions:** These potions use the *Modify Ability* spell and tend to be found in modifications of (-3, -2, -1, +1, +2, +3)z although others are sometimes found. The minimum power level to achieve the modification should be

assumed. Ability potions can be found for animals, humans, supernatural and Extraplanar entities. The following is a list of ability potions:

- ❖ Potion of Agility
- ❖ Potion of Charisma
- ❖ Potion of Comeliness
- ❖ Potion of Creativity
- ❖ Potion of Eloquence
- ❖ Potion of Empathy
- ❖ Potion of Endurance
- ❖ Potion of Intuition
- ❖ Potion of Memory
- ❖ Potion of Morality
- ❖ Potion of Quickness
- ❖ Potion of Reasoning
- ❖ Potion of Speed
- ❖ Potion of Spirituality
- ❖ Potion of Stability
- ❖ Potion of Strength
- ❖ Potion of Vitality
- ❖ Potion of Will

**Age Potions:** These potions use the *Age* spell and can age the imbiber one or two years. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Allergy Resistance Potions:** These potions use the *Allergy Resistance* spell and tend to be found in modifications of (-3, -2, -1, +1, +2, +3)z although others are sometimes found. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Calm Potions:** These potions use the *Calm* spell and tend to have an associated power level between 1 and 7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Cause Addiction Potions:** These potions use the *Cause Addiction* spell and can be found for light, medium or serious addiction. The next drug or alcohol the entity uses he will become addicted to it, this includes potions. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Charm Potions:** These potions use the *Charm* spell and tend to have an associated power level between 2 and 7. This spell is often confused with a Love Potion or philter, which does not exist. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Clairaudience Potions:** These potions use the *Clairaudience* spell and tend to have an associated power level between 1 and 7. These potions can be found for humans, supernatural and Extraplanar entities.

**Clairvoyance Potions:** These potions use the *Clairvoyance* spell and tend to have an associated power level between 2 and 7. These potions can be found for humans, supernatural and Extraplanar entities.

**Confusion Potions:** These potions use the *Confusion* spell and tend to have an associated power level between 2 and 7. This spell is often confused with a Love Potion or philter which does not exist. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Disguise Mind Potions:** These potions use the *Disguise Mind* spell and tend to have an associated power level of 4 or 8. These potions can be found for humans, supernatural and Extraplanar entities.

**Enhance Movement Potions:** These potions use the *Enhance Movement* spell and tend to have an associated power level between 1 and 7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Erase Memory Potions:** These potions use the *Erase Memory* spell and tend to have an associated power level between 2-6. These potions can be found for animals, humans, supernatural and Extraplanar entities.

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**Fly Potions:** These potions use the *Fly* spell and tend to have an associated power level between 4-7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Harm Potions:** These potions use the *Harm* spell and can be found for light, medium or serious wounds of the *Body, Mind or Soul*. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Heal Addiction Potions:** These potions use the *Heal Addiction* spell and can be found for light, medium or serious addictions. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Healing Potions:** These potions use the *Healing* spell and can be found for light, medium or serious wounds of the *Body, Mind or Soul*. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Mask Mind Potions:** These potions use the *Mask Mind* spell and tend to have an associated power level between 1 and 7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Modify Size Potions:** These potions use the *Change Size* spell and tend to be found in modifications of (1/8, 1/4, 1/2, 2, 4, +8)X although others are sometimes found. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Nullify Exhaustion Potions:** These potions use the *Nullify Exhaustion* spell and tend to have an associated power level between 1 and 7 and are targeted towards the *Body, Mind or Soul*. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Pain Potions:** These potions use the *Pain* spell and can be found for light, medium or serious pain. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Pain Relief Potions:** These potions use the *Pain Relief* spell and can be found for light, medium or serious pain. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Plane Projection Potions:** These potions use the *Plane Projection* spell and tend to have an associated power level of 8 and 12. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Poison:** Poisons are often stored in bottles similar to potions and are often confused with potions. The variety and type of poisons is detailed elsewhere within the *ORS GM's Guide*<sup>TM</sup>.

**Polymorph Potions:** These potions use the *Polymorph* spell and tend to have an associated power levels of 4X, 8X or 12X. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Read Mind Potions:** These potions use the *Read Thoughts* spell and tend to have an associated power level between 4-7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Remove Poison Potions:** These potions use the *Toxicity* spell and tend to have an associated power level between 2-8. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Scent Potions:** These potions use the *Scent* spell and tend to be found in modifications of (-3, -2, -1, +1, +2, +3)z although others are sometimes found. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Skill Potions:** These potions use the *Modify Skill Knowledge* spell and tend to be found in modifications of (-3, -2, -1, +1, +2, +3)z although others are sometimes found. The minimum power level to achieve the modification should be assumed. Drinking an ability potion meant for another species can be detrimental to one's health.

**Sleep Potions:** These potions use the *Sleep* spell and tend to have an associated power level between 1 and 7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

**Suggestion Potions:** These potions use the *Suggestion* spell and tend to have an associated power level between 2 and 7. These potions can be found for animals, humans, supernatural and Extraplanar entities.

## 44.6 Scrolls

Scrolls tend to be found cylindrical tubes made of leather, ivory, metal or wood which have a capacity to hold between 1-3 scrolls. The scroll tubes have a cap on both ends to make them relatively resistant to the elements. Scrolls are created using the *Symbol Spell* listed in the *ORS Codex*<sup>TM</sup>. The spell or spells inscribed on the scroll have the associated range, duration, noun-verb zScore ranging from 0.5-3.0z and other *PMods* based upon the mage who created it. A scroll spell is not modifiable. In general, scrolls can be beneficial or baneful, depending on the original goal of the spell weaver who inscribed it. A scroll spell is not a spell-book template and cannot be inscribed spell book. To use a scroll spell requires the user to 'cast' the spell using the noun-verb zScore and *PMods* of the scroll with his Mana zScore, as a stressor. The user's Mana zScore is also used to determine how long it takes to cast. The user is usually a caster, but it can be any entity.

## 45 Staves

Staves are usually made of oak and are 1.5" in diameter by 6.5 ft long. Staves require the appropriate *Attunement* spell before use. Staves are multi-use objects, which contain a maximum pool of 100 power points when fully charged. To determine an unknown staff's capabilities requires a successful *Detect Magic* spell, as the capabilities and the number of charges in a staff are not normally known. Staves are useable by any spell weaver. The rate at which the spell can be released is based on the user's Mana score, the staff's noun-verb zScore, the spell's PL, and any associated *PMods*. The staff has an associated noun-verb zScore ranging from 0.5-3.0z based upon the mage who created it. The charges in the staff are used just like a spell caster's exhaustion pool, *i.e.*, a 1-to-1 for PL level and desired *PMods*. If the user has knowledge of any spell stored in the staff (>0.0z noun-verb) he can recharge the staff by transferring exhaustion points at a 5 to 1 ratio, *e.g.*, for every 5 exhaustion points drained the charges in the staff are increased by one. Finally, if the user has knowledge of a spell stored in the staff (>0.0z noun-verb) he can use his own Exhaustion pool to power the *PMods* instead of draining the staff. If the staff is overcharged it will explode releasing a spell stored in the staff (GM's choice) using all 100 power points. If the pool of charges in the staff ever reaches zero it turns into a magical quarter staff with a weapon skill modifier equal to the original noun-verb zScore and cannot be recharged again.

**Staff of Balls:** The staff has the capability to discharge the following Ball spells: *Fire Ball, Flchette Ball, Force Ball, Ice Ball and Lightning Ball*.

**Staff of Bolts:** The staff has the capability to discharge the following Bolt spells: *Fire Bolt, Flchette Bolt, Force Bolt, Ice Bolt and Lightning Bolt*.

**Staff of Illusion:** The staff has the capability to discharge the following Phantasm spells: *Sight Phantasm, Sound Phantasm, Smell Phantasm, Taste Phantasm, Touch Phantasm*. These spells may be combined to operate synchronously.

**Staff of Potential:** The staff only is capable of holding and transferring power points.

**Staff of Telekinesis:** The staff has the capability to Telekinesis on anything and any entity that has mass.

**Staff of Walls:** The staff has the capability to discharge the following Wall spells: *Earth Wall, Fire Wall, Force Wall, Ice Wall, Lightning Wall, Plant Wall and Water Wall*.

## 45.1 Wands

Wands vary in size from ½” in diameter by 14” long to 1” in diameter and 3.5 feet long, *a.k.a.*, a rod. Wands require the appropriate *Attunement* spell before use. Wands are multi-use objects, which contain a maximum pool of 100 power points when fully charged. To determine an unknown wand’s capabilities requires a successful *Detect Magic* spell, as the capabilities and the number of charges in a wand are not normally known. Wands are useable by any spell weaver. The rate at which the spell can be released is based on the user’s Mana score, the wand’s noun-verb zScore, the spell’s PL, and any associated *PMods*. The wand has an associated noun-verb zScore ranging from 0.5-3.0z based upon the mage who created it. The charges in the wand are used just like a spell caster’s exhaustion pool, *i.e.*, a 1-to-1 for PL level and desired *PMods*. If the user has knowledge of the spell stored in the wand (>0.0z noun-verb) he can recharge the wand by transferring exhaustion points at a 5 to 1 ratio, *e.g.*, for every 5 exhaustion points drained the charges in the wand are increased by one. Finally, if the user has knowledge of the spell stored in the wand (>0.0z noun-verb) he can use his own Exhaustion pool to power the *PMods* instead of draining the wand. If the wand is overcharged it will explode releasing the spell stored in the wand using all 100 power points. If the pool of charges in the wand ever reaches zero, it will simply turn to dust.

**Wand of Earth Walls:** This wand has the *Earth Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is one charge, because *Earth Wall* is a PL1 spell.

**Wand of Fire Balls:** This wand has the *Fire Ball* spell enchanted within it. For each use the minimum number of charges drained from the wand is four charges, because *Fire Ball* is a PL4 spell.

**Wand of Fear:** This wand has the *Fear* spell enchanted within it. These wands are targeted to animals, humans, supernatural and extraplanar entities. For each use the minimum number of charges drained from the wand is one charge, because *Fear* is a PL1 spell.

**Wand of Fire Bolts:** This wand has the *Fire Bolt* spell enchanted within it. For each use the minimum number of charges drained from the wand is three charges, because *Fire Bolt* is a PL3 spell.

**Wand of Fire Walls:** This wand has the *Fire Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Fire Wall* is a PL2 spell.

**Wand of Flachette Balls:** This wand has the *Flachette Ball* spell enchanted within it. For each use the minimum number of charges drained from the wand is four charges, because *Flachette Ball* is a PL4 spell.

**Wand of Flachette Bolts:** This wand has the *Flachette Bolt* spell enchanted within it. For each use the minimum number of charges drained from the wand is three charges, because *Flachette Bolt* is a PL3 spell.

**Wand of Force Balls:** This wand has the *Force Ball* spell enchanted within it. For each use the minimum number of charges drained from the wand is five charges, because *Force Ball* is a PL5 spell.

**Wand of Force Bolts:** This wand has the *Force Bolt* spell enchanted within it. For each use the minimum number of charges drained from the wand is four charges, because *Force Bolt* is a PL4 spell.

**Wand of Force Walls:** This wand has the *Force Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is five charges, because *Force Wall* is a PL5 spell.

**Wand of Ice Balls:** This wand has the *Ice Ball* spell enchanted within it. For each use the minimum number of charges drained from the wand is five charges, because *Ice Ball* is a PL5 spell.

**Wand of Ice Bolts:** This wand has the *Ice Bolt* spell enchanted within it. For each use the minimum number of charges drained from the wand is four charges, because *Ice Bolt* is a PL4 spell.

**Wand of Ice Walls:** This wand has the *Ice Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Ice Wall* is a PL2 spell.

**Wand of Illusion:** This wand has the *Sight Phantasm* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Sight Phantasm* is a PL2 spell. If this wand is overcharged it repeats the last illusion cast with maximum VOE or intensity potentially blinding the user and anyone around him.

**Wand of Lightning Balls:** This wand has the *Lightning Ball* spell enchanted within it. For each use the minimum number of charges drained from the wand is four charges, because *Lightning Ball* is a PL4 spell.

**Wand of Lightning Bolts:** This wand has the *Lightning Bolt* spell enchanted within it. For each use the minimum number of charges drained from the wand is three charges, because *Earth Wall* is a PL3 spell.

**Wand of Lightning Walls:** This wand has the *Lightning Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is three charges, because *Lightning Wall* is a PL3 spell.

**Wand of Metal Walls:** This wand has the *Metal Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is three charges, because *Metal Wall* is a PL3 spell.

**Wand of Plant Walls:** This wand has the *Plant Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Plant Wall* is a PL2 spell.

**Wand of Stone Walls:** This wand has the *Stone Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Stone Wall* is a PL2 spell.

**Wand of Water Walls:** This wand has the *Water Wall* spell enchanted within it. For each use the minimum number of charges drained from the wand is one charge, because *Water Wall* is a PL1 spell.

**Wand of Webs:** This wand has the *Web* spell enchanted within it. For each use the minimum number of charges drained from the wand is two charges, because *Web* is a PL2 spell.

## 45.2 Weapons

In general, most magical weapons are *Skill Modification* weapons. This means that the magic improves the entity’s skill knowledge for that particular weapon, see spell *Skill Modification* for additional information. The weapons tend to have a modification of (-3, -2.5, -2.0, -1.5, -1, +1, +1.5, +2, +2.5, +3)z. Occasionally the weapon will modify an ability of the entity when used, see *Modify Ability* spell for more information. Rarely a weapon will modify the entity’s trait. NOTE: weapons only grant their modifications when they are being used or held. Magical artillery weapons are virtually non-existent. Magical firearms because of their relative newness are rare. Altering a magical weapon will ruin it, *e.g.*, cutting down a Scottish claymore into an arming sword.

**Ability Modification Weapon:** This weapon modifies an ability of the entity when using this weapon. This weapon tends to have modifications of (-2.0, -1.5, -1, +1, +1.5, +2)z. Examples include: *Sword of Speed*, *Mace of Strength*, *Staff of Quickness*, etc.

**Bow of Hunting:** This +1.0z *Skill Modification* missile weapon (bow, sling, etc.) also has caster specified modifiers to the entity’s *Hunting* skill.

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**Entropy Weapon:** This +1.0z *Skill Modification* concussion weapon (staff, mace, club, etc.) also has caster specified modifiers to the entity's *Entropy* trait.

**Dagger of Skinning:** This +1.0z *Skill Modification* dagger also has caster specified modifiers to the entity's *Skinning* trait.

**Deflecting Weapon:** This +1.0z *Skill Modification* concussion or edged weapon (sword, staff, mace, club, etc.) also has caster specified modifiers to the entity's *Deflecting* ability.

**Disarming Weapon:** This +1.0z *Skill Modification* concussion or edged weapon (sword, staff, mace, club, etc.) also has caster specified modifiers to the entity's *Disarming* skill.

**Frenzy Weapon:** This +1.0z *Skill Modification* two-handed concussion or edged weapon (sword, staff, etc.) also has caster specified modifiers to the entity's *Control Frenzy* skill.

**Hammer of Destruction:** This +1.0z *Skill Modification* concussion weapon (hammer, mattock, etc.) also has caster specified modifiers to the entity's *Destroying* skill.

**Luck Blade:** This +1.0z *Skill Modification* edged weapon (sword, axe, dagger, etc.) also has caster specified modifiers to the entity's *Luck* trait.

**Mace of Leadership:** This +1.0z *Skill Modification* mace, which looks like a scepter, also has caster specified modifiers to the entity's *Leadership* combined skill.

**Off-hand Weapon:** This +1.0z *Skill Modification* one-hand edged weapon (sword, dagger, mace, main gauche, etc.) also has caster specified modifiers to the entity's *Two-Weapon Combat* skill.

**Parrying Weapon:** This +1.0z *Skill Modification* concussion or edged weapon (sword, staff, mace, club, etc.) also has caster specified modifiers to the entity's *Parrying*.

**Projectile of Aiming:** This missile (arrow, bolt, rock, sling stone, bullet, etc.) has an *Aiming* spell (reverse *Deflections*) cast upon it. The associated spell power level tends to be between 1 and 7.

**Projectile of Fire:** This missile (arrow, bolt, rock, sling stone, bullet, etc.) has a *Fireball* spell cast upon it. The associated spell power level tends to be between 4 and 7.

**Quickdraw Blade:** This +1.0z *Skill Modification* edged weapon (sword, axe, dagger, etc.) also has caster specified modifiers to the entity's *Quickdraw* skill.

**Silent Kill Weapon:** This +1.0z *Skill Modification* concussion or edged weapon (sword, dagger, staff, mace, club, etc.) also has caster specified modifiers to the entity's *Silent Kill* combined skill.

**Skill Modification Weapon:** This type of weapon modifies the entity's weapon skill when used. Examples include a: +2z Rapier, +3z Staff of Striking, etc..

**Staff of Balance:** This +1.0z *Skill Modification* staff also modifies the entity's *Balance* skill.

## Relics

### Starr Stone

This relic of unknown origin is said to have been made by Tyr for his priests. This many-faceted emerald is valued at over 50,000£. The Starr Stone has the following powers, each of which may be used 3/day. The power level is equal to the minimum to cast the spell. Additional power can be supplied by the user to increase the spell affects, provided they have access to the proper noun-verb Codex skill. The powers listed below only work in the hands of a cleric of Tyr. Anyone else touching this object will take the reverse of all the following, times three.

Calm	Cure Disease
Heal Addiction	Healing (Body/Mind/Soul)
Heal Disorder	Relieve Pain
Inhibit Allergy	Relieve Stun
Remove Poison	Regeneration

### Tsukumogami

Inspired by Japanese folklore, tsukumogami are inanimate objects that served their owners for 100 years at which point they were possessed by a yōkai and now have magical powers associated with them. Depending on the yōkai they even have limited self-awareness. Their abilities can be beneficial or baneful, sometime both. Aware tsukumogami have the capacity to get angry and can individually or gang up to take revenge against those who they think have disrespected them. For this reason, jinja ceremonies are performed in Japan to console broken and/or unusable objects.

- *Abumi-guchi* – These look like furry leather stirrups. They provide 1z benefit or curse to an entity's *Riding* skill based on the personality/mood of the yōkai.
- *Bakezōri* – These look like braided rice sandals. They provide 1z benefit or curse to an entity's *Stalking* skill based on the personality/mood of the yōkai.
- *Biwa-bokuboku* – This looks like a normal biwa. The instrument and the bachi were constructed from a tree that was used as part of a hanging, either murder or suicide. The strings are made of silver and the pegs are made of bone. When within 10 feet of a deceased humanoid, e.g., a cemetery, the biwa will allow *Speak with Dead* spell the strings resonating with their voice. If neglected the instrument plays mournful tunes at embarrassing moments. Undead within 10 feet will attack the instrument and attempt to destroy it.
- *Boroboroton* – This looks like a worn futon. It decreases the required sleep by 1 hour or tries to smother, *Erode Air* spell, the sleeper based on the personality/mood of the yōkai.
- *Chōchinobake* – This looks like a tradition paper lantern with a face painted on it. These lanterns provide magical light but have a mischievous spirit that enjoys scaring its owner by moving its painted eyes and talking in a crude, rude and socially unacceptable manner.
- *Ichiren-bozu* – These animated prayer beads can be used as 1z blessed or cursed sling stones or if strung a whip based on the personality/mood of the yōkai.
- *Ittan-momen* – This looks like a roll of cloth, the size varies. Some provide 1z benefit or curse to an entity's *Medical Aid* skill based on the personality/mood of the yōkai. Large Ittan-momen enjoy flying around and attacking (smother, *Erode Air*) or tripping people depending on their nature.
- *Jatai* – These appear to be a colorful obi. At night they enjoy slithering around the owner constricting them like a snake (smother, *Erode Air*).
- *Kameosa* – This item looks like an old sake jar that is always full with sake or continually leaking water based on the personality/mood of the yōkai.
- *Kasa-obake* – This item appears to be an oiled paper umbrella with an eye painted on it and a long wooden L-shaped handle. On raining nights, it becomes animated hopping around on its single leg and licking people with its long oily tongue.
- *Kosode-no-te* – This appears to be a short-sleeved kimono preferred by prostitutes. They provide 1z benefit or curse to an entity's *Direct Manipulation* (Seduction) skill based on the personality/mood of the yōkai.

- **Koto-furunushi** – This appears to be a traditional koto with a demonic face painted on it. They provide 1z benefit or curse to an entity's *Music-Instrument* skill based on the personality/mood of the yōkai. If ignored they will play enchanting music on their own or the strings detach, and it moves around looking for a better owner.
- **Kurayarō** – Somewhere in time these saddle's previous owner was slain in combat. They provide 1z benefit or curse to an entity's *Mounted-Combat* combined skill based on the personality/mood of the yōkai.
- **Kyōrinrin** – These items appear to be ancient scrolls, books and scriptures. If read they provide 0-10 days of experience (once) to the skill most closely associated with the topic of the document depending on the personality/mood of the yōkai. If disrespected they move to a height and fall on the owner causing more annoyance than pain.
- **Menreiki** – This appears to be a Gigaku mask. They provide 1z benefit or curse to an entity's *Drama-Disguise* skill based on the personality/mood of the yōkai.
- **Minowaraji**– This appears to be a mino straw raincoat. They provide 1z benefit or curse to an entity's *Movement* skill in inclement weather based on the personality/mood of the yōkai.
- **Morinji-no-okama** – This appears to be a ceramic or cast-iron tea kettle. They keep the tea hot or prevent it from ever getting hot based on the personality/mood of the yōkai. If annoyed it will blast hot steam into the face of an unsuspecting entity.
- **Shamichoro** – This appears to be a traditional shamisen. They provide +1z *Music-Instrument* skill benefit to any music played that evokes grief and melancholy and a -1z to all other music. The yōkai is mourning the death of one of its previous owners who was a virtuoso. If ignored it plays a melody by itself reminding you of your saddest memories. If you are feeling really low and suicidal, the song may just be enough to push you over the edge.
- **Shirouneri** – This appears to be old, stinky mosquito nettings or dust clothes. After dark this malicious yōkai takes the shape of a dragon and flies through the air, chasing cleaning staff and servants, and attacking them by wrapping its slimy, mildewy body around their necks and heads, causing them to pass out from the stench.
- **Shōgorō** – This appears to be a relatively small bowl-shaped gong with turtle legs. If neglected they wander at night around like some kind of metal turtle, striking their bodies and ringing their notes out into the night. Its note will wake all but the deepest sleeper. Only proper maintenance can still its spirit.
- **Ungaikyō** – A possessed mirror that if polished and treated with respect allows the viewer to perform a *Glamour-Sight* spell to appear as desired, once per day. Depending on the yōkai the glamour will actually be indicative of the user's soul.
- **Yamaoroshi** – This appears to be a metal grater that was improperly cared for. At night the slicers stick out and it looks like a small porcupine scratching the nearest person. Every time it draws blood it becomes more powerful until it can remove huge swaths of skin.
- **Zorigami** – This appears to be a medium to large pendulum clock. It can speed up or slow down depending on the yōkai. For example, if you have a deadline will speed up and if you are waiting for the day to end it slows down. In the middle of the night, it adjusts itself to the exact time. The owner maintains it properly and talks to it it chimes sound almost like a purring cat.

## Artifacts

### Deck of Uncertainty

The Deck of Uncertainty is an artifact (beneficial and baneful) that will be found in a rose wood box encrusted with rubies, valued at 5000 £. Covering the deck is a piece of fine black silk. Loki, the Norse god of mischief, strife and fire, created the Deck of Uncertainty. The complete deck contains 78 ivory plaques, the back of which is patterned with red and black flames. As soon as one of these plaques is drawn forth from the deck its magic is bestowed upon the person who drew it, for better or worse. The drawer may only draw 1 plaque, except for cases when the FOOL is drawn then the drawer must draw three more cards. To simulate the plaques, you may use Aleister Crowley's Thoth Tarot Deck, or any Tarot deck with minor modifications.

The magic bestowed by any of the 22 Trumps may only be changed by divine means. The magic of the 56 minor plaques may only be changed by the use of a *Wish Spell*. After each plaque is drawn, it shall disintegrate leaving a fine white dust and reform in Asgard. When the entire deck has reformed in Asgard Loki shall randomly place it once again in the world.

A court card (*i.e.*, Knight, Queen, Prince, Princess) is a human or humanoid who will offer his/her services as a henchman for 1 year. OR if the plaque is reversed a human or humanoid will appear in 1-10 days and attempt to kill the drawer. The court character has is around 25 years of age, with appropriate experience and skills for his race, age and social standing. The court character will be outfitted with possessions appropriate to his profession, but no magic.

### TRUMPS

0. **THE FOOL** Draw 3 more plaques discard the first if good.  
(rev) Draw 3 more plaques discard the first if bad.
- I. **THE MAGUS** The drawer gains +1z to his *Mana* trait.  
(rev) The drawer loses -1z to his *Mana* trait.
- II. **THE PRIESTESS** The drawer gains +1z to his *Empathy* ability.  
(rev) -1. The drawer loses -1z to his *Empathy* ability.
- III. **THE EMPRESS** The drawer gains +1z to his *Stability* ability.  
(rev) The drawer loses -1z to his *Stability* ability.
- IV. **THE EMPEROR** The drawer gains +1z to his *Strength* ability.  
(rev) The drawer loses -1z to his *Strength* ability.
- V. **THE HIEROPHANT** The drawer gains +1z to his *Vitality* ability.  
(rev) The drawer loses -1z to his *Vitality* ability.
- VI. **THE LOVERS** The drawer gains +1z to his *Comeliness* ability.  
(rev) The drawer loses -1z to his *Comeliness* ability.
- VII. **THE CHARIOT** The drawer gains +1z to his *Speed* ability.  
(rev) The drawer loses -1z to *Speed* ability.
- VIII. **ADJUSTMENT** The drawer gains +1z to his *Reasoning* ability.  
(rev) The drawer loses -1z to his *Reasoning* ability.
- IX. **THE HERMIT** The drawer gains +1 z to his *Memory* ability.  
(rev) The drawer loses -1 z to his *Memory* ability.
- X. **FORTUNE**– Quadruple your wealth or pay off all your debts.  
(rev)– Quarter your wealth or quadruple your debts.
- XI. **LUST** The drawer loses -1z to his *Morality* ability.  
(rev) The drawer gains +1 z to his *Morality* ability.
- XII. **THE HANGED MAN** The drawer loses -1 z to his *Endurance* ability.  
(rev) The drawer gains +1z to his *Endurance* ability.
- XIII. **DEATH** The drawer loses -1z to his *Intuition* ability.  
(rev) The drawer gains +1z to his *Intuition* ability.
- XIV. **ART** The drawer gains +1z to his *Creativity* ability.  
(rev) The drawer loses -1z to his *Creativity* ability.
- XV. **THE DEVIL** The drawer gains +1z to his *Eloquence* ability.  
(rev) The drawer loses -1 z to his *Eloquence* ability.
- XVI. **THE TOWER** The drawer loses -1.z to his *Will* ability.  
(rev) The drawer gains +1z to his *Will* ability.
- XVII. **THE STAR** The drawer gains +1z to his *Spirituality* ability.  
(rev) The drawer loses -1z to *Spirituality* ability.
- XVIII. **THE MOON** The drawer gains +1z to his *Quickness* ability.  
(rev) The drawer loses -1z to *Quickness* ability.
- XIX. **THE SUN** The drawer gains +1z to his *Charisma* ability.  
(rev) The drawer loses -1z to *Charisma* ability.
- XX. **THE AEON** The drawer gains +1z to his *Agility* ability.

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(rev) The drawer loses -1z to his *Agility* ability.

XXI. **THE UNIVERSE** The drawer gains 3 Wishes. The drawer has 10 minutes in which to make these wishes or lose them.

(rev) – Gain 3 Reverse Wishes. (GM inform your character that he has 3 wishes as above and after all three wishes have been cast take the reverse meaning.

## WANDS

ACE The drawer suffers 20% less damage on all fire-based attacks.

(rev) The drawer suffers 20% more damage on all fire-based attacks.

TWO (**Dominion**) The drawer gains a small wand which may be used once/day to summon a fire elemental (power level 16) who will obey one command.

(rev) A fire elemental (power level 16) will appear and attack the drawer. Hereafter all fire elementals will attack the drawer.

THREE (**Virtue**) The drawer gains +1z to his *Prayer* skill.

(rev) The drawer loses -1z to his *Prayer* skill.

FOUR (**Completion**) The drawer gains +1z to a *Administration* skill.

(rev) The drawer loses -1z to a *Administration* skill.

FIVE (**Strife**) The drawer loses -1z to his *Control Frenzy* skill.

(rev) The drawer gains +1z to his *Control Frenzy* skill.

SIX (**Victory**) The drawer gains +1z to a *Military Tactics* skill.

(rev) – lose -1z to a *Military Tactics* skill.

SEVEN (**Valor**) The drawer gains +1z to his *Leadership* combined skill.

(rev) The drawer loses -1z to his *Leadership* combined skill.

EIGHT (**Swift**) The drawer gains +1z to his *Movement* skill.

(rev) The drawer loses -1z to his *Movement* skill.

NINE (**Strength**) The drawer gains +1z to his *Weight-lifting* skill.

(rev) The drawer loses -1z to his *Weight-lifting* skill.

TEN (**Oppression**) The drawer gains +1z to a *Psychology* skill.

(rev) The drawer loses -1z to a *Psychology* skill.

PRINCESS – A female human with a +1.25z Mana trait.

PRINCE – A male human with a +1.5z Mana trait.

QUEEN – A female human with a +1.75z Mana trait.

KNIGHT – A male human with a +2.0z Mana trait.

## CUPS

ACE The drawer suffers 20% less damage on all water-based attacks (solid, liquid, gas).

(rev) The drawer suffers 20% more damage on all water-based attacks (solid, liquid, gas).

TWO (**Love**) The drawer gains a small platinum cup which may be used once/day to summon a water elemental (power level 16) who will obey 1 command.

(rev) A water elemental (power level 16) will appear and attack the drawer. Hereafter all water elementals will attack the drawer.

THREE (**Abundance**) The drawer gains +1z to a *Farming* skill.

(rev) The drawer loses -1z to a *Farming* skill.

FOUR (**Luxury**) The drawer gains +1z to his *Poetry* skill.

(rev) The drawer loses -1z to his *Poetry* skill.

FIVE (**Disappointment**) The drawer loses -1z to his *Contacting* skill.

(rev) The drawer gains +1z to his *Contacting* skill.

SIX (**Pleasure**) The drawer gains +1z to his *Music-Singing* skill.

(rev) The drawer loses -1z to his *Music-Singing* skill.

SEVEN (**Debauch**) The drawer gains +1z to his *Signaling-Seduction* skill.

(rev) The drawer loses -1z to his *Signaling-Seduction* skill..

EIGHT (**Indolence**) The drawer loses -1z to a *Survival* skill.

(rev) The drawer gains +1z to a *Survival* skill.

NINE (**Happiness**) The drawer gains +1z to his *Dancing* skill.

(rev) The drawer loses -1z to his *Dancing* skill.

TEN (**Satiety**) The drawer gains +1z to his *Astronomy* skill.

(rev) The drawer loses -1z to his *Astronomy* skill.

PRINCESS – A female merman with a +1.25z Mana trait.

PRINCE – A male merman with a +1.5z Mana trait.

QUEEN – A female merman with a +1.75z Mana trait.

KNIGHT – A male merman with a +2.0z Mana trait.

## SWORDS

ACE The drawer suffers 20% less damage on all air-based attacks.

(rev) The drawer suffers 20% more damage on all air-based attacks.

TWO (**Peace**) The drawer gains a small adamantite sword which may be used once/day to summon air elemental (power level 16) who will obey one command.

(rev) An air elemental (power level 16) will appear and attack the drawer. Hereafter all air elementals will attack the drawer.

THREE (**Sorrow**) The drawer gains +1z to his *Signaling-Mimery* skill..

(rev) The drawer loses -1z to his *Signaling-Mimery* skill.

FOUR (**Truce**) The drawer gains +1z to his *Manipulation-Direct* skill.

(rev) The drawer loses -1z to his *Manipulation-Direct* skill.

FIVE (**Defeat**) The drawer loses -1z to his *Disarm* skill.

(rev) The drawer gains +1z to his *Disarm* skill.

SIX (**Science**) The drawer gains +1z to his *Physics* skill.

(rev) The drawer loses -1z to his *Physics* skill.

SEVEN (**Futility**) The drawer loses -1z to a *Philosophy* skill.

(rev) The drawer gains +1z to a *Philosophy* skill.

EIGHT (**Interference**) The drawer gains +1.0z to his *Ventriloquism* skill.

(rev) The drawer loses -1z to his *Ventriloquism* skill.

NINE (**Cruelty**) The drawer gains +1z to his *Interrogation* skill.

(rev) The drawer loses -1z to his *Interrogation* skill..

TEN (**Ruin**) The drawer gains +1z to a *Bureaucracy-Law* skill.

(rev) The drawer loses -1z to his *Bureaucracy-Law* skill.

PRINCESS – A female birdmen with a +1.25z Mana trait.

PRINCE – A male birdmen with a +1.5z Mana trait.

QUEEN – A female birdmen with a +1.75z Mana trait.

KNIGHT – A male birdmen with a +2.0z Mana trait.

## DISKS

ACE The drawer suffers 20% less damage on all physical attacks made by weapons of the earth, e.g., swords, arrows, boulders.

(rev) The drawer suffers 20% more damage on all physical attacks made by weapons of the earth

TWO (**Change**) The drawer gains a small clay disk which may be used once/day to summon an earth elemental (power level 16) who will obey one command.

(rev) An earth elemental (power level 16) will appear and attack the drawer. Hereafter all earth elementals will attack the drawer.

THREE (**Works**) The drawer gains +1z to his *Architecture* skill.

(rev) The drawer loses -1z to his *Architecture* skill.

FOUR (**Power**) The drawer gains gain +1z to his *Hypnosis* skill..

(rev) The drawer loses -1z to his *Hypnosis* skill.

FIVE (**Worry**) The drawer loses -1z to a *Meditation* skill.

(rev) The drawer gains +1z to a *Meditation* skill.

SIX (**Success**) The drawer gains +1z to his *Manipulation-Indirect* skill.

(rev) The drawer loses -1z to his *Manipulation-Indirect* skill.

SEVEN (**Failure**) The drawer gains +1z to his *Passive Awareness* skill.

(rev) The drawer loses -1z to his *Passive Awareness* skill.

EIGHT (**Prudence**) The drawer gains +1z to a *History* skill.

(rev) The drawer loses -1z to a *History* skill.

NINE (**Gain**) The drawer gains +1z to an *Appraisal* skill.

(rev) The drawer loses -1z to an *Appraisal* skill.

TEN (**Wealth**) The drawer gains +1z to a *Games, Chance* skill.

(rev) The drawer loses -1z to a *Games, Chance* skill.

PRINCESS – A female dwarf with a +1.25z Mana trait.

PRINCE – A male dwarf with a +1.5z Mana trait.

QUEEN – A female dwarf with a +1.75z Mana trait.

KNIGHT – A male dwarf with a +2.0z Mana trait.

## HEARTBOW

Nine fabled 'Heart Bows' exist in the world. All Heart Bows are +3z *Skill Modification* bows. These bows also add +1z to the owner's *Agility* and *Strength* when held. These bows have a *Creativity, Empathy, Charisma, Morality, Spirituality* and *Will* ability zScores of 0.0z, 1.5z, 1.0z, 2.5z, 2.0z and 3.0z respectively. A Heart Bow can only be used by a character with a Composite Bow skill of 2.0z or higher. All others touching it will take physical damage equal to the bow's *Soul* once/minute until released. Once an entity of the appropriate skill-level touches the bow an interaction outcome must be determined. A failure results in death, but a successful roll indicates the bow automatically *attuned* itself to the entity. Silver alloyed arrows (*Aiming* power level 9) for this bow are received magically from a wild raven at dawn when all the previous 20 arrows have been used. Each arrow explodes on impact as *Fire Ball* spell (power level 4).

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