

THE IANDA TIMES
(short online version)

Second Edition, v. 2 Issue No. 55

Based in the city of Landa

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Note: Though the landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”
“They seem angry,” he said.
(Magicians of Gor)

Tal readers of the landa Times. The winter months are gone now in many parts of Gor. The warmer weather has melted the ice in rivers and allowed the trading routes to once again be accessible to all.

Trade and commerce is the engine that keeps Gor alive. Cities and villages trading with each other and supplying each other with goods that all need. Each government should encourage trade and allow respectable Merchants access to their markets.

Now is time all cities start to prepare for coming winter months again. Landa encourages trade from all, except STA members. Merchants are allowed to enter if they show their caste colors white and gold. Landa can provide your city with many of the stables needed to help a city through the long cold winter. Palm products such as our famous wine, sugar and cooking oil. Textiles like raffia and rattan, cocoa beans and cocoa products, of course fruits and fruit products. Exotic flowers used to make perfumes and lets not forget spices.

Trade is needed by all in Gor. Landa is open for trade, our merchants, traders and bankers look forward to seeing you.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

WEDNESDAY

Red Caste meeting (05/23/2012, 2.30 pm SLT)
Hall of the warrior's building

Red Caste training in the Arena

FRIDAY

(05/25/2012)

Meeting HoY slaves only, HoY Kennel (05/18/2012, 1 pm SLT)

Free training in the Arena (3.00 pm SLT)
Visitors are very welcome!

SUNDAY

Homestone Swearing Ceremony for New Citizens of Landa
(05/27/2012, 2 pm SLT)
Admin's building

- NEWS

FINA BROKE THE TRUCE

A number of Fina warriors accosted Landa on our soil this week.

They were met by the warrior Nicco and rather than fight, a conversation was held and shortly after, the Fina warriors departed our shores.

What was said is not known. However, shortly after, Nicco also departed Landa with his newly companioned Lady again another mystery the answer known only to him and the priest kings .

Two days later a small group of warriors from Fina and their so called commander Raptor, attacked Landa when the citizens were sleeping. Because they did not get any warriors they took a peasant of Landa as hostage.

Well done, heroes of Fina! We are deeply "impressed"!

Conan, a scarlet of Landa, managed to get Mick returned for a barrel of paga.

The Ubar of Landa withdrew the decision to cease fire with Fina.

FOR SLAVE OWNERS

Please keep in mind that your slave is your property and if the slave is not registered and you don't have slave papers, anyone can come and might take that slave away from you.

Please have acquisition papers, or check at least if there has been a previous owner and your slave has been let go, then take your girl/boy to get a physical, that is important. The phys. needs to place a seal on the report. Come to the head scribe and get the slave papers made for your Property.
Thank you.

Lady Dez
Head Scribe of Landa

THE LANDA SOCIAL SCENE

SLAVES CORNER

by alena (Mitzi Ekato)

The Landa Times is beginning a section of the paper created from slaves alone. It can be from slaves in or out of Landa and the features that we would like to include would be poetry, chores, short articles, and interviews of slaves in Landa so that we can get to know each other. As it is Sunday afternoon and my Master has asked me to get a partial slaves corner out, I will share some of my writings and ideas to encourage you to send in your offerings to me so that I can publish some of the best writings in Landa.

- POETRY

My favorite type of poetry is haiku. It is a Japanese form of poetry that does not rhyme but

has 5 syllables in the first line, seven in the second and five in the last. All lines are to discuss a subject. I wrote a haiku about my Master.

The days were very cold
I was chosen as Yours
Now buds bloom again

See! Haiku is not difficult, it just requires thought. I would like to encourage you poets and those that are not to try writing a haiku and sending it into the Landa times to alena.

- CHORES

Chores are something we do almost daily and I want to encourage you to be thoughtful and creative as you emote your chores.

I want to encourage all of you slaves to work on your emoting in chores, realism and enthusiasm and send your chores to me and we will publish the best each week.

- SERVES

I have heard and seen some lovely serves by kajira here in the city. I will not list a serve of my own this week, but please send in your serves you felt particularly good about or were praised for and we will share those with the city.

SLAVE INTERVIEWS

It is my intention to interview a slave each week that is perhaps new to Landa, or has a new Master, some event that is important in her/his life. Because I expect you to share I will share a bit about myself. I was born as a Free Woman to two Green Caste parents who died when I was a young woman. As a Free woman I was afforded education that I am very grateful for today.

As a Young Free Woman on my own I needed guidance and a Tatrix adopted me my mother today for whom I am very grateful. It wasn't long until I Free Companioned and my FC was a lovely and insightful man who wanted the best for me no matter the consequences. I loved him very much and he saw me to the core, the kajira inside me. I was very submissive and always had been, and he encouraged me to look inside myself and there was a period of hard soul searching.

In the end, I submitted to him and he was my Master until he died. I have had several Masters, none like him. Recently I was contacted by a Mistress on behalf of my current Master.

I came to him a few days ago and have not been so happy for a long time. He is a kind, fair but strict Master, the kind that you know where you stand with, and I like that greatly. I expect that our relationship will grow, it is my hope that I will be his kajira for many moons.

THE STORY OF REBECCA (HOY)

Rebecca (Paige Stark) is approximately 23 earth years old (Gor year is approximately the

same length?).

Until about one year ago she was a reporter for a national paper in the United Kingdom. She uncovered rumours of a slaving ring operating in some of the inner cities, but did not investigate carefully enough and was captured herself and transported to Gor where she was collared as a slave and made to work in a salt mine. Gradually she learned the basics of Gorean language and how slaves should behave to avoid punishment. Even so she was often beaten, sheer luck prevented any permanent disfigurement while the salt in the air prevented her wounds becoming infected which would surely have killed her.

After some months of backbreaking toil having almost despaired of ever getting home, Rebecca finally managed to seize a chance to escape when her collar was chained up incorrectly to the giant rock used to secure the mine slaves while they slept. Eluding the guards, she fled into the desert dressed only in slave rags and a collar. She walked in circles for the next few days growing gradually weaker until being discovered unconscious in the shade of a rock by a roving band of smugglers.

These men subjected Rebecca to new horrors and degradations and taught her a few basic slave positions before losing her to Xemen Kultus in a game of dice at an oasis. Xemen did not really want the girl, preferring to travel light but could not admit this in case the smugglers sensed weakness in his refusal to take the girl from them which might have led to a fight in which he was badly outnumbered.

Xemen took Rebecca with him, beating her when she slowed him down or was disrespectful but otherwise largely ignoring her. Some days later he arrived at the city of Landa where he palmed the poor slavegirl off on Rarius Yuroki as a "gift".

CASTE REPORTS LANDA

WHITE CASTE

- PRIMACY OF THE WHITE CASTE

It has been said that the Initiates regard themselves as the highest caste on Gor. Actually, this is only partly true. We regard ourselves as the *first* caste on Gor. It is from the Initiates that the other castes emerged in the dim past of our world.

This, on the face of it, seems an absurd claim, yet proof can be found in the writings of the great Chronicler J. Norman. I shall set these forth.

First a description of the ties between the Initiates and the Priest Kings, for Whom we speak.

Archaic Gorean was the language first spoken generally on our world. Its roots are an admixture of Earth languages, Greek, Latin, Egyptian and the tongues of others brought to this world, and that language with which the Priest Kings first spoke to the new inhabitants. Some words from that ancient speech remain still in today's lexicon. The words Dar, Gor, Sar, Lar and Ar among others are direct from that ancient time. Known as Leng'Dar, the "Holy Speech"

Today the pure archaic Leng'Dar survives in only two places spoken, and three written. Spoken and written in the Halls of the Priest Kings, in the Temples of the Initiates, and written in the annals of the Physicians, the Green caste. Some of the ancient geometrical signs and symbols survive in the papers of the Builders, the Yellow caste, but nearly none of the old words.

So unchanged is the language of the Initiates, that one skilled in the speech can read, with ease, the oldest of cuneiform, hieratic or pictogrammatic texts, indecipherable to modern Goreans. Those individuals recently (within the last 40 years) released from the Sardar Halls of the Priest Kings have also been found to be perfectly fluent in archaic Gorean. These examples cement but one of the links between our Caste and the Priest Kings.

We know that the writings of the Priest Kings, though differing in appearance from our own lettering, are of the same tongue and written in the same manner as archaic and modern Gorean script. Left to right, then right to left, left to right again and so on "as the ox plows." This is yet another indication that the speech and writing of Goreans has come directly from the Priest Kings, through Their servants, to the people of the world. Songs and hymns sung in the Halls of the Priest Kings are the same songs and hymns sung in the Temples. The legendary traveler Tarl of Cabot claimed to be able to easily read the few letters he saw in his visit to the Sardars. He also claims to have known two servitors named Mul Al-Ka (A.) and Mul Ba-Ta (B.), letters identical to our own in both archaic and modern script.

It is well known that the Priest Kings are greatly concerned with cleanliness, purity, perfection, and regard "The men below the Mountains" as too uncleanly to approach safely at all. Is it any coincidence that the one caste also tasked with achieving cleanliness and purity is the White?

Such customs as the Tonsure (shaving of the head and face) abstinence from meat and strong drink and avoidance of sexual activity can be traced directly back to the Muls, or direct servitors of the Priest Kings in Their Halls. Such customs, as well as the singing of hymns of praise, the wearing of white, and bearing no weapons have come to the Initiates directly from the Sardar.

The Priest Kings are skilled mathematicians and our first Initiates were as learned as our lesser human intellects can sustain the full knowledge of the Eternals.

The Muls in the Sardar have been given the same Longevity serums developed (and occasionally used) by the Priest Kings Themselves. Is it a coincidence that we Goreans also have this serum in a lesser form? No. There is no coincidence.

What is the point of these seemingly rambling exigises written above? In a moment you will see.

We Initiates are the oldest, first, caste of Gor. Our speech, writings, practices, customs and codes come directly from the Sardar, unchanged. Our writings, studies, mathematics, geometry, songs and medicines come directly from the Sardar. Through us the writing passed to the Scribes, the Blue caste. The mathematics and geometry, taught to us was passed to the Builders, the Yellow caste. The longevity serums passed through us to the Physicians.

Only the Scarlet caste - the Warriors, can be said to have had an independent origin... and yet... we needed security for the first Temple and also to preserve from harm those who spoke directly to the Eternals. Thus the White caste has always aided and financially supported both the Scarlet and the Black castes.

The systems of laws on Gor, both civil and Initiate, stem from the Sardar. Indeed many passages can be found in both disciplines' codices that have exact, word for word, paragraphs and terminology.

We are spoken of as "arrogant" and "rapacious" by those who do not know the full breadth and depth of the contributions to Gorean civilisation made by the Priest Kings, through the Initiates. Have WE done these things? No. We are simply the servants and interpreters of the Divine Will.

We, the Initiates, who have the knowledge, skills and influence to rule this planet, setting our laws in place and preventing the wars and bloodshed that divide Goreans, have not taken the Ubars' sceptres nor their governmental seats of power. We have stood back, as commanded by the Priest kings, and permitted society to proceed as it will.

Our links to the Priest Kings lie in the Sardar Fairs, the great Pilgrimages mandated of all Free, our caste's maintenance and oversight of the Great Palisade of logs and the sardar Gate and its windlasses. We are the last link to Gor, before the paths which lead to the Priest Kings' Home.

Let him who has ears, hear. Let him who has eyes, see.

M.H.I. Fr. Adilokos O.P.O. GST
~(O)~
Grand Preceptor Great Sardar Temple

BLUE CASTE

The Blue Caste is available to the citizens of Landa, to help them in many ways.

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

These are just a few services available from the Blue Caste. As Head Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Prices for our services are negotiable.

((Remember to protect your property, get your slave papers here, ask me for a discount))

~Lady Dez
Head Scribe for the City of Landa

GREEN CASTE

Landa is pleased to announce the addition of a new Physican. Lady Loz is now in Landa. She is available to see citiznes for exams to ensure they remain healthy. She can ensure your slave meets Landa's health requirements and your property remains healthy.

She is looking forward to meeting each and everyone in Landa.

NEW INFIRMARY

The builders have once again been busy in Landa. They have rebuilt the infirmary. As all the building are in Landa, it is beautiful and functional. We are truly blessed by the Priest Kings to have some of the best builders in all of Gor, in Landa. Landa you are all encouraged to visit the new infirmary and see what our Yellow Caste has been up to.

MERCHANT CASTE

- HOY SLAVERHOUSE

The House of Yuroki (HoY) slaver house hired a new slaver, his name is sundance (Churchill). Two new slaves have been purchased; Taevia (Dover) and Rebecca (RebeccaPaigeStark Resident)

REGIONAL NEWS

- TEMOS IS IN WAR

Election of Ubar

First day of the second passage hand of the month of Hesius

I am informed that the Scarlets of Temos have voted, in light of the war between Temos and Woodhaven and their allies, that Smiley Amsterdam is the Ubar of Temos.

This was brought to the High Council for ratification and all agreed with the vote of the Scarlets.

Lady Baby

The Ubar of Landa has sent a warrior to Temos for confidential negotiations.

STA HAS SUMMIT MEETING

There was a meeting of the Southern Trade Alliance in the Port Cos Library the second day of the first hand of the month of Cmaerius and delegates from other Ports and Cities will be attending.

Turia announced to travel to Port Cos for the Summit as the Turian Vessel, the Inca leaves its port with the Head Merchant and regent of Turia on board. It will make several stops along the way, a certain stop being Port Mequara where it will dock before sailing to its final destination, Port Cos.

The Times as secured the following names of the city's representatives that attended the recent STA meeting:

mayavlosveldrin resident - head merchant MIDAS (Kira Mayalane Darkmatter)
Mirella Menizah PORT COS
kayden pearl -PORT COS
dutchy moonshadow (Nika Darkrayne) - head merchant FINA
Ehnnanola Bogbat - merchant TURIA
khonran resident - merchant FINA
Bounty Silversmith TURIA
colt navarathna PORT COS
jensen reikaz PORT COS
rayah.marenwolf MEQARA
Chrissy Reinoir TURIA

with compliments of the Secret Intelligence Service of Landa

(list of names included, encrypted, confidential)

- OOC ANNOUNCEMENTS OF THE ADMIN

ADVICE FOR VISITORS OF LANDA

- THE WHITE LARL OF LANDA

LARL, WHITE

seen in icy mountains of the Sardar, largest of the big cats standing 8 feet; upper canines extend below their jaws, very similar to the saber-toothed tiger of earth; long tails with tufted ends

Book 3: Priest Kings of Gor, page 22

LARL, SNOW

small feline mammal...a small 4-legged mammal, about 10 inches high, weighing between 8 and 12 pounds. The snow lart has two stomachs and hunts in summer, filling

the second stomach in the fall to last the animal through winter. It's pelt is snowy white and thick. It is considered valuable, selling in Ar for half a silver tarsk. They are found in the Polar North.

Book 12: Beasts of Gor, page 74

Dorian Trevellion: In the book Priest Kings of Gor, there were two white larls guarding the passageways in the Sardar. The original Sacred White Larl was played by Shney'Leyb (sukumara aichi) the mother. Bailey and Ixas were her tiny cubs. When she went to Sais (a stupid STUPID move, but I didn't know she'd done it) the cubs were attacked and immediately after that Ixas and Shney stopped logging on... we've RP'd that they were killed. Bailey was a tiny cub, no larger than a giani, when I found her... she obeys me because 1. she was an infant when I first took care of her and 2. she is the Sacred Guardian of the Temple and thus trained to trust the White Caste.

It is BtB to state that larls are fierce, and do NOT make pets! The white larl seen in Landa is not a pet. She is dangerous. However, she follows the Initiate, Dorian Serenus (Dorian Trevellion) who saved her life as a tiny kitten. Her mother and brother were killed and the animal is completely alone save for her Initiate Dorian. He knows that she is fully capable of killing him, but the white robes he wears, imprinted on her from nearly newborn, protect him marginally. Even he, her closest 'companion' so to speak (if larls could be said to have companions that aren't other larls) is at times, in danger of her teeth and claws. She is half grown and he doesn't know if puberty, when it strikes, will render her fully wild and dangerous.

- TRAVELLING SLAVES

Slaves do not just travel on Gor for sightseeing. Slaves do not travel by themselves. If they are sent somewhere, it would be in a crate and it would certainly not be for sightseeing. If slaves from other sims want to visit a gorean place, it makes a lot of sense to have a story to explain their presence here. They could for example say their owner stays at the Inn and they are out on errands. Or they could say their Master is in the tavern enjoying the famous tavern sluts of the City and has told her to wait outside until he is done enjoying. That way slaves can come and explore a gorean Sim and their back story might even be source of role play.

- GOREAN CLOTHES REQUIRED IN LANDA

FREE MEN: landa is a city and the common wear is tunic and sandals. Alternative would be trousers and boots. Goreans were very proud of their Caste colors but it's not mandatory to dress in them – however at least a stripe in the color of Caste identifying it was the norm. Cannot help that people will confuse you with a different Caste if you are wearing their color. For example, if you wear black, it will be common for people to treat you with the unwelcoming directed to an Assassin. Please, no spikes, no biker boots, no bare chest extravagant looks unless you're a theatre actor or gladiator.

In special Warriors: common attire is red tunic. Note that we don't see pants, trousers, or "leathers" among the men of cities. The belted tunics and sandals likely look something like this - Tunic.

"I opened the leather bundle. In it I found the scarlet tunic, sandals and cloak which

constitute the normal garb of a member of the Caste of Warriors." (Outlaw of Gor)

"I would have supposed that armour, or chain mail perhaps, would have been a desirable addition to the accoutrements of the Gorean warrior, but it had been forbidden by the Priest-Kings." (Tarnsman of Gor)

TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have an reasonable storyline and roleplay in the city first or walk around as an OOC observer.

"Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native walls. Indeed, in Gorean the same word is used for both stranger and enemy."
(Outlaw of Gor)

"Wanderers" and "travellers" of Gor are outlaws. Merchants wear a white and golden tunic in Gor.

GATE POLICY OF LANDA 11.0

- Slaves cannot open the outer main gate alone (only OOC) but they can get in and out through the small door if they have ICly chores to do at the docks.
- Slaves are not allowed to linger outside or on the docks, especially if strangers are there. Unless their owners had allowed it. However, should you get captured while lingering outside, the owner will be help responsible.
- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybe's about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.
- Free women are allowed to open the gate, when no Warriors are here. A FW is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too
- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):
5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed.

Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)

- Merchants are allowed to enter if they show their caste colors white and gold.
- Rules of Landa:
 - Raiders or non-citizens of Landa can not attack a slave if there are no warriors present, unless the slave attacks them, is threatening or disrespectful to them.
 - Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.
- Strangers are not allowed to carry bows and crossbows inside the city walls.
- Never mention the secret tunnels and entrances.

GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)
Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)
Landa Blue Caste
Landa Green Caste
Landa Council
Landa Merchant Caste
Landa Moderators
Landa Scarlet Caste
Landa's Free Women Society (ask lady Dadiyah)
Landa Pending Citizen
Order of the Great Landa Temple

HEADS OF CASTES IN LANDA

White caste: An'Trev of the House of Olathe (Dorian Trevellion)
Blue caste: Dezire Sciarri, Head scribe
Red caste: Rarius Yuroki (Yuroki Uriza), Ubar
Green caste: Judy(girl Beck)
Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin
Merchant caste: Ribbon (LaceyRibbon String)

Praetor: Sherman Easterwood

Moderators:

Yuroki Uriza (Ubar)
Saurion of Lydius (Khampoh Resident), Master Assassin
Micka Toros
Jamie Reverie

LANDA COLLAR LAW

Slaves - Collars

Female adult slaves must wear locked slave collars at all times in public. Removal of the

collar by one other than the slave's owner or without the order of a Magistrate is a crime punishable by fines and imprisonment.
Sherman Easterwood
Praetor of Landa

HOUSES FOR RENT IN LANDA II (combat sim)

- It is important to understand that Landa II is meant for occasional enjoyment. It is not meant as an alternative for role playing in the City of Landa. We will be forced to take the house back if most of your time is spent in Landa II instead of in the city.
- No one should move into any house without first contacting Lady Dezire Sciarri. Should she not be online, you can reach her by e-mail at deziresciarri@live.com or send just send her an IM.
- Currently there are 4 houses left, for rent, in Landa II. The largest is reserved for a large family or for multiple families to share.
- Houses in the Landa II residential area are for rent. Interested people should be Landa Citizens for at least 2 weeks and should have a history of avid RP within the City. After renting the house they should continue to actively contribute to life in Landa..
- The houses rent for \$300 L per week. We are low on prims, please make an effort to keep it at 100 prims or lower.

GM WARE

If you need GM ware goods ask me, we have our own server in Landa. You can transport items between your Server and your meter HUD Note though that the Meter HUD can only carry 10 items at once.

Version 4.2 changes what items can be manufactured, so that now only Raw materials can be manufactured.

This is to prepare for the upcoming GM crafting which is one of the biggest project GM team has taken on.

With crafting then you will be able to craft other things from the raw materials, depending on avatar skill. (Yes for example blacksmith starts with little skill but can over time learn more skill and make more advanced things). This is a big project with hundreds of items, levels and skills. We felt it was important to get out new RP server in advance so that users can start manufacturing level 1 raw materials which will be useful as soon as GM Crafting hits the street.

ADVERTISEMENTS AND JOB OFFERS

LADY JJ'S ART GALLERY IN LANDA

Welcome to my Art gallery. I have many sketches on view of people who you may recognise so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Landa residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your

slave. Or even all three as they make wonderful gifts. My gallery is in the main square in Land so please come along.

"Art in a Gorean city is taken seriously; it is regarded as an enhancement of the civic life. It is not regarded as the prerogative of an elite, nor is its fate left exclusively to the mercies of private patrons." (Kajira of Gor, page 106)

Lady JJ

HOY BANK OF LANDA

Most cities have a Street of Coins, an area where banking is done. "Sometimes, of course, certain areas specialize in, or are known for, given types of services or products. Each city usually has, for example, its "Street of Coins." On such a street, or in such an area, its banking will largely be done. Similarly most cities will have their "Street of Brands," on which street, or in which area, one would expect to find the houses of its slavers. (Fighting Slave of Gor)

Landa has its own bank and coins. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

We need merchants who would be able to establish trading connections with cities which use similar coin systems. Two copper coins paid monthly. To make your own coins and income would be possible.

- CITY OF LANDA

The city of Landa is recruiting all castes. Lower castes are welcome too!

We are looking for:

[high castes] Physicians, ambassadors, scribes (cryprographers), warriors,
[low castes] Animal handlers, Artisans, bakers, bargemen, bleachers, butchers, entertainers, charcoal ,akers, carvers, fishermen, goat keepers, harnessers, leather workers, merchants, mind healers, money lender, lighters, musicians, players, rencers, rug makers, sailors, tarn keepers, tavern owner, Tharlarion keepers, urt hunters,

We are not looking for:

[high castes] admins, Ubars, Initiates
[low castes] artists, bankers, cloth workers, metalworkers, perfumers, peasants, potmakers, weavers, slavers, woodsmen

- THE IANDA TIMES

The landa times is looking for correspondents all over Gor.

ROLEPLAY

- FIRST CHORE OF HOY SLAVE REBECCA RAKING THE SAND IN THE ARENA

Rebecca awakes in the kennels, for a moment she is confused then remembers where she is. She touches her fresh brand gingerly, it is still red and raw, but has been cleanly done and should heal safely in time she thinks. She stands up and notices a chores board mounted on one wall of the kennels. Slowly, mouthing the words she runs a finger across the board as she reads the unfamiliar text, absorbed in her reading she does not hear Liliith enter the room

[13:49] Liliith Lindley: Tal rebecca

[13:49] Liliith Lindley: smiles

[13:50] Liliith Lindley: how are you today rebecca

[13:50] RebeccaPaigeStark: Tal Liliith you surprised me there

[13:51] Liliith Lindley: laughs

[13:51] Liliith Lindley: 'don't worry I don't bite

[13:51] RebeccaPaigeStark: I was reading about chores, there seems to be a lot of work to do

[13:51] Liliith Lindley: yes do one and Master will be happy

[13:52] RebeccaPaigeStark: It was much simpler in the saltmine. There was only mining, shovelling, cart pushing and wagon loading

[13:52] Liliith Lindley: you want to return to the mine?

[13:52] RebeccaPaigeStark: No!

[13:53] Liliith Lindley: good

[13:53] RebeccaPaigeStark: The guards were beasts

[13:53] Liliith Lindley: yes you already mentioned it

[13:53] RebeccaPaigeStark: But I don't know how to do most of these chores, and my reading of this tongue is not so good.

[13:54] RebeccaPaigeStark: Could you suggest a simple task I could try.

[13:54] Liliith Lindley: hmm...

[13:55] Liliith Lindley: well rake the sand in arena

[13:55] RebeccaPaigeStark: I do want to fit in here but there is so much to learn.

[13:55] Liliith Lindley: you will given enough time to learn

[13:55] RebeccaPaigeStark: Where is the arena, do you mean the pit in the next room?

[13:55] Liliith Lindley: no. .laughs

[13:55] Liliith Lindley: the place where the men spar all the time

[13:55] Liliith Lindley: come I show you

[13:56] RebeccaPaigeStark: Oh <looks crestfallen>

Liliith leads the girl through the maze of servants passageways out into the open air she leads rebecca to the opens the heavy door to the arena

[13:56] Liliith Lindley: here a big sandbox for big boys

[13:57] RebeccaPaigeStark: Where can I get a rake? And should I disturb that Master or wait until later?

[13:57] Liliith Lindley: he will aim on you but don't worry he will not shoot

[13:58] RebeccaPaigeStark: looks scared> Well OK, and the rake?

[13:58] Liliith Lindley takes the rake from the wall near the gate and hands it to her

[13:58] RebeccaPaigeStark: Thank youfor helping me Liliith

[13:58] Liliith Lindley: you are welcome

[14:03] RebeccaPaigeStark: rebecca takes the rake from liliith and begins to rake the arena "Is there any particular pattern I should follow?"

[14:03] Lilith Lindley: no just try to get as plane as usual
[14:04] RebeccaPaigeStark: Very well, thank you once again lillith
[14:04] Lilith Lindley: and remove bigger stones and other things might have fallen in the sand
[14:04] Lilith Lindley: good luck then
[14:04] Arena Door Right: Lilith Lindley hovers at the door for a moment then leaves the arena.
[14:04] RebeccaPaigeStark: despite being sore from her injuries and recent branding rebecca sets to the task of raking the arena
[14:07] RebeccaPaigeStark: First she walks around the arena carefully picking up some small branches and leaves which have blown into the arena off the neighbouring trees.
[14:08] RebeccaPaigeStark: Then she finds a broken sword lying half buried at the edge of the arena.
[14:09] RebeccaPaigeStark: rebecca is uncertain what to do. She knows that slaves must not touch weapons but she also knows that the arena must be cleaned properly.
[14:11] RebeccaPaigeStark: Looking closer she realises that it is only a practise sword with a wooden blade. It is not really a weapon so she picks the pieces up and stacks them neatly by the door of the arena so that they can be easily found and repaired
[14:12] RebeccaPaigeStark: Then she begins to rake the arena under the hot sun
[14:14] RebeccaPaigeStark: She starts at the far end of the arena so that she will not spoil the smooth surface she is creating.
[14:16] RebeccaPaigeStark: She uses long smooth slightly curved stokes, raking the sand almost flat but leaving an attractive pattern of ripples in the sand with the tines of the rake.
[14:18] RebeccaPaigeStark: Here and there the arena sand is stained darkly with old dried blood. rebecca goes down on her knees in these places to turn the sand over with her hands so that clean sand shows then rakes the surface again.
[14:21] RebeccaPaigeStark: The arena may only be about 17 paces by 25, but rebecca soon begins to realise that that adds up to a lot of sand for one girl to rake.
[14:22] RebeccaPaigeStark: Perspiring from her exertions she perseveres. The work is easy compared to toiling in the salt mines and a pleasant breeze blowing off the sea prevents the sun from becoming to overpowering.
[14:24] RebeccaPaigeStark: Eventually she finishes her task and hanging the rake neatly back on its hook she returns to the slave kennels, but not without first taking an appraising look at a job well done.
[14:26] RebeccaPaigeStark: "I hope my Master will approve" she murmurs, "He seems a far better owner than I have had before. Perhaps this place will not be as bad as the others."

- MILKING THE BOSK AND SEPARATING CREAM

by alena (Mitzi Ekato), slave of Sherman, Praetor of Ilanda

My Master asked me to include a chore I did to the paper, milking the bosk and separating cream.

[05:45] Mitzi Ekato walks to the farm clad in my camisk and sees the bosk. Finding the female, she takes some hay and puts it down in front of her to munch on to distract her while she milks her. Prior to reaching the farm she washed her hands and washed out the milk bucket making every thing nice and sanitary for the new milk. Walking to the side of the bosk she pats her side and speaks in a soothing tone, "What is your name? Well

since you can't answer I'll call you Bessie"

[05:48] Mitzi Ekato: "Whoa Bessie, I'm just a friend here to milk you" Sitting lightly on the three legged stool she rubs her clean hands together to warm them and not shock the bosk with her cold hands. She then places her hands on the teats and begins to squeeze, not pull, and she is rewarded with a healthy stream of warm, steaming milk.

[05:52] Mitzi Ekato continues to squeeze alternating teats until her udder sack has reduced from a full size to small and her milk pail is full. Standing carefully she moves out of the way of the stool and picks up the heavy bucket and proceeds carefully to the Inn to place it in the clean milk can and wait for the cream to surface.

[05:57] Mitzi Ekato waits for the cream to rise in the milk can as as she waits she goes into the Inn and picks up the vessels and trays from last night.

[05:58] Mitzi Ekato then moves into the kitchen and puts hotwater and soapflakes in a basin and hot water in a second basin.

[06:00] Mitzi Ekato takes a clean repcloth and washes all the dishes, horns, three footed bowls, plates, trays and she rinses them in the clean water and dries them with a clean rep cloth setting them away where they go.

[06:02] Mitzi Ekato checks the milk jar and behold the cream has risen to the top!

[06:06] Mitzi Ekato finds the lovely silver cream boat and washes it, dries it with a clean rep cloth and takes a clean ladle and ladles the thick juicy cream into the container and quickly put it into the cold storage. The remainder of the cream she places in a container and seals it so the cream will stay nice and fresh. She smiles hoping she gets to serve the Mistress her black wine with the fresh cream and two white sugars and make her happy today.

[06:07] Mitzi Ekato takes the rest of the bosk mik and places it in the cold storage for keeping and then washes out the milk can, drying it with a clean rep cloth and placing the dirty rep cloths in the laundry to be done.

KNOWLEDGE

OOO WARRIOR TRAINING

The most basic part of being a good warrior in SL is speed.

Everyone in SL appears to be at the same speed.

But in reality we are all operating on different computers at different speeds.

Dump your cache, it makes a big difference

ctrl - shift - alt 9

1. Your computer

Get the fastest computer you can! The faster a computer, the faster SL will be.

Speed is measure in processor speed, the faster the better. 64 bit is better than 32 bit. But you need special SL viewers for 64, which are now available.

Memory, the more the better. SL loves Memory, at least 2 GB, 4 GB is better.

Video card - probably the most important piece of hardware in your system, it has its own memory and processor. The faster IN SL - the better.

Disk space - Keep your system disk clean. You need enough space so that when your system swaps to disk, there is space to write things that are not fragmented. If you are swapping, and your disk is fragmented, it does not matter how fast your system is, you will be slow. Delete stuff you do not need, de-frag your disk (for Windows users).

Other applications - shut them off - they are stealing resources from SL. Close your browsers, close all apps. If you know you will be fighting, a quick reload is not a bad idea!

2. SL Performance

To find out what is your screen update rate (called Frames Per Second (FPS)), press Ctrl+Shift+F. Below 15 is considered low. The number also depends on how busy is a sim. If your enemy's FPS is 10 more than you, you are most likely to lose in one-on-one dual, regardless of your shooting skill.

Know your FPS, try to make it as fast as possible. Find it and write it down. Now let's make you faster.

Go to preferences: ctrl p will bring it up
in the following categories set options this way.

INPUT & CAMERA tab: set mouse sensitivity to max setting.

GRAPHICS: Draw Distance set to 64 in the old versions, set quality and performance to low - faster in new versions

VOICE CHAT - Disable, it is a pig when you fight. You can turn it off and on anyways when you need it.

These are for older versions:

GRAPHICS DETAILS: disable bumpmapping and shiny
disable Ripple Water
avatar rendering set to normal
Lighting Detail set to Sun and Moon only
Terrain detail set to low
for Object mesh detail, Flexible Mesh detail, Tree Mesh Detail
and Avatar Mesh Detail...slide all the sliders all the way to the left.

ADVANCED GRAPHICS:

disable anisotropic filtering
max particle count = 0

AUDIO & VIDEO: disable streaming music as well as streaming video
Now apply your settings and hit ok.

The above settings will stay if you log out with them on, and log back on.

The following settings you have to set every time you log in. (The advanced menu will

stay with a logout)

Advanced menu - Put up the advanced menu. ctrl alt D
Rendering tab - Features - take off flexible objects

This makes the flexible objects look a bit funny, hair, etc. But is a big add to performance.

Rendering tab - types - take off the following -

Most of the following make no visible affect.

Tree: cntrl+alt+shift+3

Water: cntrl+alt+shift+7 (you do not see water)

Ground: cntrl+alt+shift+8

Grass: cntrl+alt+shift+0

Clouds: cntrl+alt+shift+-

Particles: cntrl+alt+shift+= (some recommend this, some do not)

Bump: cntrl+alt+shift+\

You can do sky too - ctrl + alt + 6 but it makes all skies look black

Now look at your FPS, better?

Not only will these settings make you faster in SL, it will make you a bit more stable.

Avatar speed - Running - ctrl R - ALWAYS ALWAYS ALWAYS fight with cntrl R on - run

3. Avatar Rendering Cost

Ever been in a place with a lot of AVs, and performance drops, and lag is soooo bad?
This is due to Avatar rendering cost.

Let's all see what we cost, shall we?

Advanced menu - Rendering - Info Displays - Avatar Rendering Cost

You will see a number over you head, and over others.
Now start taking things off, and get it down. The lower the better.
Hair is a biggie and some weapons, like arrow quivers.

Here is a quick way to fix the problem.

Everything you normally wear that you want to take off, put in a folder, then just add or remove that folder.

Bows...draw distance 170
under prefernces - graphics..custom - 170m

Group tactics

You have been fighting people that train to work together. Once merc group uses a voice chat product outside SL to communicate.

Communication is key!

Concentrate fire. Pick a target, take it down.

Work as a team in pairs or 3s. A squad stays together. A bow or two with a sword is a good squad

The following is excerpts from the panthers training material.

GROUP BATTLE GUIDE

The MOST important thing in group battle, is not about bow skills, but a great leadership and coherent communication. However, in most Second Life gor situation, members of a group are often too diverse, some are newbies, some don't mind being captured, and often players are not in any way trained, leaders are not absolute and not all listens to, and group communication is sporadic at best. In any case, the following are some tips for individuals for group battle.

- Move together. You must move together as a group. Do not stand next to each other, nor spread far out. Always keep about 5 to 10 meters distance from the group. When attacking a castle, wait for your teammate to catch up. Do not spearhead into a enemy group by yourself. If you went into enemy camp or castle, you'll be captured in a minute and your sisters can not get in or arrive to join the fight.
- Concentrate your fire power. This is a most important principle in group fight. Suppose 3 Panthers are fighting 3 Mercenaries and both group got equal skills. The group who coordinate their attacks on one foe at a time, will win the battle. This means, in a battle involving more than 2 persons per team, try to shoot the one who's being shot at already.
- Do not delay. Spring into action the moment you hear a bow string. If you wait to finish your chat or whatever, your sisters will be shot down one by one. By the time you join the battle, you are outnumbered and destined to be captured.
- When attacking, focus on one enemy until he's down. Do not switch target without a good reason.
- When in a group battle, try to keep a distance from your foe. This way, your sisters can shoot him and not hit you by accident.
- When being shot by a strong bow, run into your group of teammates so as to confuse his target. (keep firing at him while you do this)
- Aid your team mates. When you are not immediately being shot at, go to aid your fallen sisters from the capture ball. You must do this instead of going on to seek enemy.
- When you are not immediately under threat, Role Play to bind enemy that has fallen. This way, he won't be able to get up, run off and shoot again when the capture ball times out.
- When your health is low or you've been just aided, try to run to some safe place for your health to recover some. If you are defending a camp, hide behind a bulwalk for your health to recover. This is important. Do not think "O, one more shot".

- The group leader should lead the sisters to exit the sim as soon as the raid or rescue is done. Any delay will beget more enemies. (and, almost always, big fights or long lasting fights will involve ugly arguments)

OTHER TIPS

- F-KEY TO DRAW BOW. You can setup a gesture so that pressing F7 will draw bow and Shift-F7 will sheath bow. Similarly for other weapons. To do this, open your inventory window, use the menu "Create?New Gesture". Then, double click to open your newly created gesture (named New Gesture). Type "db" in the Trigger box, and type "draw bow" or "/1 draw bow" in the "Replace with" box. (This means, when you type "db" in chat, your bow will be drawn.) Remove things in the Steps box, and Click the Active checkbox, and press Save button. Usually a weapon comes with this gesture.

- TURN OFF TREES. Turn off trees (Advanced?Rendering?Types. Ctrl+Opt+Shift+3). Also turn off grass, cloud. These are useless.

- TURN OFF BUILDINGS. You can turn off the rendering of buildings, so that you can easily see who's around. (Press Ctrl-Alt-shift-9. This is under the menu Advanced?Rendering?Types) This is extremely useful to see who's around, or finding who's shooting you from where. This will also increase your FPS by 5 or more. Especially useful if your computer is slow or in busy sim. The disadvantage is that you won't see buildings, bridges, etc, so when fighting inside a building, you'll bump into walls. But you fight in this mode inside buildings by always following the exact path of your foe or friend.

- TURN ON TRANSPARANCY. You can see most invisible traps by turning on transparency. (View/Highlight Transparent (Ctrl+Opt+t)) However, don't leave this on because it slows your FPS.

- NAVIGATE CAMERA. Learn to master the skill of camera navigation. With good skills and sl knowledge, even when you are standing on dock, you can see EVERY PART of the sim, even inside buildings or deep tunnels. For a tutorial on cam navigation, see: Navigate Camera in Second Life (http://xahlee.org/sl/build_view.html). To disable camera distance Constraints, use the menu "Advanced?Disable Camera Constraints".

- Misc: There are several other general SL tips that can help you in your Gor life. For example, how to find a location given a sim's name, how to be invisible, how to reduce lag, how to know who's around, how to pass thru walls, etc. See Second Life's Player's Frequently Asked Questions (<http://xahlee.org/sl/q.html>).

- KNOW THE TERRAIN. If you are not familiar with a sim, you are at a great disadvantage. Try to visit the sim at night or in peace time. (as Observer, Free Woman, or alts, or after midnight) Find out the entrances, exits, traps, locations of camps/fortresses.

- Master your keyboard shortcuts. For example, i use the following all the time.

- * Ctrl+i to toggle inventory.
- * Ctrl+t to toggle IM.
- * Ctrl+h to toggle chat history.
- * Ctrl+r to toggle run.
- * Ctrl+Alt+t to toggle transparency.

- * Ctrl+n to toggle viewing scripted objects.
- * Ctrl+Shift+y to force daylight.
- * Ctrl+Alt+Shift+9 to turn off buildings.
- * Ctrl+Alt+Shift+3 to turn off trees. And 7, 0, - for river, grass, clouds.

by Rarius Yuroki, Ubar of Landa

The Landa Times: <http://www.gorean-forums.com/>