

THE IANDA TIMES
(short online version)

First Edition, v.1, No.19

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Note: Though the Ianda 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)

This week's topic is the recent growth of Landa. I have written on this subject before but I think it is worth repeating, seeing influx of new people into Landa.

A city is made up of much more than buildings and beauty. The core of every city is her citizens. Not just a few but all citizens make a city great. High and Low Caste working together for the benefit of the city is what it takes to grow and prosper. The slaves, both private and state, serving the Free give the Free the opportunity to focus on more tasks that contribute to the city.

The citizens of Landa, both new and established, always have and will be the backbone of this city. A city without great citizens, such as we have in Landa, is just an empty city of

buildings and beauty.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- NEWS

- CITY OF LANDA DANCE COMPETITION

Landa is hosting a dance competition! Sunday, September 25th at 12:00 pm SLT. Enter for your chance to bring honor to your Owner and City. This competition is open to all of Gor so get your dance card turned in soon as there is limited space.

****There are few spots open so get your cards in soon****

Sponsored by Arachne Silks and \$4,000L in prizes! For more information please see the attached note card or contact kadri (brethil Caedmon).

- BLADE WORK AND BEAD WORK - A JEWELRY MAKING WARRIOR

Large fingers deftly threaded the needle with the wire, hands so accustomed to the steel and shield. They twist and dance across the beads and stones deliberately selecting those which best suit his needs, his actions practiced and skilled here as they are on the battlefield. Eyes that, when in battle, seek weakness in his foes now, in relaxation, see the potential beauty in every stone.

Are you in need of jewelry for that special Free Woman in your life? Did you want to reward you kajira with a some bina bead bracelets or a unique collar for your House? Warrior Liam Whitesong of the Landa Warriors is available to create jewelry for you free of charge. Seek him out in the guard house and he will craft for you his wonderful creations.

Liam Whiteson specializes in fully custom anklets, bracelets, brooches, bracers, cloaks, collars, headbands, pendants and more. Other items by request - new ideas are MUCH appreciated! Liam will be happy to discuss your requests and see them made into a reality.

- KAJURALIA IN LANDA

Some time before this exciting day we stuck together and talked about our ideas for Kajuralia. For me it was important everyone would have fun not only the slaves and nobody should feel insulted or would be hurt.

First we thought for a joke to the Mistress Physician and we remembered her awful corpse in the morgue. We sneaked in the infirmary and "lent" her skeleton. Luckily we found a small bottle of capture scent too which would help to overwhelm some "victims" as we have no idea how to catch the men otherwise. They would simply laugh for attacking them with stones or brooms and where we should get a bow?

We dressed the skeleton in a green cape, a wig and a green veil and sat the "new physician" at Mistress chair in the infirmary. At least we painted a small board and hung it around the skeleton's neck with "the doctor is in" written on it. Proud of this good job we left the infirmary still chuckling and we imagined the Mistress face when she would discover the new "physican".

Next we set up the cross we needed for the "painting chore". Surrounded from dishes of paint we found at the builder's storage room earlier and some brushes we waited for victims to show up. First meritt and other girls captured the Commander and he got a nice colorful coat for free! I remember the orange stripes at his "thingy" and my association to the ost in the maze.

Next victim was Master Liam which was downed with a trick and some capture scent. Here I will say thank you to his slavegirl lulu which was really eager to harden his cock to be able to paint it and it ends with the suggestion she might hold "how to please the Master" lessons for all of us instead of the serving lessons like we get usually. After the "art work" we took the new "kajirus" to the tavern where he served us and danced for us. Useless to say we couldn't sit and watch for long time and soon the girls danced around him and we had much fun all together.

After a rest I returned and found my Master using the swing we placed between the columns near the bank. I lured him to come close to us and used the capture scent trick again. As expected he was not much amused to find himself at the cross after he awaked from his dreams of obedient slavegirls.. chuckles... but there was no mercy for him. He got an extra amount of paint and had to serve the "Mistresses" at the tent too. One of the girls named him "peanut" and everyone could see he didn't feel well in his new "role"..

Later I got tired as I found Master Liam in the tavern again and we played some round of the card game. I heard sounds of flying arrows outside and screams of girls and a man too and wondered where the girls got the bows. Later mirit told me she downed a Master but he simply ran away and she was of course disappointed.

So this day had funny and some disappointing moments and I am proud of the men which showed so much sense of humor to join the fun. Thank you Masters.

by Lilith, First Girl of House of Yuroki, and others

- OOC ANNOUNCEMENTS OF THE ADMIN

GATE POLICY OF LANDA 5.0

- slaves cannot open the gate alone (only OOC)

- pending citizens cannot open the gate alone (only OOC) NEW
- do not open the gate for strangers without asking for name and homestone 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)
- warriors who do not wear the dress (RED tunic) of a warrior should not be recognized as warriors
- merchants are allowed to enter (caste colors: White and Gold)
- Laws of Landa: Do not attack a slave or free woman if there are no male defenders unless the free woman or slave attacks you or uses threatening or disrespectful language to you.
- 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 slaverhouses)
 Landa Blue Caste
 Landa Green Caste
 Landa Council
 Landa Merchant Caste
 Landa Moderators
 Landa Scarlet Caste
 Landa's Free Women Society (ask Dez)

HEADS OF CASTES IN LANDA

White caste: Mnesarchus Intermentos, Head initiate
 Blue caste: Dezire Sciarri, Head scribe
 Red caste: Coyne (johncoy Denver), high commander
 Green caste: Ardee (Ardeesha Algoma), Head Physician
 Black caste: Loki Gravois, Master Assassin
 Merchant caste: NN

Sherman Easterwood, Magistrate and Ambassador, Moderator
Yuroki Uriza (administrator), Moderator

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
Magistrate of Landa

HOUSES FOR RENT IN LANDA II (combat sim)

Houses for rent in Landa II are for Citizens who have been active in RP for at least 2 weeks and will continue to be actively contributing to the life in Landa.. The cost is \$3 L per prim, for example a house with 100 prims would be \$300 L per week. You will be charged according to how many prims you will need. No more then 150 prims for the smaller ones and the bigger houses 200 prims.

If you want to rent a house, please get in touch with Dezire Sciarri. IMs will reach her even when offline, or per e-mail deziresciarri@live.com

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.

THE LANDA SOCIAL SCENE

MERCHANT OF GOR TOURNAMENT IN LANDA

fourth day of the fifth hand of the sixth month

First prize: Darkangel (Marvendorf), Admin Isle of Farnacium

Second Prize: (Liam Whitesong), warrior of Landa

Third prize: Maxxie (Klaar), merchant of Landa

- LANDA TAVERN BUSY SOCIAL SPOT IN LANDA

Landa has a great Tavern Keeper, ʌ xxe ян ʌ (axxerhaven). With his arrival to the city as Tavern Keeper, He has sought out to make changes to it, with the changes comes more citizens and visitors to enjoy what the tavern has to offer, the dance pit has been opened and made more spacious and comfortable for the guests. The tavern will start holding dance contests for the slaves that are experienced in the art of Gor dance. (Contact ʌ xxe ян ʌ (axxerhaven) by NC if you wish to be involved).

- WHISPERING HARP INN UNDER NEW MANAGEMENT

Axxe Rhaven is now manager of The Whispering Harp Inn. He has plans to expand it's use, including the serving of a variety of meals and special events for the Free Women. Lady Angela will be running the Inn under Axxe Rhaven. Feel free to contact her with any questions and suggestions.

REGIONAL NEWS

- DEATH OF THE UBAR OF FINA

I regret to inform you that the Ubar of Fina, Murat Arabello was killed by the Valhalla mercs on Saturday. We will avenge his death!

Mirella Menizah
Ubara of Fina

CASTE REPORTS LANDA

WHITE CASTE

- NEW INITIATE

Mnesarchus Intermentos is new Head Initiate of Landa.

The Initiate Caste, also known as the Blessed Caste, is the highest of the five High Castes on Gor. Their Caste color is white, a color that is often associated with impartiality and justice, especially the justice of the Initiates. The Initiates are considered as possible intermediaries to the mysterious Priest Kings. The Initiates are a well-organized and industrious caste. They have many monasteries, holy places and temples throughout Gor. They are also a wealthy and powerful Caste. They regard themselves as the most important Caste on Gor and many cities seem to agree.

The Initiates claim to speak for the Priest-Kings and interpret their will. The Priest-Kings are their gods. The Initiates zealously guard their monopoly over religious matters.

Other Castes are allowed limited roles, if at all, in religious ceremonies or rituals. All Goreans accept that the Priest-Kings actually exist but they disagree as to their true nature. Some believe the Priest-Kings are gods while others feel they are only powerful guardians. Initiates are feared and respected because they may be servants for the Priest-Kings. People worry that the Initiates might know some important matters about the Priest-Kings so they often take care not to offend the Initiates. They consider it better to be safe than sorry. The Low Castes are the ones most prone to believing and respecting the Initiates. In fact, Ubars have often employed Initiates as tools, some even contending that a primary function of the Initiates is to keep the Low Castes contented with their servile lot. Despite this fear, Initiates are still regarded as being a bit strange and often figure in derogatory jokes.

BLUE CASTE

From the desk of the Scribe,

As you know, Landa has grown rapidly the last days and the scrolls on my desk grew higher and higher. At times I was buried in applications from Free and slaves, but it was a pleasure to work with out a certain some one who will remain nameless, trying to be generous and doing my work for me.
Chuckles.

It is good to see so many new faces, new Warriors who will make us feel safe in the coming days.

☆★
Lady Dez
★★☆

RED CASTE

Let me start by saying.....this has been a great week for Landa's Red Caste, with the arrival of five new Scarlets.

Pagaz Hedouin.....formery High Commander of Victoria, and one of the finest tarnsmen in all of Gor.

Lionel (Syaifiq Braham).....also brings high command experience with him (his fallen brother, Lion, was another High Commander in Nyuki).

Liam Whitesong.....also has much experience, due to his role as Ubar of Greyfalls.

Omar Nadir.....has much experience as a Captain, then Commander in Nyuki and Victoria. Omar has now been promoted to Landa's Captain of the Guard.

Chance Jassen.....I have fought beside this man, who has gained his freedom because of his bravery and fighting experience.

Welcome to you all!!

I have changed the ranking system to now include Commander of the Infantry and Commander of Tarnsmen. I believe we need a Commander here at all times or as much as possible. Reason being is so there is a high ranking officer here in case there is a problem and trouble arises.

The Red Caste will nominate one warrior for Commander of the Infantry, and one warrior for Commander of Tarnsmen. They will then be voted on at the next Scarlet Meeting.

Each Commander will appoint Captains and Lieutenants from within their ranks.

Actual plans on how to best protect our Isle have been drawn up, but not finalized at this time. As soon as they are finalized, you will receive a scroll from the High Commander.

The Red Caste will soon begin a search for the criminals known as Gabby (Skwrks Allen), and her accomplice Victor (last name unknown).

Honor and Steel
High Commander "Coyne"

GREEN CASTE

Tal Citizens of Landa,

Just to update you that the infirmary has now become very busy due to an influx of new citizens, we welcome you all very warmly to Landa.

Free please make sure that you send me a list of all your slaves so I have a clear record of who belongs to which owner. All slaves must undergo a thorough exam as soon as possible, we need to maintain the health of Landa and its citizens.

This means that the Free must also be medically checked as soon as possible (no you are not exempt).

Please schedule your exams and those of your slaves as soon as possible with either myself Lady Ardee or with Zack Salang the physician.

In addition, for all Warriors please drop by the infirmary, I have special Warrior Pack that will be handed out too you which will be crucial in case of a raid.

Owners of ill mannered slaves be warned ...if a slave is caught being rude or ill mannered or even attacks any of my staff during an exam, I will have no choice but to punish them immediately. They will also be banned from my infirmary. A charge of 4 copper tarsks will be brought to the owners, for the time wasted. Thank you and Be well

Lady Ardee, Head Physician of Landa

- THE RULES ABOUT BRAND REMOVAL

Brand removal is both a medical and a legal matter depending on the specific laws of the city. Remember, on Gor all laws are of the city, and while there may be planet or region wide customs, these are not laws.

A slave brand is a submissive sign, not a possession sign. So all brands indicate submissive status -- whether voluntary or forced -- they don't identify a slave with a Master. Ownership is indicated by the collar, and when a slave is sold or given away, it is the collar or name on the collar that is changed, not the brand.

So essentially a brand visibly identifies a person's condition, and when we are asked to remove a brand we are asked to take that identification away. Theoretically, when a slave's brand is removed, she now has the same 'visible identification' as a Free Woman, but obviously not the same legal status. On Gor, when a captive woman is suspected to be a slave in disguise, she is stripped 'to see if she has a brand'.

So before a physician removes a brand, the legal status must be clarified in writing or she herself might be accused of any number of crimes such as aiding a slave to escape, or assisting someone to steal a slave.

There are of course valid reasons for removing a brand. Free women captured by an enemy in war or raid that are branded out of spite, freed slaves, second or bad brands.

But in all cases, a document must be created by the legal authority permitting removal of a brand. In case of a freed slave manumission papers must be presented for examination and authenticity to the legal authorities before permission is granted. If a brand is to be removed because of a change in ownership as in this case, I assume sale papers must be presented. In the case of a FW being branded, her Companion of Father must state the case for removal before the council or city administrator, or Ubar.

by lady Judy, former Head Physician of Landa

- LANDA FIRST AID INSTRUCTIONS

There is always the possibility of a raid, and all citizens must be able to assist in case of attacks causing our citizens wounds.

#1 Call a Physician

#2 Stabilize patient & prepare for transport

Assess wounds and perform triage. Determine if immediate action must take place (e.g. stopping bleeding), or if patient can await physician. Issue pain relief if this is too severe to await physician's arrival.

FIRST ASSISTANCE

- lay victim down, calm and reassure them

- check for breathing and pulse. If not breathing, check to make sure airway is open and if blocked, open. If necessary start rescue breathing and chest compressions.

- check for bleeding, it is important to take action to stop bleeding right away (see below)
- watch out for shock. Symptoms: pale, sweaty or clammy skin, bluish tint to lips and fingernails, weakness or disorientation, drop in blood pressure, elevated pulse, rapid, shallow breathing. Lie victim down and elevate feet. Cover with coat or blanket.
- continue to monitor vitals (pulse, breathing, blood pressure) until medical help arrives.

WOUND CARE & BLEEDING

Wounds can involve simple skin/muscle penetration or can be more serious with organ and circulatory damage. There may be internal bleeding. It is critical to stabilize the patient and seek a physician to further assess the damage.

- if superficial, wash with soap and warm water or flush with sterile water or marigold oil (natural antibiotic) and pat dry. Marigold oil is on the table in the infirmary
- if bleeding, apply pressure on wound with sterile bandage or clean cloth or clothing, or with hand
- if blood is spurting out rhythmically with heartbeat there is arterial damage..critical to apply pressure and call a physician immediately!
- remove obvious debris or dirt from wound (never remove any embedded objects, including arrows, spears, daggers, etc....in many cases the embedded object must be pushed through the skin (broad-headed arrow, barbed arrows) as opposed to pulled out (simple-pile arrow), to avoid serious damage, removing any embedded object can cause hemorrhaging)
- if bleeding continues, do not wash, but continue to apply pressure until bleeding stops, then bandage tightly, add bandages as needed if blood seeps out. If after 15 minutes. of direct pressure bleeding continues apply pressure to main artery feeding the wound area (e.g. upper arm for hand or lower arm), while also maintaining pressure on wound area.

by lady Judy, former Head Physician of Landa

BLACK CASTE

- NEW MASTER ASSASSINE OF LANDA

[16:50] Loki Gravois looks at the man speaking in a dry nono tone voice " My Master Assassin has told me, I am to occupy and run the camp the Black Caste has here "

[16:50] Loki Gravois: " I am called Loki"

MERCHANT CASTE

- SLAVERHOUSES

HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and administration. However, our purpose overall is to provide slaves to the cities for use in whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

"Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers."

(Magicians of Gor pg 315)

- 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.

HOY BANK COIN EXHIBITION

in Serena Pisces

proudly presents:

COINS OF

Coins of the city of Landa, made by the mint of Landa

Coins of the Oasis of Klima, made by the mint of Landa

Coins of Tyros, made by the mint of Landa

Coins of Piedmont, made by the mint of Landa

Coins of Tafa Trading Outpost, made by the mint of Landa

Coins of Ostia (Rive de Bois), made by the mint of Landa

Coins of Port Meqara Point, made by the mint of Landa

Coins of Port Cos, made by the mint of Landa

COINS USED BY OTHER CITIES

Coins of Sais

Coins of Rose Isle Village

Coins of Rarn, city of Copper

coins of Port Kar

Coins of Treve

Coins of Turia

OLD COINS:

Coins of (old) Port Cos, made by the mint of Landa

Coins of Vonda

Coins of Teletus

Coins of city of Victoria (Ayin)

Coins of Thentis

Coins of Nyuki

Coins of Besnitt, made by the mint of Landa

HOY FOREIGN CURRENCY EXCHANGE RATES

09/05/2011

The HoY Bank accepts and converts
(NON COPYABLE PRIM COINS ONLY)

HOY BANK BRANCHES

Coins of landa (made by the mint of Landa, branch of the HoY bank, named: landa Tarsk)

Coins of Oasis of Klima (made by the mint of Landa, branch of the HoY bank) 1 landa

Tarsk = 1 Klima Tarsk

Coins of Ostia (made by the mint of Landa) 1:1

Coins of Tentium/Tyros (made by the mint of Landa, branch of the HoY bank, only new version):

1 landa copper tarsk = 10 new copper tarsks of Tyros

1 ianda silver tarsl = 1 new silver tarsk of Tyros

1 landa gold tarn = 1 new gold tarn of Tyros

Tyros charges 10% conversion of coins from allied cities (those Tentium have trade agreements with) and 20% for all others)

CITIES WHICH USE COINS MADE BY THE MINT OF LANDA

Coins of Tafa Trading Post (made by the mint of Landa):

1 landa copper tarsk = 10 copper tarsks of Tafa

1 ianda silver tarsk = 2 silver tarsk of Tafa

1 landa gold tarn = 2 new gold tarsk of Tafa

Coins of Piedmont (made by the mint of Landa) 1:1

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF IANDA

Coins of Rose Isles (they accept landa coins) 1:1 (contract)

Coins of Port Kar (they accept landa coins) 1:1 (contract)

Coins of Sais (they accept landa coins) 1:1 (contract)

City of Turia 1 ingot for every 124 tarns/tarsks of the same metal (contract)

CITIES WHICH DO NOT ACCEPT IANDA COINS

Coins of Treve (Tarn system, made by Koh Gausman) 1 landa Tarsk = 2 Treve tarn

Coins of new Vonda (made by Venus Flytrap) 1:2

Coins of Ka'Zahr (made by Maria Tisane or Xander Tzal) 1:2
Coins of Nyuki (Xavian Stratten) 1:1
Rarn - City of Copper (made by Kitten Muhindra) 1:2

OLD COINS

Coins of Thentis (Thentis do not convert coins of Landa) 1 landa Tarsk = 10 Thentis Tarsks
Coins of Port Cos (made by the mint of Landa, branch of the HoY bank) 1:2
Coins of former Vonda (made by Jarvis Quan, new Vonda does not convert coins of Landa) 1 landa Tarsk = 5 Vonda Tarsks
Coins of former Port of Victoria (made by Deb alcott) 1 landa Tarsk = 5 Victoria Tarsks
Coins of Imperial Ar (made by Asea Andel) 1 landa Tarsk = 1 Imperial Ar Tarsk
Coins of Tyros (old version, made by the mint of Landa) 1:1 (only silver and gold)
Coins of Besnitt (made by Yuroki Uriza) 1: 3

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk)
Old copper tarsks of Tyros

UNDER CONSTRUCTION

Coins of Meqara Port (made by the mint of Landa) 1:1

Fluctuations in exchange rates are possible.

ADVERTISEMENTS AND JOB OFFERS

- HOY BANK OF LANDA

- 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.

- JOB OFFER: HEAD MERCHANT OF HOY

The House of Yuroki Bank is a privately owned company in Landa (BTB), licensed by the city, with branches in the Oasis of Klima (GE), Ostia (BTB) and Tyros (BTB). It employs its own bankers, merchants and guards, all of the highest quality.

Specializing in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins in landa.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

The HOY needs an experienced Head merchant (men only) who is able to act and to travel independent.

Duties:

- to supervise the branches of the Hoy Bank und to guarantee the high level of service (convert coins, give credits, interests)
- fix currency exchange rates and keep the HoY merchants informed
- to deliver coins (we use prim coins ONLY) to coin merchants who got coins from the mint of Landa already
- make and renew contracts with the merchant caste of cities which accept and convert our coins already
- open new branches of the HoY Bank and enable our (prim) coin system (the mint of Landa will make their coins)
- you MUST wear the colors of the merchant caste

Hoy Owner: Rarius Yuroki, Admin of Landa

- CITY OF LANDA

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

We are looking for:

Fishermen

Goat Keepers

Drovers

Perfumers

Peasants

Artisans (sub castes: Painter, Pot Makers, Saddle Makers, Metal Workers, Blacksmiths, Leather Makers, Poets)

Cloth workers (sub castes: Rug Makers, Weavers, Carders, Dryers)

Woodsmen (sub castes: Wood Carriers, Charcoal Makers, Carvers)

Entertainers (sub castes: Singers, Musicians)

Cryptographers

Mind Healers (to send them to the Gor Hub to heal)

“He was Iskander, said once to have been of Turia, the master of many medicines and one reputed to be knowledgeable in certain intricacies of the mind.” (Slave Girl of Gor)

OOO ROLEPLAY

- PINK CURTAINS IN LANDA

- 08:08] Nocturnal Melody: walking around the village...a bit bored sighs as noone is around....ipull out of my bag a few things I grabbed from the tailors shop and noticed a few things of scrap available I begi sewing then hearing sounds i look up ...then darts my eyes back down continues my sewing

[08:09] Nocturnal Melody: careful threading the needle not to prick myself...enjoying the pretty pink threads as I hem a few pieces of fabric together sitting down enjoying the

day...looking about the drab village smiling as I know what it needs to spruce things up a bit around here and brighten a few hearts while Im at it I slowly tuck the hem and in and out motions of sewing through the fabric

[08:12] Nocturnal Melody: picking up another piece of the fabric to attach to the others whistling an old gorean tune, I look up every few minutes not seeing anyone close by or even in earshot I wonder why at this hour they are all sleeping...shaking my head a bit licking the thread eyeing the needle 'dang this is harder than it looks really' rethreading the needle tying off the edges in a gorean knot I finish the fabric just in time I think to myself as the sun grows a bit higher over the horizon .

[08:14] Nocturnal Melody: I see the Master in the shop to the side going in and out with curiosity striking me I watch closely wondering what the Master was up at this ahn in the butcher shop...I look around for the smithys not seeing one "strange a city not to have a smithys isnt it?" I think nad mutter to myselfhmm where else do i find a ladderI need to hang these up....I look about in merchant shops seeing if there was one laying about

[08:15] Nocturnal Melody: smiels to the Master "Greetings Master, you having a good day?"

[08:16] Master Black (sirsteve1): aye girl I am making the most of it

[08:16] Nocturnal Melody: with a grin on my lips hearing the Masters words "Master? Do you by chance know where the blacksmiths shop is at?"

[08:17] Master Black (sirsteve1): down the way girl to the left I beleive it is

[08:17] Nocturnal Melody: smiles and waves "ooohhhh thank you Master!" stops nad turns back "Safe paths Master!"

[08:59] Nocturnal Melody: whispers to him and giggles at his playfulness "Im going to hang these curtain up in the city, I love the pink and I know it will just warm the place"

[09:06] Nocturnal Melody: spotting a mallet on the wooden table before me I grab it and some small tacking pivets laughing 'yessss this will do just fine'

[09:06] Nocturnal Melody: wondering to myself maybe the reason noone is here and they steer clear is due to the smelly meat shop pinching my nose off as I pass it...jumping on the ladder swinging the fabric over my shoulder

[09:07] Nocturnal Melody: Measuring the length of the roof with my eagle eyes...Smiling yesss this is just enough ...noting the several variations in the builds I carefully place the pivets tacks in place and stretch the fabric over angling them with the builders design "Nice...yes a touch of class if I do say so myself"

[09:10] Nocturnal Melody: leaves a note tacked to the door :If you So Likes This I shall Do Mores! Hope Ya Like My NeW Look To your Shop!, A Sample :)Signed : A poor fabric exporter

KNOWLEDGE

- FERALS

"In this form of slavery, which is commonly used for disciplinary purposes, or for the amusement of the Master, the woman is not permitted to arise from all fours; similarly she is not permitted human speech, though she may signify needs and desires by such means as cringing, and moaning and whimpering. Not permitted the use of her hands, save as a means of locomotion, she must also eat and drink from pans set on the floor, or, sometimes to satisfy her thirst, she must lap the water permitted to her from puddles or lick pillages from the tiles; too, it is no uncommon to chain her near her Master's feet, while He dines, that He may, if He wishes, throw her scraps of food. she will also be taught tricks, through which paces she may be put for the entertainment of her Master's Guests, such things as begging, lying down, rolling over, and fetching His sandals in her teeth. And, needless to say, when her Master wishes to use her sexually, it will be a position common to the she-quadruped." Guardsman of Gor, page 225

1. She-sleens(or so called Ferals) were not permitted to stand. They have to stay on all fours.
2. She-sleens don't know normal talk unless taught to talk like a normal person.
3. She-sleens were not permitted to use their hands.
4. She-sleens were not permitted to eat from anyone but their Alpha's(Companion) hands, They eat and drink from bowls/pans/plates.
5. She-sleens weren't leashed to their Master or Alpha while he(The Master or Alpha) dines, because it is known that they (the Master or Alpha) throws pieces of food to her.
6. On note 5; I know that She-sleens were slaves, but in other quotes, slaves may be granted their freedom. And as She-sleens are considered slaves, they may be FREED as well.
7. She-sleens were sometimes taught some tricks/moves, to impress the Master or Alpha and his guests while dining such as begging, rolling over, or fetching her footwear with their teeth(Slave she-sleens only).
8. When the Master or Alpha(if slave, guests as well) wish to use She-sleens sexually, it is a common position to the She-sleens or She-quadruped.

- 'MY MASTER' QUOTE

Slave girls must address all free men as "Master." Commonly, however, the expression "My Master," when it is used, is reserved for the actual master of the girl, he who is her literal master, he who literally owns her.

22) Dancer of Gor pg(s) 421

"Thank you for giving me to Calliodorus," she said.

"Serve him well," I said.

"I shall. I shall!" she said.

Slave girls, of course, may speak the name of their masters to others, for example, as in locutions such as, "I am the girl of Calliodorus." It is only that they are seldom, in addressing the master himself, permitted to use his name. He is usually addressed simply as "Master," or as "My Master."

16) Guardsman of Gor pg(s) 270

"I am sorry," I said.

"Was it not your intention to discipline me?" she asked.

"No," I said.

"Then My Master is a fool," she said, reaching for the meat that I had left on my plate. I caught her wrist.

"It is now my intention to discipline you," I said.

Her eyes briefly clouded with tears. "Very well," she said, withdrawing her hand.

Vika would go hungry that night.

3) Priest Kings of Gor pg(s) 47-48

The girl ran to my side in a swirl of many-colored silks and from beneath the Robes of Concealment she withdrew my sword and kneeling at my side lowered her head and placed it in my hand. "Cabot My Master!" she cried.

3) Priest Kings of Gor pg(s) 266

"Do I dance for my life?" begged Midice. I drew the Gorean blade. "Yes," I said, "you do."

And she danced superbly for me, every fiber of her beautiful body straining to please me, her eyes, each instant, pleading. trying to read in mine her fate. At last, when she could dance no more, she fell at my feet, and put her head to my sandals. "Find me pleasing," she begged. "Find me pleasing, My Master!"

I had had my sport."

6) Raiders of Gor pg(s) 115-117

"Hassan!" screamed Alyena, from below.

I smiled to myself. She had dared to soil the name of her master by putting it on her lips which, though beautiful, were only those of a slave. Girls are not, commonly, permitted to speak the name of their master. He is addressed as, or responded to, as "Master" or "My Master." If Hassan survived, he would, I suspected, well beat her for this lapse. Some masters, it might be noted, however, permit the girl to speak their name, if it is accompanied by an acknowledgment of title, as in, say, "Hassan, Master," or "Hassan, My Master."

10) Tribesmen of Gor pg(s) 183

My Master looked at me. He lifted his cup. I hastened to him, took the cup, and filled it. I pressed my lips long to its side, then humbly proffered it to the magnificent beast whose girl I was.

11) Slave Girl of Gor pg(s) 90

"What is your duty?" asked My Master.

'Absolute obedience,' I replied, in Gorean.

11) Slave Girl of Gor pg(s) 106

How incredibly, and yet rationally and justifiably, I felt at his mercy. He was My Master. He owned me. He could do whatever he wanted with me. He could trade me or sell me, or even slay me upon a whim, should he wish. I was absolutely his, his girl.

11) Slave Girl of Gor pg(s) 108

My Master extended his cup to me, and I, kneeling, filled it with Sul paga. I pressed my lips to the cup, and handed it to him. My eyes smarted. I almost felt drunk from the fumes.

11) Slave Girl of Gor pg(s) 134

Then I threw back my head and screamed. I clutched at Tellius. "You are My Master!" I whispered, hoarsely. "You are My Master!"

"Do not move," he said.

"Oh, please, Master!" I wept

"You may now move," he said.

I screamed and clutched at him, eyes closed, clawing at him, trying to bring our bodies closer. Then I threw back my head eyes wild, lips parted, and screamed, delivering my body to My Master.

"It is the first of the slave orgasms," said Tellius.

11) Slave Girl of Gor pg(s) 311-312

"I crawl to My Master on my belly" she said, "and beg for his touch."

I smiled.

I, a guest in the tent, now stood to her, of course, as her Master. Such girls come with the price of the lodging.

12) Beasts of Gor pg(s) 80 | Chapter 3

"What is the common purpose of a collar?"

"The collar has four common purposes, Master," she said, "First, it visibly designates me as a slave, as a brand might not, should it be covered by clothing.

Second, it impresses my slavery upon me.

Thirdly, it identifies me to My Master

"Fourthly," she said, "it makes it easier to leash me."

13) Explorers of Gor pg(s) 80

"There is a stain of blood on your thigh," I said.

"My Master took my virginity," she said.

"You are now a red-silk girl," I said.

"Yes, Master," she said, "I am now a red-silk girl."

13) Explorers of Gor pg(s) 200

"If I please My Master, he will not hurt me, will he?" she asked.

"He will, if it pleases him," I said.

"But if I am totally pleasing to him, fully, and as an abject slave girl," she pressed, "he will not be likely to be pleased to hurt me, will he?"

"No," I said, "of course not. You must understand, of course, that if you are displeasing in the least particular that will be a sufficient reason for him to put you under whatever discipline he desires."

13) Explorers of Gor pg(s) 297-298

I held a date before her, and she leaned forward, stretching her chained neck to reach it, and I drew it back. She then knelt back again, on her heels. Whether she were to receive the date or not was my decision I then gave it to her, putting it in her mouth.

"My Master feeds me," she whispered. "The slave is grateful."

I then put a shallow porcelain bowl of water on the floor, and pointed to it.

She drank from it on her hands and knees, lapping from it, as a she-sleen. "My Master waters me," she said, looking at me, from her hands and knees, the chain hanging from the collar on her neck. "A slave is grateful."

In so simple a fashion, by hand feeding, and floor watering, not permitting the slave to use her hands, I had demonstrated to her, in the Gorean fashion, that her food and water, even such simple things as whether she was to eat or drink, or not, were in my control.

16) Guardsman of Gor pg(s) 1

"I love you! I love you, My Master!" she cried.

He then struck her with the back of his hand, striking her to one side, and she fell, turning, to her knees. She looked up at him from all fours, blood at her lips.

"Were you given permission to speak?" he asked.

"Forgive me, Master," she whispered. She then crawled to his feet and, putting her head down, kissed them. "A slave begs the forgiveness of her Master," she said.

25) Magicians of Gor pg(s) 27

ONLINISMS OF THE WEEK

- 'AYE' - ANOTHER STUPID ONLINISM

Aye does NOT mean "yes" in Gor.

So, "Ai" in it's many variations is only used as an expression of surprise or joy or fear. Here are the only (at least as far as I found them) quotas in the book where "Aii" in a variation was used:

As a sound of surprise:

Then, strangely, the girl's head lifted and she looked into my eyes. She tried to smile. The words were soft, but clearly and unmistakably spoken, 'Buy me, Master'.

'Ai!' cried the grizzled man, and even Targo the Slaver looked baffled.

It had been the first time the girl had uttered the ritual phrase.

Outlaws of Gor

Another sound of astonishing, when Tarl Cabot met the four Ubars of the wagon people and they were impressed by him not moving or giving in:

"Aieeee" cried the warrior of the Kataail

Nomads of Gor

As a sound of pain:

Kamchak's laugh was cut short when she sank her fine white teeth into his hand with a savage bite. "Aiii!" he howled, jumping up and sticking his bleeding hand into his mouth, sucking the blood from the wound.

Nomads of Gor

As a sound of discomfort, when the Tuchuk Harold first time went up to the sky on a tarn and his stomach turned:

"Aiii!" I heard Harold cry, and could well imagine what had happened to his stomach.

Nomads of Gor

An outburst of baffled surprise as watching a Kaissa-game:

"Aii!" I cried, though the outburst was scarcely in keeping with the somber black I wore, and an instant later the Tarn Keeper and the Saddle Maker cried out, and began to stamp their feet in the dust, and pound their fists against their lift shoulders. Then others watching cried out with glee.

Assassins of Gor

As answer to a joke like laughter (or maybe pain, when he was hit by the whip. That's not so clear in this passage):

One of the slaves, chained before me, whispered over his shoulder. "What is your name, Captain?"

"Bosk," I told him, pulling on the oar.

"Aiii!" he cried.

Raiders of Gor

Sound of joy and pleasure:

I danced toward him, he who had said this, and he leaped toward me, but two of his fellows seized him, holding him back. I danced back, my hands held to him, as though I had been torn from him.

"Aiii!" he cried.

There were shouts of pleasure.

Captive of Gor

So "Aii" in it's variations is always used as onomatopoeia, as an outburst, but never ever in the meaning of "Yes". If you have to do, then at least use "Aye", which by the way doesn't appear in the books at all as far as I know. That so many in SL-Gor use the variations of "Aii" in the meaning of "Yes", doesn't make it righter. Don't wonder when you use it and I'll ask you, if you hurt something.

- AVATAR RENDERING COST INFORMATION

During times of conflict, to help reduce lag, you can do your part to reduce your Avatar Rendering Cost. You can find out what your Avatar Rendering Cost is by going into the Advanced Menu.

By default, the Second Life Viewer's Advanced menu is not visible. To display it:

PC - Ctrl+Alt+D

Mac - Ctrl+⌘ Alt+D

On some operating systems, this shortcut's already taken by another application, so you'll need to hold down Ctrl+Alt+⇧ Shift+D instead.

Now that you've found the Advanced menu, go to Rendering, then Info Displays, then check Avatar Rendering Cost. Now you'll be able to see your cost and the cost of every other avatar you see above their head. It will usually be a colored number as well. The higher the cost, the number will go from red down to green. Red represents a high cost, then orange, then yellow, then green.

Here are specific suggestions you can use to lower your AV rendering cost:

Everyone:

Hairs that have alpha textures and scripts in them are HUGE avatar rendering drains.

While we're at war, go get some regular prim hair or at the very least, make a copy of your current hair and take all the scripts and/or lights out of it. Take all your face lights, eyelashes, and jewelry off.

Free women:

Get sculptie hoods instead of using hair. These can be found at Vigo and Fantasia, among other places. Take off extra capes and jewelry. Go for socks instead of boots or multiprim sandals or slippers. Take off eyelashes. Don't wear your daggers until you actually need them. They're supposed to be hidden anyway.

Slaves:

No silks. Wear camisks. Switch from alphas texture hair like Damsel fly to something much simpler like Gurlywood hair. Take off all jewelry except your collar. Slave bells that are scripted, and arm bands and such can be removed. Scripted smiles and AOs can be removed. If you have a collar, an AO is not as necessary to wear.

Men:

Remove any extra weapons that you don't plan on using. Wear the tunic without the multiprim kilt over it. Wear "wearable" sandals (socks) instead of multiprim, scripted sandals. Pax Canning makes terrific low-prim warrior garb and belts, and he has a shop in the market (shameless plug here) FOR THE PURPOSE of lowering rendering costs during combat. Take advantage of that and help support one of our own. Here are some wearable sandals, attached to this notecard. Take off cloaks, extra sashes and such that aren't necessary.

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