

THE IANDA TIMES

[Shorter online version]

First Edition, v.1, No. 27

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Magistrate of Landa

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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 reflects my views on Gor, from an OOC standpoint. Above all, this is suppose to be fun and entertaining. That is it's purpose. When it stops becoming fun and causes one stress or to regret signing online, then something is wrong.

There will always be those who try to ruin things for you. The secret is to not let them do it.

You have complete control of yourself. You determine who ruins your day, who ruins your RP or who gives you stress.

It is not easy to stay positive and not let others ruin your ability to have fun. We are all human and it is only normal to feel upset at times. Just stay positive and do your best to not let people determine how your day will go.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Friday: Home stone swearing ceremony for new citizens, admins building (3.00 pm SLT, (11/12/2011))

Ask Liliith for the next bathing lesson this week.

- NEWS

- RARN ATTACKED LANDA

Rarn attacked Landa, it was an attack of revenge, no one is sure why. Landa has been peaceful and only wants to trade with them for copper. Why they are so against this is unknown. Rarn attackers outnumbered Landa defenders. It is reported they scouted Landa, with a spy who told lies about their home stone. During the attack Landa citizens were able to hide safely in our tunnels and none were taken. However, Rarn planted a huge flag in the square and stating they were superior. The Admin of Landa ordered the famous artist Lady Judy to paint memories of this attack on Landa.

SPEECH OF THE ADMIN OF LANDA TO THE CITIZENS

Landa, hear me!

It is true, what many of you have heard. The warriors from Rarn have gathered an army again and as I speak, that army is drawing nearer to our home.

Believe me when I say we have a difficult time ahead of us. But if we are to be prepared for it, we must first shed our fear of it. I stand here, before you now, truthfully unafraid. Why? Because I believe something you do not? No, I stand here without fear because I remember. I remember that I am here not because of the path that lies before me but because of the path that lies behind me.

I remember that some hands ago we have fought this city of Rarn. I remember that they have sent their armies to destroy us, and after a long time of war I remember that which matters most... We are still here!

Today, let us send a message to that army of Rarn. Tonight, let us shake this cave. Tonight, let us tremble these halls of earth and and stone, let us be heard from the Voltai to the end of the world!

Citizens of Landa! Remember these days! For it will be yours for all time What we do in life echoes in eternity! Landanias! Prepare for glory!

Tonight, let us make them remember: No retreat, no surrender! That is Landanian law. And by Landanian law, we will stand and fight!

THIS IS LANDA AND WE ARE NOT AFRAID!

- VISIT OF FINA FAILED

The admin and the master of arms travelled to Fina to offer them to help against their enemies. But a warrior of Fina insulted the warriors of Landa at the docks and behaved badly so the Landanias returned without having talked to the authorities of Fina.

[15:39] Kafka Khaos: How is saying the men of fina like to spar an insult? Are you mad? Of I want to insult someone ill say worse than "he likes to spar"

[15:40] trent Scorpio: and show them how to use the blade, chuckles. If not an insult what is that he laughs.. you think you can use a blade...

[15:40] Kafka Khaos: You are ridiculous

[15:40] trent Scorpio: point made... case close

[15:40] Yuroki Uriza: you want to show us how to use a blade?

[15:41] Yuroki Uriza draws his sword and shield and swings his wrist and tightening his grip ready to rumble

(...)

[15:41] GM 4.1: Yuroki Uriza Has Captured trent Scorpio!

[15:41] Yuroki Uriza sheaths his weapon, takes a deep breath and calms down and relaxes

[15:41] Yuroki Uriza: i showed him how to fight with a blade

[15:41] GM 4.1 shouts: trent Scorpio has reset their combat meter.

- FIRST BATHING LESSON IN THE NEW PUBLIC BATH OF LANDA

by Lilith, HoY First Girl

Last week at Saturday some girls gathered in front of the new public baths to join a bathing class. Lilith dressed as a bathing girl first explained how the girls in the public baths have been "dressed" and then she asks the girls to dress like bathgirls too to get in the right mood. Giving the bath and massage should feel good to them too and the Free should see that.

After a short brainstorming of public baths at many Gorean cities are convenient and popular gathering places and some sentences of what we would prepare while alone and waiting for a Free we are all happy our beloved Master joined the class and agreed to be the volunteer for the training.

We learned step by step the proper way to bath a Free person from soaking in the pool to apply oils with various scents and scrape the oils again. We spoke about the strigil and how to use it. And at least the very important towelings of course.

Lilith encouraged the girls to take part of the class and give examples for the emotes roleplaying them with the visibly relaxed volunteer.

bathgirl: /me soaps his hair running her fingers slowly through his dark black locks

bathgirl: /me coats her hands and slowly works it into his foot

bathgirl: /me kisses the master playfully on his neck and slowly sponges his shoulder

After the class lasts more than 1 hour Lilith decides to make the massaging a separate class later.

But no class without homework of course. So the red silk should use all her skills to coax a Free allowing her to bath him and the white silk should compose a short script pretending that she would bath a Free.

Lilith begs all Free of Landa to support the girls to improve their skills and take the time and allow them to bath you and Lilith hopes to hear ...ravishing... reviews of their work!

- ORDER IN CIVIL CASTE #11032011-10

COURT OF LANDA

Case #11032011-10

Magistrate: Sir Sherman Easterwood

Let it be known that Sherman Easterwood, Magistrate of Landa has ordered the following in accordance with his powers under the laws of Landa Continent.

2.7 Praetor or Magistrate

The Prefects of the city shall be the principle defenders of the law. All shall be subject to the rule of the Praetor or the Magistrate who may assume direct responsibility for any case in the city as his discretion. The Praetor serves at the pleasure of the High Council, but the council shall not directly interfere in the proceedings of any case and shall respect whatever judgment is delivered.

This is a straight forward case which does not require the need of a trial. The physician apprentice Anthony Favel) is missing and assumed dead. I order the removal of the collar from his slave leaf (leaf spires). The Administrator of Landa is granted permission to remove the collar and make her his.

Signed and sealed 11th Month Third Day of the year 2011 by:

Sherman Easterwood
Magistrate of Landa

CITY OF LANDA WARRANT OF ARREST

City of Landa judicial Case # 10152011-8

The Magistrate bureau of the City of Landa issues a warrant of arrest against the person of: Jacqpal Firehawk

On the charge of: Theft and Treason

Under the great Civil laws of the City of Landa
Under the great Civil laws of the Merchant laws of Gor

The Members of the High caste of Warriors of City of Landa are hereby Commanded to:

-Arrest the individual and if the suspect is resisting arrest you are permitted to kill

*** All of his belongings should be brought without tampering to facilitate investigation.***

Prepared by & sealed by :
Sherman Easterwood
Magistrate of Landa

Recorded on: 10-15-2011
Fourth Day of the Seventh Passage Hand of the Month of Se`Kara (Second Turning) in the Year 10172

REWARD OFFERED FOR KALIN

The House of Yuroki will pay fifty copper tarsks for useful information about the home of the thief Kalin (leonric.kalinakov). Five silver tarsks to anybody who will bring him in chains to Landa.

Rarius Yuroki

CITY OF LANDA WARRANT OF ARREST

City of Landa judicial Case #05142011-3

The Magistrate bureau of the City of Landa issues a warrant of arrest against the person of: Lady Gabby (Skwrks Allen)

On the charge of: 7.7.3 Fraud

It is a crime in the city of Landa to present false witness and testimony to any free person of the city with the intention of obtaining monies or items of intrinsic worth that they would not otherwise have had access to. Such crimes may be punished with fines and imprisonment.

Under the great Civil laws of the City of Landa

Under the great Civil laws of the Merchant laws of Gor

The Members of the High caste of Warriors of City of Landa are hereby Commanded to: To be detained for further questioning.

--Arrest the individual and Detaine For Further Questioning

*** All of her belongings should be brought without tampering to facilitate investigation.***

Prepared by & sealed by :
Sherman Easterwood
Magistrate of Easterwood

Recorded on: 05/16/2011

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

- OOC ANNOUNCEMENTS OF THE ADMIN

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 8.0

- Slaves cannot open the outer gate alone (only OOC)
- 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 (caste colors: White and Gold)
- Laws of Landa:- Do not attack a slave or free woman if there are no warriors or guards 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 slaver houses)
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: Position open
Blue caste: Dezire Sciarri, Head scribe
Red caste: Rarius Saphrar (RopeMaster69 Resident), Commander
Green caste: Position open
Black caste: Drusus (Khampoh Resident), Master Assassin
Merchant caste: Position open

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

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.

REMINDER

Harassment can take many forms. Communicating or behaving in a manner which is offensively coarse, intimidating or threatening, constitutes unwelcome sexual advances or requests for sexual favors, or is otherwise likely to cause annoyance or alarm is Harassment.

Sharing personal information about your fellow Residents without their consent - including gender, religion, age, marital status, race, sexual preference, alternate account names, and real-world location beyond what is provided by them in their Resident profile -is not allowed. Remotely monitoring conversations in Second Life, posting conversation logs, or sharing conversation logs without the participants' consent are all prohibited.

<http://secondlife.com/corporate/cs.php>

REGIONAL NEWS

- KILL ON SIGHT

As copied from a scroll nailed on the docks of Port Meqara Due to the rogue acts of Sir Dublin Hollow, the Port of Meqara is forced to issue a Kill on sight warrant for his impersonating a Meqara Scarlet and the abducting a FW of Port Rorus. Be advised that all travel to the Port of Rorus by citizens of Meqara should be done with extreme caution and only with prior authorization. We have alerted our allies to the event and will proceed with diplomatic protocols.

Xavier Wrexan

-WARRANT ON DUBLIN HOLLOW

Dublin Hollow a rogue ex- meqarian warrior has committed acts of aggression toward the Port of Rorus while falsely posing as a scarlet in good standing causing The Port of Rorus to announce potential acts of aggression against Meqara. Talks between the Ports have apparently ceased. For acts of unhonorable deeds a KOS order has been issued upon Dublin Hollow.

Xavier Wrexan

- FINA IN WAR WITH RORUS

The Commander of Rorus came to Fina and declared war on us. He didn't state the reason for this war. No hostilities took place so far, but we will stay vigilant.

Rorus is allied with Vonda. I have sent a message to the Ubar of Vonda warning him to support Rorus in this war.

Vonda is on our watch list (see above point 1). Any support of Rorus by Vonda will result in a declaration of war by Fina.

Murat, Ubar of Fina

- DECLARATION OF WAR IN THE AIR

Tal STA. Due to the unhonorable actions of a rogue scarlet Sir Dublin. Meqara was notified by scroll that an attack on our Port may be eminent by the Port of Rorus. In giving a warning to our allies for their trade ships in our region... apparently a formal declaration of war was delivered to the Port of Fina. Fina is still unclear as to the reason of this declaration. Meqara will be sending scarlets to assist to patrol as we have a direct military alliance with Fina.

Xavier Wrexan

- WAR DRUMS

With war having been declared between Ironhall and the Vosk Cities or Fina and Port Cos we should be alert..If anyone hears anything they must report any news to Myself, The Admin or the Warriors. Information is important.

Panach

- PORT JAD WITHDRAWS FROM STA

To all that are concerned. Meqara has allies in STA that are Military and those that responded to the call did so with that in mind. Those that did not were trade allies. For this reason all trade ships traveling to Meqara will need an armed escort to protect their goods. Port Jad accused of Treason has withdrawn from STA and has broken all alliances within.

Xavier Wrexan

CASTE REPORTS LANDA

BLUE CASTE

I am happy to report that the Blue Caste is doing well. We have added 2 new members, a Historian and one Citizen who has not decided which position he will take. He is multi talented and we will make sure to find something for him that will keep him occupied and active in RP.

The Blue Caste is available to the citizens of Landa, to help them in many ways. We have already produced employment contracts and working with the Physicians to ensure that all slave papers are in order.

We produce FC Contracts and perform FC Ceremonies. These are just a few services available from the Blue Caste. As High Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Our Magistrate is working in the capacity as Praetor, but he will still be available to help you address any legal problems that may arise.

Prices for our services are negotiable.

We will also have a Historian to record our past and keep it recorded for the future, for all to see that Landa stood proudly.

~Lady Dez
Hgh Scribe for the City of Landa

GREEN CASTE

SLAVE EXAMINATION LANDA DRAFT

- NEW PHYSICIANS

Landa got two new physicians. Please welcome Sean (Wiesel) and Oliver(Max Resident). Please give them and their household a warm welcome.

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
Coins of Keibel Hill
Coins of Askari Hodari Village in Tule
Coin of PortSun of Sardar, Woodhaven

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

11/02/2011

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 2.0)
Coins of Oasis of Klima (made by the mint of Landa, branch of the HoY bank) 1:1
Coins of Tentium/Tyros (made by the mint of Landa, branch of the HoY bank) 1:1

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) 1:1
Coins of Meqara Port (made by the mint of Landa) 1:1
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 1:1 (contract)
Coins of Port Kar 1:1 (contract)
Coins of Sais 1:1 (contract)
Keibel Hill - citta'di Gor 1:1
Coins of Askari Hodari Village in Tule 1:1
Coin of PortSun of Sardar, Woodhaven 1:1 NEW
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 Ostia (made by the mint of Landa) 1:2
Coins of Thentis (Thentis do not convert coins of Landa) 1 landa Tarsk = 10 Thentis Tarsks
Coins of former Port Cos (made by the mint of Landa) 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 or Landa-x-new-xxx)
Old copper tarsks of Tyros

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 and 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. We are looking for an ACTIVE tavernkeeper and more ACTIVE warriors who are not only interested in furring and coddling slaves but in their duties.

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

- WHITE CASTE OF GOR

I am Dorian Trevellion and have watched SL Gor for quite some time and rP'd for almost 4 years in it, in various alts. I recently got this note and it started me thinking

I see Initiate Roleplay dying in Gor. We've had deaths, both IRL and in SL and in RP. We've had abandonments, we've had people start out with great ideas and then give up, discouraged.

What's going on here?

To try to get a "handle" on this, I ask a few questions... if you wish to, answer them, add your thoughts and send this back to me. Thank you.

1. Do you RP an Initiate in Gor? Do you have an Initiate alt?
2. What is the best thing about RPing an Initiate?
3. What is the worst?
4. What would you LIKE to see in Gor, for Initiates and RP? School? Monastery? Great Temple? None of the above?
5. Would you like to see an overarching Caste organization for Initiates, and what are your thoughts on what does exist?
6. What would you think of a general SL-wide "get together" or "convention" of Initiates to study the situation and improve on it?
7. Do you belong to Initiate groups (White Caste of Fina, Initiates of the Blessed Caste, Blue Flame, Psi Omega, Hidden City of Misk, Temples of the Priest Kings, others?) and what are your thoughts on such groups?

Any and all comments, please:

Karaden Finesmith / Dorian Trevellion

- SLAVE GRUEL

by HoY slave Leaf (Spires) □

groans as she heaves the heavy copper pot to the water pump then fills it half full with fresh water ,with geat effort she carries it to the stove lighting a well stocked fire beneath to boil it .

The day in Landa was as many others and the gruel must be prepared for the slaves of it ,she gathered the sheaves of sa-tarna corn and ground them well in a huge pessel adding the corn to the bubbleing water only when fine enough

smiles as she stirs the simmering .thickning liquid then her eyes wide she searched the kitchen for scraps to add flavour it ither finds were not great but she thought not bad as she had found nice fresh larma peelings from a pie made for the Masters and Mistresses of the city and to her delight honey left from the guests of the inns morning meal , "she mused" a few crumbs in the honey wont harm any as the flavour will be so worth it in tasteing"....

stirs harder as the now interesting gruel took shape .her smile then withered as she had been bid to add fish scaps also as the Masters had complained they the slaves looked thinadding then the fish pieces she held her nose firm as she stirred then happy it was cooked she pulled the pot away from the heat to cool .leaving it in view to all that would be sent to eat of it

- LOCKPICKING

by Daved Calderwood

Now for all you folks well not to sound like some elitist but if you really dont have a background in it, it's a tough sell to say you know how to pick a lock as it is something one would know how to do if they worked around locks. In my character Bio I have had around 50 years experience in lock making and some other types of metal working and i have incorporated that little nugget of information into four years of roleplay in Gor. This isnt even me trying to god mod a lock because my character doesnt run around with a set of picks and tools for breaking a lock.

However if i am to do a job (and in the past it was mostly outlaw stuff) and i knew from casing the place beforehand there were locks in place then yes i would bring those tools of the trade as well as my standard weapons.

To all would be lock-pickers I would offer this little bit of advice that I have often discovered (and often learned the hard way) on how to succesfully pick a lock.

1-Don't just think that because the doors are locked that, that's the only obstacle you face. Amongst some things i have discovered Red Caste are notorious for DOUBLE LOCKING

a door. That's totally legit and in my opinion probably the wisest course of action (you'll see why in a minute).

2-BE DESCRIPTIVE AS ALL HELL. Meaning dont just do a three emote lockpicking thing and think you have broken the great barrier. You have to describe the lock, describe the tools you are using, heck describe the exertion you are using to get those tumblers back, describe from the sound the mechanisms in the lock makes to the sounds you are making with the pick. All of those things you have to include in your emotes and i do think for the sake of covering your ass you should do six emotes because if there is one thing I have learned the hard way is that they will scrutinize every detail of how you got in or out of a locked room or cage. Now here's the part that you're gonna hate but in the case of double locks you better be thinking of 12 emotes (but i have known in some situations as these you can get away with just doing three emotes for the second lock.)

3-ASSUME THE WORST- Meaning just dont dive into the lock and start picking away, really observe the lock and feel around the doors. Just becaue you see the guards open and close the locks doesnt mean the damn thing isnt rigged. Besides the traps that Xaz mentions i have seen some inventive ones that involve gases being released from the lock that is supposed to either knock you out or kill you, others that discahrge spikes and one rather inventive one that was supposed to shock you (although I think that one was declared invalid). Usually in cases like these the locks are already scripted with a warning that there is some security measure to prevent tampering. So what to do ? Not a damn thing, just walk away man or find another means of escape. I know that there are better roleplayers who could probably think their way around a booby trap but you are gonna run the risk of getting a I/M frenzy on your hands and really its not worth the half an hour debate over it.

4- BE AWARE OF YOUR SURROUNDINGS- Sounds simple but you have to understand the walls of your cell could be made of a solid thick stone and yet it is paper thin if there is a guard outside the wall who has bionic golean hearing that can detect a pin drop from behind three feet of stone. It may seem like its a no win situation but patience can win the day and also the scenario of having people mill about could also work in your favor. Alot of times people will be so engrossed in what they are doing rp-wise that any emotes is like background noise to them. i once escaped from a cell in Cardonicus like that when what seemed like the entire town decided to emote at the same time. All my emotes were just getting lost in all the chatter and by the time they started talking about dealing with me i was already gone.

5-NOTECARD EVERYTHING- because you can bet your ass the rp lawyers in whatever town/city/camp you are escaping from is gonna want the notes on how you got out. Now this is a touchy thing because many people complain on the time it takes to start the whole copy and paste thing. For me i usually just have the notecard out and start copying anything i wrote. Another way you can do this is after you are off the sim but make sure you do this quickly because there will be an inquiry on it.

6-If you are gonna hide a lock pick and file BE PRACTICAL. No you cant fit it to the roof of your mouth and no you can't tape it to the back of your neck unless you are ready to rp tearing the tape from the back hairs of your neck (BIG OW!). If you have to put the someplace the insides of your sleeves would work or even the cuffs of your pants or in your shoes. You would be surprised how often you are not searched.

7-Last but not least not every door is locked with a padlock. You have all kinds of locks and

there is more than one way to skin a cat. lockpicks are popular with padlocks but if you just come across a latched door a simple knife could do the job (just remember the 6 emote rule). It is also a good rule of thumb to familiarize yourself with some different locks and some of the mechanisms in a actual lock I dont mean going out and start picking locks because just like Gor society frowns on people like that. But just know some things would go a long way to substantiating your escape.

Of course doing all of this is no guareentee you are not going to get some flak over your escape. i won't name, names but I have been to some places where the mentality is that the locks they have are made of kryptonite or something and that there is no way you could have escaped because its their cell and NO ONE escapes from their cell!!! Bullshit, if you roleplayed right and had the means, method and motive to get out then you are free. I will say in defense of alot of jailers that they have been most gracious escapes and will honor it if the rp was solid.

KNOWLEDGE

- LOCKPICKING

Lockpicking is a skill that comes with a great amount of practice and a hairpin would not cut it at all if you tried to use it.

Two men were there. They were dressed entirely in black. They wore masks. One of them held an unshuttered dark lantern and the other opened a leather wrapper containing keys and tools on the ground. He, then, with a variety of keys and picks, and small tools, swiftly, expertly, trying one thing and then another, addressed himself to the upper lock. He was skillful, and apparently a smith in such matters, perhaps a skilled specialist within his caste. In fifteen Ehn both locks had yielded. The cage door was opened and I was pulled out. I was put on my back and the inan, swiftly, with numerous small keys, and some of the other tools, addressed himself to my collar lock. I felt the collar pulled away.
Kajira of Gor)

- LOCKS ON GOR

On Gor, though most locks are of metal, wooden locks are not altogether unknown.
(Assassin of Gor)

Common Lock

In the most common variety there are two sets of matching pins, one fixed on a wooden spatula like key and the other set, movable, falls into the bolt, securing it. With the key placed under the bolt, and pressed upward, the movable pins are lifted over the bolt, permitting its movement. This form of lock, however, as one might suspect, provides a poor sort of security, for the pins may be lifted individually by tiny sticks wedged in the

holes until the bolt is free.
(Assassins of Gor)

Notched Beam Lock

Another form of lock, providing perhaps even less security, is the notched beam lock which may be opened by a heavy sickle-like key which is inserted through a hole in the door, fitted into the notch, and then rotated to the left or right, depending on whether the door is being locked or opened. These keys are quite heavy and are carried over the shoulder, and can, if necessary, even function as weapons.
(Assassins of Gor)

Padlocks

Padlocks, it might be mentioned, are common on Gor.
(Assassin of Gor)

Combination Locks

Also, combination locks are not unknown, but they are infrequently found. The most common combination lock consists of a set of lettered rings which conceal a bolt. When the letters are properly aligned the bolt may be withdrawn.
(Assassin of Gor)

Knife Locks

Some locks, on the compartments of rich persons, or on the storehouses of merchants, the treasuries of cities, and so on, are knife locks or poison locks; the knife lock, when tampered with, releases a blade, or several of them, with great force, sometimes from behind the individual at the lock. On the other hand, knife locks are seldom effective against an individual who knows what to look for.
(Assassin of Gor)

Poison Lock

Much more dangerous is the poison lock, because the opening through which the tiny pins, usually coated with a paste formed from kanda root, can emerge can be extremely small, almost invisible to the eye, easy to overlook in the crevices and grillwork of the commonly heavy, ornate Gorean lock.
(Assassin of Gor)

Pit Lock

Another form of lock difficult to guard against is the pit lock, because of the natural crevices in Gorean tiling commonly found in corridors of cylinders; when tampered with a trap falls away beneath the individual, dropping him to a pit below, usually containing

knives fixed in stone, but upon occasion osts, or half-starved sleen or water tharlaron; sometimes, however, the pit may be simply a smooth-sided capture pit, so that the individual may later be interrogated and tortured at length.
(Assassin of Gor)

No Unauthorized keys for locks

Lastly it might be mentioned that it is a capital offense for a locksmith, normally a member of the Metal Workers, to make an unauthorized copy of a key, either to keep for himself or for another.
(Assassin of Gor)

ONLINISM OF THE WEEK

The slave with six sets of initials following her name knelt upon the furs and offered service. The free looked at the girl with confused expressions as they attempted to decipher the many meanings hidden in them. When asked what the "OLO" stood for the slut smiled shyly and replied, "Master, that means On Line Only". James(LOL)FS shook his head at the girl. "Your master needs to reduce some of those initials, slave. There are too many. Take my free collar for instance. It is easy to interpret (LOL) as Lives On Line and FS as Full of Shit."
(Initials of Gor, Page 154)

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