

THE IANDA TIMES

First Edition, v.1, No. 29

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Praetor 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)

Citizens of Landa!

Our allie, these cowards from Port of Meqara, betrayed us. The alliance between Landa and Port Meqara had been signed by Xavier (Wrexan), Administrator of Port Meqara and Rayah (Marenwolf), Magistrate of Port Meqara, the fourth day of the Fourth Passage Hand this year and is now invalid.

These sleens from Turia the so called Ar of the South declared war. Rarn city of copper did not declare war but attacked us several times and still declines to negotiate with us. Fina stands besides our enemies, Turia is allie of Rarn and Fina is allie of Turia. The members

of the Southern Trade Alliance have been bribed by Turia and voted us out. Only Tyros and Venna and Rose Isle declined to vote against us or to join the meeting of the STA.

They have made their decision and we have made ours!

[16:14] Vido Sciarri "i do, we will fight your enemies, you will pay us a gold pice for every man we put in the field every time we do it, and we will come to your aid when you are attacked and we will attack your enemies"

[16:23] Vido Sciarri "forgive me, i am not good with business, but i will bring you a legion of trevians to quash your enemies"

[16:29] Vido Sciarri "no the deal is done, if offers are made i will let you know but they will be ignored"

[16:29] Vido Sciarri nods "shake hands on it then"

[16:30] Yuroki Uriza: hits his left shoulder with his right hand several times saying: steel and honor warrior!

Rarius Yuroki
Admin of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Sunday: Home stone swearing ceremony for new citizens, admins building (3.00 pm SLT, (11/27/2011) (had been postponed the last time because of fighting in the city)

Thursday: Meeting of the green caste (3.00 pm SLT, (11/25/2011), admins office

Friday: Meeting of the merchant caste (3.00 pm SLT, (11/25/2011), Inn

Daily Sparring in the Arena if the commander is around (6 pm SLT Nov 14-18, 2011)

Ask Lilith for the next bathing lesson this week.

- NEWS

- TURIA DECLARED WAR

- LANDA IN WAR DECLARATION 1

Citizens of Landa who give "tours" to strangers and show them the city will be under arrest and be indicted for treason.

Strangers are NOT allowed to carry bows.

Slaves are NOT allowed to give "tours", only to new citizens of Landa.

Rarius Yuroki

- LANDA IN WAR DECLARATION 2

No people without homestone are allowed in Landa from now (except people who want to fill out the citizenship application) (No "travelers", no merchants without an homestone) NO EXCEPTIONS!

Men at the docks wearing masks will be shot in sight without asking.

Rarius Yuroki

- SPEECH OF RARIUS YUROKI TO THE TROOPS

Warriors of Landa love to fight, traditionally. All real Landanians love the sting and clash of battle. You are here for three reasons. First, because you are here to defend your homestone. Second, you are here for your own self respect and honor, because you would not want to be anywhere else. Third, you are here because you are real gorean men and all real men like to fight. Landa will not tolerate a loser. Landa despise cowards. Landa play to win all of the time. I do not give a bosk shit for a man who prefers to fur slaves instead to defend his homestone. That's why Landa have never lost nor will ever lose a war; for the very idea of losing is hateful to a Landanian.

You are not all going to die. Death must not be feared. Death, in time, comes to all men. Yes, every man is scared in his first battle. If he says he's not, he's a liar. Some men are cowards but they fight the same as the brave men or they get the hell slammed out of them watching men fight who are just as scared as they are. The real hero is the man who fights even though he is scared. Some men get over their fright in an ehn under fire. For some, it takes an ahn. For some, it takes days. But a real man will never let his fear of death overpower his honor, his sense of duty to his homestone, and his innate manhood. Battle is the most magnificent competition in which a man being can indulge. It brings out all that is best and it removes all that is base. Landanians pride themselves on being He Men and they ARE He Men. Remember that the enemy is just as frightened as you are, and probably more so. They are not supermen.

Alertness must be bred into every membEr of the red caste. I don't give a fuck for a man who's not always on his toes. You are ready for what's to come. A man must be alert at all times if he expects to stay alive. If you're not alert, sometime, a Turian outlaw is going to sneak up behind you and beat you to death with a sockful of bosk shit!

An army is a team. It lives, sleeps, eats, and fights as a team. This individual heroic stuff is pure Kaiila shit.

We have the finest food, the finest equipment, the best spirit, and the best men in Gor. My men don't surrender. I don't want to hear of any warrior under my command being captured unless he has been hit. Even if you are hit, you can still fight back. That's not just bosk shit either. The kind of man that I want in my command is just like the lieutenant,

who, with a blade against his chest, jerked off his helmet, swept the sword aside with one hand, and busted the hell out of the enemy with his helmet. Then he jumped on the shield and went out and killed another enemy before they knew what the hell was coming off. And, all of that time, this man had an arrow through a lung. There was a real man.

Each man must not think only of himself, but also of his buddy fighting beside him. We don't want yellow cowards in this army. They should be killed off like urts. If not, they will go home after this war and breed more cowards. The brave men will breed more brave men. Kill off the damned cowards and we will have a homestone of brave men.

Don't forget, you men don't know that I'm here. I am still not Ubar, only a grumpy old Admin. No mention of that fact is to be made in any letters. The world is not supposed to know what the hell happened to me. I'm not supposed to be commanding this army. Some day I want to see them raise up on their piss-soaked hind legs and howl, "Priest Kings, it's the damned Landa army again and that son-of-a-fucking-slave Yuroki."

Sure, we want to go home. We want this war over with. The quickest way to get it over with is to go get the bastards who started it. The quicker they are whipped, the quicker we can go home.

When a man is lying in a shell hole, if he just stays there all day, an enemy will get to him eventually. The hell with that idea. The hell with taking it. My men don't dig holes. I don't want them to. Keep moving. And don't give the enemy time to dig one either. We'll win this war, but we'll win it only by fighting and by showing the enemies that we've got more guts than they have; or ever will have. We're not going to just shoot the sons-of-slaves, we're going to rip out their living damned guts and use them to grease the sheaths of our blades. War is a bloody, killing business. You've got to spill their blood, or they will spill yours. Rip them up the belly. When shells are hitting all around you and you wipe the dirt off your face and realize that instead of dirt it's the blood and guts of what once was your best friend beside you, you'll know what to do!

I don't want to get any messages saying, "I am holding my position." We are not holding a damned thing. Let the enemies do that. We are advancing constantly and we are not interested in holding onto anything, except the enemy's balls. We are going to twist his balls and kick the living shit out of him all of the time. Our basic plan of operation is to advance and to keep on advancing regardless of whether we have to go over, under, or through the enemy. We are going to go through him like crap through a goose; like shit through a tin horn!

From time to time there will be some complaints that we are pushing our people too hard. I don't give a good damn about such complaints. I believe in the old and sound rule that an ounce of sweat will save a gallon of blood. The harder WE push, the more enemies we will kill. The more enemies we kill, the fewer of our men will be killed. Pushing means fewer casualties. I want you all to remember that.

There is one great thing that you men will all be able to say after this war is over and you are home once again. You may be thankful that twenty years from now when you are sitting by the fireplace with your grandson on your knee and he asks you what you did in the great war, you WON'T have to cough, shift him to the other knee and say, "Well, your Granddaddy furred slaves in Landa." No, Sir, you can look him straight in the eye and say, "Son, your Granddaddy rode with the Great Landa Army and a Son-of-a-damned-slave named Rarius Yuroki."

- THE FIRST BATTLE

Darius, the ubar of Turia or whatever he is, and one unknown warrior attacked our city. Both have been captured by the warriors of Landa [Xanthippus Resident teleported out and got banned]. The cowards of Turia are working together with outlaws to attack us! It is a shame!

Two men in black from the Port of Meqara Point who claimed to be members of the red caste although they were dressed as killers arrived at the gate of Landa and showed an hostile attitude and threatened the admin. The alliance between Meqara and Landa is broken then.

The Ubar of Fina and some more Fina warriors grappled in (perhaps the Kurii from the steel ships gave them some gorean cell phones) and let us know that Fina is allie of our enemy Turia. It seems that Landa is surrounded by traitors and enemies. Fina did not yet declare war on Landa, but we are on alert.

The men in black from Meqara got Darius because Rarius Yuroki let mercy prevail.

Later another well known outlaw from Turia shouted standing at the boat:

[15:53] MasterJonathan Python shouts: REMEMBER THIS VOICE YUROKI, IT WILL BE THE LAST ONE YOU EVER HEAR

HIGH INITIATES WORK TO ACHIVE PEACE

By Lady Rita Skeeter - Exclusive to Landa Times

Preceptor of the Sardar Temple, High Initiate of Landa, Dorian Serenus spares nothing of himself in his efforts to avert all out war. The Initiate graciously granted this reporter permission to speak to him shortly after his return from the Northern Thassa Islands, and he was rather candid in his opinion of the conflict that is brewing.

"When one is a hammer, all problems appear as nails," quoted Serenus, who is one of the scions of the powerful House Serenus of Ar. "And thus, if one is a swordsman, problems are seen as things to be attacked and defeated by force. We who earn our way through interpretation, conciliation and intercession, see the situation differently." High Initiate Dorian should know. His family has produced a long line of famous and succesful Initiates including the late High Initiate Complicious Serenus of Ar, Dorian's uncle.

Serenus, a slight man, appearing younger than his stated 175 years of age, is returning to Landa briefly before returning to what he refers to as "Peace Journeys" or his attempts to calm the troubled waters between several warring cities. His most recent effort included his talks with one Artaxerxes of Blue Bayou Forge, an island in the Northern Thassa. Having informed Artaxerxes (who is a member of the Black Caste and a mysterious group known as the Order of the Blue Flame, evidently tasked with protection of the White Caste) of the tensions between Landa, Fina and other cities, Serenus says that the man agrees with him that peace should prevail, however "Our visions differ," the Initiate says,

laconically.

"He informed me that there are peaceful and friendly relations between the administrator of his land, one Brother Stari, who is an Initiate and a Hermit and Rarius Yuroki. This heartens me, but his vision left me worried." Dorian says, summing up the meeting as "He spoke of all out war against those who do not respect the Priest Kings. While I sympathize with his asperity, I feel that conflict is counterproductive. I am not in a neutral position in this." When asked to elaborate, Serenus' reply was swift: "Blessed one Taltos who is High Initiate of Fina, and my direct superior, is not willing to allow the sword of war to come between himself and the Initiates of Landa, even though our respective cities are in enmity. Nor am I willing to estrange myself from the Initiates of Fina, Turia or any of the other cities presently at odds."

Serenus has good cause to be worried. His kinsman, Thelemenos Serenus, who is High Initiate of TornOak also expressed misgivings. "War is not a pastime!" the Initiate remarked when I spoke to him later. "It's a temptation and a snare set for men to disobey the Will of the Priest Kings! More Technology violations come from damned fools creating weapons that are forbidden, than from any other source! Sooner or later the Eternals notice and destroy the offenders, and bad cess to them for their transgressions." the irascible cleric stormed. "Tell my young nephew that if he doesn't put a stop to this nonsense, I'll come out there personally and skin him alive! Non-violently of course."

"We will do what we can," was the promise of High Initiate Agnimitra of Tyros, one of the cities involved in the conflict. "We get little enough respect and recognition day-to-day... many people walk right past me as if I was some sort of carved statue! But when the winds of war threaten, the Temple can be the last resort for peaceful negotiation. We are above the conflicts and will maintain a network of communications between the Temples." The Initiate then returned to his silent contemplations and would not reply to further questions.

"I have been in near constant communication with Blessed Taltos of Fina," Dorian Serenus has affirmed "And he is not willing that I or my Caste Brothers come to harm if we are in Fina. He has spoken to the city's Administrator as I have to mine. War is not the Will of the Priest Kings. War makes men dangerous and when they fight, each man seeks to become more powerful... which means that they may try to violate the Technology Laws and bring down the Blue Flame on themselves! The Priest Kings' Will is that peace is over the lands of Gor." Serenus has stated that he will go anywhere and to any place if his words can pour oil on the waters of rage. ": We of the White Caste are forbidden to wield weapons or to shed blood. You know this. I will not seek to ask others to shed blood on my word. Those who are in error will be judged by the Priest Kings and the Temples. As for my Uncle Thelemenos.... Bring it on, old man!" he commented with a gentle laugh.

At the conclusion of the interview, this reporter could not resist the temptation and asked the High Initiate how he lost his eye. He wears a rather expensively made white and gold accented patch over his right eye. His reply, in clipped Arian accents was succinct "Did your mother not tell you, as a child, that it was dangerous to run with sharp objects?" No further details could be elicited from him.

Rita Skeeter - Exclusive to the Landa Times

THE WHISPERING HARP INN NEEDS A NEW NAME!

Ad campaign for naming contest

Want to turn ideas in your head into coin in your purse?

The Administration of Landa is announcing a contest to find a name for the city's Inn. The superb accommodations and service deserve a name that will call it to the attention of travelers and visitors throughout Gor.

First prize for a name chosen will be FIFTY copper tarsks! (500L)

But even if your name is not chosen, you may still prosper!

Second prize will be thirty copper tarsks. (300L)

Third prize will be ten copper tarsks. (100L)

The price of a banquet for your friends or a slave in your furs can be yours for the exercise of your mind.

(Note* I don't really know the price of slaves in Landa. If fifty copper tarsks wouldn't buy one, we can use some other analogy. In the books, slaves were often quite cheap unless they possessed some special skill or training.)

Submit your ideas to Rarius Yuroki (Yuroki Uriza)

Deadline: Tuesday (11/22/2011)

Posters might include images of a man thinking and a purse being emptied into his hand. An image of the Inn should be included with text.

Paperwork made by Awerdenty, scribe in Landa

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

NEW LAWS OF LANDA AND NEW LANDING POINT

Update info: Raid ratio is 1:1 and only members of the red caste counted as city defenders

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 "travelers" 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)
 Landa Pending Citizen

HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)
 Blue caste: Dezire Sciarri, Head scribe
 Red caste: Kafka Khaos, Commander
 Green caste: Position open
 Black caste: Drusus (Khampoh Resident), Master Assassin
 Merchant caste: Position open

Sherman Easterwood, Praetor
 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 than 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

- NEW TAVERN KEEPER IN LANDA

A Man in the colors of the Merchant's Caste, approaches the Maine Gate ... He looks tired from his long journey He sees the large Trade Bell and reaches out to ring it ... a Man inside the gate opens a window to see who rang that bell* ... Tal; Sir .. I am called Kla (Tito Bellic), a Merchant by Trade, and I am seeking to enter these wally and establish a Home and a Tavern here

LYRICS

by Laura Demonista, elder of the Di'jan panther band of Lake las

- UPON MEETING A KUR

One day I had a dreadful scare
when i came upon a mound of hair
this hair, you see, began to talk
and worse! this hair got up to walk!
you see this pile of matted fur
was a creature seldom loved, the Kur
it was long of tooth and sharp of claw
but sadly it was a dreadful bore
it seems my every reservation
was proved when it came to conversation
for all it did was growl and grunt
so I took my stick and killed the beast

- THE SONG OF THE GOREAN MALE

Somewhere, lost, in the mists of time
If you strain your ears, you can hear a whine
With all the bite of limp, soggy salad
As it moans and groans then yells "Invalid!"
"I'm bigger and stronger than any other guy.
I have the largest penis that money can buy!
I got powerful muscles, I'm as handsome as sin
So how can you actually think you can win??
I will ask you politely, if you'd be so kind,
To save me the trouble and do a self-bind
While I busy myself with my magic birds
Cuz I don't have a HUD to type the words.
I'm gonna rape you, now that you're caught.
It saves me from having an original thought.
I dont mind if you yell and holler
But could you give me some help to set up your collar?
Cuz I'm handsome, its true, and perfectly tanned
But I struggle at typing with only one hand.

Don't try to fight me. You know you will fail
For I'm a magnificent Gorean Male!

REGIONAL NEWS

- VOICE OF GOR

i am deeply apologetic for 126 issues i have made it each and every week, but sadly for the first time ever i am not going to be publishign a paper today. I have recently taken a full time night shift job and we did not get the articles. Should the news continue to be slow and dry i might have to move it to a bi monthly schedule. But rest assured i will try to get it back on track next week. Thank you for your understanding.

Lady Verona (Lorgsval), city of Olni

- CONTRACT FOREIGN EXCHANGE BETWEEN TURIA AND LANDA

(still valid although we are in war with Turia)

From the Desks of the Administrator of the City of Turia
Gorean Date: Fifth Day of the Eighth Passage Hand in the Year of the Priest Kings.
Earth Date: November, 15, 2011

From: "Darius Vayandar"
The Administrator of the City of Turia

To: "Yuroki Uriza"
The Administrator of the City/Port of Landa

RE: Contract: Foreign Exchange between the City of Turia and the City of Landa

Admin Yuroki of Landa,

As of this day, noted, the Fifth day of the Eighth Passage Hand in the Year of the Priest Kings, (November 15, 2011), as noted by the Council of the City of Turia and the Bank of Turia, the City of Turia would no longer be under the contractual agreement signed, dated 14th day of Hesius in the Year 10162 Constant Ar.

Towards this, the City of Turia issues the following:

The City of Turia and the Bank of Turia, minted and produces its own coins, ensuring the highest level of authenticity of its coin, that is, the Turian Coin, its design, its minting and production practices, as well as stability of the coin, in the City of Turia and will be recognized in Gor upon the information stated.

[Each Turian coin is minted/produced with the properties of: NO COPY, NO MOD, But TRANSFER and engraved with the recognized Tur Tree of Turia, the symbol of the City.]

The City of Turia's coins will be recognized in all banks and Cities of Gor, with the present Exchange Rate as follows:

CITY OF TURIA EXCHANGE RATES - As of October 2011:

City of Turia:

Money value based on the following values

8 copper task bits = 1 Copper tarsk

100 copper(tarsk) = 1 Silver(tarsk)

10 Silver(tarsk) = 1 Gold (tarn)

2 Gold(tarn) = 1 Double weight Gold

With reference to the above, the contractual obligations in regards to the exchange rate indicated in a scroll dated the 14th day of Hesius in the Year 10162 Constant Ar, the City of Turia stands and has indicated the following, changing the previous exchange rate of ingots to tarns/tarsks, previously set at One (1) ingot for every 124 tarns.

Let it be known that the following now stands, in reference to the Turian Gold and Silver ingots, its weight and its denomination, made by/produced, in the City of Turia:

TURIAN GOLD/SILVER DENOMINATIONS:

1 ingot of Gold (1 stone weight) - Makes 64 Turian Gold Tarn Coins

1 ingot of Silver (1 stone weight) - Makes 64 Turian Silver Tarn Coins

The City of Turia recognizes all coins from All Over Gor as One (1) to One (1)

[The ONLY Exception where we will REFUSE the taking of Coin are of the following:

1. IF the coins are No Mod, Copy and Transfer Coins
2. IF the coins are Copy, Mod, Transfer Coins
3. GM Meter Coins.
4. IF the coins are No Copy, Mod and Transfer]

Such coins will be noted as forged or counterfeit coins and those distributing or for payment, would be subject to face the judicial system of the City of Turia.

[ROLE PLAY COINS:

The City of Turia recognizes that not many Cities/Villages, have their own respective coin system.

Towards this, the maximum amount of coinage allowed to have [, stated in Role Play (without evidence via note card)] is up to One (1) gold tarn.

Anything more than One gold tarn, requires evidentiary support (via notecard - local transcripts only) to authenticate the coinage. This is subject to approval by the Administrator and transcripts stored to ensure no amount of duplication of said transcripts can be used for future payments, as well as confirmation of the transaction by parties involved if needed.]

Please note the Exchange Tax for the exchange of Turian Coins at the Bank of Turia:

EXCHANGE TAX FOR OTHER COINS (NOT TURIAN):

= Citizens' Rate - 5% of the monetary value of the coin once exchanged

= Non-Citizens' Rate - 10% of the monetary value of the coin once exchanged

I hope this information finds you in good standing.

Regards,
Darius Vayandar
The Administrator of the City of Turia

CASTE REPORTS LANDA

WHITE CASTE

TRAVELOGUE: Arcadia Temple

Welcome readers to a new series. In this series of stories, I will take you, the reader, to a different temple each issue of the Landa Times. It is to be hoped that Initiates who read these articles will find a place where they may come and serve the needs of the people there. It may also be hoped that you, the non-Initiate who is reading, and seeking a home, might find a place agreeable to you.

Our first stop: Arcadia In the Shiga sim

Our arrival in Arcadia showed us a goodly land, green and thriving, in its vegetation, due to the nearly constant rainfall. The few houses we saw were in good repair, but there were signs of older buildings that had been torn down. Two well built cylinders, one brightly painted, were also in evidence. As we looked we saw very few people, and to our pleasant surprise, we were met by the Jarl of the island himself. he greeted us warmly and led us to the Inn and, with his own hands, served us tea. The Jarl, Nephtides, is a lower caste man, a metal worker it would seem, his hands roughened with hard honest labor and his face open and honest. he is a commendable man and his land shows the results of his, and his peoples' toil.

Nephtides told a harrowing tale of hardship and danger. he and a tiny contingent of slavegirls were marooned on Arcadia following a severe earthquake in their former homes. They were joined by other refugees and together the people cleared the land and repaired the buildings that were there. Following his story, Nephtides opened his home to Fina High Initiate Taltos and myself and we blessed the house with Holy Chrism. To our pleasure, he spoke earnestly of desiring a member of our Caste to administer to the spiritual needs of his people and the island. To that end he had, by hand, built a temple! This northerly island has seen depredations by the rune priests and others and despite the apparent safety of siding with the heathens, he has held fast to the faith of the Priest kings! Such dilligence, in the face of such dire odds speaks well of Arcadia. Would that those in more southerly, safer climes could see this.

After our tea, we were shown to the island's newly built temple and what a sight met our eyes! Amid open rolling hills stood a plaza, finely made and gleaming. A raised dais held a well appointed, though small, altar with abundant offerings laid out. Before the temple stood a tall hand hewn spire surmounted by a gleaming golden ring! I have seen city temples that would not compare, in size or care for detail, to this edifice on so humble a land. arcadia, however, is NOT without its wealth! It seems to be favoured with rich veins of gold, copper, iron, as well as lustrous green marble and similar stones. I foresee many eager metalsmiths and miners making this land their home.

The Jarl offered us a bosk to slaughter by way on consecrating the new temple, but since we are forbidden to shed blood, and we did not have a lay brother along to do the task, we did not avail ourselves of this. We did, however, offer a blessing and consecration of the temple, cleansing and anointing it for the use of the island's inhabitants. The Jarl then returned us, on tarnback, to the shores where our boat awaited us. To see the clean lands, the neatly kept houses, the green and fertile fields and the industry of the inhabitants, one would know that the Priest Kings, in Their mercy have already blessed this land. Warriors and merchants, take note, this land is rich and good with trade and training opportunities everywhere. The kurii seem not to have yet taken notice of this island and even if they do come, the defenses we were shown are formidable indeed. Below are paintings I have completed, based on the sketches I made while there.

I look forward to hearing more from this new and promising land.

May the Priest Kings bless Arcadia and also the lands where you, my readers, now dwell. May your hearts be opened and your Home Stones be safe.

Preceptor O.P.O.
High Initiate of Landa
Doren Serenus
~O~

BLUE CASTE

- ON THE PROTECTION OF DOCUMENTS

by Awerdenty Resident, blue caste of Landa

Documents of state which require protection from the eyes of strangers may broadly be divided into two categories, those needed immediately but briefly, like messages, and those needed often over long periods of time, like unknown defenses, treaties and policies.

The first category is best protected by a code or cipher. The generic term is encryption. Ciphers replace letters within the message. Codes replace words. A simple example of a cipher is A=1, B=2, C=3, etc. Ciphers are best suited for short messages. Longer messages are easier broken. An example of a code is a secret language. On Earth during the Second World War, the United States famously used pairs of American Indians speaking their native languages over the radio. Without access to the base for the code, the enemy had no way to break it. A classic code involves the possession of identical books by the sender and receiver. Messages read something like: "page three, word 62." Without an identical book, the code is virtually unbreakable. Even if the enemy becomes aware of the nature of the code, without an identical book, the knowledge is useless. Obviously, longer documents are unreasonably tedious to encrypt or decrypt in this manner.

Codes and ciphers must be sufficiently complicated to make breaking difficult (it is never impossible), but still simple enough to be decrypted easily by the intended recipient. Because all codes and ciphers will be broken if used enough, they must be changed frequently.

The second type of document is best protected by security and deception. Because decrypting such for every use is tedious, codes or ciphers are impractical. And the length of such documents almost guarantees that the code will be broken by a determined enemy.

Hiding or protecting these documents can be a function of force, a well-guarded safe room for example, or deceit, a hiding place where no one would look. Neither is perfect, but both have advantages. The forcefully protected can be breached by a determined enemy in more strength than your own, and the fact of obvious protection will tell any enemy where to look. The deceitful may be discovered by accident by a merely curious citizen.

It is something of an axiom that the best hiding place is in plain sight. The state documents of Landa which must remain secret should, in my opinion, be kept in the library, for the reason first that no one would expect them to be there. They should be labeled and catalogued in such a manner as to be immediately obvious to those who need them, but uninteresting to those who should not know they are there. A book titled "Care and Breeding of Urts," or perhaps, "The Musings of Initiates," for example, will attract few readers. The important books might contain a common word or theme in the title which would identify them to those who need them. They might be hidden in the "Foods" section with a common title word of "Roughage." The Uses of Roughage, The Importance of Roughage, Roughage and Health and so on. It would be advisable to have several "key"

words so that Roughage does not appear so often as to be suspicious.

Whatever subterfuge is chosen, it should be known to no more people than absolutely necessary. Here the axiom is that "Two people can keep a secret if one of them is dead." Spy organizations are frequently organized in hierarchies of three. Each person knows only one above him and two below. Secrets preserved by large numbers are not secrets. One group might know one key word, but not the others, so that the entirety of the secret could never be exposed.

To insure against disaster, a second set of the documents might be hidden among private collections of scrolls with equally uninteresting titles.

ADDENDUM

[I do not know how "booby traps" work in Second Life, but they were certainly common on ancient Earth.]

In the movie "Name of the Rose," based on a book by Umberto Eco who has done some seriously scholarly research on the middle ages, a forbidden book was written in poisoned ink. Those reading in the general manner of licking fingers to turn pages died unpleasantly. Those aware of the trap could access the book safely by avoiding that behavior.

In the library example used earlier, an additional protection for critical documents might be the inclusion of such a trap.

An example might be the inclusion of a small, dormant but venomous snake in critical documents which would be activated by opening it unaware. Those "in the know" might carry a talisman of some sort to keep the snake dormant.

If indeed, it is decided to hide the documents in plain sight, such an additional safeguard might be included.

- BLUE CASTE OF LANDA

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

- FORMER HEAD PHYSICIAN OF LANDA IS BACK

[2011/11/21 05:33] Judygirl Beck: Be it known that in support of the war effort Judygirl Beck has once again picked up her physician's bag so she may heal injured warriors and aid them to return to their positions defending our home stone.

Please welcome lady Gin(Gin Denja), former Head physician of Grefyalls, and lady Kim(mimela Bathori) as new citizens of Landa and members of the green caste.

- MEETING OF THE GREEN CASTE

Thursday: Meeting of the green caste (3.00 pm SLT, (11/25/2011), admins office: Topic: election and appointment of the head of the caste.

- CODES OF THE GREEN CASTE?

by Judy

Gor is composed of city states, and there is a saying that laws are good only as far as the city walls extend, and it's warriors can enforce. There is no central or uniform physician's organization on Gor, therefore no uniform codes of conduct. The only interchange among physicians occurs at the Sardar fairs where knowledge is disseminated, and treatments discussed and debated.

Castes are loose organizations of family groups following a specific occupation, and (as in earth's medieval guilds), the details of the craft kept secret. As in guilds, caste members are taught through an apprentice system, and created as physicians by the city (similar to licensing on earth by a civic authority), based on the recommendation of a mentor, or the caste head, or elder. Therefore any codes or customs followed by physicians are unique to that city, and that city's caste group.

[On SL Gor, the various groups organizing physicians have no authority to establish codes, tests, rules of conduct, or anything else for any city or sim describing itself as BTB --and should be ignored. Each city makes it's own rules.]

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.

News: The branch of the HoY Bank in the Oasis of Klima has been closed because of inactivity.

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 Askari Hodari Village in Tule

OLD COINS:

Coins of Keibel Hill
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
Coin of PortSun of Sardar, Woodhaven

HOY FOREIGN CURRENCY EXCHANGE RATES
11/21/2011

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 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
Coins of Oasis of Klima (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)
City of Tule 1:1 (contract)
City of Turia 1:1 (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. 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. Lower castes are welcome too!

We are looking for:

Fishermen

Goat Keepers

Drovers

Perfumers

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

[OOO means: no one knows this in character, no roleplay referring to this log would be valid).

[12:18 PM] Aron Zahm takes the cage's key from the admin and he nods.. "I see.."

[12:18 PM] Kool Door opened by Aron Zahm

[12:21 PM] Aron Zahm walks into the cage and he stops at the door and he inserts the cage's key which he retrieved from the admin. He then crouches near the naked man in the cell.. He pulls a clothing piece from his pouch hanging from his belt and he ties it around the man's mouth stritchly

[12:29 PM] Aron Zahm running his free hand over the man's back of the head and he grasps the man's hair with a sudden move. He then draws his hand back along with the man's head without a delay between moves. His hand, which was holding dagger takes it's position in front of the man's throat and he slit's the man's throat with a sudden pressure and drawing move with sharp dagger

[12:29 PM] GM 4.1 shouts: Bounty Silversmith has been killed by aron zahm

[12:31 PM] Bounty Silversmith feels the dagger at my throat and fills the blade cross my throat and the light deeming as I fall dark

[12:31 PM] Aron Zahm let's the naked man's lifeless body fall to ground. He watches the blood flowing over the floor and dying the stones to red.. He also notices the blood over his hand and dagger. He shrugs and reaches for the cell's door and he walks away

KNOWLEDGE

- TEMPLE OF THE INITIATES

Temples of the Initiates

Architectural Style

Temples can be small or large, closed buildings or open to the outside with collonades and porticos. Initiate temples vary in style and extravagance. Some are quite lavish while others are austere. Most are located on high ground, often with a view of the city or town below them. Also, all temples are oriented to the Sardar Mountains.

Temples are built from local materials and most likely in the local style.

Furnishings

Temples generally do not have chairs, benches or pews. Only the Initiates are permitted such things. Curule (koo ROO lee) chairs, on Gor are commonly a symbol of authority and High Initiates are depicted as seated on thrones.

A white rail separates the sanctified area for the Initiates from the common room where all those who are not specially anointed must stand. . Initiates generally only permit Ubar or Administrator behind the rail during ceremony. Goreans do not kneel in the Temples. (In book 25 it says Goreans do kneel a clear contradiction to earlier work) They pray standing up and often hold their hands in the air as the Initiates often do.

On the high altar is a large golden circle, the symbol of the Priest-Kings, a symbol of eternity. The walls are decorated with offerings.

The main visual elements are the white rail and the gold decorations and large Circle on the white wall behind the rail accompanied by some burning incense.

Restrictions

Weapons are forbidden within the temples.

There are no depictions of the Priest-Kings as it is considered blasphemy to attempt to depict them. Initiates claim that Priest-Kings have no shape, form or size.

"Slaves and animals" are forbidden to enter the Temple. (The books specifically say during ceremony no slaves because they are a distraction)

Who May Enter

Initiates of course and their 'subordinates' (depicted in the books as helping with the slaughter of bosk and the like)

Standing outside the white rail, choirs of young boys occasionally are seen to sing in major Temples These are young slaves purchased by Initiates and castrated by civil authorities.

Free men and Women may enter the unsanctified areas during ceremonies but are discouraged from entry at other times. And never behind the white rail.

What Happens Within:

Processions, as depicted in the books.

There is singing, chanting and bells can often be heard from the Temple.

Incense is burned and the aroma fills the Temple.

There are prayers and sacrifices, although probably NOT *inside* the building. The sacrifice we read about in Priest kings occurred outside in the open.

Instruments mentioned include bells and sistrums. A sistrum is an arched piece of metal, like a stirrup, with wires attached and small beads or metal pieces strung on the wires to create a jangling sound, much like a tambourine but lighter and more musical.

Initiates also have "Houses and monasteries, shrines and holy places. These, however, are not described. Monasteries ARE places of learning, as the young boys are trained there, to sing.

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