

THE IANDA TIMES

Second Edition, v. 2 No. 50
(short online version)

Based in the city of Landa

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Co-Editor: Sherman Easterwood, Praetor 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)

The day light hours are getting longer and the days even warmer as the spring in Gor materializes. As I sit in my office and feel the breeze from the Thassa, my mind wanders to all the scrolls I have read and studied. One particularly stands out today. That one told of the Priest Kings. I will base my editorial this week around the White Caste and Priest Kings.

It seems the Landa White Caste has been called, by the Priest Kings, for special and

important work. His presence and guidance will be missed here, till his return. Landa has been blessed by the Priest Kings in so many ways.

I hope we continue down the path the White Caste has laid out for us. Do not become complacent because the White Caste is temporarily not here. Do not forget the things the White Caste has told us. Do not forget the White Caste teachings. The true worth of the city is not what we do when the White Caste and Priest Kings are present, it is what we do when they are not.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

MONDAY

Lessons (04/16/2012, 4 PM SLT)
Classroom above the kennels

TUESDAY

Meeting of the merchant caste (04/17/2012, 4 PM SLT)

WEDNESDAY

Red Caste meeting (04/18/2012, 2.30 pm SLT)
Hall of the warrior's building

Red Caste training in the Arena

FRIDAY

(04/20/2012)

Meeting HoY slaves only, HoY Kennel (04/20/2012, 1 pm SLT)
Topic: Gorean Time, Money and Measurements

Town Hall meeting (2.30 pm SLT)

Free training in the Arena (3.30 pm SLT)
Visitors are very welcome!

SUNDAY

Homestone Swearing Ceremony for New Citizens of Landa
(04/22/2012, 2 pm SLT)
Hall of the Admin's building

- BREAKING NEWS

PEASANTS OF TORVALDSLAND IN PANIC

by Anonymous

A mighty armada of ships, Tarn ships, Round ships and landing vessels has been reportedly passing to the south of Einars Skerry heading north.

The witness's to this spectacle of sea power living not far from the shores of this cold desolate ice inlet hurried back in to their long houses as they recognised the landing vessels carrying siege equipment they barricaded their houses praying to their barbarian god that the armada would travel further north to Torvisland. The vessels were reportedly bearing the red flag of Landa.

- NEWS

MIDGAARD TRIED TO ATTACK LANDA BUT FAILED

by Bee, scribe slave and HoY accountant

The Alarm was rung throughout the city warriors from the north It is believed from Midgaard. The men had climbed into the city and then attacked a number of lone citizens before the guard responded driving them out. There may be more to this story in the coming weeks.

NEW CITIZEN

It is with sincere pleasure that I welcome back

Sir Nicco (niccodemis threebeards)

Sir Nicco has been instrumental in building Landa but had to take a long leave of absence.. we are excited to have him back with us.

Sir Nicco is of the Red Caste.

Please make him feel at home and engage him in RP.

~Lady Dez

TOWN HALL MEETING

This coming Friday, the 20th, we will have a Town Hall Meeting. It will take place in the courtroom.

We will be discussing how to pay our Warriors who are protecting us from harm, as well as our city employees.

We want to avoid taxing if possible. You will have a week to come up with a solution. Talk amongst yourselves. You might want to appoint a spokes person for your castes and please refrain from a riot.

I do hope you will be able to be here. Remember this is your Home Stone.

~Lady Dez

CLASSES YOU WANT TO KNOW ABOUT

Landa's illustrious Slaver, Sir Arris Vesuvino wants you to know that he will graciously teach slaves and Free, Starting the second day of the first passage hand of the Month of En'Kara (The First Turning) (Monday at 4 PM SLT) in the classroom above the kennels..

You do want to know how ka-la-na is being served..yes? and you want to know if your girl does it right?

He looks forward to seeing you.

Lady Dez

MAPS

It is illegal to take a map of a city out of that city. It is also illegal for a non-citizen to make their own map of a city. As many city streets do not possess set names, it can be difficult for visitors to find their way around in a city. This can be an added defense mechanism, preventing invading armies from easily moving through a city toward intended targets.

Rarius Yuroki
Admin of Landa

FREE WOMEN OF LANDA!

Those free women whose fathers have moved on to the cities of dust, or for whom their whereabouts is unknown, may petition another free man of the city to be their protector of record. Those free women who refuse or are unable to obtain protection from a free man will be considered protectorates of the Administrator and/or the High Commander of the Red Caste.

Rarius Yuroki, Admin of Landa

SALE OR PURCHASES OF SLAVES IN LANDA

Please be aware that you can no remove a collar from a slave that has not properly been sold to you. You must have the sales papers first and they must be registered with the City before that can happen.

~Lady Dez

THANKS FOR THE IANDA TIMES

by Bee (Wendie Lemon), slave scribe and House of Yuroki accountant

-=: Verdict in Case #04112012 :=-

TRIAL COURT OF LANDA
Case #04112012
Magistrate: Sir Sherman Easterwood

Lady Tami Milso is accused of Failure To Pay a Debt and Resisting Arrest.

1) On the charge of Failure To Pay a Debt I find Lady Tami Milos guilty. The silver coin from Olni she used to pay the debt, was and currently is worthless in Landa, according to the Landa Banker. However the Landa Banker, because of work the Lady did, exchanged the worthless coin for 20 Landa Silvers. This does not however exonerate the Lady, as when she tried to use the coin to pay her debt, she knew it was worthless in Landa.

2) On the charges of Resisting Arrest I find Lady Tami Milos guilty. There were 2 witnesses that saw the Lady struggling and not going peacefully with the arresting Warrior. The Laws of Landa clearly state: Free women in Landa are expected to conduct themselves with a level of decorum in public, worthy of their position as free women.

I will now pass sentence on Lady Tami Milos. The act of failure to pay a debt is an offense, that can result in a collar for a woman, in Landa. I order the Lady Tami Milos to wear a collar, dress as a slave and work in the Inn for two days, with the Inn Keeper, as her Mistress. While being a slave her name will be tami. The Lady Tami Milos will not be branded as a slave. Once the two days of slavery has passed, the slave, known as tami, will be restored to the status of a Free Woman named Lady Tami Milos. There shall be no loss of property the Lady now owns. The 20 Landa Coppers given by the Banker in exchange for the worthless Olni Silver will be divided as follows. 3 Coppers will be given to the Inn Keeper, as payment for the debt Lady Tami Milos owes. The remaining 17 Coppers will be kept by the City of Landa as a fine payable by Lady Tami Milos for Resisting Arrest. The Lady Tami Milos will immediately be released from custody and begin serving her sentence in contract slavery.

Signed and Sealed on April 12, 2012.

Sherman Easterwood
Praetor/Magistrate of Landa

THE JOURNEY AND NEW BEGINNING (chapter 3)

by Bee, House of Yuroki slave

The warrior knew his son was safe he had sent him to the south to learn the lance from a master of the art. Knowing his son would return he dared not leave a message here in case he was hunted on his return home. He vowed to avenge the death and destruction and would send word to his son later .

Leaving the oasis with the 3 kalilla he headed into the dune country where he could lose his trackers if any followed. It would be hard for the women but he knew the ways of the desert. Living off the desert is an art and it was many months before he turned to Tashid and headed to the lower Fayeen river. On entering the city of Kasra he called on an old friend a slaver and merchant. The man welcomed him in to his home.

Explaining his plight, how his home had been destroyed and his son was missing. His friend offered him a life line, " I have too many girls here I need to trade them but the price here is so low, if i can get them up to the vosk their price will double especially if you train them along the way Yuroki. Your three girls can do that so my proposition is this Yuroki. I will give you a wagon and the girls you get them to the vosk sell them and return with sugar the profit we will share you will get 25 % That one journey will set you on your feet and you can leave your daughter with me for safety.

So it was, he left within a week heading to the vosk a coffer of slave girls and two wagons. Three other men were hired as guards. Traveling the northern silk road to Torcadino then on to the road to brundisium

One night just before the crossroads into brundisium they camped beside a stream it was here Yuroki was to make his fortune. Settling down for the night he heard the call of the Horned gim a small owl-like bird purplish in color. He called quietly to his men " be prepared I hear strangers. that bird is of the shendi not here". It was an ahn later when he heard footsteps creeping in to camp the slight noise like the wings of an owl it was the sound of a sword leaving scabbard .

With a booming voice he shouted " to the fire " that command brought his men back to back facing outward six men were taken by surprise to see the slaver and his men awake and ready for them .

The outlaws recovered quickly and fell upon them Yuroki dropped the first one with a thrust to the throat and the second was dispatched equally quickly with an overhand thrust to the heart The odds were now even Yuroki faced his man seeing what had happened to the others the thief decided to flee leaving his comrades to their fate. Yuroki cut the tendons in the back of his heel and he fell to the floor unable to stand . The other three soon fell to the swords of his men one of his men received a cut to his arm which was quickly bandaged.

" Bring a torch " Yuroki commanded lets see to our friend here, dragging the man to the light Yuroki began to question him, Yuroki's slaves were released to serve drinks as the man quickly began to talk He said it was not his idea to attack the slaver. They were traveling back from Rarir where they had sold some slaves and were taking bales of silk to Torcadino . At this information Yuroki smiled and where are your wagons now the stranger stammered " its just off the road around the corner" . Yuroki took one man and went to investigate finding two wagons left with two slaves he ordered the girls to harness the bosc and drive them back to their camp ."We will need to keep guard day and night from now on, our wagons have now doubled in value". After they left the following morning Yuroki dispatched the thief with one quick blow of his sword for as his father had taught him never leave a stranger alive to come after you.

When Yuroki sold the slaves and bought the sugar to fill the wagons for the return journey he hired another two men . After discussion with his original guards he told them one wagon was theirs to sell when they return to Kasra. The journey back though slow with the

heavily laden wagons was uneventful . Yuroki reunited with his daughter and his good friend decided to return to Rarir and set up a slave house with slaves sent by his friend from the south This was where he wished he had his son to work with building the family business.

Leaving Kasra with two wagons of his friend and two of his own having bought the other from his guards Yuroki was a wealthy man . After endless days of uneventful travel Yuroki pulled his wagons into the city of Rair meetings were held with the high caste of Rarir and the House of Hoy was established.

The one thing missing his son not knowing if he was dead or alive he sent men to seek him out.

[next chapter following]

- FIRST LANDA SWIM AND DIVE COMPETITION

The Great landa swim Contestants :
Bailey the Brave the larl was in lane 1
The Lascivious Lillith was in lane 2
Blanca the beautiful was in lane 3
The amorous Amara was in lane 5
Bee the Honey pot was in lane 6

The crowd assembled, the starter the honorable Yuroki began the count down and nine ihns later the races was on. With a splash and a squeal the race was on Bailey the brave sank like a stone before he managed to get his stroke then they all disappeared underground this is where the spectators lost them. It is known Lilith lost her way and was out of it but the order of finish was announced .

Rarius Yuroki shouted: Bee won, then blanca, then amara, then liltih, then the larl

Apples where then picked and contestants relaxed on the banks of Farm lake

Next year the prizes have been doubled two apples will be awarded

CASTE REPORTS LANDA

WHITE CASTE

- WHY BECOME AN INITIATE?

Once again the White Caste is looking about, seeking those who would consider a life among us, the Professed Brethren, servants and interpreters of the Will of the Priest Kings.

"What?! Become an Initiate?!" I think would be the natural question forming in the minds of

most who read these words "Why under the three moons would I want to do THAT?" Ah dear reader, there are so MANY reasons and such a wonderful future awaiting those who feel the call of the Vocation! Read on!

Passion! Have you wanted to fling yourself into something, give it your all and win through? What better service than to be able to interpret the inscrutable Will of the Priest Kings? There IS no higher calling on Gor! Dear Reader, it is WE, the Servants of the Will, who guide the destiny of the planet on which we live. We safeguard the cities and hamlets and are in the Grace and Favor of the Divine Eternals!

Purpose! Would you live a life of sacred purpose? Would you lead a life of purity and holiness, devoted to Those who rule and own this world? To walk among the crowds, unstained from them, leading, guiding and sustaining them and giving them hope? It is we, the Initiates who lay down the clear pathway. It is we, the Initiates who protect this world from the just Wrath of the Divine! Join us!

Preservation! Life Eternal! Yes, eternal! To go forth, undying, to grasp in one's own lifespan, the whole of time! WE possess that and more! The scope of Time itself is within our sight. We will teach you, train you and give you the breadth and depth of knowledge required to attain to the inner purity required for true immortality.

Power! How many MANY people there are in Gor! How few can ever hope to influence others! ON coming into a new place, do you fret at "starting at the bottom"? Would you not like to walk into a new city or town, choose ANY and EVERY place as your dwelling and almost at once be invited to sit on the Council? Do you wish your voice to be HEARD by the administrators and Ubars of Gor?
AS AN INITIATE, trained in the Scholarum in the True Mysteries of our Caste, GIVEN the ability to speak Archaic Gorean, the TRUTHS BEHIND our Caste and our Profession, y7ou CAN be powerful and respected. WE WILL TRAIN YOU!

Prestige! As a warrior, you would be one of a crowd. A face in the masses. As a Scribe, you spend endless days in tiresome clerical work, given trivialities and repetitious tasks. Would you like to write liturgy? Sway the destinies of others? As a Physician, you find yourself in a herd of physicians, overseeing slave exams, dealing with births, death,s battle damage, and worse! Would you not prefer to be addressed with honor? Given first place in the Councils? Have a home ready-built and WAITING for you? Cities and towns are crying for Initiates to serve their spiritual needs! EVERY city has warriors, physicians, scribes, builders, merchants, farmers, and so on and so on and so on... how many have Initiates? Nearly NONE!

PRIDE! ALL of this and more awaits you almost IMMEDIATELY as an Initiate of the White Caste! Now, instead of groping blindly, you can walk, head held high, in Gor, knowing that you ARE of the Highest Caste! Here at last, we have founded and are conducting the Great Scholarum of the Initiates to individually train you, give you the knowledge and tools and launch you on a career with worth, merit and honor! NOT a face in the crowd but an INDIVIDUAL, recognized universally by Goreans and given honors and titles. Given respect, listened to and your advice sought and obeyed! You serve not a Ubar, not some Administrator, not a Commander or First sword... but the Priest Kings THEMSELVES! What higher calling IS there, Gorean?

Contact me, Khered, for further details. The Mathematikoi Levels are opening for Initiates and Novices who wish to learn more. NOT formless wanderings in white, but a detailed

and guided course of instruction that will TEACH you the REASONS and TECHNIQUES that will set you on the pinnacles of power

JOIN US. You will never regret it!

Khered

~O~

High Initiate of Landa

- PLANS FOR GENERAL CONVENTION OF THE WHITE CASTE

I return to my desk from a hand of hard work. I have been fitted with an artificial left leg and am returned to duty with the Temple, fully recovered.

Most Blessed Taltos, High Initiate of Fina has reported that he is now given the correct Tonsure. We congratulate him and the Mathematics point to his possible re-location to the Great Sardar Temple to take up that post as High Initiate, relieving Blessed Adilokos for the latter's return to his normal post as Temple Preceptor.

Brother Matao is completing his Novitiate and will be given his Preliminary Vows. Welcome to the fold, Matao! He gives honor to the House of Serenus once again. Complicius, of Blessed Memory, would be proud.

The Crystal Classroom has been relocated to its new home and is now available once again to the Caste. The Great Sardar Temple is also nearing completion and will be re-furnished this hand and re-opened.

The many passageways and caverns that were discovered have been fully explored by White Caste archaeologists and the contents removed to the Temple Archives for further study. The now cleared caverns have been blessed and given to the Sacred Guardian White Larl as a home.

The new Temple archives are fully built and will also soon be again available to Mystikos-ranked Initiates.

In other news: Former Great Sardar High Initiate Blessed Terek is taking a well deserved sabbatical before being posted to the Salt Mines of Klima as their High Initiate.

Arcadia is still without an Initiate and we will be seeking any who wish higher training to join that beautiful island settlement.

The Scholarum of Initiates has completed the Akoustikoi Levels of training and the entry-level Matematikoi class will be held this next hand. From this point forward the Scholarum is closed to all non-Initiates. The Akoustikoi Levels will be edited and given to all libraries which ask for it, and offered to the great Knowledge Repositories on Gor.

In Turmus, Blessed Devin, the High Initiate has notified us that the White Caste is currently investigating the desecration of the Temple in the city. Bits of meat consisting of bosk were discovered in what appeared to be a hidden stash behind the Altar of the Temple. Let it be known that if the meat was left by a slave, the punishment is death for entering the

Temple. The Sardar Temple has been notified and will mete out this punishment. The Temple has been cleansed and purified so that services and use by the free are now again available

Plans are being laid for a General Convention of the White Caste, to be held during the summer months. All who are interested please contact me, Khered (Dorian Trevellion) .

I give all praise and thanks to the Priest Kings for preserving my life, speeding my full recovery and returning me to Their service! May the blessings of the Eternals fill your lives and guide your steps in this perilous journey of life!

I remain
Khered
~O~
High Initiate of Landa

BLUE CASTE

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

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

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

Prices for our services are negotiable.

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

~Lady Dez
Head Scribe for the City of Landa

RED CASTE

- GENERAL

A lot has happened, we have new Brothers, we had our first warrior meeting and you elected me into the council to represent the red caste. New equipment for our forces and wages for all reds....that is a summary...let me write some more about it in the following topics.

- TOPICS

1. New Scarlets of Landa

We welcome Sir Hercules and Sir Nicco to the ranks. I am sure you will see them around the city and busy training in the arena in the days to come. Welcome them in our team!

In the following point about the warrior meeting, the vacant positions are outlined.

2. Warrior meeting 1/12/14

After a slow start this meeting got into full swing, starting with the following item

Quotes:

" Rarius Yuroki: my issue is: i want you to elect a member of the red caste as representative in the council, i am admin and need to serve all castes, so i propose you to elect targa as member of the council of landa so lift you hand if you vote for targa...lifts his own hand up

Kronn Zessinthal: I'll drink to that

Tharlyn: **raises a hand saying * He will have alot on His plate now hehe

Kronn Zessinthal: raises his hand

Targa chuckles

Kronn Zessinthal: thinking "poor man"

[Hercules lifts his hand

Targa nods to all of them with a proud smile "i will stand for our caste.. i tell ya"

Rarius Yuroki: counts; this is the majority already..so i will inform the council and targa will join the meeting tomorrow, congratulaitons, brother targa, grins

Hercules smiles towards Targa and nods back

Targa: "and thank you Admin for your trust in me"

Targa: First of all let me say how proud i am, that we see our city prosper so well. This is only possible with a strong red caste, to protect the city and bring our will to other lands, even by steel.

[14:17] Targa looks around

[14:17] Targa: As you know, we fought a glorious battle. One of many to come. We did all well, and let me give you my personal thanks to all of you. and....my thanks to our brothers from Treve, who were brave in their actions, swift and with an impressive show of their engineering skills. I think its no shame to say, that it does us good to fight with those men at our side.

quotes end

A discussion of team performance followed and the importance of working together in pairs and of following battle orders was emphasised.

Quotes:

We have a chain of command that wil be extended and the positions of 2 Captains (one in each time zone), a Master of Arms to train the men, Lieutenant of the Guards, and First Sword of Landa. More guards for the gate are also needed.

With regard to this most honourable and heavy position, a tournament was announced to determine the title of 1st Sword.

Targa: i will hold an Tournament for the 1st sword title..i want the best on that. " rounds via the board, until one man wins two times the contest ! i will run the board and rules"

[14:38] JoeySoldano: smiles at mention of tourney

[14:38] Targa looks at his men "are you up for that Warriors of Landa?"

[14:38] Tharlyn: **pounds His fist to His right shouder*

[14:39] Hercules AYE!

[14:39] JoeySoldano: yes brother !

[14:39] Kronn Zessinthal: aye!

[14:39] Targa looks at Mick "and you may enter that contest as well Brother" smirks as he sees the scarlet shimmering under his brown tunic

[14:39] Lt. Juran: yes its the best decision and i respect it

[14:39] Sargeant Chenaux smiles friendly as he nods

So... keep a look out for this tournament coming up shortly.

A proposal for wages for warriors was made and taken to the council meeting where it was passed. This should certainly make not only the warriors but also the merchants of the city happy.

In the last council meeting it was approved and the following wages will be given monthly (earth month) to the reds at the bank of Landa:

Guard/Warrior: 8 silver p.M

Lieutenant: 10 silver p.M.

Captain: 12 silver p.M.

3. Siege towers

After our raid against Fina, i asked our Brother Sarge to design a siege tower for our forces. He has done great engineering work.

My thanks to you brother Sarge.

I look forward practising the use of it with the reds.

Targa

Commander of Landa

MEETING OF THE MERCHANT CASTE

Tal All Merchants of Landa , there will be a meeting at the Inn at 4P.M SLT on Tuesday April 17th. The meeting is important, Landa coins will be discussed as well as ideas on how to build a better Trade Route to bring Landas goods and wares to those around us. I hope to see ALL our wonderful Merchants . Thank You

Ribbon Head Merchant of Landa

- HOY SLAVERHOUSE

[Copy] Certificate of Completion of Scribes Course

Be it known that the person named below has completed the Gorean Legal Academy's

Course for Scribes

Bee (Wendie Lemon, House of Yuroki)

Second day of the Twelfth Passage Hand
in the year 10163 Contasta Ar

Signed Janette Inglewood
High Magistrate of Olni

Anzhela Dyrssen

REGIONAL NEWS

- FIRST GIRL OF FINA

by Khonran

Ideally would be euro time or on line a good percentage of euro time. Highly trained and self motivated. You would have read some of the chronicles, be able to devote at least an hour or two daily, barring rl restrictions. You will be able to train new girls and be a mentor to all. We're all learning every day, so I don't expect you to be perfect, but to accept and learn by mistakes. It's not an easy job when done right, it's an enormous challenge but a very rewarding one. There will be a probation period of two weeks. Contact Khonran - Head Slaver of Fina for an interview.

[Comment of the Landa Times: Good luck with this new head slaver, Fina, we threw him out of Landa because of inactivity...]

PORT COS TRAVEL ADVISORY

I am issuing a warning to all residents of the Port. A Lady of the Port was travelling to Fina (ally) and was taken by a warrior of Temos (i use that term loosely) as soon as she stepped of the dock. She was taken to Temos and subjected to sadistic means of torture unless she called the man in question "Master". Our new Ambassador will be dealing with this incident.

She has since returned home and recovering

Mirella

A SPY OF PORT COS IN LANDA?

by a slave of Landa

When slave girls get together they cannot help but gossip Some free listen because amongst the chatter there is sometimes words of truth or of intrigued they cannot comprehend being mere slaves .

Well there were three of them on the docks taking the sun waiting for more sailors to arrive on the next boat, behind the large wooden packing case they thought they were out of sight and sound . The first girl with beautifully applied makeup was whispering to the others.

"That helmsman from the Port Cos trader loves to show how important he is", he said, "he was with Lady Rae, the sister of Lady Mirella" .

"Whos this Mirella woman said the dark Taharian beauty"?

"You know she was Urbara of Fina the real stuck up woman with the big nose the one I hope to meet when she is just a kettle slave" said the barbarian .

"Let me finish my story well the lady Rae had lost her sister couldn't find her anywhere but this Mirella woman is in port Cos and no longer of fina".

Anyway what was the seman like in the alcove.

"Oh yes he was all over me" she replied as she retouched her makeup.

So what conclusions can be drawn from this overheard conversation?

1 Slaves do need to be watched at all times

2 The helmsman on the port Cos trader is good in the furs.

3 Is there a closer relationship developing between port Cos and Fina?

- OOC ANNOUNCEMENTS OF THE ADMIN

NEW LAWS AND RULES OF LANDA

rev. 04/12/2012

Update info: only minor changes

NEW:

- Tours: NO

- Stealing keys: NO

- Grapples and/or rope arrows require 3 SHOUTED emotes of at least 10 words each.

Deploying a grapple you must actually climb up. No teleporting grapples

- Panthers and Talunas may enter unarmed and dressed as free women or She Urts

- All warrior captives are to be treated with honor (whether or not they deserve it) and will be allowed to spar for release after sufficient rp, but a released warrior shall not raid again for at least 24 hours. Execution was not common on Gor and kills should be rare and with overwhelming IC cause, not personal vendetta.

NEW TELEPORT

I made a third teleport point called "Citizens only", if you have the Isle of Landa group activated you can teleport inside the city behind the tavern ("travelling" slaves should use that to get inside OOCly). The teleport is set on group so strangers cannot get in. (Thanks Honiaka for that idea!)

the Admin

SLAVES OF LANDA AT THE BOAT

Comment about the group chat yesterday
Friday, 13 Apr 2012 08:50:31 GMT

Gate Policy of Landa: "Slaves cannot open the outer gate alone (only OOC)"

If a slave of Landa appears on the boat alone, she has left the sim out of character and needs to enter OOC too. NO roleplay needed.

Slaves do not just travel on Gor for sightseeing. Slaves do not travel by themselves. If they are sent somewhere, it would be in a crate and it would certainly not be for sightseeing.

The grumpy admin

TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have a 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)

GATE POLICY OF LANDA 10.0

- 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 free woman 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)

- Rules of Landa:

- Raiders or non-citizens of Landa can not attack a slave if there are no Warriors present, unless the slave attacks them, is threatening or disrespectful to them.

- Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.

-Strangers are not allowed to carry bows and crossbows inside the city walls

- Never mention the secret tunnels and entrances

GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)

Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)

Landa Blue Caste

Landa Green Caste

Landa Council

Landa Merchant Caste

Landa Moderators

Landa Scarlet Caste

Landa's Free Women Society (ask lady Dadiyah)

Landa Pending Citizen

Order of the Great Landa Temple

HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Rarius Yuroki (Yuroki Uriza)

Green caste: Judy (Judygirl Beck)

Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin

Merchant caste: Ribbon (LaceyRibbon String)

Sherman Easterwood, Praetor

Moderators:

Yuroki Uriza (administrator)

Saurion of Lydius (Khampoh Resident), Master Assassin

Micka Toros, peasant

LANDA COLLAR LAW

Slaves - Collars

Female adult slaves must wear locked slave collars at all times in public. Removal of the collar by one other than the slave's owner or without the order of a Magistrate is a crime

punishable by fines and imprisonment.
Sherman Easterwood
Praetor of Landa

HOUSES FOR RENT IN LANDA II (combat sim)

- It is important to understand that Landa II is meant for occasional enjoyment. It is not meant as an alternative for role playing in the City of Landa. We will be forced to take the house back if most of your time is spent in Landa II instead of in the city.

- No one should move into any house without first contacting Lady Dezire Sciarri. Should she not be online, you can reach her by e-mail at deziresciarri@live.com or send just send her an IM.

-Currently there are 4 houses left, for rent, in Landa II. The largest is reserved for a large family or for multiple families to share.

- Houses in the Landa II residential area are for rent. Interested people should be Landa Citizens for at least 2 weeks and should have a history of avid RP within the City. After renting the house they should continue to actively contribute to life in Landa..

- The houses rent for \$300 L per week. We are low on prims, please make an effort to keep it at 100 prims or lower.

GM WARE

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

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

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

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

ADVERTISEMENTS AND JOB OFFERS

HOUSE OF VESUVINO GOREAN SLAVERHOUSE

located in the city of Landa

Self governed by Arris Vesuvino, Independant from any and all city council and or outside administration of this Slaver.

The Culture is a harsh barbaric world, where ALL Women are at risk of being enslaved. Deep in the belly too, of every female is a desire, to be forced to yeild to the ruthless domination of a magnificent, uncompromising male, this completely clear in their fantasies.

When these fantasies or the heart is left unfillfilled these "needs" lead to frustration and women tend to express themselves in neurosis, hysteria and hostility, any women that doesnt agree with this philosophy is simply lying to herself. Which can be the most damaging to their mental stability and health and to any such future relationships causing them to fail miserably. Who in their "right" mind would want this and thus to disrepect "themselves" in such manner? Only somone who is on a self destructive path.

HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

located in the city of Landa

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.

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

- CITY OF LANDA

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

We are looking for:
Fishermen

Goat Keepers

Drovers

Perfumers

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

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

Entertainers (sub castes: Singers, Musicians)

Cryptographers

ROLEPLAY

- WHAT IS ROLEPLAY?

One liner RP

Warrior 1 "Tal."

Warrior 2 "Tal."

Warrior 1 "Be well."

Warrior 2 "You too."

Para RP

Warrior 1 : /me [starts to describe his surrounding]...

Warrior 2 typist goes get a drink.

Warrior 1 : /me [in the middle of describing his surrounding]

Warrior 2 typist goes shopping for next meal

Warrior 1 : /me [finally end describing his surrounding, start to describe his feeling]

Warrior 2 typist goes get kids at the school, decide to pay a visit to an old aunt as well.

Warrior 1 : /me [half way to describing his feeling]

Warrior 2 typist call the airport to book a flight to go visit said old aunt.

Warrior 1 : /me [done describing his feeling, start to describe his appearance]

Warrior 2 typist goes to the airport and fly to the old aunt.

Warrior 1 : /me [in the middle of describing his appearance.

Warrior 2 typist is invited to stay over the week at his old aunt's, he accept.

Warrior 1 : /me [finally do describing his appearance]

Warrior 2 typist flight back at his home airport.

Warrior 1 typist is typing what Warrior 1 is saying.

Warrior 2 typist drive home, and sit in front of his computer.

Warrior 1 typist hit 'Enter'

(Taken from Luce, Gor-SL.com)

PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL

Gor.

Go !!! join the adventure, contact: Luqara Darkwatch

<http://www.ta-sardar-gor.net/index.php/en/>

KNOWLEDGE

- CASTE OF BUILDERS

Is part of the High Castes.

Includes Architects, Draftsmen, Stone Masons and other such People.

Their color is Yellow.

"In Ar, for example, early in the day, a member of the Builders will go to the roof on which the Home Stone is kept and place the primitive symbol of his trade, a metal angle square, before the Stone, praying to the Priest-Kings for the prosperity of his caste in the coming year; later in the day a Warrior will, similarly, place his arms before the Stone, to be followed by other representatives of each caste. Most significantly, while these members of the High Castes perform their portions of the ritual, the Guards of the Home Stone temporarily withdraw to the interior of the cylinder, leaving the celebrant, it is said, alone with the Priest-Kings."

(Tarnsman of Gor, page 689)

"Inside the tunnel, though dim, was not altogether dark, being lit by domelike, wire-protected energy bulbs. These bulbs, invented more than a century ago by the Caste of Builders, produce a clear, soft light for years without replacement."

(Tarnsman of Gor, page 197)

"The road, like most Gorean roads, was built like a wall in the earth and was intended to last a hundred generations. The Gorean, having little idea of progress in our sense, takes great care in his building and workmanship. What he builds he expects men to use until the storms of time have worn it to dust. Yet this road, for all the loving craft of the Caste of Builders which had been lavished upon it, was only an unpretentious, subsidiary road, hardly wide enough for two carts to pass. Indeed, even the main roads to Ko-ro-ba were a far cry from the great highways that led to and from a metropolis like Ar."

(Outlaw of Gor, page 25)

"...Similarly men of such castes as the Physicians and Builders make use of the fairs to disseminate and exchange information pertaining to their respective crafts."

(Outlaw of Gor, pages 47 - 48)

"In the streets of Tharna shortly after the end of the revolt the caste colors of Gor began to appear openly in the garments of the citizens. The marvelous glazing substances of the Caste of Builders, long prohibited as frivolous and expensive, began to appear on the walls of the cylinders, even on the walls of the city itself. Graveled streets are now being paved with blocks of colored stone set in patterns to delight the eye. The wood of the great gate has been polished and its brass burnished. New paint blazes upon the bridges."

(Outlaw of Gor, pages 247 - 248)

"It is little wonder that the cities of Gor support and welcome the fairs. Sometimes they provide a common ground on which territorial and commercial dispute may be amicably resolved without loss of honour, plenipotentiaries of warring cities having apparently met by accident among the silken pavillions.

Further, members of castes such as the Physicians and Builders use the fairs for the dissemination of information and techniques among Caste Brothers, as is prescribed in their codes in spite of the fact that their respective cities may be hostile. And as might be expected members of the Caste of Scribes gather here to enter into dispute and examine and trade manuscripts."

(Priest-Kings of Gor, page 9)

"The man from the Caste of Builders then sat cross-legged on the ground and took from the pouch slung at his waist a tiny, cylindrical Gorean fire-maker, a small silverish tube commonly used for igniting cooking fires. He unscrewed the cap and I could see the tip of the implement, as it was exposed to the air, begin to glow a fiery red....screwing the fire-maker shut, replaced it in his pouch."

(Priest-Kings of Gor, page 138)

"It might be mentioned, for those unaware of the fact, that the Caste of Merchants is not considered one of the traditional five High Castes of Gor the Initiates, Scribes, Physicians, Builders and Warriors. Most commonly, and doubtless unfortunately, it is only members of the five high castes who occupy positions on the High Councils of the cities. Nonetheless, as might be expected, the gold of merchants, in most cities, exercises its not imponderable influence, not always in so vulgar a form as bribery and gratuities, but more often in the delicate matters of extending or refusing to extend credit in connection with the projects, desires or needs of the High Councils."

(Nomads of Gor, page 84)

"The walls were crowded, and I supposed many upon them used the long glasses of the Caste of Builders to observe the field of the stakes."

(Nomads of Gor, page 113)

"Of special interest to me was the fact that this room, primitive though it might be, was lit by what, in Gorean, is called an energy bulb, an invention of the Builders. I could see neither cords nor battery cases. Yet the room was filled with a soft, gentle white light, which the physician could regulate by rotating the base of the bulb."

(Captive of Gor, pages 93 - 94)

- SHE URTS ON GOR

SHE URTS OF GOR

Content

1. Urt, She Urts, Urt animals, Urth
 2. More about She Urts
 3. She Urt quotes
 4. The most common misunderstandings about She Urts
-

1. Urt, She Urts, Urth

SHE URT

she-urts: (noun; short for 'she-urts of the wharves') homeless free girls - runaways, vagabonds, orphans, etc. - who live near the canals in port cities, surviving by scavenging, begging, stealing, and sleeping with paga attendants; they sleep wherever they find space, and usually wear a brief tunic instead of Robes of Concealment
She urts will be living on the docks.

URT PEOPLE

A "she urt" has NOTHING to do with "urt"s:

- urt people (noun): the urt people are narrow-shouldered and narrow-chested, measuring only three and a half feet tall when upright with a narrow, elongated face and rather large, ovoid eyes. They have long, thin arms and short, spindly legs along with a bent-over gait, often bringing the knuckles to the ground, and commonly kept inconspicuously among the large, migratory urt packs. Book 20: Players of Gor, page 267

URT ANIMALS

Urt: small silken furred rodent similar to the Earth rat; has three rows of teeth, two tusks, and two horns

Ground Urt: small rodent, lives on the floor of the rainforests inland of Schendi

Leaf Urt: small tree dwelling rodent; has four toes; inhabits the rainforests inland of Schendi; similar to Earth's tree sloth

Tree Urt: small tree climbing rodent found in the rainforests inland of Schendi

URTH ONLINISM

"urth" is also an Onlineism in SL Gor for "earth", but there is absolutely no quotation in the books about that.

2. More about She Urts

She urts will be living on the docks. They are poor, but free....down on their luck. They live in rags, can't afford clothing, and will beg. We see no reason to forbid them from city as of now, but for only short bouts to scavenge for food in out of way places. She urts of course...would not engage in conversations, or loiter in cities. They may attempt to sell sex for a pittance, but any takers should note their rather foul smell, and possibly catching any illnesses the she urts may have incurred due to their poor living conditions.

SLAVES: It is unknown if a slave would have kneeled to a she urt. Most likely not. Slaves may walk pass them...it is highly unlikely a slave would stop and converse with them as well. She urts are still free...while slaves are not. So you must be respectful, but in their RP, they simply would not bother with each other.

FREEMEN: Please remember to roleplay correctly with them and not see them as potential slaves. When...if..their numbers become plenty.. .perhaps they'll be rounded up.

Read the following quotes and let's watch how this role evolves here.

They may sell from time to time a paper of the the cities events, or other goods for their survival. Some flesh will be exposed, as they live in rags, and would not be able to afford fine gowns, robes or veils.

3. She Urt quotes

"I stopped on the walkway. Ahead, some yards, was a girl dark-haired, lying on her belly on the walkway, reaching with her hand down to the canal, to fish out edible garbage. She was barefoot, and wore a brief, brown rag. I did not think she was a slave. Some free girls, runaways, vagabonds, girls of no family or position, live about port cities, scavenging as they can, begging, stealing, sleeping at night in crates and under bridges and piers. They are called the she-urts of the wharves. Every once in a while there is a move to have them rounded up and collared but it seldom comes to anything." (EXPLORERS OF GOR-, Page 47)

She suddenly knelt before me. "I will please you as a slave girl, if you wish," she said. "When I want a slave girl," I said, "I will have a real slave girl, not a free woman pretending to be a slave girl." She looked up at me, angrily. "On your feet, free woman," I said. She got up angrily. She was not a slave. Why should I accord her the privilege of kneeling at my feet? (Explorers of Gor)

In a few moments, beside one of the canals leading down to the wharves, in the vicinity of the Spice Pier, we came on four she-urts. They were on their bellies beside the canal, fishing for garbage. Explorers of Gor Book 13 Page 63

"Where do the she-urts band?" I asked. "Let me go!" she cried. I shook her. "Oh, oh," she cried. I then stopped shaking her. I held her by the arms, her toes barely touching the ground. She was then quiet, looking up at me. Her eyes were frightened. I saw she was ready to be obedient. "There are some girls behind the paga taverns, on the northern shore of the Ribbons alley," she said. I released her and she sank to her knees, gasping. The Ribbon is one of Port Kars better-known canals. A narrower canal, somewhat south of it, is called the Ribbons alley. It was a bit past dawn and the paga taverns backing on the smaller canal would be throwing out their garbage from the preceding night. She-urts sometimes gather at such places for their pick of the remnants of feasts. (Explorers of Gor Book 13 Page 61)

"I was bewildered, and confused and miserable. I did not know if I had eluded the sleen or not. I did not know what to do. I was afraid to return to the agency and afraid not to return to it. My trails would presumably be particularly rich and numerous in that vicinity. Certainly I left that building in the morning and returned to it in the evening. On the other hand, if I did not return to it, I did not know, then, what I should do. I could not leave the city and, if I

remained within it, it seemed obvious that I must be apprehended, if not by the sleet then by free citizens, probably guardsmen. I did not think it would be difficult for them to do so. I would stand out. I was garbed as what I was, a slave, and my collar, which I could not remove, clearly identified me. Indeed, as soon as it became dark I would become suspect as a runaway slave. Slave girls, with the exception of coin girls, lure girls for taverns, and such, are generally not permitted to walk unaccompanied about the streets of a city after dark. I did not have the common garb of such slaves, such as the bell and coin box chained about my neck, of the coin girl, or the tavern silk, with its advertising, of a tavern's lure girl. My absence from my kennel would presumably be reported by midnight, the twentieth hour of the Gorean day. By morning guardsmen would be alerted to be on the lookout for me. How, too, could I live in the city? I might try to live by begging and scavenging garbage for a time as do those vagrant free women sometimes called she-urts, but I being collared, could never pass for one. The she-urts often wear tunics almost as short as those of slaves. This is supposedly to make it easier for them to flee from guardsmen. On the other hand the guardsman usually ignore them. Sometimes they will catch one and bind her helplessly, just to let her know that she can be caught, if men wish. These she-urts have their gangs and territories. I had little doubt but what they might set upon me and bind me, and turn me over to guardsmen, hoping for some small reward. I, being a slave, could hope for no mercy from them. They would hate and despise me. As low as they might be they were a thousand times higher than I. They were free women. Once or twice a year, particularly when there are complaints, or they are becoming nuisances, many of them will be rounded up and taken before a praetor. Their sentence is almost invariably slavery. Interestingly, once branded and in the collar, and knowing themselves helpless and under suitable male discipline, it is said they become joyful and content. It is almost as if they had adopted their mode of life and slavelike costumes because, in some part of themselves, perhaps some deep, hidden part, they were begging men to take them and make them slaves. They thought they hated men but they were, in fact, only begging to be put at their feet. "(Kajira of Gor, Pages 316-317)

4. The most common misunderstandings about She Urts (written by a She Urt)

Here I will address some of the most common misunderstandings when it comes to our role.

- She Urts prostitute themselves.

This is false. Altho many do, some do not. It depends on what you want to do. Remember,too, slaves have far better skills in serving men sexually then women do.

- She Urts hate men.

It's wrong. We depend on Men and Women...well in Society as a whole. The She Urt is an interesting case. She's legally free, in a sense of being unowned, yet is restricted by her circumstances.. She depends on the charity of men to survive, doing what ever necessary to gain that charity. In other words we do not work AGAINST men. There is no capturing/killing men. The best you can hope for is to get away, realistically. And perhaps the legal system looking your way, favorably. We are not panthers that dwell in the City. We are girls, forced into homelessness, and banding together as a family. We protect each other, we feed each other and we work together.

- She Urts carry weapons.

This is a HUGE no! We do not carry poison pins. We can barely feed ourselves..if I found a Poison Pin in the street I'd sell the thing for food/cloths/warmblanket. Same thing with knives, daggers, or anything. This doesn't mean you can't defend yourself but use creative imagination and be realistic..not just of your surroundings but of your circumstance. Find the key goals of a She Urt. Fill that belly, stay warm and dry, support your band/family. All these things keep you alive. Should a SheUrt 'cause harm on anyone they risk being placed up before the Tribunal as well as the the rest of the Gang. Do not put the group in such a jeopardy.

- She Urts are really thieves and steal.

I've had a few people ask me if She Urts stole. But I want you to take into consideration a few things...

First, stealing normally does land you in front of a tribunal. Especially if it's a huge amount of money.

Second, would you be a she urt if you were wealthy? Noooooooo.

Third, the Theive's Guild would also be after you of stealing something of value or if word got out you were shaking people down.

Fourth, we are half starved free women..I definitely don't see us having the strength to land an attack and steal.. pick pocket maybe, but then again CoT would hear about it.

I have to assume it is more along the lines of food, or other necessities.

Like a new fresh tunic off someone's cloth's line? Or half an eaten loaf of bread off a sleeping Crewman. Or perhaps what's left at the bottom of the bottle of some passed out drunk's wine bottle.

I know argument would be for the case of Sasi in the books, but remember, she was working with a man, Turgus, who told her what to do and how to do it. And in the end, they were both arrested and charged. I'd wonder what would happen should it become public knowledge to the guild, which I'm sure it was. Banishment for Turgus was a good way to save his life, too. If he made it out of the City at all. We can only speculate.

So do we steal. Perhaps, but nothing of true value and not so much for profit as for survival.

ONLINISM OF THE WEEK

- HOW NOT TO SERVE

/me raises from her position at her Master's feet.

/me starts to walk to the serving room but trips on a rug and falls on her face. FUCK!!

/me gets to her feet again, brushes herself off and continues on her way... much more carefully though.

/me reaches up to the shelf where the goblets are kept... bringing down a fine copper goblet.

/me inspects the goblet to make sure it is clean enough for Masters drink but sees a mark inside.

/me spits into the goblet and polishes it till it shines nicely.

/me places the goblet onto the counter and reaches for the warm wine.

/me pours a nice measure for Master, then has a quick swig herself to ensure it's not gone off.

/me wipes the rim of the goblet with her skirt and replaces the wine bottle on the shelf.

/me , carefully watching the cup so as not to spill any, walks back towards Master, who is seated in his beautiful embroidered cushion.

/me stumbles on that fucking rug again and tips wine all over Master's feet.

fuck it!! Knew I should 've been a fucking Nun!

You didn't want a fucking drink anyway did you Master?

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