

THE IANDA TIMES

(short online version)

Second Edition, v. 2 No. 63

Based in the city 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)

As I do my rounds through Landa I am continually amazed by her beauty. The beauty is

everywhere.

The palms swaying in the breeze. The architecture of buildings that rival the great city of AR. The pathways that were made of stones taken during the digging of the Landa mines. The views of the Thassa are breathtaking.

As home of the true STA, trade is alive and well. The Head Merchant and his assistant are trading the goods of Landa, both near and far. Palm wine, palm sugar and palm oil all are available along with many other products. Textiles, fruits, flowers, spices, local farm goods and precious metals all are available in Landa. Landa has so many products I cannot list them all here.

So if your ship needs stocking for a long voyage to the north or you just wish to trade, come to Landa. Where beauty meets trade and both are alive and well.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Friday (07/21/2012):

Meeting of the HoY slaves, 1 pm SLT, HoY kennel

Sunday (07/22/2012):

Merchants of Gor tournament, 2 pm SLT, merchants building of Landa

- NEWS

BLACKSMITH RATES

Walks by the Smithy and sees it vacant. Wonders why with so much to do and such coin on wares and services to be made there be no Smith present. Takes up the hammer he sees on the anvil and sarts to work on a piece of metal lying there. He feels the blood quicken in his veins as he rains tremendous blows down on the anvil, watching the metal take a certain shape, he stokes the forge fire and starts to think. Perhaps the city could use the skills taught me so long ago in the dry and sultry sands of the Tahari. Puts the hammer down and goes to seek out the Admin.

Blades Sharpened: 2 copper tarsks

Blades Repaired: 10 copper tarsks - 1 silver tarsk depending on damage and time needed to repair

Armor Repaired: 5 copper tarsks for minor damage suchs us dents and scratches

Armor Repair Deluxe: 10 copper tarsks - 2 silver tarks , this includes, new straps, buckles, dents repaired, new pieces smithed if needed, and the set polished

Shields Repaired: 2 - 10 copper tarsks, depending on damage

New Swords Made: 2 silver tarsks

This is just a beginning list of services from the Smithy, i also do branding as well.

All prices are in Landa coin prices, the current exchange rates apply for other coins.

Feel free to stop in and negotiate a price.

Branding/collaring : Administrator shall decide on pricing.

UNKUNGA REGION - THE TEMPLE

by Bee (wendie Lemon), HoY scribe slave and accountant

We arrived at the unkunga region after a long journey. The heat and humidity hit you but as we moved into the jungle, nothing could prepare you for the humidity, it was akin to walking in a mist . Soon we were all wet and the mistresses dress was soaked and muddy. Then there was the noise of animals, birds , insects and amphibians.

Luckily our master kept us together, as we plodded through the trees logs collapsed underfoot and ants scattered as we moved forward.

Eventually we came to a dilapidated wooden path .This at least made walking easier until we came to some ruins and the surface underfoot became a little more solid.

There we met by an initiate who led us safely to more old ruins which were being repaired .The Blessed one showed us the new works and the old and how the two had been blended together The inside of the buildings were beautiful where the old and new met. Later my master with a fellow traveler from the north were shown in to the large office, as I peered inside I could see a wonderful display of the second knowledge.then the doors closed and we waited while our master conducted his business.

After a ahn the large Tem wood doors opened and my master called me inside. I was taken to and office where the initiate sat behind his impressively carved desk , Many scrolls were on shelves , I could have spent the day there reading the them kneeling beside my master I was instructed to take out a scroll and make notes. My master dictated notes firstly.

The islands of the initiates was applying to the Southern Trade Alliance (STA) for membership and ratification would be at the next meeting.

The next item was that the initiates wished for the landa mint to create a special Initiate coin which would have the same value as the STA coinage. Values and quantities were noted on bank scrolls and terms for supply were agreed.

As we left the office I had another chance to view the worlds. showing the second knowledge.

My master led us back on our long journey home.

The journey home to Landa was broken when we visited the city of Katoteros refreshments were served then during discussions negotiations were completed for the supply of newly minted Katoteros coins delivery to be made at a later date .

On our final leg of the journey The administrator discussed the need in the near future to recruit a coin smith If more cities required new coinage.

I was pleased to return to landa the jungle is not an area to be without protection and the beauty that is landa is not to be found anywhere else.

MERCHANTS OF GOR TOURNAMENT

4th day of the firswt Hand of the fitht month
[22nd of July @ 2 pm (SLT) (Sunday)]

CITY Of LANDA
(Isle of Landa, Gorean Role Play Sim)

The city of Landa invites all players to the next Merchant of Gor Tournament.
The boards will be set up at the "Merchant's Building".

We are certain that you will enjoy the games and perhaps you win the prize money:

[1st: 2.000 L 2nd: 1.000 L 3rd 500 L]

Donations to increase the prize money are always welcome.

There will be multiple rounds. The winner will be the person with the highest gold at the end of the 3rd or 5th round.

[Sign-ups: 0:30 pm to 1 pm.. Please don't be late. We can't wait for latecomers!]
Please bring your boards too we will need some to set up for the tournament

Contact Yuroki Uriza with questions

<http://slurl.com/secondlife/Isle%20of%20Landa/102/207/1976>

FOR SLAVE OWNERS

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

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

Thank you.

Lady Dez
Head Scribe of Landa

THE LANDA SOCIAL SCENE

LYRICS

by XXX

A humble pilgrim come I
to a city beyond my dreams
Where high culture, art and riches
Rush forth from every crack and seam.

I am o'rwhelmed, heart beats too fast.
Oh Landa, city of gold, you have won
my admiration and I would know
your future and and your past.

Poor pilgrim scribe did not believe
a city could such magic weave.

[[2012/07/12 14:34] Yuroki Uriza: i want to put your ic name in the landa times
[2012/07/12 14:37] XXX: please don't Please just call me a wandering scribe and a
Lady of Lyrics - thank you]

A RIDDLE

A bow and one arrow cost 110 coppers tarsks (1 silver tarsk =100 copper tarsks) together.
The bow costs one silver tarsks more than the arrow. How much costs the arrow?

Think! The answer is not so easy!

CASTE REPORTS LANDA

WHITE CASTE

White Caste Report
Adilokos

((the following is *ROLE-PLAY* - NOT by the books!))

Astonishing news. As you read this report, I will not be in Landa, but am soon on my way to return!

The One of Three by Rank Among the White, Blessed Taltos, has given the office to me. I do not fully understand the reasons, but I am always willing to serve in the best and utmost of my capacity.

For those unfamiliar with the ranking - The Rank of Three, also known as the Head, the Heart and the Hand of the White Caste, is the ruling body of the Great Sardar Temple. Whether or not local Initiates see the Rank as ruling the White Caste is entirely up to them. As you well know Goreans are a fractious lot.

The offices are as follows:

The One, also known as the Head, is the planner, the Pontiff and Guide of the White Caste. He is the supreme authority of the Sardar Temple The Chain is as follows: Mul En, many thousands of years ago, Ah-Den, Imyore of Blessed Memory, Karaden The Fallen, Blessed Taltos, and... now myself.

The Two, also known as the Heart is the liturgist and writer, the historiographer and Keeper of Tradition. He is also known as the Grand Preceptor. The lineage runs Mul-Se, Ah-Deel, Em-Hotep, Karaden The Fallen, Damael and now the position is vacant.

The Three, also known as The Hand, is the active force, the security, the Inquisition, the person who sees to it that things are done. The lineage is Canq' , Em-Hotep, Dar-Boq the Alone, vacant, Karaden The Fallen, and now Blessed Stari of Ukunga.

In other news: The Ukinga Monastery is opened as of Sunday the 15th. The Blessed Blue Flame burns fiercely upon the Great Altar of that worthy land. It is also true that many ancient writings and inscriptions have been found. Research is already continuing.

The Resident Initiate of Tabor reports that there was an invasion of some horrible savages who attacked the lands mercilessly for an extended period of time ((griefers for over two hours!!) He reports that due to the heroic actions of the land's High Initiate, Blessed Tiberius brouwer, the lands were cleansed and the invaders driven off! We give thanks to the Priest Kings for his courage and hard resolve in combatting the hordes. Neither Blessed Tiberius, Blessed Terek nor the temple slave arax, were injured.

I have been requested... in the guise of a polite invitation... to leave Landa and return to the Sardars to take up my rule as One of Three. I have told them in no uncertain terms that, having accepted this honor and office, that my seat, and thus the seat of the White

Caste (those who accept our authority) is LANDA and shall remain Landa! I shall not leave this island, my home.

The Book of the White Caste, a general volume about the Initiates, updated and including material as recent as a hand ago, is now published and available for all! Those having a library and wishing to include it in their catalogues, please contact me and it will be given to you.

The Book of liturgies, companion volume to the Book of the White Caste, is also published. it is a volume of liturgies, prayers, ceremonies, blessings, events and more, written by the capable Blessed Terek. it is available as well and especially available to Initiates wishing to expand their ecclesiastical libraries.

The third volume in the trilogy, the Book of the Initiate, will be privately published and is available only to professed Initiates.

May the Priest Kings watch over you and bless your workings.

By Grace of the Priest-Kings
His Holiness
Adilokos I
~(O)~
One Of Three
By Rank Among the White
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

APPOINTMENT

Kane (Kaneonuskatew Burnstein) has been appointed as Master of Arms of Landa.
Rarius Yuroki

GREEN CASTE

LAND IS LOOKING FOR A PHYSICIAN:

Cold weather is settling all around us, do you desire an escape to a tropical paradise? The City of Landa (2 BTB sims) is recruiting! We are looking for all Castes and all levels of role play experience. Landa is a beautiful city located in the southern portion of Thassa. Come and make it your home.

A Physician seeking to have the ability to build your Infirmary the way you wish? Landa seeks YOU!"

<http://slurl.com/secondlife/Isle%20of%20Landa/102/207/1976>

MERCHANT CASTE

- HOY BANK OF LANDA

New:

Coins of Unkungo Regions (The Temple coins) (made by the mint of Landa) 1:1

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

SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

Citizens of the TRUE SOUTHERN TRADE ALLIANCE, known by the mark joined together to form a Magna Carta:

We vow to promote justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being and secure the Blessings of the Priest Kings upon we the members.

This Alliance was forged out of necessity to work together. Build trade and to unify the south against invaders especially from the North and the Vosk region (as the false Southern Trade Alliance from Meqara has been exposed as a front organization of the Vosk League) who's sole aim was to disrupts the mutual trade investments of our Ports, Cities and Oases.

City of Landa
Rarius Yuroki, Admin

The Kasbah of the Guard of the Dunes
Saran (Ries Kurka), Salt Ubar of the Tahari, Guard of the Dunes

Oasis of Klima
Spinaker Avro, Pasha of Klima and salt Ubar of Gor

The Kasbah of Seraphina
Chimola Jayaram, Pasha of Seraphina

The Oasis of the Two Scimitars
Nazz Zenfold (Nazz69luva Zenfold), Grand Administrator

Oasis of Nine Wells
Doc Grun, High Pasha

Oasis of the Sand Sleen
Angel Firethorn, Grand Vizier

City of Kasra
Hakim Amer, Ubar of Kasra

Jazirat al Khusuf
House Rogerian - Joshao Rogerian (Karaden Finesmith)

Port Quanali
Niccodemis Threebeards, Ubar

Tyros
SamosWotawe Resident, Ubar of Tyros

Unkunga regions
ShanePaul Benazzi

Katoteros
Red (Redbull Burnstein)

UKUNGA REGION - THE TEMPLE JOINED THE STA

[15:47] ShanePaul Benazzi: "Consider the White Caste then as member of the Alliance."

[15:49] Yuroki Uriza: passes him a scroll,, we need your name and your seal and the members of the STA need to confirm that,,but i dont see any objections

[15:52] ShanePaul Benazzi warms the wax, holding it above the flame of the candle.

[15:53] ShanePaul Benazzi hears the drop of wax falling on the scroll...looks up both men . "Together with this seal, you receive probably the Will of the Priest-Kings."

REGIONAL NEWS

THE SARDARS - THE PRIEST-KINGS

The landa Times was given the article below to be printed in the weekly issue before you. It has strange mentions of things that only a few understand. More questions are generated than answered by this information but it is printed here so each can decide on their own it's validity.

The Sardars. The Priest-Kings

Sardar. The very word carries its own description. From the Gorean Sar - "Ruler" and Dar - "Sacred" or "holy". A rough translation is "Priest King" and from this comes "The Sardar mountains" or as they are known colloquially "The Sardars"

Descriptions of the mountains abound. They are cold, icy, black, remote, forbidding and desolate. They are also home to the Priest-Kings of Gor.

The Sardar mountains are, in many ways, the center, the heart of Gor. All compass needles on Gor point toward these dark mountains. Located in what would be considered on Earth, the North-east, they are in the cooler latitudes of the Northern Forests, nestled just below them. Surrounded by an immense Palisade of gigantic black logs, the Sardars are the focus of Gor.

Several well-traveled Pilgrimage Roads approach them, including the Road of Cyprianus, Passing from Rovere on the Western coastline through Ko-Ro-Ba, then branching off into two roads, Clearchus to the more Northerly direction, passing through Harfax and the Clearchus Woods, and The Road of Cyprianus (also known as the New West Road) to the more Southerly latitudes and passing through Tharna and Escalinus. A third road, the Northern Silk Road, travels from the deep Sub Equatorial Southern latitudes just above the great Tahari Desert, passing from the Sub Equatorial regions of Gor from the Cartius River up the long Pilgrimage Trek, crossing Gor's Equator, then rising toward Torcadino, passing Ro Ten Compound, then crossing the mighty Vosk River at Jort's Ferry, then onward toward Rarn. Here it is known now as the Pilgrim's Road and is the main artery toward the distant Sardars.

The last main outpost before approaching the great mountains themselves, is the Fortress of Saphronicus.

Through these three great routes stream pilgrims toward the lofty black Sardar mountains. At the base of the Sardars they find numerous tiny villages and settlements, and the Sardar Plain whereupon are held the quarterly Sardar Fairs. Between the Fairgrounds and the foothills of the mountains lies the Sardar Palisade. It is unknown now, who built the Palisade, originally. It could have been erected by the Priest-Kings themselves, or by the White Caste of Initiates. The Palisade stood, undamaged for perhaps thousands of years, until four decades ago, it was uprooted and tumbled, its Great Gate and Windlasses nearly destroyed by a series of violent earthquakes and gravitational disturbances in the year 10,117 C.A. It has since been meticulously restored, log for log, brass re-enforcing strap by brass re-enforcing strap by the White Caste of Initiates, at the Caste's own expense. The old difficult Windlasses have been replaced by a modern set of Windlasses on oiled bearings. The former were turned by gangs of blinded slaves. The current set are also

turned by the same gangs, but at considerably greater ease. It has been said of the former set of Windlasses that men had broken bones on them in the effort to move the huge gates.

At the Great Gate is a kiosk, protected from wind, rain and snow by an overhanging roof, but open to the elements on the sides so that all which occurs therein may be seen. In the kiosk stands, during the daylight hours, a member of the White Caste, to greet and admit those wishing to enter the Sardar mountains themselves. Few avail themselves of this, for it is well known that those who enter beyond the huge black Palisade, never return. Overflight of the mountains is not possible, for a shield or barrier, invisible, erected by the Priest-Kings themselves, prevents all animals from entering. Terns flown toward the unseen shield lose their bearings and fall from the sky, taking their hapless riders with them. Attempts had been made at one time, to lead bosks, tharlarion or other creatures through the Great Gate, but each time, the animal had halted, backed away, or simply lain down and refused to move farther forward. Also, the Initiates refuse to permit animals being taken through the Great Gate, because, as the Temples, they are Sacred Space and not to be defiled by beasts. No slaves are permitted entry as well. Below the Palisade of logs is a broad walkway and platform on which Sardar Pilgrims may stand, facing the lofty peaks and make offerings and present sacrifices.

For those who do wish to enter the Sardars, provisioning places exist in the Fairgrounds, vending blankets, food, drink, camping supplies such as tents, staffs, sturdy shoes, warm clothing and cooking gear. Prices are rather elevated, but the merchants feel that the person entering the mountains is effectively declaring himself (or herself) to be dead and thus has no further need of the coinage.

Once inside the Sardar Gate, little is known of the way inward. Reports from The Traveler, Tarl Cabot of some legendary stories, describe well worn paths, even roads and stairs cut into the rock. The Sardars are described as being dark, icy, black. The black color of the mountains is from a combination of black volcanic basaltic mineral strata and iron rich veins of ore which help in attracting compass needles. Many Temples contain a stone in their foundations or flooring carved from quarries near the Sardar and connecting the Temples with the Priest Kings' home.

As the trail ascends, the temperatures drop. Ice becomes more apparent and those who have not properly supplied before entering the Sardar Gate begin to run short of necessities. No plants grow within the Palisade walls, the trails are barren and windswept. No fire may be lit due to the absence of any wood. It is said that there is a four day trek upward toward the Halls of the Priest-Kings. Carved or written inscriptions are found along the way from previous travelers, and human bones are found scattered along the road.

Finally, at the end of the trail were (at one time) chained two mighty white mountain Larls. The originals are said to have been killed, which is a great pity, but seemingly their descendants have been sighted in the valleys beyond the Palisades even to this day. The traveler has arrived at the Halls of the Priest-Kings.

The Priest-Kings of Gor are the rulers - and the original inhabitants - of Gor. There are those who state that the Priest Kings are cold, aloof, uninvolved and tyrannical overlords of our world. This is so plangently untrue on the face of it as to be openly laughable. In fact, so loved by the Priest-Kings, are we, their guests and children, that they have given over the whole of their world to us as they have removed themselves to a small enclave within the Sardar mountains! This world, theirs from time immemorial, has been lovingly

preserved and protected, even to the point of having been removed from its original place somewhere in incalculable distance, from the Blue Galaxies, with we as the beneficiaries of their science and technology!

“The planet Gor had originally been a satellite of a distant sun, in one of the fantastically remote Blue Galaxies. It was moved by the science of the Priest-Kings several times in its history, seeking again and again a new star.” - Tarnsman of Gor

OOC Note: -----

The NASA/ESA Hubble Space Telescope has broken the distance limit for galaxies and uncovered a primordial population of compact and ultra-blue galaxies that have never been seen before. The data from the Hubble's new infrared camera, the Wide Field Camera 3 (WFC3), on the Ultra Deep Field (taken in August 2009) have been analysed by five international teams of astronomers. Some of these early results are being presented by various team members on 6 January 2010, at the 215th meeting of the American Astronomical Society in Washington DC, USA.

The deeper Hubble looks into space, the farther back in time it looks, because light takes billions of years to cross the observable Universe. This makes Hubble a powerful "time machine" that allows astronomers to see galaxies as they were 13 billion years ago, just 600 million to 800 million years after the Big Bang.

...

The teams are finding that the number of galaxies per unit of volume of space drops off smoothly with increasing distance, and the HUDF09 team has also found that the galaxies become surprisingly blue intrinsically. The ultra-blue galaxies are extreme examples of objects that appear so blue because they may be deficient in the heavier elements, and as a result, are quite free of the dust that reddens light through scattering.

The Priest-Kings moved Gor to this solar system we now occupy some two million years ago, but how long did the trip take? We may never know or even guess. That the planetary move is, in fact, according to the Traveler, Tarl Cabot, within the Priest Kings' living memory attests to the virtual immortality of the Priest-Kings.

The Priest-Kings, an incredibly advanced, wise and intelligent race, living for time spans unimaginable to our mortal minds, capable of moving entire worlds across distances that beggar the imagination - have chosen to live in a small enclave, dwelling there in peace and security, and giving the run of the entire planet over to humankind? How marvelous and wonderful they are and in return what do they ask? To be left in peace. To avoid violations of their Technology Laws. They also protect their (and our) world from attacks by the Kurii, "The Others", violent and dangerous invaders who seek to wrest Gor from the Priest Kings!

Here, in the words of one who dwelt with the Kur, is a description of their ferocity: I have spoken to those who lurk in the brush, so to speak, and who watch from the skies. They have powers beyond your keenest steel, your sharpest spears, your swiftest arrows. And they desire your fresh, unspoiled world.

The least of them, the weakest and most defective armed with engineering, technology and weaponry, could destroy the finest bands and prides of your Scarlet Caste, could reduce the mightiest walls to rubble, burn your ships like kindling, demolish the loftiest of your fortresses.

Your only protection against these Others, these Different Ones, the lurkers and watchers,

are your gods, your Priest-Kings. -- Conspirators of Gor

A frightening truth, indeed!

Before the Nest War the Priest-Kings, unacquainted with humankind, unfamiliar with our societies and ways, had been said to have created "Implanted Ones" - humans who, by virtue of a control net laid over their brains and built into their central nervous systems, were completely under the control and direction of the Priest-Kings. Such Implanted Ones acted as Priest Kings' eyes and ears, supplementing an intelligence network of remote viewing devices, guided from great silver crafts orbiting high overhead. It was from these craft that the dreaded Flame Death came. Co-ordinates from the ground were fed to the Sardar, and from thence to the orbital ships which then activated the mechanism whereby a man, an object, even an entire city, could be reduced to ashes and molten metal slag. Since the Nest War, however, the Implanted Ones have been restored to themselves and released, their control nets having been removed. Today, only those Initiates who volunteer to undergo the procedure, are Implanted and trained by the Priest-Kings. The Flame Death is used far less often, but is still in effect, guarding the Technology Laws from transgressions that could, still, endanger this beautiful world on which we all live.

The Priest-Kings, through Voyages of Acquisition, have populated Gor with humans from Earth, creatures from other worlds, such as the Swamp Spider People, and even plants, such as Earth coffee, here on Gor known as the Blackwine of Thentis.

The Initiates teach that the Priest-Kings have neither shape, form nor size. There are rumors that the Priest-Kings are a race of golden beings, some 18 feet in height and less than 3 feet wide, having the form of six-legged exoskeletal insects! Such wild and fanciful descriptions as "globe shaped heads surmounted by feathery antennae and laterally moving mandibles" "faceted eyes" and eight independent brains simply strain credulity to the breaking point! Needless to say the writer of this paper gives such tales "all the consideration they are due".

Closer to fact is the relationship, from the remote past to the present, between the Priest-Kings and Goreans - "The Men Below The Mountains". Many customs of the White Caste are traceable directly back to their origins within the Halls of the Priest-Kings. Muls, servants and slaves of the Priest-Kings living with them in the great Halls in the Sardar mountains, are shaven headed, consume a strict vegetarian diet, are forbidden any alcoholic drinks, bathe 12 times a day (twice the number of washings practiced daily by the Initiates) speak in archaic Gorean and are forbidden sex. These are but the connections between the Initiates and the Priest-Kings. The Scribes Caste is connected by the writing. Priest Kings' texts in the Halls are also written left to right, right to left and left to right again "as the ox plows". The alphabet has been given to us by the Priest-Kings, for their slaves are lettered in the same characters! Al-ka Ba-ta and so on. The Green Caste of Physicians were given the Longevity Serum (or guided toward its invention) by the Priest-Kings for they have a similar, perfected form of the same serum!

The influence of the Priest-Kings is felt from the meanest peasant in his hut (possessing a Home Stone that is not unlike the first Home Stone given to Hesuis so long ago) to the Ubar wearing the same purple color that adorns the mul in the Halls of the Priest-Kings. Their touch, blessing, language, writings, customs, knowledge, teachings, culture has been handed to us, in forms which we humans can understand, free and openly with no request further than that we simply accord them the respect which they are so abundantly due!

- OOC ANNOUNCEMENTS OF THE ADMIN

TOURIST OFFICE OF LANDA STILL CLOSED

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

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

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

GATE POLICY OF LANDA 11.0

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

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

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

GROUPS IN LANDA

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

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

Landa Blue Caste

Landa Green Caste

Landa Council

Landa Merchant Caste

Landa Moderators

Landa Scarlet Caste

Landa's Free Women Society (ask lady Dez)

Landa Pending Citizen

Order of the Great Landa Temple

HEADS OF CASTES IN LANDA

White caste: Adilokos (Ugurusu Resident)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Rarius Yuroki (Yuroki Uriza)

Green caste: Judy(girl Beck)

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

Merchant caste: Tar (Tarrie Chiuh)

Moderators:

Yuroki Uriza, Admin

Saurion of Lydius (Khampoh Resident), Master Assassin

Sherman Easterwood, Praetor

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)

-Houses in the Landa II residential area are for rent. Interested should be Landa Citizens for at least 2 weeks and should have a history of avid RP within the City and will continue to be actively contributing to the life in Landa. (you stand to lose your house if you are more in the house than in the city)

-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.

If you want to rent a house, please get in touch with me. Should I be offline, you will reach me per e-mail deziresciarri@live.com or send me an IM.

GM WARE

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

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

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

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

ADVERTISEMENTS AND JOB OFFERS

LADY JJ'S ART GALLERY IN LANDA

Welcome to my Art gallery. I have many sketches on view of people who you may recognise so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Landa residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the main square in Land so please come along.

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

Lady JJ

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 owner: Rarius Yuroki

Hoy accountant and scribe: wendie Lemon

Hoy agent: Raschid Hassanein

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)

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.

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.

- CITY OF LANDA

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

We are looking for:

[high castes] Physicians, ambassadors, scribes (cryptographers), warriors,

[low castes] Animal handlers, Artisans, bakers, bargemen, bleachers, butchers,

entertainers, charcoal makers, carvers, fishermen, goat keepers, harnessers, leather

workers, merchants, mind healers, money lender, lighters, musicians, players, rencers, rug makers, sailors, slavers, tarn keepers, Tharlaron keepers, urt hunters,

We are not looking for:
[high castes] admins, Ubars

- THE IANDA TIMES

The Ianda Times is looking for correspondents all over Gor.

ROLEPLAY

SEX ROLEPLAY (EXAMPLE)

[13:32] [Girl] cupping the foot in hand, thumbs dig into the flesh of his foot, feeling the muscles loosen as she works, moving along the foot then to his ankles, pressing firmly into the skin allowing the muscles to be worked of their tension

[13:34] [Girl]: yes my Master, *she says in a soft voice, hands moving up the back of his thighs, pressing just enough for him to feel her touch, fingers reaching around unlacing the pants, moving over fingers tuck into each side, working them from his body, pulling one leg over his foot, then the other, folding them to be placed aside

[13:35] [Girl] fingertips trickle along his bare flesh, watching as bumps form, she smiles then begins to press firmly into the flesh of his thighs, pushing lightly into the skin, feeling the tension in his muscles

[13:37] [Girl] cheeks flushed dawning a rosey hue, hands placed back to his thighs, eyes peeking up to him a grin forms to lips, shifting on heels as her own body heats with her work

[13:39] [Girl] fingertips press into the flesh of his thighs, working in circles downwards, eyes roaming his naked flesh with pleasure, causing a fire within her to set ablaze, she shifts ass on heels once more as a glistening begins to grow between her opened thighs, remembering him wounded eyes scan his bare flesh, looking for any signs of cuts or bruising

[13:42] [Girl] hands press into his behind, eyes shining as they set upon his naked skin, grinning she works hands up to his lower back, pressing palms into it then moving hand upwards, allowing the pressure to push out any knotted muscles, soft moans spilling from lips as she works to relax her Master after a tiring day

[13:45] [Girl] working each hand around to his side and down, head moving back as his hand is felt to her own flesh, causing a ripple of pleasure to run throughout her body, just the slightest touch from her Master a thrill, head moving back forward she tries to focus on her work as her body becomes more aroused

[13:46] [Girl] leans down, lips hovering over his flesh, not touching, letting the warmth of her breath spill onto his moistened skin, hands continueing to work in massaging motions, across his shoulders, down his back

[13:48] [Girl] leg lifting across his behind, hers resting on his as she begins to massage

more intensely, pressing hard into his skin, trying to keep her mind on her work as it drifts from their closeness, wants and needs within her rising, teeth graze lower lip as she works

[13:56] [Girl] digits push into his skin, stopping as a reddened place comes into view, taking up the jar of healing salve the lid opened, finger dipping into the jar lifting out a good amount, gingerly applying it to the cut

[13:57] [Girl] replacing the lid to the jar assured the wound is tended to she continues with the massage, working each muscle with her skilled hands, trying to keep her mind from the growing fire blazing out of control in her belly, her needs and wants for her Master growing by the hour

[13:59] [Girl] leans in closer, letting nipples lightly graze his flesh, feeling the peak in response, tingling, chills causing body to tremble, ass shifting more upon his as the heat arises, a growing moisture between her thighs sends out a sweet smell filling the air

[14:02] [Girl] moving side to side, nipples trailing along his flesh sending shivers of excitement coursing throughout her already heated body, fingers begin to shake as they try to continue to work, finding it hard to concentrate on the massage

[14:07] [Girl] shifts more, body quivering atop his, hands pressing more into his skin as she fights to arousal her Master's touch brings on, having a hard time focusing, eyes closing as moans spill from lips

[14:11] [Girl] feels her Master's breathing quicken, a smile alights quivering lips as hands trail down his back, nails raking softly at his flesh, moving body lower allowing her hands to feel around his behind, squeezing and pressing into the skin of it, hands slowly starting to move around to the side, his digit exploring her heat she moans out again, fighting the want to retreat, his teasing touch driving her wild with lust

[14:15] [Girl] hips thrust up into his fingers, driving it in deep into her walls, a loud moan filling the air, her body craving more, wanting to feel his use, hands grip at his flesh as body heats even more, her want and need for her Master driving her crazy with desire

[14:20] [Girl] moans out louder hearing her Master's words, hips twisting and turning his fingers moving around her slave heat, driving her closer to orgasm, hands grip tight at his flesh as ass moves around, thrusting into his fingers, craving more

[14:23] [Girl] body trembles as orgasm looms near, body aching with desire for more of her Master, thrusting intensifies, his finger drove in and out of her wet heat, suddenly she cries out, body rocked with orgasm, she screams out "oh my Master, my Master, girl cums for you she cums" ass squirming against his body, juices spilling onto his flesh

KNOWLEDGE

SPECIAL EDITION: GOREAN ECONOMY

GOREAN MONEY AND COINS

To be sure, there is little standardization in these matters, for much depends on the actual weights of the coins and the quantities of precious metals, certified by the municipal stamps, contained in the coins. Sometimes, too, coins are split or shaved. Further, the debasing of coinage is not unknown. Scales, and rumors, it seems, are often used by coin merchants. One of the central coins on Gor is the golden tarn disk of Ar, against which many cities standardize their own gold piece. Other generally respected coins tend to be the silver tarsk of Tharna, the golden tarn disk of Ko-ro-ba, and the golden tarn of Port Kar, the latter particularly on the western Vosk, in the Tamber Gulf region, and a few hundred pasangs north and south of the Vosk delta. (pg. 155, Rogue of GOR.)

Coin Value

Copper Tarsk Bit: 1/8 Copper Tarsk (or 1/10 [1])

Copper Tarsk: 1/100 Silver Tarsk

Copper Tarn Disk: 1/40 Silver Tarsk

Silver Tarsk: 1/10 Gold Tarn

Gold Tarn Disk: 1/2 Double Weight Gold Tarn = 8000 Copper Tarsks

Double Weight Gold Tarn: 16,000 CT

Notes:

To be sure, much seems to depend on the city and the particular weight involved. For example, a "double Tarn" is twice the weight of a "tarn." It seems there are usually eight tarsk bits in a copper tarsk, and that these are the result of cutting a circular coin in half, and then the halves in half, and then each of these halves in half. An analogy would be the practice of cutting the round flat Gorean loaves of sa-tarna bread into eight pieces. There are apparently something like 100 copper tarsks in a silver tarsk in many cities. Similarly, something like ten silver tarsks would apparently be equivalent, depending on weight, etc., to one gold piece, say, a single "tarn." Accordingly, on this approach, the equivalencies, very approximately, and probably only for certain cities, would be eight tarsk bits to one copper tarsk; one hundred copper tarsks to a silver tarsk; ten silver tarsk to a gold piece, a single tarn. On this approach there would be, literally, 8,000 tarsk bits in a single gold piece.

(pg 469, Magicians of Gor)

Copper Tarsk Bit

"She is only a free woman," I said. I put a copper bowl on the ground, beside her, at her left. "She is not trained. Only a tarsk bit," It was the smallest, least significant Gorean coin, at least in common circulation. (pg. 120, Mercenaries of GOR.)

[1] "One of the guardsmen opened her mouth, not gently, and retrieved the coin, a rather large one, a tarsk bit. Ten such coins make a copper tarsk. (Pg. 54, Explorers of GOR)

Copper Tarsk

A hundred copper tarsks make a silver tarsk." (Pg. 54, Explorers of GOR)

The books also mention a 10 CT coin, without giving it a name: "What do you want for

her?" I asked. "Ten copper tarsks," he said. "Done!" I said. "No!" she cried. "Be silent, Wench," he ordered her. I removed a ten-tarsk piece from the lining of my tunic. Workers do not commonly carry pouches at their work. (pg. 126, Rogue of GOR).

Copper Tarn Disk

Nela was an expensive girl, though there were pools where the girls cost as much as a silver tarn disk. The tarsk is a silver coin, worth forty copper tarn disks. (pg 160, Assassin of Gor)

Silver Tarsk

A hundred copper tarsks make a silver tarsk." (Pg. 54, Explorers of GOR)

It was an even silver tarsk, or an even hundred copper tarsks, of the sort common Kailiauk, figured in multiples of ten. (pg. 133, Savages of GOR.)

My financial resources, the ten silver tarsks, obtained from the sale of my former Mistress, the Lady Florence of Vonda, to the slave, Tenalion of Ar had been severely depleted. Normally such a sum would last a man months on Gor. (pg. 59, Rogue of GOR)

A silver tarsk is, to most Goreans, a coin of considerable value. In most exchanges, it is valued at a hundred copper tarsks, each of which is valued, commonly, at some ten or twenty tarsk bits. (pg. 155, Rogue of GOR)

Too, a silver tarsk is, after all, when all is said and done, a coin of considerable value. Although this varies from city to city, it is not unusual for a silver tarsk to be exchangeable for a hundred copper tarsks, each one of which is worth anywhere from ten to four tarsk bits, usually eight. (pg. 274, Dancer of Gor)

Gold Tarn Disk (also a stater)

A golden tarn disk was a small fortune. It would buy one of the great birds themselves, or as many as five slave girls. (pg 191 Tarnsman of GOR)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

Fifteen gold pieces each was a fortune...five pieces of gold, in it's way, incidentally, is also a fortune on Gor. One could live, for example, in many cities, though not contemporary Ar, with its press on housing and shortages of food, for years on such resources. (pp. 468-469, Magicians of Gor)

"In that purse," he said, "there were eighteen golden staters, from Tyros, three golden tarn disks, one from Port Kar, and two from Ar, sixteen silver tarsks from Tabor, twenty copper tarsks, and some fifteen tarsk bits." (pg. 85, Mercenaries of GOR)

"In his wallet were several staters, of gold, from Brundisium," I said. "That is a valuable stater," said Samos. "It has good weight." (pg. 68, Players of Gor)

ONLINISM OF THE WEEK

CONVERSATION IN THE GOR HUB

[01:27] eternity Neox: there are other fun things we can do

[01:28] aletheiaphoenix Resident: like?

[01:28] aletheiaphoenix Resident: i think i know what u mean

[01:28] Egolise Alter: nods go to a gay sim and click on the cocks menus

[01:29] Egolise Alter: well they have the best looking avies

CONVERSATION IN THE LANDA GROUP CHAT

[03:38] Yuroki Uriza: I recruited 4 warriors in the last 4 days but all of them did not come because of an unknown reason, two of them are in XXX now, one of the ugliest sims i have seen. I dont know what is wrong with my recruitment strategy....should i make Landa more ugly or are men in SL Gor just jerks?

[03:38] Lilith Lindley: nooooooooooooo... please not my Master

[03:38] Falballa Aonifall: They are just looking for places fitting their own look.

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