

THE IANDA TIMES

(short online version without pictures)

First Edition, v.1, No.21

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Magistrate of Landa

Content:

- Editorial
- City news and announcements
- The Landa Social Scene
- Regional news
 - The last battle of Jad
- Caste reports
- Advertisements and job offers
- OOC Role play
- OOC Knowledge:
- Onlinisms of the week

Note: Though the Landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

EDITORIAL

"There is a crowd ahead," I said, "at the public boards."

"They seem angry," he said.

(Magicians of Gor)

This week's topic is the beauty of a kajira dancing. The City of Landa held it's 3rd dance competition and all the competitors danced beautifully. It got me to thinking about the overall beauty of a kajira dancing.

The kajira, many times, will use the dance to tell a story. Perhaps the story of her capture, her love for her owner or just to release the burning to be pleasing. The kajira movements accent her beauty and grace. The music, in time with her movements, showcase a body that lives to please in any way.

There are many slave dances seduction, whip, tether and many more to numerous to mention. Many Free Women enjoy the dances as well. I urge each of you, if you have never seen a slave dance, to watch one and you too will become a fan.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Monday: Meeting of the red caste 10:00 am SLT

Thursday: Slave lessons, third floor slaverhouse 3.00 pm SLT (SI time = gmt+8)

Friday: Meeting of the Southern Trade Alliance (STA) in Landa 3.30 pm SLT

Saturday: Slave lessons, third floor slaverhouse 3.00 am SLT

- NEWS

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

SLAVE LESSONS

This weeks slave classes will be about serving. What is btb and what is not , onlineisms in serving and also about emoting and expressing yourself when serving . We will also brush up on when and how we should kneel when approaching and leaving the free .

Lessons are at 3 pm SLT Thursday and 3 am SLT Saturday

yours in service Nimue (luca cadell), slave of Master Liam Whitesong

- CITY OF LANDA DANCE COMPETITION

[12:02] Dezire Sciarri: I would like to begin the day by thanking our judge, Sir Kerok

Hirmura (Keith Chrome), of Gor, Sir Blaze Seattle, Axe of Kalana Fjord Village, and orial (Celadori Sakai) slave of The Gorean University and the dance instructor for the Karina Dance course offered there, for their time and skills.

[12:02] Dezire Sciarri: We'd also like to thank our wonderful DJ Sir Athan Ansar, (If he has a tip jar out you can add: Be sure and tip him for his great work this day.)

[12:04] Dezire Sciarri: Our sponsor for the day is Arachne Silks. Visit their shop in Serendipity Falls for great silks, camisks, kirtles and more! They have very generously contributed prizes for our competition this day.

[12:04] Taliena Leistone smile kneeling near the Admin and the lovely Mistress of her home, bowing her head in respect as she turns her attn to the pits

[12:05] Dezire Sciarri: In addition to the prizes from Arachne Silks we have in our prize pack today the most generous amount of \$9,000L! provided by the City and the generous Admin Yuroki Uriza of Landa! To be divided as follows:

First Place: \$4,000L

Second Place: \$2,500L

Third Place: \$1,500L

Fourth Place: \$600L

Fifth Place: \$400L

13:52] brethil Caedmon: Through the generosity of our sponsor Arachne Silks, each of our winners today will receive their choice of Minuettes, small detailed dance scenes. Moon dance now being demonstrated in the dance pit.

[13:57] Dezire Sciarri: everyone of the dancers performed exceptionally well today. You are all winners

[14:09] Sherman Easterwood: In fifth place is Seefa Resident

[14:10] Sherman Easterwood: In fourth place is Iris {Anara Lexenstar}

[14:11] Sherman Easterwood: In third place is Tuka Katana.

[14:12] Sherman Easterwood: In second place is Najla {Yummi Plaid}.

[14:13] Sherman Easterwood: In first place is Kira Swordthain.

- 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 interesting storyline and roleplay in the city first or walk around as an OOC observer.

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

(Outlaw of Gor)

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

GATE POLICY OF LANDA 5.0

- slaves cannot open the gate alone (only OOC)
- pending citizens cannot open the gate alone (only OOC)
- 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)
- warriors who do not wear the dress (RED tunic) of a warrior should not be recognized as warriors
- merchants are allowed to enter (caste colors: White and Gold)
- Laws of Landa: Do not attack a slave or free woman if there are no male defenders unless the free woman or slave attacks you or uses threatening or disrespectful language to you.
- strangers are not allowed to carry bows and crossbows inside the city walls
- never mention the secret tunnels and entrances

GROUPS IN LANDA

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

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

Landa Blue Caste

Landa Green Caste

Landa Council

Landa Merchant Caste

Landa Moderators

Landa Scarlet Caste
Landa's Free Women Society (ask Dez)

HEADS OF CASTES IN LANDA

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

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

LANDA COLLAR LAW

Slaves - Collars

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

Sherman Easterwood
Magistrate of Landa

HOUSES FOR RENT IN LANDA II (combat sim)

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

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

GM WARE

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

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

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

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

THE LANDA SOCIAL SCENE

- THE LOST SON

by Lady Tess

The day dawned with an eerie quietness that had fallen over the City. A warm breeze wafting across the empty square. The night before many had gathered to witness the dancing girls perform their art to the sultry sounds.

As the City sleeps, a boat docks. A man dressed in black alights and stands a moment on the decking, breathing deep of the warm tropical air before stepping towards the gate. He rings the bell and waits. One man stirs and sleepily trudges towards the huge doors to the City. Pulling back the shutter he peeks out to see who is calling. On asking the man's name, he freezes a moment on the spot as he takes in who has arrived.

The gate flung open, the man beckons the visitor towards him....his arm stretched to welcome him home...his son.

Twin sons lost to the man many moons ago when his Companion took flight were given to separate families to bring up when she fell to the ring of steel....The boys adopted by the Black Caste were trained and sent on their missions. One son now contracted to protect the Administrator of Landa arrives not knowing the man is his birth father until he arrives.

Welcome to Landa, Saluman (Ashram Azemus)..son of Yuroki. Black Caste and hired to guard the Administrator. What has happened to his other son...will he to find his way back to his family?....Time will tell.

REGIONAL NEWS

- NEXT SOUTHERN TRADE ALLIANCE SUMMIT

Fourth day of the third hand of the month of Se'Kara In Landa: STA will have a state of the alliance meeting. We will clarify which home stones are part of the group and which members should be currently listed in the group as well. With the closing of Jad, Nyuki and the leaving of Turmus...many other homestones have asked to join.

(Friday Sept 30 3.30 pm slt)

Xavier Wrexan

- PORT JAD HAS FALLEN

The Ubar Kerok gives Lady E, his final order.

"If I fall, let the STA know that it was an honor to be part of it all. If my death happens, know that I will support each member from afar"

But the Ubar knew of the events that would come to pass. He got the signals from the Kings that the end was near. On the Day of Battle, Treve came & destroyed as they had planned. Only to shriek in horror as the blue flames rained down upon them.

Thus, the story of the City Ends. Thus Jad will live & remain forever!

- THE LAST BATTLE

by Keith Chrome, Ubar of Jad

The Last Battle

The sun peaked over the horizon glaring behind the large sails of the Treveian fleet. The armada was an impressive site: Ships filled to the brim with men. And oarsmen rowed as if the devil himself were trying to catch them. They sped toward a chain of islands, the last before reaching their target and the prized riches of Port Jad. Revenge on the minds of the older warriors for Jad took the gold from them being shipped from Kos a few years earlier. Older warriors sought revenge, as Jad took from them a few years earlier the gold being shipped from Kos. Newer warriors were just eager for battle. Soon their revenge and all the riches they could carry would be theirs.

Lying in wait, the men watched as the sails grew closer. Between two islands, the advance Jad forces were determined to at least thin out the numbers of the invading outlaws of Minus and the Warriors of the hidden city Treve. Runners moving down the hills of the islands reported the massive numbers of ships moving toward the islands. Signalmen beckoned the ships on the far side to start to pull up anchor. Timing would be everything if this were to be successful.

The Treveian ships moved into the inlet between the two islands unaware of the fate planned by the Jadians. The first three ships slipped past the islands without a hitch when suddenly the Captain of the last ship to slip through noticed the sky darken. Spinning on his heels, he sees three Jadian tarnships on each side of his vessel closing fast. Yelling commands, he screams and kicks his men into action.

The Captain of the second Treveian ship could hear the commotion behind him, noticing the treachery about to befall them and started shouting and kicking men to move, "hard to starboard" rang in the air over all the commotion as the pilot pulled the well hard to starboard forcing the ship to tilt violently as the wooden planks squealed out in protests. "Head on we will take that first ship men ready the bows!"

The Captain of the second Treveian ship hears the commotion behind him and sees the treachery about to befall them. He shouts, anxiously kicking the men to move. "Hard to starboard!" rang in the air over all the din as the pilot pulled the well hard to the right, forcing the ship to tilt violently as the wooden planks squealed out protests. "Head on! We will take the first ship, men! Ready the bows!"

The Captain on the lead ship looked back in time to take in the entire catastrophe before he noticed the ships moving in on his flanks to surround them. The ships in the middle of the column were being attacked by men on both sides of his ships from the islands. Flames from the tar and fire arrows filled the sky blocking out the sun. Already, six of the middle ships appeared to have the sails and deck a washed with fire. The ships that had not made it to the island were being surrounded and pinned in with four light attack tarnships, a medium one and 1 heavy tarnship. To his surprise, he sees four round ships full of archers seemingly with endless arrows flying to the back ships all flying Soaring Herlits

sails and flags.

The Captain snapped his awareness back to his own lead ship. Looking to each side, he sees the six Jadian heavy tarn ships pulling up out of the water -- the ram glistening in the sun with freshly shined steel covering the tip. The oarsmen seemed as if at least double the normal numbers were driving the ships with incredible speed toward him. Behind them, one Heavy Tarn ship, one medium and six round ships with the flag from the clan Himura flying were racing to catch the main attack.

Thinking fast to save as many ships as he can determine to make it to Jad, he yells to his signal man: "Order all ships to make best speed straight to Jad. Any not keeping up will be eaten by those sleen!"

Seeing his orders carried out, he feels his ship heave forward and turns back to see how many slipped through. Counting quickly, he sees five of his original armada leaving the Jadian ships behind. He shakes his head dismally as he considers how there must be victory or the price will be too high to return.

Back at the islands where the ships were trapped, they began to capsize and sink one by one. The remaining men were cut down before they could escape. For Treve five ships escaped to head to Port Jad -- 2,500 men in all. A small victory for the Port for cutting the numbers down, but a very small one as the ships behind the trap were able to make their way out of the trap and home to Minus.

Two days pass. It was past the midday sun when the Island of Port Jad saw the sails. Treve was here. The horns sounded all over the island. Men scrambled. The swords sang from their sheaths. But, in the end, the aid that Jad got by cutting their enemies numbers two days ago were for naught. The Treveian warriors with skill and precession cut down the Warriors of Jad like a hot knife through butter. One by one, the men fell stacking on each other like cords of wood. Wave after wave of Treveian Warriors rushed onto the beaches, past the docks, the fields and into the city.

An advanced force of highly specialized men flew in on tarns and dropped men into the city, cutting down internal forces as their comrades cut down battalions of men on the outside. In what seemed like only minutes, only the Ubar, his sons, a slave and a free woman were left in all of Jad. Yelling to continue the search for the gold that started all of this, the anger in the Treveian Commander's voice rose when the Ubar of Jad told him everything of value was gone. Shipped off on his orders. Scattered all over Gor never to be recovered again.

The Treveian Commander gave the order and all survivors of the horrid battle were slain. The story did not end there however. This reporter, hidden deep behind the waterfalls of Jad, saw the Priest King appear from nowhere, growling a hideous sound.

The creature tossed blue flame everywhere until a Treveian warrior attacked the god. Suddenly the Priest King turned the blue flame on to the Treveians who were still in Jad. At this point, I ducked to save myself from the wrath of the creature and when I came to and climbed out from the waterfalls nothing was left. The land was flat and barren as a desert. I have no idea how many Treveians escaped the Priest King. But to be there was awesome to behold.

CASTE REPORTS 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

- RED CASTE MEETING (EXCERPT)

Commander Cyone:

First, I want to welcome everybody to the meeting.

Number 1. We have slaves here that are disrespectful and have no idea what a gorean kajira is suppose to be. They question Free Men, they do and go where ever they please...whenever they please. They are even disrespectful to other slaves. In my opinion, one of the ways to correct this problem is we need to give them more things to do.

Number 2. When a Free Woman begins to tell a warrior what weapons and who should be allowed to enter the city, I begin to question how much gorean Landa really is. In my opinion this is also very easy to fix. Free Women act like they are Free Women not like warriors. If they get tooo mouthy. They will be treated like a mouthy Free Woman, and the consequences may be very harsh.

Number 3. I have installed Officers to stand in for me when I am not here. We are in the process of building Landa's guard, which we now have a Captain of the Guard (Omar). I will not stand by and watch the authority of my Officers be undermined everytime someone comes to the gate.

When I arrived in Landa, there were a mere five warriors at best. Most of which were not heregularly. Now, we are approaching 20 warriors. And, let's make it clear.....I am not responsible for bringing all of them.....however, I would hope that my leadership has

become well known enough that they want to serve under my command.

I am mandating that all Landa Warriors, while in the City of Landa, will wear their Landa armbands. This is not a request, this is something that I am going to stand firm on. As a warrior in Landa, you can wear the clothing of your choice...but you must wear the armband. My reasoning here is simple. You wear the armband to show you are a warrior in Landa, and also have pride in the City that you protect.

We, in Landa ...have a guard. I am going to allow the Captain of the Guard to begin recruiting within the ranks of the warriors and outside the ranks of the warriors to enlarge his command. I will no longer standby and watch my warriors have their decisions undermined by Free Men and Free Women. The Red Caste in Landa are in charge of protecting the gates, the walls, and the citizens of this city. If the citizens of this city do not want this to be so, then they need to speak up. Now, if anyone takes issue with that.....let them speak now or forever hold their peace. If I have offended anyone in this room.....this is the time to stand up and speak. Otherwise.....THIS IS HOW IT IS GOING TO BE.

- RESIGNATION

The purpose of this letter is to advise Landa of my resignation from Master of Arms. Unfortunately, I feel my time will be affected and I would not like to uphold a citizenship I cannot contribute to. I appreciate the hospitality I've received during my time in Landa and would hope I would be accepted upon return..

Jamie Northport

GREEN CASTE

Nothing to report except that unfortunately the urt in the mortuary is getting very fat.

BLACK CASTE

Saluman also known as Ashram (Azemus) joined the black caste camp in Landa II. Saluman is the son of the Admin of Landa.

MERCHANT CASTE

- SLAVERHOUSES

HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and

administration. However, our purpose overall is to provide slaves to the cities for use in whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

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

(Magicians of Gor pg 315)

SLAVES:

Imp (mirit18 Resident) has been sold to lady Tess and her free companion.

Clara (IllClarall Resident) has been sold to Conan (GuitarRaven Resident), a warrior of Landa.

I appoint Roni (Ronnie99 Resident) as second girl of my chain (Aliyah is still scribe).
Rarius Yuroki, HoY owner

New slaves:

Kamra (zyanLovely Resident)

- 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.

TRADE CONTACT WITH CITY OF KEIBEL HILL

A HoY merchant travelled to the City of Keibel Hill and purchase some brand new coins from their mint. The Hoy bank decided to convert their coins 1:1. We are looking forward to make a written contract with the merchant caste of Keibel to confirm that they would accept the coins made by the mint of Landa.

Keibel Hill (IT, EN, BTB)

HOY BANK COIN EXHIBITION

in Serena Pisces
proudly presents:

COINS OF

Coins of the city of Landa, made by the mint of Landa
Coins of the Oasis of Klima, made by the mint of Landa
Coins of Tyros, made by the mint of Landa
Coins of Piedmont, made by the mint of Landa
Coins of Tafa Trading Outpost, made by the mint of Landa
Coins of Ostia (Rive de Bois), made by the mint of Landa
Coins of Port Meqara Point, made by the mint of Landa
Coins of Port Cos, made by the mint of Landa

COINS USED BY OTHER CITIES

Coins of Sais
Coins of Rose Isle Village
Coins of Rarn, city of Copper
coins of Port Kar
Coins of Treve
Coins of Turia

OLD COINS:

Coins of (old) Port Cos, made by the mint of Landa
Coins of Vonda
Coins of Teletus
Coins of city of Victoria (Ayin)
Coins of Thentis
Coins of Nyuki
Coins of Besnitt, made by the mint of Landa

HOY FOREIGN CURRENCY EXCHANGE RATES

09/25/2011

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

HOY BANK BRANCHES

Coins of landa (made by the mint of Landa, branch of the HoY bank, named: landa Tarsk)
Coins of Oasis of Klima (made by the mint of Landa, branch of the HoY bank) 1 landa
Tarsk = 1 Klima Tarsk
Coins of Ostia (made by the mint of Landa) 1:1

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

1 landa copper tarsk = 10 new copper tarsks of Tyros

1 landa silver tarsl = 1 new silver tarsk of Tyros

1 landa gold tarn = 1 new gold tarn of Tyros

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

CITIES WHICH USE COINS MADE BY THE MINT OF LANDA

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

1 landa copper tarsk = 10 copper tarsks of Tafa

1 landa silver tarsk = 2 silver tarsk of Tafa

1 landa gold tarsk = 2 new gold tarsk of Tafa

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

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF LANDA

Coins of Rose Isles 1:1 (contract)

Coins of Port Kar 1:1 (contract)

Coins of Sais 1:1 (contract)

Keibel Hill - citty'di Gor 1:1 NEW

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

CITIES WHICH DO NOT ACCEPT LANDA COINS

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

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

Coins of Ka'Zahr (made by Maria Tisane or Xander Tzal) 1:2

Coins of Nyuki (Xavian Stratton) 1:1

Rarn - City of Copper (made by Kitten Muhindra) 1:2

OLD COINS

Coins of Thentis (Thentis do not convert coins of Landa) 1 landa Tarsk = 10 Thentis Tarsks

Coins of Port Cos (made by the mint of Landa, branch of the HoY bank) 1:2

Coins of former Vonda (made by Jarvis Quan, new Vonda does not convert coins of Landa) 1 landa Tarsk = 5 Vonda Tarsks

Coins of former Port of Victoria (made by Deb alcott) 1 landa Tarsk = 5 Victoria Tarsks

Coins of Imperial Ar (made by Asea Andel) 1 landa Tarsk = 1 Imperial Ar Tarsk

Coins of Tyros (old version, made by the mint of Landa) 1:1 (only silver and gold)

Coins of Besnitt (made by Yuroki Uriza) 1: 3

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk)

Old copper tarsks of Tyros

UNDER CONSTRUCTION

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

Fluctuations in exchange rates are possible.

ADVERTISEMENTS AND JOB OFFERS

- HOY BANK OF LANDA

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

- JOB OFFER: HEAD MERCHANT OF HOY

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

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

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

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

Duties:

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

Hoy Owner: Rarius Yuroki, Admin of Landa

- CITY OF LANDA

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

We are looking for:

Fishermen

Goat Keepers

Drovers

Perfumers

Peasants

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

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

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

Entertainers (sub castes: Singers, Musicians)
Cryptographers

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

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

OOO ROLEPLAY

- THE ASSASSINATION OF TRIP, THE FORMER COMMANDER OF LANDA

[02:33 PM] Ronald Petlyakov cut through the clouds flying towards the known destination hidden among the volta range and after good ahn they finnaly made it. The grand city appeared on the horizon and so the assassin pulled the straps to make a sharp descend towards the admin building where they would land on the rooftop with a light tap of the tarn's talons against the stones. "We are here." he told him, his voice now perhaps a bit colder. First he leaped from the saddle and unbuckled the man to help him down as well."

[02:34 PM] TripRift Resident feels the air rush over him as they head up into the mountains feeling the familiar pull as they descend hopping down stumbling as his feet hit stone..

[02:34 PM] Payton999 Robonaught had just found her way outside of the door, past the two foot men when she noticed Inas make his way up the steps. Payton tipped her head aside and stared at him for a few moments, ingornign the sound of the tarn above. "Is there some reason I need to be made aware of such Sir..or..." she trailed off and brushed her hands over the side of her skirts.

[02:36 PM] Ronald Petlyakov there he measured up the fellow and smacked his lips. And took a step to the side. It amused him to see the man helpless and with a hood on his head. "I have lied though. I have been looking for you Trip of Corcyrus and now my blades shall find you." the marked assassin informed him in a simply manner.

[02:36 PM] TripRift Resident gaining his footing he uses his ears to look around his voice steady.."Can I take off this blasted sack now or is all still to remain secret?"

[02:37 PM] TripRift Resident: "Why does that not suprise me in the least he states pulling the hood off..Well Assassin you found me so who wants me dead this time?"

[02:37 PM] inas Tryce listens to her speak, he would not interupt her. After she had finihed he said "I suppose not Ubara"

[02:38 PM] Ronald Petlyakov: "It matters not." he said and there there was almost a steely glint a coldness in his eyes, a coldness that could not be taught. The assassin then laid his hands on his dual gladii and drew the swords. "I am afraid that I have my codes of secrecy, but perhaps your ancestors in the cities of dust shall tell you all about it."

[02:39 PM] Payton999 Robonaught tucked her lower lip between her teeth in wait and managed to move her hands to the small of her back, as he spoke however, Payton wouldn't help the soft laughter which escaped from beneath her veils. Her eyes lit up with

amusement and she'd dip her chin slightly, "Does this prisoner have a name Sir? Someone that I may find particularly interesting...? Or..." she'd trail off and take a sweeping step past the man, a few paces down the stairs ahead before she'd turn back. "I was on my way to the courtyard, perhaps you'd escort me?"

[02:39 PM] TripRift Resident glares at him .."Well if it matters not then a name does not hurt an I am to die as a peasant unarmed?"

[02:40 PM] Ronald Petlyakov: "I was set on cutting your throat and leaving you to die, but if you go on one knee I shall offer you a warrior's death. A sword through the heart. I am generous and civilized as you can see."

[02:41 PM] inas Tryce turns and extends his arm in the direction they would need to travel. "It would be my honor" the prisoner he thought was coming was not showing he could only surmise something happened to him somewhere. "After you"

[02:42 PM] TripRift Resident gives the Assassin a glare smirking.. "Neither is a warriors death give me a blade an have me die in battle....After you give me a name of who wants me dead so bad.."

[02:45 PM] Ronald Petlyakov: "I'm afraid that you shall receive neither. You will gain nothing asking for favors or steel. Such are not my codes." he explained. "I will tell you thought that this has to do with your betrayal. Your ancestors will tell you the rest." he cracked a dastardly grin and brandished the two swords up so that their sharp edges glittered in the sun. The assassin was now ready to advance and cut the man down.

[02:47 PM] TripRift Resident cross his arms before him giving the man no quarter.."I betrayed no one an nlive to this day for that reason.."

[02:47 PM] TripRift Resident in a swift movement his hand cinches a bolt to the crossbow on his wrist with a click ready for use.

[02:47 PM] GM 4.02: TripRift Resident hit you with Primus Arrow 2.8 (20%) - strike type: arrow~direct

[02:47 PM] Ronald Petlyakov reaches for the hilt of his double edged gorean steel

[02:47 PM] Primus Enduring Gladius 2.8 (black): Drawn

[02:47 PM] Primus Enduring Gladius 2.8 (black): Changed to Offensive stance

[02:47 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:47 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:47 PM] GM 4.02: TripRift Resident hit you with Primus Arrow 2.8 (20%) - strike type: arrow~direct

[02:47 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:47 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:47 PM] Ronald Petlyakov a high pitched shrill comes out of his tarn whistle when he blows it.

[02:48 PM] TH Ubar Black Tarn CC v17 GM S30 H250: vertical

[02:48 PM] Primus Enduring Gladius 2.8 (black): Sheathed

[02:48 PM] *VF-Argentum-bow-2.3-(Draw): Drawn

[02:48 PM] VF2-<arrow>-(2.3)-1: TripRift Resident

[02:49 PM] Galodred Resident: do I even want to know what the hell this is about?" sheaths his sword and glances at the man in black who comes running up.

[02:49 PM] Ronald Petlyakov coughed and gasped after he coughed up with the warrior who fled. Wolf turned to regard Galodred..."good job.. this sleen is harder to keep on reins that I thought."

[02:50 PM] Galodred Resident: yes well " shrugs and glances behind him a bit wanders off leaving the man to the captive.

[02:50 PM] Ronald Petlyakov: "I have this.." he said calming his breath. "I was bringing him to the Ubara's quarters for him to be questioned." he stated and turned to bind the man. First Wolf pulled a piece of fievre and yanked Trip.s hands back to tie them securely.

[02:51 PM] Ronald Petlyakov then seeing the guard had wandered off Wolf looked back once again and drew his blades forward. No... this was too easy. He turned to the inn and brought few baskets to cover the soon body to be and only then did he turn upon the man. The assassin's gaze was focused on his goal.

[02:52 PM] Ronald Petlyakov his stark fingers reached out to grab hold of the commander's hair and yanks his head back, straining his neck and once the veins became visible, steel came into place. His sword slid swiftly and flesh parted sweetly under the applied pressure that opened the man's throat. Wolf wouldnt stop cutting till he stood in a pool of scarlet blood.

[02:53 PM] GM 4.02: TripRift Resident has recovered!

[02:53 PM] Primus Enduring Gladius 2.8 (black): Drawn

[02:53 PM] *VF-Argentum-bow-2.3-(Draw): Sheathed

[02:53 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:53 PM] Primus Enduring Gladius 2.8 (black): You hit TripRift Resident

[02:53 PM] GM 4.02: Ronald Petlyakov Has Captured TripRift Resident!

[02:54 PM] Ronald Petlyakov the gashing wound was deep and now he would have to cut through bone. Wolf was to take the man's head afterall, so after checking his parimeter again he twisted the sword and the blade fell upon the man's neck. This looked now as if butcher's block when the sharp steel mangled Trip's head from the rest of his body.

[02:55 PM] TripRift Resident limp lifeless the last sound was the unconciuos grumbling of the warrior agrin on his lips at getting his favor of a warriors death.

[02:55 PM] Ronald Petlyakov with that done the assassin swiftly wiped his blades in the warrior's attire and brought the baskets forward to cover what remained of the corpse. The head found its way to a pouch and then the assassin could disapear.

[02:56 PM] GM 4.02 shouts: TripRift Resident has been killed by Ronald Petlyakov

KNOWLEDGE

- ALL SLAVES ARE DIFFERENT

"Do your best," said Feike. "Each of us is a different slave. Each of us unique. Each of us precious, no matter what the beasts say. Certainly they bid hard enough to own us, they fight wars to possess us, they risk their lives to steal us, they fight for us, they kill for us, do

not let them tell you you are not important and valuable! Each of us is different, and special. Each must try to be the slave she is, not another slave, but the slave she is, the deepest and most profound slave, which is her deepest self. Remember, there is no other slave such as I, and there is no other slave such as you." -Prize of Gor Chpt 24

- FLORA OF GOR

FLORA OF GOR (#28, Version 5.0)

Like many things, the flora on Gor is a combination of items very similar to Earth flora and a variety of items specific only to Gor. The following is a list of the Gorean flora described or named within in the books. Obviously, many other varieties of plants, trees and such exist on Gor but were never named in the books. For example, the rainforests near Schendi and the northern forests contain a myriad of varieties of flora and many were not described or listed in the books. More information on some of the flora of Gor can be found in another scroll, #7, Gorean Food and Drink.

Arctic flora: The arctic regions of Gor, the home of the Red Hunters, is not as barren as might be suspected. There are approximately 240 varieties of flora that grow within five hundred pasangs of the north pole. Only the areas near the glacial ice are generally bereft of plant life. Small perennials are a common type of vegetation. The growing season is too short for annuals to adequately grow. During the cold winters, the buds of the perennials lay dormant in a fluffy, protective sheath. Out of all of the different types of flora in this region, none of the plants have thorns or are poisonous. There was no need to develop such defenses due to the dearth of predators that could threaten such vegetation.

Bazi tea: This is an herbal tea that comes in many different varieties. Thus there are a number of shrubs that provide tea leaves though no specific names are ever given for them. As Bazi tea is a common drink, the tea shrubs may no longer be limited only to Bazi and may grow in a number of different places.

Black wine: This is a coffee-like drink made from beans grown only in the mountain city of Thentis. Thentis does not trade the beans to make this drink. It is very strong and bitter, almost like espresso coffee. It likely has an Earth origin, especially due to its limited area of growth on Gor.

Brak bush: This is an odorous shrub and its leaves, if chewed, have a purgative effect which means that they may induce vomiting. The brak bush also figures into certain superstitions associated with the Gorean New Year. During the Waiting Hand, the five-day period before the start of the New Year, many people seal the doors of their homes with pitch and nail branches of the brak bush to the doors. This is done to prevent the entry of bad luck into the house for the New Year. On the first day of the New Year, the pitch is then washed away and the brak branches are burned.

Cacao trees: These trees grow in the tropical regions of Gor and their beans can be used to make chocolate. These appear very similar to Earth cacao trees.

Carpet plant: This is a plant of the rainforests of Gor. They possess strong tendrils that can be used as ties to secure items.

Clover: This is a plant on Gor similar to the Earth plant of the same name.

Dina: This is a small, short stemmed flower that grows primarily on hill slopes in the northern temperate zones of Gor. It is much rarer in the southern hemisphere so dinas are more valuable there. In its budding, though in few other ways, it resembles an Earth rose. The dina is sometimes referred to as the "slave flower" though the precise origin of that designation is unknown. There is one legend concerning its origin centering on a Ubar of Ar. This Ubar pursued and captured the daughter of one of his enemies, finally trapping her within a field of dinas. The Ubar scanned his surroundings and chose to name his new slave Dina. Dina is a common slave name and there is even a brand that resembles a dina. Girls that bear the dina brand may be referred to as "dinas." There is another reason why dinas may be called the slave flower. "..., It is, though delicate and beautiful, a reasonably common, unimportant flower; it is also easily plucked, being defenseless, and can be easily crushed, overwhelmed and, if one wishes, discarded." (Slave Girl of Gor, p.62)

Fern: This is a plant on Gor similar to the Earth plant of the same name.

Festal: This is a type of shrubbery that grows in the Vosk delta and possibly elsewhere. There is no description of it within the books.

Flahdah: This is a tree of the Tahari region that resembles a flat-topped umbrella on a crooked stick. The flahdah has narrow branches holding lanceolate-shaped leaves. Its trunk leans like a palm tree and they do not get taller than twenty feet high.

Flaminium: This is a large flower with five, scarlet petals. Its buds are large and it is likely that it is aromatic.

Flower tree: It is unknown if this is an indigenous tree or whether it has been specially cultivated by men. The tree has a segmented trunk and many beautiful flowers. In some gardens, the trees are cultivated so that the flowers cluster together so that each such cluster can be used as a bouquet. The colors of the flowers are cultivated as well so that each cluster contains an interesting array of shades and colors. These are likely very expensive trees.

Fruit: There is a wide variety of fruit that grows on Gor. They include many types similar to Earth fruits such as apricots, berries, cherries, dates, grapes, melons, olives, peaches, pears, plums, pomegranates and strawberries. The cherries and red olives of Tyros and the olives of Tor are famed across Gor. There are also fruits indigenous to Gor such as larmas, ram-berries, Ta grapes, and tospits.

Grass: A number of different colored grasses exist on Gor including violet grass, dark blue grass and a yellowish-orange grass. Other colors might exist as well.

Hogarthe trees: These trees are reminiscent of Earth poplar trees. They are white-barked with shimmering green leaves. They are about fifty feet tall and lay about thirty to forty feet from each other. They are most commonly found near areas of water within the Barrens, the home of the Red Savages. These trees are named for Hogarthe, an early white explorer of the Barrens region.

Ka-la-na tree: The Ka-la-na tree is also known as the wine tree because the famous Ka-la-na wine is derived from its fruit. The bark and inner wood of this tree is yellow and

the wood is actually very strong and supple. It is commonly used in making bows. The tree fruit that can be eaten as is or used to create wine. The tree smells sweet, likely due to its fruit and not the wood itself. The books unfortunately do not describe what Ka-la-na fruit looks like. Ka-la-na orchards are very common across Gor and many cities make their own brand of Ka-la-na wine. Though Ka-la-na wine is depicted in the books predominantly as red, there is some indication that may not be its only possible color. Ka-la-na does come in sweet, dry and light varieties.

Kanda: This plant grows primarily in the desert regions of the southern hemisphere though it can even be found in the northern hemisphere. The roots of the kanda plant, when ground and dried, are extremely toxic. A paste is often made of the poison and then applied as a glaze to a blade or needle. This glaze may look white once it has melted a bit from the heat. It is a deadly poison and few honorable Goreans, except for women, would use it. The leaves of the kanda plant are not toxic though they carry their own form of harm. The leaves are often rolled into a string and then either chewed or sucked. The leaves act as a narcotic drug and they are addictive. The southern hemisphere has a greater problem with such addictions due to the prevalence of the plant there.

Katch: This is a foliated leaf vegetable, likely similar to lettuce, cabbage or spinach.

Kes: This shrub grows best in sandy soil and its roots extend deep into the ground. The secondary roots of the shrub are blue in color and taste salty. They may be eaten and are the primary ingredient in sullage, a type of soup.

Kort: This is a brown and thick-skinned, sphere-shaped vegetable which is about six inches wide. The interior is yellow, fibrous and heavily seeded. It grows in the Tahari region and is often served sliced with melted cheese and nutmeg.

Larma: There are two varieties of larma, a hard larma and a segmented larma. The hard larma has a crunchy, red skin like an apple. It has a single-seed, a large stone, and thus is also called a pit fruit. The segmented type is very juicy and more similar to an orange.

Leech plant: This is a dangerous plant that subsists off of blood. The plant can sense living creatures that pass by and it can strike quite fast. Almost like a vampire, it attaches two hollow, fang-like thorns into its victim. It makes a loud popping and sucking sound as its bladder-like, seed pods expand and contract, drawing blood through its thorns. On well traveled roads, these plants are cleared from the sides of the road. They are mainly dangerous to children and small animals. But, an adult, who does not check a wooded area before camping there for the night, could also fall prey to its dangers.

Liana vine: This is a plant in the rainforests that can be used as a source of drinking water if you are knowledgeable of it. You would make a cut high on the vine, over your head. Then, you would make another cut about a foot off the ground. This vine tube could then hold a liter of water, depending on recent rainfalls.

Lotus-like flowers: These aquatic flowers, similar to the Earth lotus, are found on Gor though it is unknown what they are called on Gor.

Needle tree: This is an evergreen tree, indigenous to Thentis and the northern forests. Its oil can be used to make perfume.

Palm trees: There are more than 1500 varieties and types of palm trees in the rainforests though only a few are specifically mentioned in the books. Some palm trees have leaves that are twenty feet long. One type of palm tree mentioned in the books is the fan palm. This palm grows in the rainforests of Gor and like the liana vine, can be a source of water. The fan palm is commonly over twenty feet high and its leaves are spread open like a fan. Rain water falls into the fan and is collected at the bottom. It can hold up to a liter of water. Date palms are another type mentioned in the books. Date palms can grow to be over one hundred feet tall. It takes a date palm about ten years before it first bears any dates. But, after that time, the palm will bear fruit for the next one hundred years. Each year, a date palm will provide about forty to two hundred pounds of dates. There is a palm wine on Gor, an export of city of Schendi, but no description was ever given of this wine so its color, flavor and such are unknown.

Pod tree: This is a tree indigenous to the rainforests and its inner bark can be used to make a bark cloth.

Ram-berries: These berries are like a tiny plum. They are small, reddish berries with edible seeds.

Rence: The rence plant is a tall, leafy plant indigenous to the Delta region though it can be found in a few other marsh areas on Gor. Rence plants have a long root, about four inches thick, that rests underwater and extends out horizontally from the stalk. A number of smaller roots descend from this main root into the muddy soil of the Delta. Above the water, a number of long stems raise up into the air. There may be as many as a dozen stems and they may extend up to sixteen feet into the air. It will also commonly have a lone floral spike extending amidst the stems. The Caste of Rencers live within the Delta region and their primary business is the growth, cultivation and use of the rence plant. Rence has many uses though its primary use is to make a form of paper. Scroll #31, The Caste of Rencers, has more information on rence.

Rep plant: This is a small, reddish woody bush. The seed pods of this bush contain a whitish, fibrous matter that can be used to make cloth. Rep is commercially grown in several areas, especially below Ar and above the equator. Rep cloth is cheap, strong and dyes well. It is a common fabric for slave livery and many Low Castes.

Sa-Tarna: This is a tall, yellow grain that is the staple crop of Gor. Sa-Tarna bread is a major product of this grain. Sa-Tarna grain also makes Pagar-Sa-Tarna, paga for short, a fermented brew that may be the most popular alcoholic drink on Gor. There is a hybrid variety of Sa-Tarna that is brownish and grown in the Tahari regions as it has been adapted for the heat of the desert.

Sim plant: This is a rambling, vine-like plant with huge, rolling leaves that is cultivated in the pasture chambers of the Nest of the Priest-Kings within the Sardar Mountains.

Sip root: This is a very bitter root that can have a contraceptive effect. In some areas, such as the Barrens, sip root is chewed raw and it will act as a contraceptive for about three to four months. It is also used in the cities as an ingredient in slave wine. Slave wine currently acts as an indefinite contraceptive, countered only by the use of a special releasor.

Sul: This is a tuberous root vegetable like a potato. It is commonly large, thick-skinned, starchy, and yellow-fleshed. It is a Gorean staple and can be served in a myriad

of different ways. Peasants also make an alcoholic drink out of suls called sul paga. It is similar to a very potent moonshine.

Ta grapes: These grapes may have originated on the island of Cos though they are now grown in many areas. They can be as big as a tiny plum and are often peeled by slaves before served. A famous wine is made from these grapes and Cos is supposed to have the finest quality Ta wine. Different cities have their own varieties of Ta wine, but none better than Cos. The color of this wine was never stated in the books.

Talender: This is a delicate, yellow petaled flower. The talendar is often associated with love and beauty. Free women may wear talendars at the feast celebration of her Free Companionship or maidens may weave them into garlands to wear. Slaves may also wear talendars though free women strongly object to it. If a slave girl affixes a talendar into her hair, this is a silent signal to her Master that she wishes to be raped. A slave girl may also fix talendars in her hair if she has finally submitted to her Master but fears telling him of that fact. The talendars will be a silent signal of her surrender.

Telekint: This is a plant, common in the Tahari region, and its roots can be used to create a red dye. You simply mash the roots and mix them with water.

Tem-wood: This is a tree that produces a very strong and supple black wood. This wood is often used in important construction work.

Teriotrope: This is a colorful and fragrant flower. Its exact description is not given in the books.

Tes: This is a type of shrubbery that exists in the Vosk delta and possibly elsewhere as well. Its exact description is not given in the books.

Teslik: This is a plant whose extract is the active ingredient in breeding wine, the releasor for slave wine.

Tobacco: Tobacco is basically unknown on Gor. In the Sardar though, one person did grow some tobacco, imported from Earth. This is an extreme exception and tobacco does not exist anywhere outside the Sardar.

Tor Shrub: This shrub, found in the Vosk delta and elsewhere, is known by various different names. This name translates as "bright shrub" or "shrub of light." This shrub has abundant bright flowers, either yellow or white. It blooms in the fall season and does not grow higher than a man's waist.

Tospit: This is a yellowish-white peachlike fruit, about the size of a plum. It comes in either a short or long-stemmed variety. The short stem is the more common variety and usually has an odd number of seeds. The rare, long-stemmed variety though does not. The tospit is a fairly hard-fleshed fruit and are very bitter but are often used sliced with honey, in syrups, or for their juices as a flavoring. They are good to protect seamen against disease and thus are sometimes called seamen's larma. It is easy to dry and store aboard a ship. The long-stemmed variety are not available until late in the summer.

Tur tree: This tree is a lofty, reddish tree that may grow to two hundred feet or more. It is similar to the redwoods of Earth. It is very common in the northern forests of Gor. The city of Turia derived its name from these trees. Legend states that a Tur tree was found on

the southern plains near a spring. No one knows who wanted the tree there or why. A city then grew in that area and would become known as Turia.

Turl bush: This bush is used by the Red Savages of the Barrens to waterproof hides.

Tur-pah: This is a vinelike, tree parasite that lives on Tur trees. Its leaves, scarlet and ovate, are edible and are a main ingredient in sullage, a type of soup.

Vangis: This is an unknown type of fruit or vegetable. They are mentioned though never described in the novels.

Vegetables: There is a wide variety of vegetables grown on Gor. They include many types similar to Earth vegetables such as beans, cabbages, carrots, corn, onions, peas, peppers, pumpkins, radishes, squash, and turnips. There are also vegetables indigenous to Gor such as katch, korts, and suls.

Veminium: There are a couple different varieties of this flower. Generally, it refers to a blue wildflower commonly found in the lower ranges of Thentis Mountains. It can be used in the making of perfumes. There is also Desert Veminium which is a small purplish flower that grows on the edges of the Tahari region. It too can be used to create perfume. Both flowers can be boiled in water and the vapors can be condensed into an oil. In the Tahari, that oil is used to perfume water and such water is then used to wash one's eating hand before and after dinner.

Verr grass: This is a common type of brownish grass on Gor likely named as such because verr enjoy grazing on it.

ONLINISM OF THE WEEK

The slave lay on the tiles crying from the masters harsh words. Several other free in the room looked disapprovingly at the man that had yelled at the girl. "What do you think you are doing"?, they asked him. "What makes you think that you can yell at a slave? They are to be treated with respect and shown dignity. Come here little one. It's all better. No one will order you around now". ~ Coddlers of Gor, Page 312

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