

THE IANDA TIMES

[Shorter online version]

First Edition, v.1, No. 26

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
- Caste reports
- Advertisements and job offers
- OOC Role play
 - Don't make me eat you. I swear I will
 - Gorean By the Book Roleplayers Filter Questionnaire
 - The kill of Lorr Dren in Landa
- OOC Knowledge:
 - Gorean dictionary
 - The Alars
- Onlinisms of the week:
 - The story of the Ubar and the merchant lady
 - The everkneeling slave

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

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

EDITORIAL

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

"They seem angry," he said.

(Magicians of Gor)

This week's topic of my editorial is something that is difficult at best. I am talking about controlling the OOC drama in role playing (RP).

We have all seen it and perhaps been a victim of it. All is going well and then someone decides to start taking (RP) personal. They start IMing the participants in the RP and complaining. They start calling people names in IM and in local. They emote thoughts that are degrading and have no place in the RP. When they are called on this, they start

posting half truths and total falsehoods in groups.

The worst enemy of any sim is drama. How many times have you heard "I left _____ (fill in the blank) because of the drama." Then the same people go to another sim and cause the same type of drama they say they are tired of.

Every sim has rules to limit drama. Everyone says they hate drama. Everyone denies they cause drama. So I have a question, "If there are so many rules against it and so many people hate it and the presence of it kills sims, why is drama allowed to exist?"

Just a question we all need to answer for ourselves.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Friday: Home stone swearing ceremony for new citizens, admins building (3.00 pm SLT, (11/04/2011))

- NEWS

LANDA ATTACKED RARN CITY OF COPPER

Landa and Rarn has had a long history as potential trading partners. Landa has a mint and creates coins for itself and others. Rarn has copper that is needed to produce those coins.

The Ambassador of Rarn, once visited Landa and offered both an alliance. Landa declined but offered a trade agreement instead. Landa had patience and waited for an answer for several hands. After receiving no answer, Landa went to Rarn and left a message to remind them we were still waiting for their answer.

The Commander of Rarn and a warrior then came to Landa. Landa did not open our gates to them as the visitors threatened them. However, the peaceful Landa once again offered a trade agreement.

Once again no answer was forthcoming from Rarn. As the supply of copper ran low in the mint, Landa met to decide what to do. The decision was made to attack Rarn in order to resupply the mint with copper.

Landa Warriors, led by Rarius Yuroki attacked Rarn. Landa had miscalculated and was outnumbered. Rarn had a 1/3 more men than Landa. Men from Turia (Ar of the South) were even spotted in Rarn and fought against Landa. The Landa Warriors fought with honor and bravery but lost the battle.

The men of Landa were captured but one, Yuroki, escaped and was able to sneak out of the city. (This escape was upheld by the mod.) Yuroki hid in the woods making plans to free the Landa Warriors that were captured.

Suddenly Yuroki spotted the Landa Warriors coming toward him. They were loaded on a cart, stripped naked and he would soon learn were to be sold to panthers.

Zane of Rarn spotted Yuroki and immediately challenged Yuroki of Landa to a fight with the blade. If Yuroki won, the Landa Warriors would be freed.

Zane lost the challenge ([18:10] GM 4.1: Yuroki Uriza Has Captured Zane Kanze) and the Warriors of Landa were freed. Yuroki and the men traveled back to Landa.

LANDA BATH HOUSE BUILDING CONTEST

It is time to announce the winner of the Landa Bath House building contest. All were done beautifully and judging this contest was very difficult. The judges were myself and Landa Magistrate/Ambassador Sherman Easterwood.

As stated in the rules the following criteria was used to selected the winner:

- 1) Was the Bath House built in the style of Landa?
- 2) Was the builder careful with primis?
- 3) Is there a section for both FM and FW?
- 4) Were all entries completed on time?

I would like to personally thank all the people who entered. Jewel, Talon & dina, Nekura and Yuroki, each showed wonderful imagination and skill. As a reward for all participating each non-winner will be given 1,000 L.

Note has been given to Jewel, she worked diligently on her entry until the last moment.. her bath house turned out lovely. The texture is unique and the bath house stands proud like a palace.

One Bath House stood out among the others for many reasons. Detail to design, textures and design in the theme of Landa. Also the soaking tub was a lovely addition. Primis where kept to a minimum on the building and my pet peeve, no flickering textures do to overlapping.

The winner of the contest is Yuroki Uriza.

Signed ~ Sir Sherman Easterwood and Lady Dez

FOR SLAVE OWNERS

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

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

Thank you.

Lady Dez
Head Scribe of Landa

- OOC ANNOUNCEMENTS OF THE ADMIN

REMINDER: AIDING

Laws of Landa:

- Aiding: Three full lines. You must roleplay three full lines of at least ten words spaced realistically, no gestures or copy and paste.

BEING ATTACKED

When you are being attacked by some one with with out a Warrior on the sim, you may reset your meter and tell the attacker to go read the rules. The same applies to grieving. Just reset and go on doing what you have been doing.

~Lady Dez

TOURIST OFFICE OF LANDA STILL CLOSED

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

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

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

GATE POLICY OF LANDA 8.0 (draft, the council will decide shortly but already agreed)

- Slaves cannot open the outer gate alone (only OOC)

- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybes about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.
- Free women are allowed to open the gate, when no Warriors are here. A FW is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too
- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):
5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)
- Merchants are allowed to enter (caste colors: White and Gold)
- Laws of Landa:- Do not attack a slave or free woman if there are no warriors or guards unless the free woman or slave attacks you or uses threatening or disrespectful language to you.
- Strangers are not allowed to carry bows and crossbows inside the city walls
- Never mention the secret tunnels and entrances

GROUPS IN LANDA

- Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)
- Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)
- Landa Blue Caste
- Landa Green Caste
- Landa Council
- Landa Merchant Caste
- Landa Moderators
- Landa Scarlet Caste
- Landa's Free Women Society (ask Dez)

HEADS OF CASTES IN LANDA

White caste: Position open

Blue caste: Dezire Sciarri, Head scribe
Red caste: RopeMaster69 Resident, Commander
Green caste: Position Open
Black caste: Drusus (Khampoh Resident), Master Assassin
Merchant caste: Position Open

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

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.

REGIONAL NEWS

- SOUTHERN TRADE ALLIANCE SUMMIT

(OCT, 2010)

We proclaim to work together towards trade and military support to unify the south against invaders seen from any entity especially from the North & Outlaws/Pirates (*1), that disrupts our mutual trade investments within our Ports and Cities, for peace and prosperity and the protection of our trade routes.

Port Jad has been reinstated into STA.

Port Venna has now been inducted into STA with the following delegates of port Venna Ubar Dagger (Kail lefevre) Sir Korvalis (Cassil resident) and lady Tiffany Venenbaum.

Port Kaia to be visted for sponsorship.

The great Port of Landa

The great Port of Fina

The great port of Meqara

The great port of Turia

The great port of Tyros

The great port of Tafa

The great port of Rose Isle

The great trade post of Torcadino

The great Port of Jad

The great Port of Venna

I proclaim as magistrate if there would be any contentions between any of you before you would kill or declare war let us speak here and settle our differences as fm and fw , with calm heads before we clash steal agaisnt one another, and let us honour all words said here today, and work to have them written in the scrolls

Addendums:

(*1) Ammended 07/10/11 by Port Fina proposal- aka "Clearchus Clause"

Lady Rayah -Magistrate of Meqara Point

- MESSAGE FROM EOLLA OF TABOR

Greetings,

I am Lady Eolla of Tabor, owner of a few transport ships regrouped under the name of the Impress. After some time on South Thassa, we added ships to the vosk and North Thassa and I am now proud to say the ships of the Impress can link most of the city ports through Gor.

I am currently traveling the West Coast and the Vosk to open ticket offices and tell about my ships. Already, cities such as Port Cos, Ironhall, Port Kar, Kasra and many more are supporting the company and made it possible for the Impress to offer a quality trasportation system for their residents.

Please find attached to this scroll some additional information about the Impress (ooc note). Should your city interested to be the next city to be added to our route, please contact me in Tabor East.

I wish you well

Eolla

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. the Magistrate is also a scribe, who can produce slave papers, when the Head Scribe is not available. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

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

Prices for our services are negotiable.

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

~Lady Dez
Head Scribe for the City of Landa

GREEN CASTE

please write that in plain english:

Lady Brianna was elected as Head Physician of Landa. However, she freely submitted to the Slaver Cailean and both have left Landa. Their whereabouts are unknown, as is their reasons for leaving. Landa currently has only an Apprentice Physician and is looking for a new Head Physician.

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)

New slave: Bee (wendie Lemon)

- HOY BANK OF LANDA

Most cities have a Street of Coins, an area where banking is done. "Sometimes, of course, certain areas specialize in, or are known for, given types of services or products. Each city usually has, for example, its "Street of Coins." On such a street, or in such an area, its banking will largely be done. Similarly most cities will have their "Street of Brands," on which street, or in which area, one would expect to find the houses of its slavers. (Fighting Slave of Gor)

Landa has its own bank and coins. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

HOY BANK COIN EXHIBITION

in Serena Pisces

proudly presents:

COINS OF

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

COINS USED BY OTHER CITIES

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

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 10/24/2011

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) CLOSED

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 tarn = 2 new gold tarsk of Tafa

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

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

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF IANDA

Coins of Rose Isles 1:1 (contract)

Coins of Port Kar 1:1 (contract)

Coins of Sais 1:1 (contract)

Keibel Hill - citty'di Gor 1:1

Coins of Askari Hodari Village in Tule 1:1

Coin of PortSun of Sardar, Woodhaven 1:1 NEW

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

CITIES WHICH DO NOT ACCEPT IANDA COINS

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

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

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

Coins of Nyuki (Xavian Stratten) 1:1

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

OLD COINS

Coins of Ostia (made by the mint of Landa) 1:2

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

Coins of former Port Cos (made by the mint of Landa) 1:2

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

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

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

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

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

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk or Landa-x-new-xxx)

Old copper tarsks of Tyros

UNDER CONSTRUCTION

Whitewater Port

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) 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 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

- DON'T MAKE ME EAT YOU. I SWEAR I WILL

by Marcus the Sleen Trainer (Gnookie Hubbenfluff), black caste of Lara and Goch, war sleen of Landa

I'm glad you enjoyed the rp. It's those little moments that creep up and unfold when you least expect them that sometimes draw out the best creativity.

Goch deserves an oscar for his performance though. "You da sleen Goch."

--EPILOGUE--

[2011/10/18 15:39] Goch the Sleen : found an urt and snapped it up in his maw, the tail flickered and danced from his mouth and he turned carrying the half dead creature as if it were his kill for the day.

[2011/10/18 15:40] Goch the Sleen : prowled behind the Woman and near the girls, the wiggling urt screeched before a crush of his maw was heard and the bones of the body broken, blood squirted and he dropped the urt at Marcus' feet.. still twitching.

[2011/10/18 15:41] Lady Jaiden : watched the control the man wielded over the sleen, her stomach slightly lurching as the sleen passed near , blood dripping from its maw as an urt squirmed between the sharp teeth. The sleens smell mixing with the fear from the girls one she wouldn't soon forget " Your sleen, are they trained to do more than hunt? she asked the man, a plan forming in her head to solve one of the problems she was currently facing.

[2011/10/18 15:41] xanthia the slave : vomited a little bit in her mouth after the half dead urt landed near her face, blood splattering over her. Still, her fear was too great and she didn't move, clutching her hands together and squeezing them tightly.

[2011/10/18 15:43] toffee the slave : had her bitten her lip badly in the tension and now the blood dripped down ad ran in the river of golden pee that was creeping under her...she gasped a huge breath as the beast brushed her back ...but it was more in releif than fear for herself at this point for it meant that its jaws were no longer about Nettle's head..although she hoped he didn't take a bite out of her exposed ass...

[2011/10/18 15:44] Marcus the Sleen Trainer : nods, "I train sleen for herding slaves and cattle, tracking scents, guarding, patrolling, hunting and..of course killing. Most cannot afford to own sleen, but I do rent services by the ahn. If you wish to discuss business sometime Lady, That can be arranged." he adds.

[2011/10/18 15:46] Lady Jaiden : features grew thoughtful as she watched the sleen " Guarding, yes, exactly what I need. We will speak on this. Tomorrow I'll have need of one of your sleen for 3 ahn"

[2011/10/18 15:46] Marcus the Sleen Trainer : "Very well. See me then. We will make the necessary arrangements."

[2011/10/18 15:47] Goch the Sleen : hissed and pawed at the urt, which he waited to eat.

[2011/10/18 15:47] Lady Jaiden : continued " I have a shipment arriving. One quite important to me"

[2011/10/18 15:49] xanthia the slave : peeks out of her hands, barely lifting her face "Master? may I speak?"

[2011/10/18 15:49] Lady Jaiden : hadn't really considered sleen until now but she realized it was the perfect solution and likely more effective than hiring the man she'd considered after seeing him stumble from the town very much in the grasp of far to much paga.

[2011/10/18 15:50] Marcus the Sleen Trainer : turns to the girls groveling prostrate on the docks and snaps his fingers, "As you were sluts."he offers as a simple, yet direct answer to her request.

[2011/10/18 15:51] Goch the Sleen : jerked his head up and turned to face the boat.

[2011/10/18 15:52] Goch the Sleen : turned back to the Trainer, the twitching urt now was still and the beast lowered his maw down and lifted it, tossing it towards the Trainer

[2011/10/18 15:54] Goch the Sleen : turned his head towards the new scent that he captured, his eyes narrowed and a low hiss came from the beast, alerting the presence of another.

[2011/10/18 15:54] xanthia the slave : rises quickly and walks quickly up the hill, murmuring well wishes to the woman as she passes her, just intent on getting far far away from the docks

[2011/10/18 15:54] toffee the slave : slowly uncurls herself and rocks back on her heels..her cheeks flushed and tear stained...'Please excuse this girl Master..' she called out in broken tone...

[2011/10/18 15:55] Marcus the Sleen Trainer : looks down at the dead urt the sleen had given him and smiles, he reaches down and picks it up tying the tail to his belt. He tilts his head towards the sleen and says, "Good. Good," then looks towards the slip to wait for whomever the sleen had noticed approaching.

- GOREAN BY THE BOOK ROLEPLAYERS FILTER QUESTIONNAIRE

by Sweetie Dagger

.... if you answer YES to all of the questions below, then you are ready for Gorean Roleplay.

1. Do you know the difference between OOC and IC and if so, Do you Separate your OOC from IC in Roleplay?
2. Have you done Researched the Gorean Novels written by John Norman of which this roleplay venue is based?
3. Do you enjoy Role-playing a character for fun, entertainment & sometimes intense story-lines?
4. Do you Object to roleplay in IMs instead of Local Chat because someone says they are shy?
5. Do you respect Other Roleplayers OOC private lives?
6. Do you believe in NOT acknowledging information learned in group chat or IMs, in Roleplay?
7. Are you able to roleplay sending runners, messengers or real roleplayers instead of roleplaying Birds?

8. Do you believe in Roleplay Over Game/Meter/Combat Play?

9. Do you know the difference between BDSM and Gorean Roleplay and more importantly can you separate them?

10 Are you mature enough to handle Explicit, sometimes Deviant, Sexually Oriented situations that might be considered immoral or illegal outside of roleplay?

KNOWLEDGE

- THE ALARS

(Luther Scrolls #30, Version 5.0)

"Alars, incidentally, are renowned for their capacity to wreak havoc, conduct massacres, chop off heads, and such, and then get a good night's sleep afterwards." (Mercenaries of Gor, p.125)

Mercenaries of Gor introduced a fierce Gorean people called the Alars. The books do not present a lot of details about the Alars but the following will detail what we are told of them. Essentially, they are only mentioned in this single book of the series.

The Alars are a nomadic, herding people who primarily herd bosk, verr and tarsk. They depend greatly on these animals for their existence. The Alars roam across Gor in their wagons, moving frequently to locate new grazing land for their animals. They usually camp near settled territories and which can cause problems. Such camps may legally constitute an invasion or violation of a city or town's territory. They most often come in conflict first with peasants and then with the towns or cities that rely on those peasants. For the most part though, little official notice of them is taken and war challenges are not issued.

The Alars will sometimes pay for passage through a land or for pasturage but this is the rare exception. They see little reason to pay for items like pasturage and air that are essential to their lives. The Alars also see nothing wrong with stealing from villages, towns and cities. They do not see it as a crime at all. But if left alone, they will not normally engage in unrestricted raiding. Most cities worry little about large-scale attacks from the Alars. The Alars know little about politics or siege warfare so conquering a city is generally beyond them. Simply closing a city's gates will prevent them from attacking and the Alars will move on in frustration.

When the Alars make camp, they commonly form a laager, a fortress of wagons. The laager usually is composed of a single closed circle or a series of concentric circles. Their women, children and animals are usually kept safe within the circle. Sewage and sanitation is generally not a problem as the wagons move often. When Alar men engage in battle, they keep the laager behind them so that they can retreat there in case the battle is going against them.

Many Alars are fair complexioned, blond-haired and blue-eyed. They are definitely Nordic in appearance. Alar men may sport a drooping mustache and wear their hair braided. Their bodies are often very broad, powerful and a bit short. The men most commonly are garbed in furs and leathers. Their free women are generally also blond-haired and blue-eyed. They are also commonly large, plain and cold women. They wear coarse, heavy, ankle-length woolen dresses. These dresses have wide sleeves and are belted at the waist. Unlike the women of the cities, Alar women do not wear veils. Alar women also high standing within the Alar community. The Alars have few slaves and it is said that is because their women usually kill any such slaves. This may or may not be true

Most Alars are illiterate though like on much of Gor this is not considered an impediment. The Alars are a fierce people, renowned for causing mayhem and having little conscience about it. The Alars use several types of weapons but are most known for their skill with the ax. The Alars use an axe they call the francisca. This is a heavy, long-handled, single-bladed war axe. The blade is commonly made of iron. Women do not possess the physical strength to wield this axe and many cannot even lift it. The Alars also use swords, both a long and short blade. Their long sword, called the spatha, and is a heavy, double-bladed weapon. Due to its length, it is very useful from the back of a tharlarion. Their short sword, called the sacramasax, is a stabbing sword similar to the gladius. Alar shields are usually oval-shaped like those used by the Turians.

The Alars are superb cavalymen and they usually use the medium-weight, saddle tharlarion. This tharlarion is not as strong or large as the common high tharlarion but it is much swifter and more agile. Their tharlarion saddles have stirrups that allow them to use a couched lance in battle. They are so skilled that some cities even use them in their tharlarion cavalries. Other cities are too wary of trusting them to use them in their cavalries.

Children are very important to the Alars, provided they are healthy. Just after they are born, their bodies are thoroughly cleaned and then rubbed with animal fat. Then, the newborns are carefully examined to ensure that they are healthy and have no defects. If they are found to be sick or deformed, they will not be permitted to live. The books do not say if these unwanted children are killed or left to die from exposure. Based on Earth history, most ancient cultures chose to leave unwanted children exposed outside in the elements. It is likely that is what the Alars would do as well.

If the child is healthy, the father will proudly lift the child up into the air to publicly claim the child as his own. Male newborns receive a single, oblique cut on each cheek before they receive any milk. "It must learn to endure wounds before it receives the nourishment of milk." (Mercenaries of Gor, p.47) These thin, white scars mark all adult male Alars. This was also something done by the Huns of Earth. Alar women are never scarred. After a male child is born, there is a celebration and the father passes out gifts to those in the camp. Depending on the wealth of the father, these gifts may include coins or rings of silver and gold, big enough to encompass a wrist or arm. Alar children are raised with much permissiveness, more so than many other Gorean parents.

Genserix is an Alar chieftain of the band that Tarl Cabot encounters in Mercenaries of Gor. Genserix is broad-shouldered, with long, braided blond hair and a long, blond drooping mustache. Hurtha was also a member of this band and styled himself a poet. He is an amusing character who travels a bit with Tarl Cabot.

There is one legendary Alar chieftain, Hendix, referenced in the books. At some unknown

time in the past Hendix was captured by his enemies. The identity of his enemies is not given. Hendix was placed into a large vat of boiling oil. But, he laughed, insulted his enemies and sang merry, Alar songs as he was boiled alive. This all showed his utter contempt for his enemies. The story of Hendix is often used to illustrate the Alar mindset.

For role-play, the Alars could make for interesting adversaries. They might be encountered by any traveler wandering between different cities. They could threaten a merchant caravan, small village or isolated residence. Cities might need to decide to deal with a band of Alars who decide to settle nearby for a time. Alars would also make interesting characters to role-play. As nomads, they have reasons to travel across much of Gor, from city to city. Lone Alars may choose to join a city's tharlarion cavalry. As always, you are limited only by your imagination.

At first, I had believed that the Alars were inspired by the ancient Earth Huns of the fourth and fifth centuries. But, my recent research has caused me to modify my conclusions some. In fact, the Alars are an amalgamation of several different barbarian tribes that reached their peaks during the fourth and fifth centuries. These barbarian tribes included such groups as the Goths, Vandals, Franks, and the Huns. But, the Alars most closely resemble a smaller barbarian tribe, the Alans. Even their names are similar. During the fourth century, the Huns conquered the Alans and assimilated them into their bands. Thus, the Alans shared some of the traditions of the Huns.

The Huns had a mongrel ancestry, their blood derived from many different peoples. They tended to be darker skinned and darker haired. The Alans though, like the Alars, were tall and blond-haired, more Nordic looking. Barbarians in general had long hair, often sported mustaches and commonly wore furs and leathers. Though both the Huns and Alans used wagons, the Alans tended to live in their wagons while the Huns used them only to carry their wealth. The term "laager" was used by a number of different barbarian tribes that also used wagons. Both the Huns and Alans were nomadic tribes and superb cavalymen.

So far, I have not determined if the Alans were known for using any particular weapons. The francisca, the Alar axe, derives its name from the barbarian tribe of the Franks. The sacramasax, also known as the seax, was used by many different barbarians and the Saxons derive their name from this weapon. I do not know if the Alans engaged in siege warfare but many other barbarians, including the Huns did so. The Alars tradition of cutting the cheeks of male infants derives from a tradition of the Huns that may have been adopted by the Alans. The Huns did it for the exact same reason as the Alars, so the child would endure wounds before first tasting milk. The result of these scars would also prevent Huns from growing a proper beard.

the Alans enjoyed war and believed that it was cowardly to die of old age. Their leaders were always their best warriors. They kept no slaves, like the Alars, though there is no indication Alan women would kill slaves. Little is actually known about barbarian women. Like most barbarians, many fearful myths were also espoused concerning Alan activities. They were alleged to be cannibals who would use human skin to make clothes. They were also said to cover their bodies with blue dye.

ONLINISMS OF THE WEEK

- THE STORY OF THE UBAR AND THE MERCHANT LADY

by Xyntia Lyre

[16:04] *fíηη* (finn.ronas): The Ubar from Vonda was out on his tarn and realized he was lost. He reduced altitude and spotted a woman tending to the flowers in her garden. He descended a bit more and shouted, 'Excuse me, can you help me? I promised a friend that I would meet him an Ehn ago, but I don't know where I am.'

[16:06] *fíηη* (finn.ronas): The woman below replied, 'You're on a Tarn hovering approximately 300 horts above the ground. You're between 40 and 41 degrees north latitude and between 59 and 60 degrees west longitude.'

[16:07] *fíηη* (finn.ronas): 'You must be an Merchant , ' said the Ubar.

[16:07] *fíηη* (finn.ronas): 'I am,' replied the woman, 'How did you know?'

[16:08] *fíηη* (finn.ronas): 'Well,' answered the Ubar, 'everything you told me is technically correct, but I have no idea what to make of your information, and the fact is , I'm still lost. Frankly, you've not been much help at all. If anything, you have delayed my journey.'

[16:08] *fíηη* (finn.ronas): The woman below responded, 'You must be an Ubar.'

[16:09] *fíηη* (finn.ronas): 'I am,' replied the Ubar, 'but how did you know?'

[16:10] *fíηη* (finn.ronas): 'Well,' said the woman, 'you don't know where you are, or where you're going. You have risen to where you are due to the fact you are not looking beneath you. You made a promise of which you have no idea how to keep, and you expect people beneath you to solve your problems. The fact is you are in exactly the same position you were in before we met, but somehow it's now become my fault!'

THE EVERKNEELING SLAVE

One of the many SL-Gor-Onlinisms is the permanent slave-kneeling. Sorry, but slaves in the books didn't kneel and crawl all day long. Nope! Especially when there is no Free around... why the hack should they?

But most brothers and sisters in SL-Gor are so used to it, that they don't even recognize. And as it becomes a habitute, it looses all it's meaning.

Slaves have chores to do. It wouldn't help their chores, if they would crawl on their knees all day long. Imagine a slave doing errands on the market for their owner and slide down to their knees every second for each bypassing Free! And especially male slaves (which is a completely different and difficult chapter in Gay Gor) were often not even to be recognized as slave so that they won't know their amount; their collar not to be seen, no special slave-clothes and especially not falling to their knees in front of every Free.

The mentioned kneeling in the books is mainly mentioned in three kinds of context: One

within serving one within submissional humiliation and one within sexual context. The submissional humiliation is often forced with special kind of shackles or chaining. The sexual context is a part of the seductive behaviour of a slave, probably based on John Norman's sexual fantasies. To gracefully slide down to your knees and bow your head before a Master or Mistress, to show him/her your respect, to offer your body and lust... that's much more erotic and a sign of submission, then crawling around like a leg-amputee.

And one shouldn't forget that there are rarely sitting furnitures like chairs on Gor. So when people rest, they sit or kneel on the ground. Free males mostly sit crosslegged, female Free kneel (different to slaves, but they kneel); similar to Japan. So kneeling especially for women is THE Gorean form of resting/sitting and is very more natural then on Earth

And male slaves, please: No tower-kneeling (= legs closed), even if white silk. This stupid "rule" is according to white silk kajirae, not kajiri. A female virgin slave, would close her legs to not offer her heat to a Master. A male virgin slave would only crash his balls and pinch his cock. Whoever said it would be a rule for male white silk slaves didn't think at all!

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