

THE IANDA TIMES

First Edition, v.1, No. 28

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
- OOC Knowledge:
 - Special Edition: Caste of Musicians, instruments and music on Gor
- 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)

Trade is what keeps many cities alive and prosperous. Merchants travel long distances to provide goods and earn their coin. As a port, Landa sees its share of merchants and traders all looking for the next big trade.

Landa merchants are always looking for good trade. The membership in the STA allows Landa access to several markets. Landa palm wine and the Landa Mint provides many cities with strong drink and the coin to purchase it.

Trade is the life blood of Gor. I encourage every city to embrace it. The strength of a city is not only in its Warriors but its trade as well.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Sunday: Home stone swearing ceremony for new citizens, admins building (3.00 pm SLT, (11/20/2011))

Daily Sparring in the Arena. (6 pm SLT Nov 14-18, 2011)

Ask Lilith for the next bathing lesson this week.

- NEWS

WORDS FROM HIGH INITIATE of LANDA

From the Desk of Preceptor of the Sardar Temple
High Initiate of Landa
Dorian Serenus

So many things are unsettled in these days. Here a city is reduced to ashes, there an entire cohort of Scarlets vanishes, elsewhere, people leave their posts with no warning and are not heard from again. Quarrels break out between friends and the stability of life in our lands is threatened. To the fly, sitting on the page, the world is a broad curl, a line, black on white, meaningless. To the scholar looking at the page, the writing is clear, the meaning unambiguous.

The patterns of the Priest Kings (To Whom Life! Health! Strength!) are unknowable to those not skilled in discerning Their Divine Purpose. This, however, in NO way negates the power and efficacy of Their reality!

Gorean! Look within yourself! Is your honor unstained? Are there those among men who have cause to revile you? Have your dealings with others been honest and straightforward? Have you kept the laws of the Eternals untrammelled?

The disturbances which rock our lands are NOT random nor are they senseless! Do you doubt the reality of Divine Wrath?! How long, errant man, lustful woman, prideful wanderer, do you think that we (the thin White line between you and the hideous Flame Death) will stay that most justified and Holy Wrath of the Eternals?! Each time news of another desertion, of another needless war, another violation comes to my ears, I tremble to think that ONE day MY most humble and earnest prayers will go unheard and the demand, of me, will come "What have you done to turn their people from their willful destruction?" In the nineteenth Ahn, I sit, frightened for my world.

I admonish you, People of Gor! Heed the Laws! Fear the wrath to come and trifle NOT with the natural order of this world! Through ceaseless devotions the Caste of Initiates strive, Ahn by Ahn, to keep you safe! Do not contemn the Powers that hold you in the palm of

Their hands for you are errant, surely, and held by the slenderest thread of Divine Mercy! Contribute generously to the Temple of your town or city. Know that within the solemn eyes of the Initiate you see treading the road, or studying, broods the deep concern for you... your life and your safety... and the safety of those you love.

May the Light of the Eternals shine forth upon you, to limn your good deeds, to expose those which are unworthy, and to keep all safe within the Circle of Their Care!

Sardar Temple Preceptor
High Initiate of Landa
Dorian ~O~

"The White Caste of Initiates - We are Everywhere - for your convenience!"

RED CASTE COMMAND CHANGES IN LANDA

Commander Rarius Saphrar has been relieved of his command.

Kafka Khaos is promoted as the new Commander of Landa. Commander Kafka also has a seat on the High Council of Landa. It was also announced Tarn (fightthral Resident) is promoted to Lieutenant and second in command of Landa Warriors.

CITIZENS OF ROVERE FOUND A NEW HOME IN LANDA

Chrissy Reinoir steps off the boat, clutching her large bag behind her back.. looking around and the small glistening city as she turns to her daughters and yells "come Amelia and Ribbon our new life has begun" pressing back the deep anguish of losing her home and her companion she takes her first step to the gates to speak with the guard hearing the bellowing voice of the man say "state your business Lady" i carefully explain our situation seeing the nod of his head and the gates open we all step inside to see what the future holds for our small family looking around noticing all the friendly faces and welcoming smiles we feel at ease and wait patiently for the rest of our small family to arrive..

FOR SLAVE OWNERS

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

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

Lady Dez

Head Scribe of Landa

- OOC ANNOUNCEMENTS OF THE ADMIN

NEW SIM RULES

Update info:

- new list of approved weapons
- added: Landa and Landa II have secret tunnels. The entrances, to these tunnels, are iron and stone doors. They can be identified by their texture. The iron doors are breakable by RP. The RP must be 3 lines 10 words each over 15 minutes. The stone doors are unbreakable and can only be entered and exited by Landa citizens.

TOURIST OFFICE OF LANDA STILL CLOSED

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

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

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

GATE POLICY OF LANDA 8.0

- Slaves cannot open the outer gate alone (only OOC)
- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybe's about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.
- Free women are allowed to open the gate, when no Warriors are here. A FW is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are

considering to settle here, but goreans do not like strangers, you can give them a tour OOC too

- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):

5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)

- Merchants are allowed to enter (caste colors: White and Gold)

- Laws of Landa:- Do not attack a slave or free woman if there are no warriors or guards unless the free woman or slave attacks you or uses threatening or disrespectful language to you.

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

- Never mention the secret tunnels and entrances

GROUPS IN LANDA

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

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

Landa Blue Caste

Landa Green Caste

Landa Council

Landa Merchant Caste

Landa Moderators

Landa Scarlet Caste

Landa's Free Women Society (ask Dez)

Landa Pending Citizen

HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Kafka Khaos, Commander

Green caste: Position open

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: Position open

Sherman Easterwood, Praetor, 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
Praetor 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 Deziere 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

- STAMPED C.N.B.C.N.D

This information Can Not Be Confirmed nor denied....

It has come across my desk that two Senior Ports of COIN in STA have been having military squabbles between them resulting in many casualties. I now read from the STA charter..." 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 against one another" May peace remain within STA.

Xavier Wrexan

- PORT JAS'S BETRAYAL 1

It is with a heavy heart that we have been notified that the current Admin of Jad has cut all

ties with members of the Alliance and has joined the Selarian Alliance. Though the scrolls has no history of such treason Jad is now considered any enemy of Meqara.
Xavier Wrexan

the Contents of the parchment read:

"To the Allies of the Vosk. Port Jad will no longer support your Mad disrespectful and foolish raids with Rorus, Olni or Vonda. I have given my sword to them and as such any Man of the Vosk is not welcomed on these ports unless a Truce is called

A Truce shall be respected between both parties, but as soon as an aggressive notion is made while a truce is under way...the attacking party will be Auto capped. and taken prisoner.

It is also noted that no one of Jad shall attack a City without Fair and just reason. but that does not mean we will not go to the Fronts of battle..if we are called. we will answer"

This warning goes to these Cities:

Port Meqara
Sais
Fina

- THE GLADIUS SETS SAIL TO FINA

The Meqarian ship The Gladius Captained by Sir Dragon Sets Sail for Meqara to deliver War supplies including a special cargo to be delivered to Fina on the behalf of Turia. All ships traveling to Meqara are cautioned to come with armed escort as Rorus and Jadian ships have been seen skimming the horizon.
Xavier Wrexan

- PORT JAS'S BETRAYAL 2

Murat reaches the parchmet and says "how deep has the former city of my father sunk". He grits his teeth and clenches his fists then he shouts his order to his warriors "An arrest warrant and kill on sight is in place against the traitor Cornelius until his kill on sight against our allies and friends is lifted. If our enemies really want to rely on a traitor they aren't much better than him."

HAIL FINA
Murat Arabello, Ubar of Fina

PORT JAD EMBARGO

In support of our close Southern Trade Alliance allies Fina now announces a total embargo on all trade with Port Jad. Any goods from Port Jad will be seized as contraband, and all citizens of Fina are not to sell, buy or trade with any person of Port Jad.

Under the Authority vested in me by the Ubar of Fina,

Liselle Winslet
Head Merchant of Fina.

- EMBARGO OF TURAN GOOD

Dismay runs through the halls of Turia. The disgust and dishonorable behavior of the Admin of Port Jad leaves a bitter taste in the mouths of many.

Retribution is in the Air.....

From the Desk of the Head Merchant of Turia:

Let it be known that there will be an EMBARGO of Turian Goods to the Port City of Jad.

No sale of Turian Wine, Liquors, Silks, Bosk, any and all other goods of Turia are to be sold to the Port City of Jad.

Regards in Trade,
Lady Ehnnanola Bogbat

- TURIA IS ENSURING ITS INFRASTRUCTURE

With the recent events unfolding, the City of Turia is ensuring its infrastructure is in place, with the implementation of Caste change, in order to ensure the City is prepared on an Administrative level.

Towards this, the City of Turia is proud to announce the following:

- Regent - Trace Catteneo
- Head Ambassador - Bounty Silversmith

Regards,
Admin of the City of Turia
Darius Vayandar

- FINA COMMANDER RESIGNS

Tal Friends,
The Fina Commander Larry Royce has resigned for personal reasons. I will announce a new Commander very soon.

Honor and Steel
Murat

CASTE REPORTS LANDA

WHITE CASTE

Calling all Temples in SL Gor!

Cities - If you have a temple, please send a note, with landmark to Dorian Serenus (Dorian Trevellion) with details. Do you have an Initiate? Do you need an Initiate? I am going to create a "travelogue" for Gorean cities and towns, listing all the in-world temples.

Thank you.
Dorian Serenus ~O~
Preceptor,
High Initiate of Landa

BLUE CASTE

The Blue Caste of Landa has welcomed two new members, Awerdenty and Bigjohnson Darkwatch. Awerdenty is an apprentice and along with his studies of learning to be a full scribe, he is busy writing and researching the history of Landa. Bigjohnson Darkwatch has been appointed Ambassador of Landa, by the High Council. Sherman Easterwood has been appointed Praetor by the High Council.

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 Praetor, 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

Daily Sparring in the Arena. ALL freemen of Landa are invited to participate regardless of caste.

6PM SLT Nov 14-18, 2011

For more information please contact Commander Kafka Khaos

GREEN CASTE

Landa expects two new physicians arriving at the docks soon.

MERCHANT CASTE

- LANDA PRODUCT LIST

Below is a proposed product list. Of course there are many, many things that could be added (in just the palm product category alone there are tons), but there is something to be said for simplicity. Please let me know if you think anything is glaringly missing or if anything should be removed. Possible additions might be woven items made from palm products such as raffia, rather than just listing the raw materials, but I didn't want to get too complicated, and things can be added at any time. Please let me know what you think.

Lady $\kappa\alpha\lambda\acute{\iota}$ $\epsilon\mu\epsilon\rho\alpha\lambda\acute{\delta}$ (kali.emerald), merchant in Landa

Palm products

Beverages

- Palm wine (similar to tuak on earth)

 - Buy it bottled by the crate (12 bottles to a crate) or by the cask

- Spirits made from wine (similar to arak on earth)

 - Crated bottles only

Cooking products

- Palm sugar

- Palm oil for cooking

Textiles

- Raffia (used to make baskets, rope, nets, etc.)

- Rattan (used to make furniture and stiffer baskets than raffia)

Coconut products

- Cooking oil

- Soap

- Hair dressing

- Facial moisturizer

- Body cream

Cocoa Beans and products

- Cocoa beans by the crate

Powdered cocoa
Chocolate

Fruits and fruit products

Dates
Raisins
Larva fruit
Peppers
Pomegranates
Raisins
Sultanas
Tospits
Grapes*
Ramberrries*

* Fruits with a * next to them may not be shipped extremely long distances due to the likelihood of spoilage. Concentrated syrups and juices made of these fruits are available, however.

Flower products

Perfumes
Scented body oils and cosmetic creams
Concetrated flower essencs for cosmetic and perfumed manufacturing

Animals and birds (must be custom ordered)

Monkeys
Gianis
Finches
Parrots

Spices

Cinamon
Coves

- 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)

The House of Yuroki hired a new merc to do some jobs (confidential).

The slave Leaf (Spires) committed suicide (left OOC and without rp).

New slave: Zusanna (Resident), untrained barbarian ☐

- 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

Coins of Keibel Hill

Coins of Askari Hodari Village in Tule

Coin of PortSun of Sardar, Woodhaven

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 11/02/2011

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

HOY BANK BRANCHES

Coins of landa (made by the mint of Landa, branch of the HoY bank, named: landa Tarsk 2.0)
Coins of Oasis of Klima (made by the mint of Landa, branch of the HoY bank) 1:1
Coins of Tentium/Tyros (made by the mint of Landa, branch of the HoY bank) 1:1
Tyros charges 10% conversion of coins from allied cities (those Tentium have trade agreements with) and 20% for all others)

CITIES WHICH USE COINS MADE BY THE MINT OF LANDA

Coins of Tafa Trading Post (made by the mint of Landa) 1:1
Coins of Meqara Port (made by the mint of Landa) 1:1
Coins of Piedmont (made by the mint of Landa) 1:1

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 - citta'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

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

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

- DUSTING MASTER'S OFFICE

by HoY slave Leaf

the morning was early the air crisp as it was light as she stepped up the many marble steps to her Master's office.

She peeked cheerily around his heavy door her smiles now gone as he was not there then armed with rags and wax of fine quality she began to polish all the surfacesa crie escaped her lips as she angrily wished: "all rugs must be shaken and beaten first or no point in all this rubbings"shakes her head as she busied herself on this task

Then when all rugs were refreshed and clean placed again on floors she began again polishing her smile returning bright as she lifted to dust under and honour her Master's possessions each in turn.

His books she dusted her eyes wide as she imagined his serious handsome face as he read them.

Turning around in the room to check even dare admire her work she smiled as all did look well even as the sunlight beamed through the window on no surface could dust be seen.

On closing the heavy doors behind her she though ..prayed her Master might notice her work

- GRINDING BLACK WINE BEANS

by HoY slave Leaf

[12:39] leaf Spires dances happily in the sunshine as she tarried from her rest in the kennels on her way to the inn she picked leaves carelessly and scared large butterflies laughing wickedly ,,the inn as the city square was silent all of the people were if not traveling then must have been asleep .Skipping into the kitchen she thought as she usualy did of searching for scapes of food the Masters and Mistresses might not miss but had found even if she was not found out her nerves still would suffer for it.

Along the huge inn shelves she checked for empty ones and found indeed the black wine was almost so so went about grinding the shiny dark large beans the Masters and Mistresses did so love, they so loved black wine a pot was always simmering on the hearth ready to be poured and ohh its aroma was rich and filled the inn in the mornings only beaten by the fresh bread aroma in delighting the senses .

Along the huge inn shelves she checked for empty ones and found indeed the black wine was almost so so went about grinding the shiny dark large beans the Masters and Mistresses did so love,.

On she ground the beans so fine she liked to make the powder thinking the flavour might be improved by the extra work or the little extra love put in as all doing if they wish it well done ,the square still empty she smiled as the sun seemed to beckon her back outside but first she filled the jars with the fresh grounded black wine and brushes the kitchen floor till it shone ...smiling happily she skipped outside to enjoy the afternoon sun.

KNOWLEDGE

- CASTE OF MUSICIANS

Named Members of Caste of Musicians

Gordon - Dancer

Too, my former master, Gordon, had paid fifty copper tarsks for me, and this was undoubtedly a great deal of money for him. Surely that should count for something. He was only an impoverished itinerant musician.

(Dancer of Gor)

Hierarchy of Musicians

Czehar Player

Flutists

Kalika Player

Drummers

Player of miscellaneous instruments

Among Gorean musicians, incidentally, czehar players have the most prestige; there was

only one in this group, I noted, and he was their leader; next follow the flutists and then the players of the kalika; the players of the drums come next; and the farthest fellow down the list is the man who keeps the bag. of miscellaneous instruments, playing them and parceling them out to others as needed.

(Nomads of Gor)

Music not written down

One hires a warrior for one thing, one hires a scribe for another. One does not expect a scribe to know the sword. Why, then, should one expect the warrior to know the pen? An excellent example of this sort of thing is the caste of musicians which has, as a whole, resisted many attempts to develop and standardize a musical notation. Songs and melodies tend to be handed down within the caste, from one generation to another. If something is worth playing, it is worth remembering, they say. On the other hand, I suspect that they fear too broad a dissemination of the caste knowledge.

(Magicians of Gor)

Illegal to enslave

In most cities it is regarded, incidentally, as a criminal offense to enslave one of the caste of players. A similar decree, in most cities, stands against the enslavement of of one who is of the caste of musicians."

(Beasts of Gor)

Lastly it might be mentioned, thinking it is of some interest, musicians on Gor are never enslaved; they may, of course, be exiled, tortured, slain and such; it is said, perhaps truly, that he who makes music must, like the tarn and the Vosk gull, be free.

(Nomads of Gor)

- INSTRUMENTS

Kaska - small hand drum They were not as yet playing, though one of them was absently tapping a rhythm on a small hand drum, the kaska;

(Nomads of Gor)

Czehir - eight stringed, played with horn pick

One of the instruments was an eight-stringed czehir, rather like a large flat oblong box; it is held across the lap when sitting cross-legged and is played with a horn pick;

(Nomads of Gor)

Kalika - six stringed, played with pick

other was the kalika, a six-stringed instrument; it, like the czehir, is flat-bridged and its strings are adjusted by means of small wooden cranks; on the other hand, it less resembles a low, flat box and suggests affinities to the banjo or guitar, though the sound box is hemispheric and the neck rather long; it, too, of course, like the czehir, is plucked;

(Nomads of Gor)

Flute

The three flutists were polishing their instruments and talking together; it was shop talk I gathered, because one or the other would stop to illustrate some remark by a passage on

his flute, and then one of the others would attempt to correct or improve on what he had done; occasionally their discussion grew heated.
(Nomads of Gor)

Tambourine
what was obviously a tambourine;
(Nomads of Gor)

Notched stick
and another fellow, a younger one, who sat very seriously before what appeared to me to be a pile of objects; among them was a notched stick, played by sliding a polished tem-wood stick across its surface;
(Nomads of Gor)

Gourds filled with pebbles
and several other instruments of a percussion variety, bits of metal on wires, gourds filled with pebbles,
(Nomads of Gor)

- MUSIC

Barbaric
"The three Musicians bent to their instruments, and, in a moment, there were again the sounds of a paga tavern, the sounds of talk, of barbaric music, of pouring paga, the clink of bowl, the rustle of bells on the ankles of slave girls."
(Assassin of Gor)

"The Musicians had now begun to play. I have always enjoyed the melodies of Gor, though they tend on the whole to a certain wild, barbaric quality."
(Assassin of Gor)

Melodious & sensuous
The music of Gor, or much of it, is very melodious and sensuous. Much of it seems made for the display of slaves before free men, but then, I suppose, that is exactly what it is made for. Then the musicians were silent."
(Dancer of Gor)

"The musicians then again began to play, the sensuous, melodious, exciting, wild music of Gor."
(Rogue of Gor)

The Lady Florence then signaled to the musicians. There was a swirl of music and a beating on the drum, and then a pause, and then began, with the czechar prominent, the strains of a slow Gorean melody.
(Fighting Slave of Gor)

What the job entailed

Playng music at the Sardar Fair
the streets of the fair abound with jugglers, puppeteers, musicians and acrobats who, far

from the theaters, compete in their ancient fashions for the copper tarn disks of the broiling, turbulent crowds."
(Priest Kings of Gor)

Playing block melodies at slave auctions

"The major auction house, the Curulean, contains the great block. It is a great mark of prestige among slave girls to be selected for sale from the great block in the Curulean, and girls tend to compete viciously among themselves for this honor. To be sold from the Curulean great block is almost a guarantee of a rich master, and a luxurious pleasant life, though it be, of course, only that of a slave. As at many of the larger markets, there are Musicians near the block, and a girl is given enough time to present herself well."
(Assassin of Gor)

Hired to play at private parties

Clitus, after returning to our quarters, had left and returned with four musicians, bleary-eyed, routed from their mats well past the Twentieth Hour, but, lured by the jingling of a pair of silver tarsks, ready to play for us, past the dawn if need be. We soon had them drunk as well and though it did not improve their playing, I was pleased to see them join with us in our festivities, helping us to make our feast.
(Raiders of Gor)

As we spoke some five musicians entered the room and took their places to one side. There was a czechar player, two flutists, a kalika player, and a player on the kaska, a small hand drum.

Between the tables there was a large, tiled scarlet circle, some twelve feet in width, with an iron ring at its center. "What is the entertainment you have planned for us, Lady Florence?" inquired the Lady Melpomene.

"It is to be a surprise," said the Lady Florence.
(Fighting Slave of Gor)

Employed in taverns, providing music for dancing slaves

The men who had come to the tavern were roistering but order, to some extent, had been restored. Two of the ship's lanterns had been broken. There was glass, and spilled paga about, and two broken tables. But the musicians were again playing and again, in the square of sand, the girl performed, through not now the Whip Dance. Nude slave girls, wrists chained, hurried about.
(Raiders of Gor)

Trumpets signal fleet movements among war ships

Then, rather bravely, the music drifting over the water, or oars at only half of maximum beat, we moved across the gleaming waters toward the large fleet.

Since the ram-ships of the enemy had not yet struck their masts, it would be only a matter of moments before we were sighted.

From the stern castle of the Dorna, then, with a long glass of the builders, I observed, far across the waters, the masts of ram-ships, one by one, lowering. I could hear, moreover, their war trumpets, carrying from ship to the other, signaling fleet movements. Message flags, doubtless repeating the message of the trumpets, were being run from the decks on their halyards to the heights of the stem castles.

(Raiders of Gor)

I called down to the oar-master to rest oars.

I wanted it to appear that I was suddenly undecided as to whether or not to attack, as

though I was confused, startled.

I signaled my trumpeter to transmit the command "Rest oars." The same message was run up the halyard to the height of the stem castle.

Over the faint music coming from the distant ships, now approaching, I could hear her war trumpets and, with the glass, observe her flags. Whereas I did not know exactly the codes employed by the treasure fleet, I had little doubt that our hesitation was being signaled about the fleet, and then I heard other trumpets, and saw the round ships drawing apart, and tarn ships streaking between them, fanning out in our direction.

(Raiders of Gor)

Flutists and drummers on ships in battle

Although I had had the masts, with their yards, taken down and lashed to the decks, and the saild stored below, I had the flutists and drummers, not uncommon on the ram-ships of Thassa, strike up a martial air.

(Raiders of Gor)

"Quarter of maximum!" I called down to the oar-master, some feet below me.

I did not wish to approach the fleet too rapidly.

The treasure fleet would have no way of knowing that I definitely knew her size and composition.

For all the knew I might be astonished at the force on which I had come.

I listened for a while, chuckling, to the brave tunes being put forth by my flutists and drummers.

Then, when I saw the perimeter ships of the treasure fleet swinging about toward me, I motioned for the musicians to discontinue their performance.

When they were silent, I could hear the flutes and drums from the enemy ships.

(Raiders of Gor)

One of the most common of naval strategies, other than ramming, is oar shearing, in which one vessel, her oars suddenly shortened inboard, slides along the hull of another, whose oars are still outboard, splintering and breaking them off. The injured galley then is like a broken-winged bird, and at the mercy of the other ship's ram as she comes about, flutes playing and drums beating, and makes her strike amidships.

(Raiders of Gor)

ONLINISM OF THE WEEK

I walked over to the Man wearing the collar and read the IFC inscribed on it. I considered it's meaning and then had to ask him why he would do such a thing. He looked at me and smiled, "Look, if you sign the contract then you can only have one woman at a time and you are chained to them for a whole year. But if you can convince them to IFC then you can have as many as you want, end it when you want, and still get all the benefits. It's a great way to string them along. You want a free woman to act like a slave for you? Just IFC her". I then came to the realization that I would never be any good at playing the game. But I also had to marvel at how easily the uneducated woman could be fooled.

(Initials of Gor, Page 230)