

THE IANDA TIMES

(short online version)

First Edition, v.1, No. 31

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Content:

- Editorial
- City news and announcements
- The Landa Social Scene
- Regional news
- Caste reports
- Advertisements and job offers
- OOC Announcements
- OOC Knowledge:
 - Stripping Ciriminals on Gor?
 - Only a sword brother is a "brother"on Gor
 - The Caste or Metal Workers
- 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)

Only the dead have seen the end of war. It is man's never-ending folly to destroy the fruits of his own labors. A city at peace, with trade filling its coffers, is a happy city.

Landa has sought only peace and trade throughout its existence, and continues to do so today. This war is neither of our making nor our wish. We will deal with it as we must, but always we will seek peace and the prosperity it brings.

To our citizens: Let it always be your goal to live long and prosper. Let the trials of war be as temporary as the night before the dawn.

To our friends: Our gates will always admit you to trade for the mutual benefit of our cities. No foolish war will divide us.

To our enemies: The pleasure of peace remains our offer, but if rejected, the defiance of arms will be our answer.

Awerdenty
Apprentice Scribe of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Saturday. Merchants of Gor Tournament in Landa, main place (December, 10th, Saturday, noon SLT)

- NEWS

HOME STONE CEREMONY SWEARS IN 2 NEW CITIZENS

Landa is proud to announce Commander TheePhenom Resident and Tavern Master/Slaver Kla participated in the recent Home Stone Ceremony and swore their allegiance to the city. The ceremony was attended by Landa Citizens and performed by the Yuroki Uriza, Administrator of Landa. For those that missed the ceremony The Landa Times has reprinted the ceremony and included paintings of it.

LANDA BENEFACTOR IDENTIFIED!

by Awerdenty, scribe of landa

The name of the peasant whose accidental discovery led to the city's new mining efforts has been released by Landa authorities. He is Mick whose bosk perhaps deserves part of the credit for wandering off. Mick's interest in a pretty stone has resulted in new prosperity and strength for the city.

As reported earlier, the peasant found a pretty rock and brought it home with his recovered bosk. Informed that it was gold, he told the city authorities. Miners and engineers of the city traced the placer stone to its source and the rest is history.

The city has announced that Mick will receive the first coins minted from the mine's produce, one each of gold and copper, for his contribution to the prosperity of all.

Landa is blessed by the Priest Kings to have citizens of such civic pride and duty as the Peasant Mick.

DISPUTE BETWEEN TWO OF LANDA'S PROMINENT CITIZENS

Prepared by the Landa Times Staff

It appears that a major dispute between two of Landa's more prominent citizens has erupted, based on the laws of a primitive tribe in the Tahari Desert, and may end up in court. As a service to the citizenry the Times has gathered what information is available concerning the Zevar tribe, its customs, and laws --especially concerning that of Sororate.

The Tavern Keeper, Lord Kla, claims ancestry in the Tahari. In his clan, by oath, a man must have children. If his companion dies, that companion's sister must become companion and bear his children. Kla claims that he was companion to the sister of Lady Judy, Artist in Landa, and upon the death of his companion, has an oath claim on her.

Lady Judy claims that she left the Tahari many years ago, and is not bound by the laws of that clan. She insists that she is unaware of her sister's companionship or death and has no proof of either. She denies Kla's claim on her and insists only the laws of Landa bind her.

Zevar, are a minor tribe of the Tahari; they are a vassal tribe of the Aretai. (Tribesmen of Gor, page 343)

The customs of the tribe are similar to surrounding tribes, but unique in certain respects. When a boy reaches puberty, they are required to swear a blood oath that throughout their life they will adhere to, and be followers of the laws and customs of the tribe. Then as proof of the oath, they have their chest tattooed with an image of a scorpion, the tribe's symbol. A violation of the code is expulsion from the tribe and the status of outlaw -- essentially loss of protection from all laws anywhere -- anyone may take his goods or do him injury, or even kill him -- without punishment.

Girls are considered available for companionship at age 14, and are required to swear to the same blood oath in a coming of age ceremony, and as proof the scorpion tattoo is placed on her breast, so that an infant will see and be imprinted with the mark as it suckles (which in the Tahari is done for 18 months). Should a girl be found guilty of violating the blood oath, she is renounced by her family and is reduced to slavery. At the conclusion of the coming of age ceremony a band of small clear sounding bells is placed on the girl's right leg, to announce her availability for companionship.

Men who find a newly eligible girl pleasing negotiate with the girl's father for a bride price, and when a deal is reached, the band of bells is removed and placed outside on the highest tent pole of her dwelling. The girl herself is not consulted, and is required to obey the dictates of her Father while at her birth home, and then her companion.

Because the bride price is generally steep, the tribe by law and custom practices Sororate. Sororate allows a widower to claim for companionship one of his wife's sisters without having to pay a further bride price. Such a claim may also be made should the wife be barren, or is unable to birth a male heir.

LANDA TIMES INTERVIEW WITH FORMER HEAD PHYSICIAN LADY JUDY(GIRL BECK)

TIMES: Lady Judy, you have seen the claim made by the Tavern Master Lord Kla demanding you replace your deceased twin sister as his companion, what say you?

LADY JUDY: I say hogwash. This overblown self styled Lord can take his demand and take it back to where he came from.

TIMES: Were you born to the Zefar Tribe as he claims?

LADY JUDY: Yes, I was a Zefar, but now I am citizen of Landa.

TIMES: He says you swore an oath to uphold the laws and custom of the tribe.

LADY JUDY: Well you know they make children do these things in primitive societies -- it has no meaning for me. I don't even remember it -- possibly it was part of the coming of age ceremony -- who knows and who cares.

TIMES: Did you know Lord Kla when you were young?

LADY JUDY: Well in the tribe girls and boys did not play together past the age of six -- but I seem to recall that he was a rather dirty child -- brat of the slaver I think, so what can you expect.

TIMES: So you will not consider his claim on you?

LADY JUDY: Really, would anyone expect me, a member of the high Green Caste -- expect me to lower myself and become the Companion of a Tavern Master, a lowly merchant? Be reasonable.

TIMES: What will you do if he presses his claim in court?

LADY JUDY: Well fight it of course. I can't believe that the citizens of a civilized city such as Landa would support such a primitive tradition. I have no fears in that direction.

TIMES: Thank you for your time.

THE ADMIN'S SPEECH TO THE TROOPS OF LANDA:

I have heard that we are few and our enemies many. My answer is "So?" If we are to be defeated, we are enough to do our city harm. And if to be victorious, why would we wish one man more to share our glory? If we come through this with honor, then every man on Gor who stood not with us will hang his head in shame when our victory is discussed.

GENERAL ORDER - IMPALEMENT OF GEO

Let it be known that Sherman Easterwood has ordered the following in accordance with their powers under the laws of Landa.

The outlaw GEO is to be publically impaled for attempted bribery and planning harm against Landa and her citizens.

It is so recorded on this 28th day of November, in the year of the Priest-Kings 2011.

By my hand and the Seal of the City:

Sherman Easterwood
Praetor/Magistrate of Landa

FOR SLAVE OWNERS

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

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

Lady Dez
Head Scribe of Landa

THE LANDA SOCIAL SCENE

MERCHANTS OF GOR TOURNAMENT

Fifth day of the Fifth Hand of the Ninth Month
[December, 10th (Saturday) noon S L T]

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

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

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

Donations to increase the prize money are always welcome.

There will be 3 or 5 rounds...depending on turn out :)
Winner will be the person with the highest gold at the end of the 3rd or 5th round.
Contestants will progress on the tournament board, till only 2 are left!

[Sign-ups: 11:30 am to noon.. Please don't be late. We can't wait for latecomers!]
Please bring your boards too we will need some to set up for the tournament

Maxxie Klaar and Yuroki Uriza will organize and run it.
For any question please contact them.

REGIONAL NEWS

- TURIA NO LONGER AN UBARATE

5th day of the third hand of the ninth month

A message was sent out to all Citizens of Turia, then forwarded to the members of the Southern Trade Alliance, it reads as follows.

To all citizens of Turia. The war with Landa has taken a different turn, it is no longer a full scale war and in such a change there is no longer a need for martial law. I have opened the gates and the city council is now back in full power. I will step down as Ubar and once again take up my robes as Administrator. Have a good day all.

Darius Vayandar - Administrator

FINA - A UBARATE IS THE LATEST VICTIM OF THE WAR

Murat Arabello, Ubar of Fina has resigned the office in the wake of the city's apparent decision to enter the alliance against Landa. Although no statement of either the decision or its influence on the Ubar's departure was issued by Fina, it can only be assumed that they are the root of the internal conflict.

The former Ubar's statement was posted on the public boards.

"I, Murat Arabello, will will transfer my powers as Ubar to the High Council of Fina. Within a hand from this day the honorable members of the High Council will convene to decide about the future government of Fina.

Once this decision has been made my term as Ubar will end."

Those whom the Priest Kings would destroy, they first make mad. Another city tears itself apart in the rush to war. The competent administration of Ubar Murat has been laid a sacrifice on the altar of destruction.

NEW UBAR IN RARN CITY OF COPPER

The casualties of war are not limited to those of battle. Indeed, it has been said that in war, the political is to the military as three to one.

The city of Rarn, having foolishly sacrificed the prosperity of peace for the destruction of war, is on the edge of disintegration. The city's government has abdicated its responsibility

and the commander of its scarlet caste has disappeared.

The copper mines, the source of the city's prosperity are abandoned and fallen into ruin. None work there for fear of the consequences of the war.

One Djinn Christensen, entirely without proper authority, has proclaimed himself Ubar. Many citizens, fearing chaos and tyranny, have fled the city. Others who remain have little faith that the usurper can right the ship of state.

A fugitive from the city told the Landa Times: "If I would have the choice between the plague and this so called Ubar, I would choose the plague."

The letter from the Council of Landa, offering peace, is in limbo with the disintegration of Rarn's society. It is unknown whether the new "Ubar" knows of its existence. A former merchant of Rarn told the Landa times: "Perhaps this new Ubar is illiterate and will ignore it."

Such are the fruits of war.

- BREAKING NEWS: THE UBAR OF FINA IS DEAD

by the intelligence service of Landa

Wars take casualties in ways no one realizes. Murat, Ubar of Fina has died. His widow, the Ubara Mirella, announced his passage to the city of dust, and laid down her own authority, calling on the High Council of Fina to elect an administrator to run the city. She asked all free women of Fina to wear black for a hand to join her in mourning the Ubar's passage.

"I Mirella, once Ubara of Fina now call upon the High Council to resume the governing of Fina, to use their wisdom to elect an Admin. For today begins a new chapter in the glorious history of Fina."

No details of the Ubar's death were announced, except that he died in peace. Azwethinkweiz Barrett is the new administrator of Fina.

The city of Meqara ordered all its flags removed from their staffs and those of Fina to be flown at half staff and upside down in mourning.

CASTE REPORTS LANDA

WHITE CASTE

- DEFENSE OF THE DEFENSELESS

It has come to our attention that there are those who feel justified in setting a much greater force against a weaker, and laughing at the results.

This is not Gorean. This is not honorable. Recently in Sais, a pair of tiny Sacred White Larl cubs and their mother were straying (that situation has been corrected.) into another city and they were driven from the city walls. Fair enough. After the mother left, however, the cubs, two tiny almost newborn in size, smaller than standard giani) were deliberately attacked and severely wounded by a hunting sleen set upon them for the sheer bloodsport of seeing them torn asunder!

White larl are EXCEEDINGLY rare on Gor. A collared mother and her cubs are, or should be presumed to be, owned. In fact they are. They are owned by the Great Sardar Temple and are sacred to the Priest Kings, whose strongholds they guard.

When Initiates went to the place where the cubs were injured, they were met with suspicion (naturally enough on Gor) and the High Initiate of Landa, his emissary AND his superior, the Blessed Taltos, One of Three by Rank Among The White, were made to wait OUTSIDE the gates like common merchants. The city of Sais refuses to acknowledge the dishonor and rank cruelty OR their responsibility in setting a fully grown hunting sleen on a defenceless baby larl.

Since the attack, the mother has not been seen. We greatly fear that she has (after the manner of larls at times) abandoned her babies. The Sardar Temple will have to raise two orphaned cubs and train them... there is no choice as they are the only white larls in Gor and their loss would be incalculable.

We call upon those who still hold honor in Gor, and those who defend the defenceless and uphold respect for the Priest Kings, to answer this injustice with the scorn it calls for.

Blessings upon all persons of honor.

Ta Sardar Gor

Dorian Serenus

~O~

High Initiate of Landa

Preceptor - Sardar Temple

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

GREEN CASTE

- FROM THE DESK OF THE HEAD PHYSICIAN

I'd like to introduce myself for those who don't know me, I am Lady Gingin Devin, Head Physician of the city of Landa.

This week I will be calling a meeting to all Physicians and apprentices.
Time not set as of yet. Please send me a note card with best times you can attend on Friday 9th of Dec. And I can work around this.

I would also like to get all slaves who have not had exams done, so if anyone has a slave that needs a full exam or to finish up on shots please send me a scroll on what times you can bring the slave.

I will also be mentoring some apprentices, our city is growing and the need for new physicians is very important to keep one here at all times.

Lady Gin
Head Physician of Landa

MEETING OF THE GREEN CASTE

[Thursday, 3.00 pm SLT, (12/01/2011)]

No one was here except Sean. I appoint Lady Judy as the representative of the green caste in the council of Landa.
The Admin

MERCHANT CASTE

- MEETING OF THE MERCHANT CASTE

Administrator Rarius Yuroki called a meeting of the merchant caste of Landa this past hand in order to discuss issues vital to that caste. In attendance were the administrator, and in alphabetical order, Kali Emerald, Lacy Ribbon String and Lord Kla.

Issue 1: Election of head merchant

It was decided that the election of head merchant should be postponed for several hands as we build caste membership.

Issue 2: Landa products

Kali Emerald passed out a slightly updated list of the products she had previously submitted to the Landa Times.

Issue 3: Merchant specialities

Though merchants of Landa may sell all Landa products, there was discussion that they be allowed to specialize in order to promote better relations among themselves and also to better work together on trade missions to foreign cities. Lord Kla, in addition to owning the tavern, is also an important slaver in the city. Kali Emerald specializes in cocoa products which may be used for making skincare products, cosmetics and chocolate, as well as in perfumes made from local flowers. Of course, all merchants continue to heavily promote Landa's fine palm wine as well as its many other products.

Other merchants with specialities may contact Kali Emerald, who will be happy to update the list for the Landa Times.

Issue 4: Safe trade routes and likely trade partners

The administrator was quite concerned that all merchants should stay abreast of Landa's ever-changing political situation so they do not wander into dangerous territories. The administrator was kind enough to provide a brief update. Discussions were also held on possible cities and even a panther band that might be likely candidates to approach for trade.

Issue 5: Currency and prices

Foreign currencies and their exchange rates to date were discussed. Lord Kla agreed to provide the price list for the tavern to the administrator. There was discussion on whether or not to publish set prices for the full Landa product list, some being of the opinion that should not be done, as value of products shifts depending on supply and demand, how the far the merchant has had to travel to sell the products and so on. Possibly an informal and general guide should be provided to the merchant group only (and not to foreign cities). This is still in discussion.

Issue 6: The administrator offered paying work to merchants and guards for HOY bank expeditions. Interested merchants should contact the administrator.

- NEW PRICE LIST OF THE GOLDEN DAGGER TAVERN

8 copper tarsk bits (CtB) = 1 copper tarsk (CT)
100 copper tarsks (CT) = 1 silver tarsk (ST)
10 silver tarsks (ST) = 1 gold tarn (GT)
20 silver tarsks (ST) = 1 Double Weighted Gold Tarn (Dwt)

FOOD and DRINK:

Ale (keg) 5 ST
Ale (goblet)
Black Wine (Cup) 3 CT
Bread (Serving) 5 CtB

Bread and Paga	1 C.T.
Ka la na (Red wine (bottle))	30 CT
Ka la na (Red wine (cask))	1 ST, 50 CT
Mead (Honey wine (cask))	2 ST
Meal (Good - Meat, Cheese, bread)	3 CtB
Meal (Cheap - Broth and Bread)	1 CtB
Pastry (Serving)	2 CtB
Paga (keg)	4 ST
Paga (bowl)	3 CT
Sul-paga (keg)	7 ST
Sul-paga (vessel)	5 CT
Bazi Tea	5 CtB
Wine, regular (White or red (bottle))	30 CT
Wine, regular (by cask)	1 ST, 50 CT
Wine, Turian (Syrupy wine (bottle))	40 CT
Wine, slave or breeding (by keg)	1 ST

- 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)

- 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 FOREIGN CURRENCY EXCHANGE RATES

11/28/2011

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 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) 1:2

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

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

Coins of Oasis of Klima (made by the mint of Landa) 1:1

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF LANDA

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

Coins of Rose Isles 1:1 (contract)

Coins of Port Kar 1:1 (contract)

Coins of Sais 1:1 (contract)

City of Turia 1:1 (contract)

City of Tule 1:1 (contract)

CITIES WHICH DO NOT ACCEPT LANDA COINS

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

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

ANCIENT COINS

Coins of Nyuki (Xavian Stratten) 1:3

Coins of Ostia (made by the mint of Landa) 1:3

Coins of former Port Cos (made by the mint of Landa) 1:3

Coins of former Vonda (made by Jarvis Quan) 1 landa Tarsk = 5 Vonda Tarsks

Coins of new Vonda (made by Venus Flytrap) 1:3

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

Coins of Keibel Hill 1:3

NOT LONGER VALID

Coins of Thentis

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 independently.

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)

- OOC ANNOUNCEMENTS OF THE ADMIN

TOURIST OFFICE OF LANDA STILL CLOSED

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

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

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

GATE POLICY OF LANDA 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 reson 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

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: Gin (GinGin Denja)

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: Kla (Tito Bellic)

Sherman Easterwood, Praetor

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.

KNOWLEDGE

- STRIPPING CRIMINALS ON GOR?

It is not universal, but it is quite common for Goreans to strip criminals, even those working on the chain gangs. Can you name 3 reasons why this is done? (from Sari's Daily "Quote from the Books" Trivia)

"It is not universal, but it is quite common, incidentally, for Goreans to strip prisoners. There are various reasons for this. It humiliates the prisoner, and pleases the captor. It shows the prisoner that he is now in someone else's power. Too, it makes it difficult to conceal weapons. Too, there is no generally utilized type of clothing or garb for prisoners on Gor, few "prison uniforms," or such. Accordingly, the marking out of prisoners, identifying them as prisoners, the alerting of others as to their status, etc., which in one culture might be achieved by such garb is often, on Gor, achieved by the absence, or near absence, of clothing. The nudity, or semi-nudity, of the prisoner is likely to alert all who observe it to his status. Too, even if the prisoner should escape his bonds, he then faces the additional problem of locating clothing, and of a suitable type. It might also be mentioned, of course, that most Goreans do not approve of criminals. Accordingly, they have no objections to depriving them of clothing, and such. It says to them that they have been caught, and may now expect to be treated as they deserve. These remarks, incidentally, pertain primarily to free criminals, and not to prisoners of war or slaves."
(Renegades of Gor, page 15)

- ONLY A SWORD BROTHER IS A "BROTHER" ON GOR

DO NOT CALL ME BRO!

'Do not harm him,' said Kazrak. 'He is my sword brother, Tarl of Bristol.' Kazrak's remark was in accord with the strange warrior codes of Gor, codes which were as natural to him as the air he breathed, and codes which I, in the Chamber of the Council of Ko-ro-ba, had sworn to uphold. One who has shed your blood, or whose blood you have shed, becomes your sword brother, unless you formally repudiate the blood on your weapons. It is part of the kinship of Gorean warriors regardless of what city it is to which they owe their allegiance. It is a matter of caste, an expression of respect for those who share their station and profession, having nothing to do with cities or Home Stones.
(Tarnsman of Gor, chapter 10, e-book)

'- THE CASTE OF METALWORKERS

Caste colors & appearance

Tunic, leather apron and cap
Leather gloves
Belt
Rough, scarred hands
Hair cropped short

I looked about. It seemed a common, motley crowd for the house of Vart, where men came generally to buy cheap girls, sometimes in lots, at bargain prices. His establishment was located in a warehouse near the docks. I conjectured there were some two hundred buyers and onlookers present. I wore the tunic, and leather apron and cap, of the metal worker.

(Explorers of Gor)

"Heat an iron," said Ulafi to the metal worker, a brawny fellow in a leather apron.
(Explorers of Gor)

I donned leather gloves and took the iron from the metal worker, who cheerfully surrendered it.

(Explorers of Gor)

There, standing before the low doorway, I looked once more upon the squat, powerful figure of Kron, of the Caste of Metal Workers. His great hammer was slung from his belt and his blue eyes glistened with happiness. The huge, scarred hands of a metal worker were held out to me.

(Outlaw of Gor)

Mip was a chipper fellow, and a bit dapper considering his caste and his close-cropped hair, for his brown leather was shot with green streaks, and he wore a Tarn Keeper's cap with a greenish tassel; most Tarn Keepers, incidentally, crop their hair short, as do most

Metal Workers;
(Assassin of Gor)

Shops of Metal Workers

Anvil
Workbench
Conical Forge
Bellows
Branding rack - on rotating metal platform

From some eighty or so yards away, from the tiny shop of a metal worker, I heard a girl scream.

(Explorers of Gor)

I walked through the streets of Lydius until I came to the small metal worker's shop, one out of the main ways of the city.

I entered the shop.

"Are you still crying?" I asked Constance. She sat in the straw beside an anvil. A chain ran from the anvil and was padlocked about her neck.

"My brand hurts, Master," she said.

"Very well," I said, "cry."

"There," said the metal worker. He eased the heavy iron collar, with the short, dangling chain, from Ram's neck.

"Ah," said Ram.

Beside him, on the floor, knelt Tina, which was now her slave name.

Ram directed the metal worker to saw away an inch and a half of the opened collar. He put it in a vise on his workbench and did so.

(Beasts of Gor)

"We always keep an iron hot," said the metal worker. But he did turn to his assistant, a lad of some twelve years. "Heat the coals," said he to him. The lad took a bellows and, opening and closing it, forced air into the conical forge. The handles of some six irons, their heads and a portion of their shafts buried in the coals, could be seen.

(Explorers of Gor)

The girl was brought into the shop and stood in the branding rack, which was then locked on her, holding her upright. The metal worker placed her wrists behind her in the wrist clamps, adjustable, each on their vertical, flat metal bar. He screwed shut the clamps. She winced. He then shackled her feet on the rotating metal platform.

Explorers

The metal worker turned the apparatus, spinning the shaft, with its attached, circular metal platform. The girl's left thigh now faced us. It was an excellent thigh. It would take the mark well. The metal worker then, with a wheel, tightening it, locked the device in place, so that it could not turn.

(Explorers of Gor)

Employed in a House or Holding

Often employed by wealthy Slavers

Reside in the mens quarters of the House with other retainers employed

A simple band of iron had been hammered about her neck by one of the metal workers in the employ of Samos.

(Tribesmen of Gor)

Elizabeth led me to a room off a kitchen on the third floor of the cylinder.

There were some men in the room, mostly men-at-arms but some staff members, a Metal Worker, two Bakers and a pair of Scribes. The tables were separate and small. I sat behind one, and Elizabeth knelt back of me and to my left.

Assassin In the House of Cernus, Slaver

Training and Apprentices

Masters, incidentally, seldom brand their own slaves. To brand a girl well demands a sure hand, and, usually, experience. In training a man to use the iron slavers always give him poorer women at first, sometimes having him mark them more than once, until he becomes proficient. Usually by the fifteenth or the twentieth woman, the man is capable of marking them deeply, precisely and cleanly. It is important for the girl's thigh to be held immobile: sometimes it is held by more than one man; sometimes it is bound to a wagon wheel; sometimes, in the house of slavers, a heavy, vise equipped, metal branding rack is used..

(Tribesmen of Gor)

They regulate their numbers and craft in much the same way that, in many cities, the various castes, such as those of the metal workers or cloth workers, do theirs.

Mercenaries

Tools of the trade

Branding Irons

Hammer

Vise

Saw

Miscellaneous tools

The handles of some six irons, their heads and a portion of their shafts buried in the coals, could be seen.

"I have five brands," said the metal worker, "the common Kajira brand, the Dina, the Palm, the mark of Treve, the mark of Port Kar."

"We have a common girl to brand," said Ulafi. "Let it be the common Kajira brand."

(Explorers of Gor)

Ram directed the metal worker to saw away an inch and a half of the opened collar. He put it in a vise on his workbench and did so.

Beasts

The metal worker finished sawing the portion off the heavy collar Ram had worn.

Ram then pulled Tina to the feet by her hair and forced her head down on the anvil.

(Beasts of Gor)

"If I had my tools," he said, "I could have these off of you in a matter of Ehn."

I looked up at him, startled. I knew, of course, that he was of the metal workers.

"But without a key, or such help, you are absolutely helpless in them, aren't you?" he asked.

(Kajira if Gor)

Two men were there. They were dressed entirely in black. They wore masks. One of them held an unshuttered dark lantern and the other opened a leather wrapper containing keys and tools on the ground. He, then, with a variety of keys and picks, and small tools, swiftly, expertly, trying one thing and then another, addressed himself to the upper lock. He was skillful, and apparently a smith in such matters, perhaps a skilled specialist within his caste. In fifteen Ehn both locks had yielded. The cage door was opened and I was pulled out. I was put on my back and the inan, swiftly, with numerous small keys, and some of the other tools, addressed himself to my collar lock. I felt the collar pulled away.

(Kajira if Gor)

Subcastes or specialists

Silver Smiths

A Corcyran merchant had brought charges against him, a matter having to do with a bowl, purportedly silver, but only plated, and one bearing a forged mark, misrepresenting it as the work of the silversmiths of Ar.

(Kajira if Gor)

I passed a fellow inlaying wood, and the shop of a silversmith,...

(Tribesmen of Gor)

Weapon Smiths

Tor was, as Gorean cities went, rich, trading city. It was headquarters for thousands of caravan merchants. In it, too, were housed many craftsmen, practicing their industries, carvers, varnishers, table makers, gem cutters, jewelers, carders, dyers of cloth, weavers of rugs, tanners, makers of slippers, toolers of leather, potters, glaziers, makers of cups and kettles, weapon smiths, and many others.

(Tribesmen if Gor)

Most quivas, incidentally, are wrought in the smithies of Ar.

(Nomads of Gor)

What the job entailed

Making collars and keys

Hammering collars onto necks of slaves

Removing collars

Branding slaves

Inscribing collars

Making earrings

Crafting quarrels

Making gold goblets

Making locks

Making Metal tools

Also on the way home, I purchased her a slave tunic and stopped at the shop of a metal worker, where I had her measured and purchased a collar for her. I had the collar inscribed according to my specifications. I put it in my sack with its two keys, tied to it with a string.
(Rogue of Gor)

I remembered her from several months ago when I had first seen her, when she had had about her throat only a simple collar of iron, curved about her throat by the blows of a metal worker's hammer.
(Explorers of Gor)

When the smith arrived, he took, from a rack in the wall, two narrow, straight bars of iron, not really plates but narrow cubes, about a half inch in width and fifteen inches in length.

The girls were then motioned to the anvil. First Virginia and then Phyllis laid their heads and throats on the anvil, head turned to the side, their hands holding the anvil, and the smith, expertly, with his heavy hammer and a ringing of iron, curved the collar about their throats; a space of about a quarter of an inch was left between the two ends of the collar; the ends matched perfectly; both Virginia and Phyllis stepped away from the anvil feeling the metal on their throats, both now collared slave girls.
(Assassin of Gor)

The girl was brought into the shop and stood in the branding rack, which was then locked on her, holding her upright. The metal worker placed her wrists behind her in the wrist clamps, adjustable, each on their vertical, flat metal bar. He screwed shut the clamps. She winced. He then shackled her feet on the rotating metal platform.
(Explorers of Gor)

"Remove the collar immediately," commanded Kamras, plenipotentiary of Phanius Turmus, Administrator of Turia.

Kamchak smiled. "It seems," he said, "that I have forgotten the key."

"Send for one of the Caste of Metal Workers!" cried Saphrar.

(Nomads of Gor)

"She is not branded," observed another. "That technicality can be swiftly remedied by a metal worker." said one of the men.
(Rogue of Gor)

My ears had been pierced. It had been done yesterday morning. The metal worker had put tiny, circular training pins in them, to keep the wounds from closing.
(Dancer of Gor)

Many Gorean men apparently find pierced ears in a girl extremely provocative. Craftsmen of the metal workers, men specializing in the working of gold and silver, were concerned to work out new forms of jewelry for slave females.
(Captive of Gor)

I saw the young crossbowman, under the cover of a shield, held by his friend, the other young fellow from the front wall, harvesting quarrels from the walkway. There were fine quarrels, crafted by metal workers, not sharpened rods, not blunt sticks, fit for stunning birds. He distributed these to cohorts behind the shield wall, neglecting not to retain some for himself. He was young but his aim was fearsomely accurate.
(Renegade of Gor)

The Leatherworker, accordingly, does not spend much time envying the Metalworker, or the Metalworker the Leatherworker, or either the Clothworker, and so on. All need sandals and wallets, and clothes, and metal tools.

(Explorers of Gor)

cunningly wrought goblets of gold from the smithies of luxurious Turia, Ar of the south.

(Marauders of Gor)

Producing Steel & Iron Girders for Caste of Builders

Although we had come up several flights, we were probably not more than seventy or eighty feet Gorean from the street level. Without girders, frame steel and timber iron, as the Goreans say wrought in the iron shops, such as are used in the towers, physics, even indexed to the Gorean gravity, is quick to impose its inexorable limits on heights. Such buildings tend to be vulnerable to structural stresses, and are sometimes weakened by slight movements of the earth. Sometimes walls give way; sometimes entire floors collapse.

(Mercenaries of Gor)

Making and selling ankle rings and slave bracelets

I had purchased more than marking and collars at the smithy.

"On your feet," boomed Turnock to Thura, and she leaped frightened to her feet, standing ankle deep in the thick pile rug.

At the gesture from Clitus, Ula, too, leaped to her feet.

I put ankle rings on Midice, and then slave bracelets. And tore from her the bit of silk she wore. She looked at me with terror.

(Raiders of Gor)

Other Metal items likely made by this caste (for Locks see Landa Times No. 27 SPECIAL EDITION: LOCKS AND LOCKPICKING)

Anchor Hooks

"Soon, each drawn by two warriors, the anchor hooks, curved and three-pronged, not unlike large grappling irons, emerged dripping from the mud of the marsh. These anchor hooks, incidentally, are a great deal lighter than the anchors used in the long galleys, and the round ships."

(Raiders of Gor)

ONLINISM OF THE WEEK

The slave with six sets of initials following her name knelt upon the furs and offered service. The free looked at the girl with confused expressions as they attempted to decipher the many meanings hidden in them. When asked what the "OLO" stood for the slut smiled shyly and replied, "Master, that means On Line Only". James(LOL)FS shook his head at the girl. "Your master needs to reduce some of those initials, slave. There are too many. Take my free collar for instance. It is easy to interpret (LOL) as Lives On Line and FS as Full of Shit." (Initials of Gor, Page 154)

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