

THE IANDA TIMES
(short online version)

First Edition, v.1, No. 33

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

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

EDITORIAL

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

"They seem angry," he said.

(Magicians of Gor)

I would like to take this opportunity to talk on the subject of Gorean Law. It is a common misconception that Gor has no civilized law. Nothing could be further from the truth.

Many of the cities of Gor have laws that protect their citizens from harm. These laws vary from city to city, making them difficult to enforce. There is a common law recognized in most areas of Gor, Merchant Law. This law governs most commerce on Gor and provides standards for selling slaves, standards for weights and also weight standards.

Another form of law Initiate Law, is controlled by the White Caste of Gor. They have their own courts and justice.

Many say only the sword rules on Gor. I say all honorable and civilized people of Gor live within the laws of their area. It is the only way they can remain civilized.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- NEWS

Landa High Initiate Missing!

Kidnapping feared

Dorian Serenus, High Initiate of Landa, disappeared from his quarters in what is suspected of being an act of kidnaping by a rogue warrior of Sais. A bloodstain at the window and boot print just outside gave suspicion of foul play. Kitten Serpente, an Initiate of the Temple, speaking for the White Caste, insisted that the High Initiate had been taken forcefully from the room. There has been no indication of whether the Initiate has been killed or is being held captive for some reason known only to his attackers.

Suspicion has fallen on one Brogan Rhiadra and a man named Canicus, warriors of Sais. They, along with renegades from Turia of the South cravenly launched a raid on Landa. In the course of that raid, the High Temple of Landa was damaged by fire, casting suspicion on Sais in the disappearance of Brother Dorian.

Several citizens and slaves of Landa courageously resisted the previous attack, suffering wounds and being captured, but all were subsequently freed. The attackers were driven off, but not until the damage to the Temple had been done.

Jarven, Praetor of Sais, was in Landa immediately after the apparent kidnaping to consult with the Initiate on the matter of the Anathema pronounced against his city. He swore on his honor as a member of the Crimson Caste that neither he nor the Ubar of Sais had any knowledge of the attack on the temple or the disappearance of the High Initiate.

The Praetor assured the Administrator of Landa that the matter would be thoroughly investigated, and if proven guilty, Brogan and his associates would be denied fire and salt by Sais and returned to Landa in Chains.

- WARRIORS OF SAIS TRIED TO BURN THE TEMPLE OF LANDA

- COURT CASE CITY OF LANDA VERSUS LADY JJ

Landa Citizen Acquitted

Lady JJ, recently arrived in Landa, was acquitted by a Landa court of being a runaway

slave and impersonating a free woman. She had been discovered to have a brand and leg wound when examined for a complaint of lameness.

Lady JJ explained that while she had indeed been enslaved, collared and branded by Panther women, she had subsequently become the possession of a forest scribe, Lady Kitana. That lady, impressed by JJ's abilities, had freed her and given her papers of manumission. Those papers were entered into evidence, and being found without challenge, sufficient to justify the verdict of not guilty.

Trial Court of the City of Landa :--
Magistrate Residing: Sherman Easterwood
#12152011

Plaintiff:
City of Landa
vs.
Defendent:
Lady JJ Low

Defendent's Advocate
Sir Awerdenty Resident

[2011-12-15 17:39:20] Sherman Easterwood: I find upon this charge not guilty. Since the Lady has valid manumission papers, she is a Free Woman. She will be treated as such."

- WHITE LARL IN LANDA

In the book Priest Kings of Gor, there were two white larls guarding the passageways in the Sardar. The original Sacred White Larl was played by Shney'Leyb (sukumara aichi) the mother. Bailey and Ixas were her tiny cubs. When she went to Sais (a stupid STUPID move, but I didn't know she'd done it) the cubs were attacked and immediately after that Ixas and Shney stopped logging on... we've RP'd that they were killed. Bailey was a tiny cub, no larger than a giani, when I found her... she obeys me because 1. she was an infant when I first took care of her and 2. she is the Sacred Guardian of the Temole and thus trained to trust the White Caste.

LARL, WHITE

seen in icy mountains of the Sardar, largest of the big cats standing 8 feet; upper canines extend below their jaws, very similar to the saber-toothed tiger of earth; long tails with tufted ends

Book 3: Priest Kings of Gor, page 22

LARL, SNOW

small feline mammal...a small 4-legged mammal, about 10 inches high, weighing between 8 and 12 pounds. The snow lart has two stomachs and hunts in summer, filling the second stomach in the fall to last the animal through winter. It's pelt is snowy white and thick. It is considered valuable, selling in Ar for half a silver tarsk. They are found in the Polar North.

Book 12: Beasts of Gor, page 74

- CITY OF LANDA DANCE COMPETITION

Welcome all dancers of Gor! The City of Landa is hosting a dance competition on Sunday, January 22nd at 12:00 pm SLT. The first eight dancers to submit a completed application will be included in the dance day.

Come show off your dancing skills for the Masters and Mistresses and bring honor to your owners and city.

She was skillful and, I suspected, from the use of the hands and beads, had been trained in Landa, a merchant island north of Anango. Certain figures are formed with the hands and beads which have symbolic meaning, much of which was lost upon me, as I was not familiar with the conventions involved. Some, however, I had seen before, and had been explained to me. One was that of the free woman, another of the whip, another of the yielding, collared slave. Another was that of the thieving slave girl, and another of the girl summoned, terrified, before the master. Each of these, with the music and followed by its dance expression, was very well done. Women are beautiful and they make fantastic dancers. One of the figures done was that of a girl, a slave, who encounters one who is afflicted with plague. She, a slave, knows that if she should contract the disease she would, in all probability, be summarily slain. She dances her terror at this. This was followed by the figure of obedience, and that by the figure of joy.
(Explorers of Gor, Page 133)

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

- VISITORS FROM THE WAGONS

by Awerdenty, scribe in Landa

Lady Dahiya, apprentice Physician in Landa, recently entertained her adopted sister, Lady Angel, and her sister's Companion in the city. Lady Angel and her Companion, ArgelTal,

are of the Tuchuk Wagon People. The sisters had been in communication and Lady Angel wished to see that her sister was comfortably settled into her new home. Awerdenty, Scribe in Landa, also participated in the visit to become acquainted with his future Companion's closest relatives.

CASTE REPORTS LANDA

BLUE CASTE

CONGRATULATIONS ARE IN ORDER!

It is my sincere pleasure to announce that Sir Awerdenty Resident has completed his scribe training and passed the examination with flying colors.

~Lady Dez

The Blue Caste is available to the citizens of Landa, to help them in many ways.

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

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

Prices for our services are negotiable.

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

~Lady Dez
Head Scribe for the City of Landa

RED CASTE

Rockhead (Marrideman Diabilito) has been appointed as new Master of Arms of Landa. Tarl (Ibor) has been appointed as First Sword of Landa.

REGIONAL NEWS

- NEW VOSK LEAGUE?

by the Intelligence Service of Landa

It is proposed the development of the New Vosk League whose main power struggle for influence, food and land should be against Northern Gor Cities, Outlaws, Pirates Mercenaries.

Entities such as Ironwood and her allies of the North, Treve, Turchwood and any other entity who opposes our league would be our primary adversary instead of the Salerian Confederation.

The city of Victoria was the center of the Vosk League. The New Vosk Alliance we be located between Fina and Tafa.

An Embassy has be built and the primary meeting point for the decision makers to further development of the New Vosk League (NVL)

- 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

- 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

Sherman Easterwood, Praetor

Red caste: Phenom (TheePhenom Resident), Commander

Green caste: Gin (GinGin Denja)

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: NN

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.

ADVERTISEMENTS AND JOB OFFERS

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

- 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 a branch Tyros. 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

If you are interested ask Rarius Yuroki, Admin of Landa

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.

- 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)

KNOWLEDGE

- TEST OF GOREAN KNOWLEDGE

01. What planet is opposite the Sun from Gor?
02. How many moons does Gor have?
03. What are the five High Castes?
04. Who/what are the Priest-Kings?
05. Who are the Kurii?
06. List a few Gorean drinks you are familiar with:
07. What is the basic unit of currency in Gor?
08. What is Kaissa?
09. What is the Gorean name for a slave-girl and for a male slave?
10. What caste wears the white robes?
11. List a few Gorean fruits you are familiar with:
12. What two things most readily identify a slave?
13. What is the name the wild women that live in the woods of Gor?
14. What type of clothing is appropriate for free women of Gor to wear?
15. What type of clothing and which color is appropriate for warriors of Gor?
16. What are those that wear black and kill for money called in Gor?
17. What is the difference between an Admin and an Ubar?
18. Which color identifies the Caste of Physicians on Gor?
19. Which regions of Gor do not have castes?
20. What job entails recording knowledge and organising it in Gor?
21. What is a Larma?
22. What is a Tarn?
23. Which is meant to be the strongest common drink a man can get served in a tavern?
24. What type of grain is used in Gorean bread?
25. What is the difference between Talunas and Panthers?
26. What is a Gorean city built around? An item which every Gorean man swears allegiance to that lives within that city's walls?

27. What does "Ta-Sardar-Gor" mean?
28. Who uses the blue flame on Gor?
29. Which is the most basic caste on Gor?
30. What is the name of the most famous black Ubar on Gor?

THE HISTORY OF COUNTER EARTH

"But surely," I protested, "its existence could be discovered. One can't hide a planet the size of the Earth in our own solar system! It's impossible!"

"You underestimate the Priest-Kings and their science," said my father, smiling. "Any power that is capable of moving a planet--and I believe the Priest-Kings possess this power--is capable of effecting adjustments in the motion of the planet, such adjustments as might allow it to use the sun indefinitely as a concealing shield."

(Tarnsman of Gor, 2:33)

Gor is the planet of the Priest-Kings, a species of higher intelligence which hides in the depths of the Sardar Mountains. It is believed the planet shares the Earth's solar system but remains concealed from Earth scientists by careful shielding.

There was another possibility I mentioned to my father - perhaps the planet had been in our system all the time, but had been undiscovered, unlikely though that might be, given the thousands of years of study of the skies by men, from the shambling creatures of the Neander Valley to the brilliant intellects of Mount Wilson and Palomar. To my surprise, this absurd hypothesis was welcomed by my father.

"That," he said with animation, "is the Theory of the Sun Shield." He added, "That is why I like to think of the planet as the Counter-Earth, not only because of its resemblance to our native world, but because, as a matter of fact, it is placed as a counterpoise to the Earth. It has the same plane of orbit and maintains its orbit in such a way as always to keep The Central Fire between it and its planetary sister, our Earth, even though this necessitates occasional adjustments in its speed of revolution."

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"The orbits of the other planets would be affected," I pointed out.

"Gravitational perturbations," said my father, "can be neutralized." His eyes shone. "It is my belief," he said, "that the Priest-Kings can control the forces of gravity, at least in localized areas, and, indeed, that they do so. In all probability their control over the motion of the planet is somehow connected with this capacity. Consider certain consequences of this power. Physical evidence, such as light or radio waves, which might reveal the presence of the planet, can be prevented from doing so. The Priest-Kings might gravitationally warp the space in their vicinity, causing light or radio waves to be diffused, curved, or deflected in such a way as not to expose their world."

I must have appeared unconvinced.

"Exploratory satellites can be similarly dealt with," added my father. He paused. "Of course, I only propose hypotheses, for what the Priest-Kings do and how it is done is known only to them."

I drained the last sip of the heady wine in the metal goblet.

"Actually," said my father, "there is evidence of the existence of the Counter-Earth."

I looked at him.

"Certain natural signals in the radio band of the spectrum," said my father.

My astonishment must have been obvious.

"Yes," he said, "but since the hypothesis of another world is regarded as so incredible, this evidence has been interpreted to accord with other theories; sometimes even imperfections in instrumentation have been supposed rather than admit the presence of another world in our solar system."

"But why would this evidence not be understood?" I asked.

"Surely you know," he laughed, "one must distinguish between the data to be interpreted and the interpretation of the data, and one chooses, normally, the interpretation that preserves as much as possible of the old world view, and, in the thinking of the Earth, there is no place for Gor, its true sister planet, the Counter-Earth."
(Tarnsman of Gor, 2:33-35)

Some million years before the journey of Tarl Cabot to the counter-earth, the Priest-Kings brought the planet into the solar system it now resided in by the manipulation of gravity.

"I myself was hatched," said Misk, "before we brought our world into your solar system." He looked down at me. "That was more than two million years ago," he said.
(Priest Kings of Gor, 15:118)

Indeed, it is through the control of gravity that the Priest-Kings had, long ago, brought their world into our system, an engineering feat that might have been otherwise impossible without perhaps the draining of the gleaming Thassa itself for its hydrogen nuclei.
(Priest Kings of Gor, 28:241)

Gor is a planet not unlike Earth, though said to be smaller in size and different in mass, making its gravity field lighter enough to have visible effects on those of Earth. Like Earth, Gor has satellites it calls moons; unlike Earth, these moons are three.

...I leaped to the top of the table almost as I would have climbed a stair in the alumni house. It was different, a different movement. Less gravity. It had to be. The planet, then, was smaller than our earth, and, given the apparent size of the sun, perhaps somewhat closer to it.
(Tarnsman of Gor, 2:23)

I was aware again of the somewhat lesser gravity of the planet, but this awareness would pass as my system accommodated itself naturally to the new environment. Given the

lesser gravity, feats of prowess that might seem superhuman on earth were commonplace on Gor. The sun, as I remembered it, seemed a bit larger than it did when viewed from the earth, but as before it was difficult to be altogether sure of this.
(Outlaw of Gor, 2:19)

The planet is populated by various species brought to it via the voyages of acquisition, from planets known to Priest-Kings. Earth is one of those planets, and certainly appears to be the source of most of Gor's population, though one needs to remember that most of those brought from Earth to Gor came many years before the spoilings of industrialization, and hence would remain more akin to the men of ancient Earth civilizations than they would be to the watered down version of the male species we are more familiar with.

It is explained that the Priest-Kings brought men of Earth to Gor because they found them to be an interesting species and believed they would, on Earth at least, end up destroying themselves. In essence, the intent explained here is one of protection of the species.

"We keep in touch with the earth," said Misk, "for it might, in time, become a threat to us and then we would have to limit it, or destroy it or leave the solar system."

"Which will you do?" I asked.

"None, I suspect," said Misk. "According to our calculations, which may of course be mistaken, life as you know it on the earth will destroy itself within the next thousand years."

I shook my head sadly.

"As I said," went on Misk, "man is sub rational. Consider what would happen if we allowed him free technological development on our world."

I nodded. I could see that from the Priest-Kings' point of view it would be more dangerous than handing out automatic weapons to chimpanzees and gorillas. Man had not proved himself worthy of a superior technology to the Priest-Kings. I mused that man had not proved himself worthy of such a technology even to himself.

"Indeed," said Misk, "it was partly because of this tendency that we brought man to the Counter-Earth, for he is an interesting species and it would be sad to us if he disappeared from the universe."

"I suppose we are to be grateful," I said.

"No," said Misk, "we have similarly brought various species to the Counter-Earth, from other locations."

(Priest-Kings of Gor, 16:124-125)

The self-destructive tendencies of the men of Earth are believed by Priest-Kings to be a direct result of access to advanced technologies, and to prevent such tendencies from manifesting themselves, such access on Gor is limited. Indeed, if the Holy Priests remain hidden from the human eye, they keep tight and constant control of man's access to technology, believing it to be something man is not yet ready to handle safely. In areas as simple as weaponry and sometimes as advanced as political alliances, careful surveillance and intervention are maintained and handled swiftly.

...I would have supposed that armor, or chain mail perhaps, would have been a desirable addition to the accoutrements of the Gorean warrior, but it had been forbidden by the Priest-Kings. A possible hypothesis to explain this is that the Priest-Kings may have wished war to be a biologically selective process in which the weaker and slower perish and fail to reproduce themselves. This might account for the relatively primitive weapons allowed to the Men Below the Mountains. On Gor it was not the case that a cavern-chested toothpick could close a switch and devastate an army. Also, the primitive weapons guaranteed that what selection went on would proceed with sufficient slowness to establish its direction, and alter it, if necessary.
(Tarnsman of Gor, 3:48)

..."From Sarm's point of view of course your utilization there was simply to curtail the spread of the Empire of Ar, for we prefer humans to dwell in isolated communities. It is better for observing their variations, from the scientific point of view, and it is safer for us if they remain disunited, for being rational they might develop a science, and being sub rational it might be dangerous for us and for themselves if they did so."

"That is the reason then for your limitations of their weaponry and technology?"

"Of course," said Misk...
(Priest-Kings of Gor, 16:123-124)

The result:

- A savage world where survival is ensured by strength and the ability of man to take his place in the natural order of things, be it in relation to other animal species, amongst the human species or surviving the elements of nature, either alone or via cultural and social standards-based primitive instincts. On Gor, the strong survive, the weak die.

- A world where incredible advances in medicine have essentially eliminated disease and even aging, yet where men must walk or ride journeys of thousands of pasangs without the help of a motor and where predators of prehistoric size roam free to hold their place in the food chain.

TARN WIRE USED IN DEFENSE ON GOR

Effects of tarn wire in city defense

Tarn wire is sharp, usually handled with gloves

Tarn wire can usually cut to the bone, can take a wing from a tarn

At the last tower a simple garrote of tarn wire, almost invisible, had been thrust forth, secured between two poles. Such wire is usually handled with gloves. It can usually cut to the bone. It can take a wing from a tarn. I do not think the first fellows hurrying down the bridge even saw it. Their bodies, lacerated, impeded the flow of their fellows.
(Renegades of Gor)

Wings of striking tar cut from its body if brought through maze of wire

Dropping the tarn through such a maze of wire would be an almost impossible task. The wings of a striking tarn would be cut from its body by such wires.
(Tarnsman of Gor)

The use of tarn wire in defense

Tarn wire is common in Gorean defenses

I looked above me at the posts mounted on the walls. Between them was slung fine wire, gently bending and swaying in the slow breeze of the hot afternoon. Such wire is tarn wire. It is used to prevent the descent of tarns into the courtyard of a fortress. It is common in Gorean defenses.

(Slave Girl of Gor)

Tarn wires are not in place permanently over a city

Usually strung only in times of clear municipal peril - as when the city is expecting an attack or is under siege

Such wire can be quite dangerous. It can cut the head or wings from a descending tarn. It is usually strung only in times of clear municipal peril, as when, for example, the city may be expecting an attack or is under siege. If all went well I hoped to be able to use it in my plans.

(Players of Gor)

When tarn wires are up in defense, openings are left in the wires to provide access to the tarnsmen of the city

The openings are changed nightly - wires raised and lowered to change the pattern

The beacon fires had not yet been lit on the walls. These serve as guides to tarnsmen aflight, and, too, may be used to signal their recall, and such. Between some of them tarn wire would not be stretched; between others it would, which would be known to the tarnsmen. It is changed nightly.

(Dancer of Gor)

With forces of a hostile city in the skies around, a city "would surely have its tarn wire strung"

I had sold the tarn only two days ago, to proceed on foot. The skies had seemed heavily patrolled. I had little doubt they would become more so as I proceeded farther northward. It seemed to me that my chances of successfully delivering the message to Aemilianus, whatever might be its contents, might be improved if it were borne not by tarnsman but by one afoot, one who might, say, among mercenaries, or civilians, mix inconspicuously. This speculation was further encouraged by the fact that Ar's station would surely have its tarn wire strung and the skies about it, as nearly as I had determined, were currently controlled by Cos.

(Renegades of Gor)

The construction of tarn wire over a city

Strands of tarn wire, a fine sharp wire, are strung from walls to the cylinders

Hundreds of thousands of wires stretched among buildings create the effect of a "netting" but are not connected together

Each wire is separate from the others

Every fifty yards along the walls rose towers, jutting forth so as to expose any attempt at scaling to the fire from their numerous archer ports. Across the city, from the walls to the cylinders, I could occasionally see the slight flash of sunlight on the swaying tarn wires, literally hundreds of thousands of slender, almost invisible wires stretched in a protective net across the city. Dropping the tarn through such a maze of wire would be an almost impossible task. The wings of a striking tarn would be cut from its body by such wires.

(Tarnsman of Gor)

Tarn wire strung among towers
Extending down to lower rooftops
Extends to walls

Gorean urban architecture, in the high cities, tends to be not so much a matter of flat, spreading, concentric horizontal rings, as in many cities, as a matter of towers and tiered levels, linked by soaring, ascendant tracteries. The security-mindedness of Brundisium, incidentally, was manifested also in the tarn wire strung among its towers, extending down in many cases to lower rooftops and even the walls. Such wire can be quite dangerous. It can cut the head or wings from a descending tarn. It is usually strung only in times of clear municipal peril, as when, for example, the city may be expecting an attack or is under siege. If all went well I hoped to be able to use it in my plans.

(Players of Gor)

Winches along the walls are used to lower and raise the wires
'Lower the wire.'

The cry, rather forlorn, to lower the wire was echoed along the lengths of the walls and from tower to tower. Soon the great winches were in motion and, foot by foot, the frightful netting of tarn wire began to sag. When it reached the ground, it would be sectioned and rolled. I was not, of course, concerned with facilitating the entry of Pa-Kur's tarnsmen who, as far as I knew, did not even constitute a portion of the garrison force, but I was concerned with opening the sky over the city in case I, and others, might be able to utilise it as a road to freedom.

(Tarnsman of Gor)

Attackers getting past tarn wire defense

Men hanging from ropes beneath a tarn, drop to the wires to cut it and fight
((SEE ALSO Tarns for quotes of 7 to 10 men hanging from rope beneath a tarn in flight))
We fought on the height of the keep.

The last four arrows of the great yellow bow were fired, and four who threatened us fell from the delta wall beyond the keep, from which they were attempting to cover the climb of the besiegers.

Standing even on the mantelets under the tarn wire, with spears and swords, we thrust at the tarnsmen dropping to the wire, leaving go of the ropes to which they had clung.

(Raiders of Gor)

Tarn wire cut with bladed hooks

First wave of tarnsmen cut the wires, the second, third and fourth waves entered the gaps

"The tarn wire has been cut!" cried a man. Then he reeled, bloody, from a blade.

Borchhoff, drunk, staggered to his feet between the tables. The Turian soldiers looked wildly about. The music had stopped. Outside the hall we could hear fighting and shouting.

"To arms!" cried Borchhoff. "Ring the alarm bell!"

More men swept into the room. Turian soldiers ran to the walls, to seize at their weapons. Slave girls screamed.

Then the room was in the control of the strangers. They were fierce, swift men, efficient, terrible. They wore gray helmets, with crests of the hair of Iarls and sleen. Their leather told me they were tarnsmen.

"The key to these chains," demanded the prisoner, rising to his feet.

Blades were set at the throat of Borchhoff. His men were throwing down their weapons.

The surprise had been complete. For the music we had heard nothing.

The wire had been cut, with bladed hooks, swung on long lines below giant tarns, cut, and torn from its posts. The tarnsmen had approached from the dark quadrant, away from the moons, low, not more than a few feet from the ground, hidden by the shadows of the world, and then had, without warning, little more than a quarter of a pasang from the keep, swept into the air, the first wave striking at the wire, the second, third and fourth waves dropping through the cut, billowing wire to the parapets, roofs and courtyard of the keep. Numbers had fought their way almost instantly to the hall. The plan of the fortress seemed well known to them. They moved with dispatch.

(Slave Girl of Gor)

Tricking the guardsmen into lowering the wires

Without leaving the back of the tarn, I demanded the officer in charge. He was a dour, hard-bitten man with white hair cropped short. He had grey eyes that looked as though they had seen action and hadn't flinched. He approached sullenly. He did not enjoy being summoned by an enemy of Ar, and in particular by one who wore the habiliments of the hated Caste of Assassins.

'Pa-Kur approaches the city,' I cried. 'Ar is his.'

The guards were silent. At a word from the officer a hundred spears would have sought my heart.

'You welcome him,' I said scornfully, 'by opening the great gate, but you have not retracted the tarn wire. Why is this? Take it down in order that his tarnsmen may enter the city unimpeded.'

'That was not in the conditions of surrender,' said the officer.

'Ar has fallen,' I said. 'Obey the word of Pa-Kur.'

'Very well,' said the officer, gesturing to a subordinate. 'Lower the wire.'

The cry, rather forlorn, to lower the wire was echoed along the lengths of the walls and from tower to tower. Soon the great winches were in motion and, foot by foot, the frightful netting of tarn wire began to sag. When it reached the ground, it would be sectioned and rolled. I was not, of course, concerned with facilitating the entry of Pa-Kur's tarnsmen who, as far as I knew, did not even constitute a portion of the garrison force, but I was concerned with opening the sky over the city in case I, and others, might be able to utilise it as a road to freedom.

(Tarnsman of Gor)

Other uses of tarn wire

Escaping from a high building by placing a small metal wheel on the wire and hanging beneath it to descend as the wheel rolls down the wire

Looping coiled wire over a strand of tarn wire and descending to the ground

Outside, in the garden, off in the distance, on one of the bridges, I saw some men approaching. They had not yet seen me. I did not even know if they would. I looked at the slender, swaying tarn wire. I took the small, flanged metal wheel, with its protruding axlelike spindle, from my pouch. I also put the thick leather gloves on my hands.

...

"How did you escape from the city?" inquired Lecchio.

"Very well," I said.

"Splendid," said Lecchio.

"To be sure," I said, "I did not realize the descent on the tarn wire, with the flanged wheel, would be that swift. I struck the wall of a building with great force."

"The most difficult part of the journey, of course," said Lecchio, "would be the section where the tarn wire, from the lower roofs, stretches over to the wall, that section where you

could not simply use gravity and the flanged wheel.”

“Some might have found it so,” I admitted.

“Fortunately,” said Lecchio, “it was a matter of only a hundred feet or so.”

“A mere nothing,” I admitted.

“Did anyone see you?” asked Lecchio.

“I did hear a couple of fellows shouting,” I admitted.

“Did you resist the temptation to do a somersault on the wire for them?” he asked.

“Yes,” I said.

“It is probably just as well,” he said.

“I think so,” I said.

“I am pleased you did so well,” he said.

“I fell off seven times,” I said. “Fortunately I managed to seize the wire each time. Finally I finished the journey hand over hand.”

“You are probably not yet ready to do that sort of thing professionally,” he said.

“No,” I said. “I do not think so.” I was pleased that I had not broken my neck. The descent from the wall, once I had reached it, was simple. I had looped coiled wire about a parapet projection and, protected by the leather gloves, had descended to the ground, some sixty feet below.

(Players of Gor)

ONLINISM OF THE WEEK

[16:00] Pitu Pearl: How do you realize that you are on a lifestyler Sim? You sit in the Cafe with some slaves and suddenly all say in a closed room that a Kur is at the Gate, before one slave ask if she may go over cause the Kur is her friend.

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