

THE IANDA TIMES
(short online version)

First Edition, v.1, No. 37

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Co-Editor: Sherman Easterwood, Praetor of Landa

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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)

I have been asked, many times, what makes a good Magistrate or Advocate in SL Gor. Here is my opinion on the subject.

A good Magistrate or Advocate never jumps to conclusions without having all the facts. A good Advocate would never belittle his/her client. The Advocate's job is to represent the client in legal matters, not to make judgments on the client's guilt or innocence. That is the job of Magistrate.

Training and understanding of Gorean Law is essential to both roles. I am familiar with the training provided by the Legal Academy of Gor. They provide the needed background to start a legal career in SL Gor. I am sure there are many others, as well.

Before jumping into the role of either Advocate or Magistrate, I urge all to get the needed training. If you find yourself in trouble, look for a legal representative that has the training and knowledge to give you the best representation possible.

In SL Gor as in RL, all are not legal when it comes to the law.

Sherman Easterwood
Praetor of Landa

-CITY NEWS AND ANNOUNCEMENTS

LANDA SCHEDULE

Tuesday: Meeting HoY slaves only, Arena (01/17/2012, 1 pm SLT)
Topic: how to aid and unbind (all slaves and free of Landa can join)

Saturday: Capture game [get more informations in the section "The Landa Social Scene"]
(01/22/2012, 03:00 pm SLT)

Sunday: Landa Dance Competition (01/22/2012, 12:00 pm SLT)

NEWS

- HEAD SCRIBE OF LANDA GETS TERRIBLE LEGAL REPRESENTATION

Don't Let This Happen To You!

When you call out to Gor for an Advocate, do you expect a Magistrate escorted by an Ubar?

Probably not. You would think they had better things to do, unless they had a hidden agenda.

When they arrive, would they stand on the ship for ever more until a stranger arrived and then demanded entrance at that instance, because after all he is the Ubar? It did not seem to matter to the Ubar, even after being told the stranger could be a danger to the city.

No, the Ubar, if he came in peace, would wait until the danger has subsided and not insult the person behind the gate who is already having enough to do to keep the stranger at bay. Instead he insulted not only the person, but the City as well.

Once the Advocate had been led to the Office of the Defendant, and talks began on the case, would the Ubar then chime in and insult the Defendant? No of course not, because he knows he would probably be escorted to the gate. Now tell me, if the Advocate along with the Ubar then insulted the Defendant AND the City they are visiting, would you be shocked, outraged and call a guard to have them arrested? You bet that would happen. You might even go so far as have that Advocate stripped of the license to practice law (if

that is possible in sl gor). You would have the Ubar apologize for his insults to the Defendant and to the City. Would you not? Or worse, I shudder to think it.

The actions of an Advocate and Ubar described above did happen. Even though it was evident that the Ubar only came to insult the City and he obviously had his own agenda to begin with. He was told in a friendly manner to leave and was wished well.

The Advocate who so eagerly offered her services, not only insulted the Defendant, she did not even bother to hear about all the events that happened. Instead she insulted her own potential client. Then was surprised that she was not selected to represent the client but also told to leave and was wish well.

A good Advocate would never insult the Defendant, regardless what he/she thought. The Advocate investigates; he questions witnesses and does all in his power to provide the Defendant with the best defense possible. The Advocate's job is not to make a judgment, if his client is guilty or not but to represent the client the best he knows how. The right to judge falls to the Magistrate (with jurisdiction in that case) after it comes to trial, should it go that far.

Now let me ask you, how do you define theft? The legal definition is "A criminal act in which property belonging to another is taken without that person's consent." Is taking a dress, a spoon, a drinking vessel considered theft? Are those items too small to worry about being stolen? Perhaps it is only theft when an expensive piece of property has been stolen, like a slave or a bosk. What if the Thief admits it? Should the person (who property was taken) dismiss the thief just because the item was "small"? No, I don't think so, especially since the accused thief had lied about it before hand and consequently got some one wrongly incarcerated because of it. So, the case had merit and the RP was interesting for the ones involved until that pompous Ubar and the so called Advocate arrived and ruined everything with their insults to the Defendant and to the City. What makes it worse is that the Defendant was erroneously thinking that the Advocate was a friend.

The Ubar was out of line; he was only the Escort, not the Advocate and was never asked about his opinion. Sticking his nose into the RP was uncalled for.

I have seen a FW beaten about a broken cup at the Inn. I have seen a FW collared for not wearing shoes by mistake and I have now seen an Advocate insult the Defendant instead of defending.

In my humble opinion, there are too many self proclaimed Blue Caste in SL Gor with out the proper knowledge and training. People love big titles but refuse to do the work for it. Magistrates and Advocates pretending to know the law are what give the positions a bad reputation with many people in SL Gor. It makes it twice as hard for those Magistrates and Advocates that take the time to get the proper knowledge and training because not only do they have to do their jobs but also have to defend the law against those that practice it with limited or no knowledge.

I have one suggestion. If you ever find yourself in a serious situation, ask for credentials. Yes, even in SL Gor you can ask where they have gotten their training from and do they have a certificate to show. If not, stay away from them because they will, more than likely, give you incorrect or bad advice. That incorrect or bad advice could make you end up in a collar or dead.

Also, if your Advocate is more in IMs or RL than in the RP, it is time to find another one.

Your RP deserves better!

~Lady Dez

[OOO comment: [14:25] GM 4.1 shouts: Anjel Masala (Ubar of Genesia Port) has been killed by TheePhenom Resident]

- SIGNAL FIRE

Landa enabled a system of signal fires, messengers and tarn riders will be sent out in case of an attack.

- NEW STORE IN LANDA

The merchant and cloth maker Lady Bea Fawcett is settle down at Landa and opens her stall at the marketplace.

Lady Bea is a trained cloth worker and also completed training as a merchant. She sells fine hand-woven fabrics, clothes and leads the pottery. She sews robes and silk and sells them too and if you have problems with your new gown, Lady Bea offers you advice and support.

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)

CONSEQUENCES OF THE BANK ROBBERY IN LANDA (update)

Four persons were involved in the bank robbery in Landa (march 2011):

Stix Thorn †

TheGipper88 Resident †

Gabby (Skwrks Allen) †

xxxx

1

[04:53] Stix Thorne: dont invalidate anything , stix is impaled at your city (...)

2.

[00:48] Ronald Petlyakov with that done Wolf merely leaned over to wipe the two dripping with blood swords into Gipp's soft shoulder cloak. He then look back to the Ubara. "You can send for your slaves to see the room cleaned."

[00:48] GM 4.02 shouts: TheGipper88 Resident has been killed

3.

[17:04] GM RLV 4.1 shouts: Skwrks Allen has been killed by Yuroki Uriza (no witnesses)

COURT OF LANDA

Case #305142011-3

Magistrate: Sir Sherman Easterwood

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

Lady Gabby (Skwrks Allen) is sentenced to death to be carried out immediately

Signed and sealed the 10th Day of Janurary, 2012 by:

Sherman Easterwood

Praetor 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

- THE LATEST LANDA GOSSIP

Remember, you heard it here first!

As I was strolling along the path in Landa II and admiring the pretty flowers in bloom and

inhaling their scent.. I came upon a lovely Ladies house which I decided on the spur of the moment to visit. Knowing it was still early in the morning, but the scent of freshly brewed black wine drifted from her open window, I timidly knocked on her door. I hoped she was dressed and did not mind a bit of company.

I thought I heard murmurs coming from the house and was about to make my retreat, when I clearly heard: " oh s &\$#" coming from inside

I turned back just when the door opened and I am telling you.. honestly.. I saw a man in the room.

After making my apologies, I made an elegant retreat with the excuse that I saw a vulo on the lose and was going to catch it.

I will keep you informed if I see more happenings, murmurs or any other activities early in the morning hours coming from that area

The Gossip Lady

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SWEARING THE OATH IN LANDA

SIR KRONN AND LADY BEA SWEAR TO THE HOME STONE

OOC GAME

I am offering a game for all citizens to play. This includes Free women and slaves alike. The players will be divided into two teams and they will nominate a team member to be thier "king". Each side will pick a building as their base. The object will be to capture and bind the other king legally, based off Landa Laws. Be warned, the king can fight back. Slaves will be restricted to their slave weapons and FW will be restricted to their daggers. Each team must start INSIDE their base and grapple or lock pick into the enemy base.

Phenom, commander of Landa

- TOUR OF LANDA FOR NEW CITIZENS

by the House of Yuroki (HoY) slaves Lilith, Bee, Blanca, Jaz, Mahasin and Helen

Greetings!

After you entered the city you first see the merchant square with a big fountain in it's center. The square is the "shopping aera" of the citiziens and at your right side you will find the guards house too. Left side you notice the large roofs of an open tent and seats and a table even a Zar board for entertainment. This tent is the meeting point for the citiziens

after the day's work and invites to sit and enjoy some drinks and socialize with others. After you passed the fountain at it's left you walk straight forward to the bakery of Landa which offers the best sticky buns you ever had.

Left from the bakery you see the open entrance of the Black Giani Inn. The Inn offers refreshments and meals as well as rooms to stay overnight for very reasonable prizes.

As we journey around the city i will show you various entrances to the tunnels the first we see is the rear of the Inn as you exit by the rear door you can turn left or right left is the safe way into the tunnels .

Leaving the square by the stair to the Warriors hall which is set well back from the square visitors are not permitted to enter .

As you approach this majestic 3 floor building you will see the entrance is guarded by the Tarn high up on the roof.

The inside of this building is for the warriors to plan and discuss tactics and information .Most citizens do not approach this building as secrets of state are discussed here .

Following the path to our left we see The bank of Landa it may look small but its strong rooms spread throughout the city and are well stocked with coins from many cities .This bank is the main Landa bank, branches have been opened in many cities enabling merchants to travel and carry the minimum amount of money and use promissory notes to transact the business.

if we go to the left there is a gateway to the tunnels

moving further down the path

This imposing stairway leads us to the administration building or palace like it's called from the citizens too. While you go uphill you see the huge purple jewel held in a frame of metal made in the shape of the symbol of infinity - the homestone of Landa.

After you passed the portico you stand in the big hall of the palace in front of the chest of Landa. The chest itself it's in the middle of two-flight stairs leading up to the courtroom and it's one of the hidden entrances to the tunnel system of Landa.

At second floor you will find the courtroom of Landa where the Praetor administers justice based on the laws of Landa The office of our Head Scribe is at the left side here. The other offices of the Praetor, the Ambassador and the Administrator you will find at the third and fourth floor of the building.

Let's go down to the hall and through the chest and have a look to a hidden resort only for citizens of Landa. This is a place to relax or have some fun in the water and you can get in the tunnels to the warrior house and the main tunnel system from here too.

Let us now move back on to the path way looking back and to the left is The temple

- Perched high above the city
- on the North-East side of the palace, to the left, across the grass
- has two levels
- has the best view out over landa

Dropping back down the stairway we see beside us as we rejoin the path

"The Landa Bath House, this is one of the most beautiful buildings in Landa."

"As we climb the marble steps to the entrance, you see the beautiful waterfall and the Sensual Female Sculpture".

To my right is the ladies private bathing area, this is a area where there is always

someone to bathe you, or if you wish you can have a pleasant time on your own.

The bath itself is big enough to invite your friends and have a relaxing day or a funday splash about. You can discuss your plans for the day or maybe just take a bath to get yourself clean.

To the right the Masters area, a real masculine decor fit for any warrior after a long hard day. Again a pool big enough for you and your friends, or to be entertained by the beautiful bathing kajirae. An area to have a massage, with erotic oils just to get you in the mood, and a massage table for love..

To the centre of the baths a room for a single person to bath in privacy or for a quiet time, to be pleased by kajira.

Carrying on to the end of the path we turn right Sitting at the head of the path the Library of Landa stands proudly proclaiming the knowledge and wealth of the city .We enter the building through the main doors. The coolness of the building is achieved through its construction with windows placed to catch the breeze

The Head of the scribes Is the Lady Dez matriarch of Landa,she has a team of scribes who work tirelessly, to teach , apply the laws of the city, produce scrolls and papers for the residents , cartographers producing maps and scholars studying many of the ancient scrolls in the library.

In the evening the scribes can often be seen standing and looking out from the balcony at the setting sun.

The library is open to citizens in daylight hours as the scribes use the evenings to catch up on their personal studies.

One further point in the event of attack the right hand front turret as you enter has a secret button that allows entry to the tunnels

The wealth of landa is its mine It is entered by the cleft in the rock face to the left of the library .

On entering the mine you will see the water powered bellows.These feed the fire raising the temperature to melt the ore and form ingots. The bank will then have coins struck for landa and a number of other cities .

The Miners work down here as metal is required by the bank, they have small Tharlarion oil lamps which are just enough to light their workplace for the 15 hour day the kajirus work .Kajira also work in the mine as a punishment bringing drinks to the men

Moving deeper into the mine you see the ore carts running ore from the face to the smelting furnace .Deeper into the mine you will see the green colour of the copper ore .

As we move deeper some people claim to see strange apparitions of long dead miners . This has been explained as too much paga , or as the physicians say a shortage of breathable air

I think now would be a good time to exit the way we came in.

In the event of attack there are other ways out. But I will leave you to explore them at your pleasure .

As we proceed down the path away from the library and mine we come to the Infirmary on our right

As we enter the building built in the unique landa style the smell of herbs and oils permeate the air,sending a shiver down the spine of all but the hardiest warrior and the members of the green caste .

The first floor are the apartments of the physicians. The ground floor consists of offices and the main treatment room and ward for the free. On the ground floor is the treatment room for beasts and through the green curtain the mortuary and experimentation room where im told the greens carry out their research. This is one of the reasons why the Library and Infirmary are so close together .

In the event the city is attacked a doorway in the mortuary leads directly to the tunnels .

Entering the square from the Infirmary we see the Fountain ,this column of water is fed by one of the 7 springs of landa which give the island its abundant water supply .

Approaching the arena we ascend the 10 steps To look down on the sands of the fighting arena and looking up you will see great works of art.

Our red caste and other men of the city train daily with all weapons, Karijus also train here as fighting slaves ,karija also train here they may throw the odd rock at strangers but are not trained to fight as they are purely beasts and are not capable, their training consists of dance and music the sound of the instruments are magnified by its construction so makes a beautiful place to train .

Presentations take place where the whole city attends to see a freeman or woman receive special commendation from the Administrator

To the side of the arena is the Landa farm and distillery , the farm produce includes Milk both bosk and verr vulo for eggs and the table ,Tarsk are also kept for their sweet white meat. Vegetables and fruit are produced according to the season

Suls are grown outside the city for the table and for the production of Paga this paga is said by many to be some of the finest on Gor due to the water being used from the fountain in the square which contains many minerals . The left over mash is fed to the tarsk this gives the meat a special flavour and a food they enjoy even if they sometimes fall over a lot

The pool beside the farm is some times used by the kajira to improve their swimming and they can swim to the fishing float if their master requires fresh fish .

In the event of danger here you can swim under the arena and surface in air pockets hopefully avoiding the invaders

Two tunnel entrances can be found in the square one in each opposing corners on right and left as we entered the square.

Returning back to the city square we pass the slave houses of Hoy and of Kla renowned purveyors of the finest Gorean Kajira and Kajirus On the right is the tavern In the corner of the square, and not to be mistaken for the inn

- Furnished luxuriously
- A large deep dance pit, filled with golden sand
- Two well equipped alcoves
- A large balcony upstairs overlooking the square

Here we will enter the tunnel at the rear this is the most important one to remember as it is the closest to where we spend most time

Leaving the tunnel I will show you the quickest way to the safe room

In landa1 there are many tunnels which connect the head buildings of the city and in addition they offer protection during attacks. Another protection offers a safe room in

Landa2, which is hidden in a maze. The simplest way to find the maze is to enter the tunnel through the entrance near the bank of Landa. After the tunnel is entered you need to go straightforward to the North. On your way you will pass through three doors and behind the third door begins the maze.

At beginning of the maze you choose the left way, after few meters you must turn left so you will come in a corridor with bats. On the end of this corridor you turn right and immediately right again, so you will come in a room with an iron door. Be careful here, behind the door is a poisonous snake, walk straight on but stay near the wall on the right side. On the end of the wall turn right in a small corridor which leads in a room with a white stone. On the end of this corridor keep yourself right on the wall, you will see the white stone in front of you. On the right side in the wall is a invisible door in the wall ...Go just through this wall so you will be in the safe room also called secret room.

You must make yourself with all the various tunnels and entrances it may save you .

CASTE REPORTS LANDA

BLUE CASTE

The Landa Blue Caste is doing well. Our Praetor has been in high demand lately and our Ambassador has show he is very well suited for the position he has chosen.

The High Scribe has met with another City's ill placed Magistrate. (see story above)

We hope next week will bring other more interesting events.

~Lady Dez

RED CASTE

- TRAINING

Kronn and Turambar [has situated thier gestures and they are working correctly]:. Both scarlets trained in grappling and did very well. With practice, they will be able to grapple with great speed. Thank you both for your hard work and dedication.

- RORUS

Rorus approached the gates of Landa to deliver word from Rorus' Ubar. Rorus has announced they are NOT at war with Landa and hold no ill will against us.

MERCHANT CASTE

- HOY BANK OF LANDA

HOY FOREIGN CURRENCY EXCHANGE RATES
01/08/2012

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

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 Tule 1:1 (contract)
Arcadia (Shiga Sim) 1:1 (contract)

ANCIENT COINS

Coins of Tyros 1:2
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
Rarn - City of Copper (made by Kitten Muhindra) 1:3

NOT LONGER VALID

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

Fluctuations in exchange rates are possible.

REGIONAL NEWS

- STARTING SPARKS IN ARCADIA

[13:12:31] Nephtides: *opens the Inn doors and seats himself by the fireplace, urging the Innsluts to get the ovens burning and prepare a kettle of spiced mead.*

[13:17:37] Nephtides: *earnestly, he consults his notes over the last days... he skips the red wax (To capture) and the black wax (sleens to exterminate), and reads through the diary part... the signs are all there, it's up to him to get sense into it.... Kur footprints in the snow.. and on ice shards. A half-eaten wild tarsk... a nameless dead warrior badly mauled, now awaiting inspection and examination by the first green he can get to it... Tabuk remains bearing signs of claws that come in packs of six... *

[13:21:24] Nephtides: *so far, it could be a stray beast, one of the singlulary Kur that haunt the northern regions in the wintertime... but the Blessed One swears he saw strange lights at night in the rocky hills around the mines... and a warning has reached his castle, a few scribbled words from a slave only, indicating his little island somehow slipped into the focus of dark circles... he gratefully accepts his silverclad horn of hot mead, and stares into the fire, in deep thought*

ZAR PARTICIPATION

As you know there was an incident in Port Meqara with a slave of Landa and the Admin of Port Meqara. I hope this will mend our relationship with both Sims.

It is the policy of the Kaissa & Zar Guild of Gor to respect the City Rules of all host cities as well as the cities of those participating in the Tournament.

Each City that Hosts a Tournament has City Rules. We are there at their invitation and we all must abide by these rules. If there is a conflict of a Host City's rules and the rules followed by a player in the Tournament, you are to contact me for mediation in the matter.

Remember, we are here in SL Gor to have fun. Be slow to argue and quick to apologize.

1. When I set up a Tournament, I request that players and participants at the Matches be able to not wear a meter. This allows us to....

- reduce lag
- not become involved in any city RP, such as a raid which would interfere with our event.

2. The wearing of an OOC sign is acceptable if required by a Participant's HS and does not conflict with the host city's rules However...

- just as we do not allow an ooc player to wear earth clothes to a gorean city's tournament...
- all players, whither wearing an ooc sign or not must be gorean in clothing and behavior. a slave must speak as a slave and a free speak as a gorean master/mistress.

If you have any questions or suggestion please feel free to let me know. Let's all have fun *smiles*.

Astary Pendragon
Kaissa Guild of Gor
Zar Guild of Gor

MY APOLOGIES
by Astary Pendragon

Due to misunderstandings in the excitement of all that was going on, I thought that I was banned from Landa. I am not banned and Landa remains a friend of the Zar Guild of Gor. My apologies to everyone.

PROSSIMO TORNEO AL CAMPO MILITARE

Cercheremo di fare un torneo un po' diverso, di farlo ruolato e un po' emm duro...

- Una sfida secca per passaggio NO ARENA, chi vince ha diritto di vita o morte sul caduto a sua discrezione..se è un red secondo i suoi codici, se di altre caste o altro libero di ruolarsela come meglio crede.

- Si ha la possibilità di venire con altri nomi o generici tipo "legionario" o "rarius di AR " ecc ecc. (se si crepa si è giocato e finisce la)

- liberi di usare l'arma che si preferisce purchè sia legale

- Una volta avuti i vincitori a fine torneo chiunque è libero di sfidare i primi 3 vincitori ma badate bene i sfidati potranno scegliere di accettare una sola sfida e scegliere chi affrontare, decidendo loro le armi da usare.

- Si cercherà di ruolare tutto quindi discorso finale, sfida, sbeffeggi, o parole di rispetto. Si cerca di fare un torneo ruolato e folkloristico per divertirsi, cadere o rimanere desti è secondario.

- Primo posto vincitore... 2500 lind

- Secondo due puttane da monta

- Terzo una puttana da monta

- Non appena si raggiungerà il numero utile per un buon gioco vi verrà detto il giorno e l'ora del torneo si prega di contattare me o il gruppo dell'accademia per l'iscrizione e orari di gioco preferibili per rendervi più vicini possibile alle vostre esigenze.

[ENGLISH VERSION:] NEXT TOURNAMENT TO MILITARY FIELD

We will try to do this role and a little hard ... emm

- A challenge for the passage of dry NO ARENA, who has won the right to life or death fell at its discretion if it is .. a red according to its code if it is not free to ruolarsela as it sees fit.

- You have the ability to come up with other names or generic type "legionnaire" or "AR rarius" etc. etc.. (if you crack it is played and ends)

- Free to use the weapon that is legal as long as you prefer

- Once everyone has had the winners of the Ibero challenge the top 3 winners, but the challenged mind you can choose to accept one challenge and decide to use their weapons.

- We will try everything so final speech of roles, challenges, mocks, or words than you do for fun falling or staying awake is secondary

- First place winner ... lind 2500
- According to two whores mount
- Third whore stud

- As soon as you reach the number handy for a good game you'll be told the day and hour of the tournament, please contact me or the group of the academy for registration and preferred tee times to make them more closely as possible to your needs.

- OOC ANNOUNCEMENTS OF THE ADMIN

THROWING ROCKS

All slaves of Landa are allowed to train how to throw rocks (and brooms and so on) in the arena.

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 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 (asklady Dadiyah)

Landa Pending Citizen

HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Phenom (TheePhenom Resident), Commander

Green caste: Judy (Judygirl Beck)

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: NN

Sherman Easterwood, Praetor

Modeators:

Yuroki Uriza (administrator)

Drusus (Khampoh Resident), Master Assassin

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 115 prims would be \$345L per week. There is a minimum of \$300L per week. No more than 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.

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:

Bakers

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

- PREAPRING A RAMBERRY CAKE

by Tarana, slave in Landa

[12:30:55] tarana (tahamira) walks to the empty city as she hears voices from outside - she peeks through the bars and notices people outside - they seem to be on the ship - she wrinkles her nose while she ponders a bit what to do - blue eyes shine bright as she has an idea: She will prepare a ramberry cake, in case they will have visitors later - if not then the other citizen, especially the Free Women will enjoy the fresh baked tart. She walks to the inn - well rounded hips sway enticingly - a bright smile on her pretty face.

[12:33:45] tarana (tahamira) takes the baskets filled with the incredible red ramberrries she has gathered in the morning and walks over to the sink to wash them carefully and to check if there are no rotten ones among them - then she puts them into a sieve so that they can drip-dry there - in the meantime she takes one of the big pots and a wooden spoon and places them close to the fireplace

[12:36:27] tarana (tahamira) fills the berries into the pot and starts to crash them with a wooden masher she moves slender arms up and down as she watches how the berries turn into stewed fruits then she measures the right portion of sugar and add it to the fruits with the wooden spoon she mingles it thoroughly before she places the pot over the open fire

[12:40:12] tarana (tahamira) stirs it carefully that it may not burn at the ground ... and then she adds some peppermint and cinammon to it so that it will have a wonderful aroma at the end - while the mass simmers over the fire she prepares a fine dough for a delicious cake

[12:43:35] tarana (tahamira) hurries to the bakery and prepares quickly the dough taking flour, eggs, butter, sugar and some salt, she kneads it thoroughly and places it aside - humming a soft melody she walks to the inn to fetch the pot with the cooked berries, also some of the berries she has left over adding a bit sugar and cinammon to them ... then she seperates eggs and takes only the egg white to beat it in a little bowl until it is stiff

[12:46:16] tarana (tahamira) mingles the whipped egg whites with the fresh ramberrries, places the bowl and the pot on a tray and carries it to the bakery ... there she rolls the dough - puts it into a form and adds the stewed fruits as well as the egg-whites-ramberry mass to it she quickly places it in the baker oven to let it bake there till the egg white will turn into a gold - brown colour she licks her sweet red lips as she imagines how delicious it will taste

[12:49:31] tarana (tahamira) she gathers all the stuff she has used to make the cake to clean it in the inn and place it back on the shelves - when she returns she laughs softly as the air upon the square is filled with the aroma of the fresh baked cake ... she releases it from the fire and some ihn later from the form - and decorates it nicely on the counter

- PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor.

Go! Join the adventure, contact: Luqara Darkwatch

THE PILGRIMAGE

The pilgrimage is a role-play (rp)-tool that allows players of SL Gor visiting different places in relative safety with reasonable role-play background.

“Each gorean has to visit the Sardar mountain before he reaches the age of twenty-five years . The white caste keeps lists who travels and who does not.”

Your journey will take you through many places, through forests and sometimes you ll have to find a small camp or another accommodation for the night. The staff takes you to the places alongside the pilgrimage route. In most places you ll be most welcome but not in all ...

Beside the roleplay background offers the pilgrimage some quite good oppertunities for sim owners and players .

Based on the idea of the pilgrimage players can get to know other people and new SIMs. New players have the opportunity to look at lots of places before deciding on where they will play in the future.

SIM owners and city leaders get the opportunity to present “their” cities and regions.

Pilgrims travel to new places and get to know with local players. Give them a warm welcome to raise the popularity your own place.

Some cities that offers accommodations for the night for the pilgrims, city tours and invite them to report themselves at the tavern or at the campfire about their journey.

TheSecond Life group “ pilgrimage to the Sardar mountain” is a platform on which pilgrims can exchange their positive and negative experiences and Sim owners can get a fee back of their sim.

Furthermore the group is the first hand resource for infos about Peregrinus ceremonies, new sims in the route or technical changes.

THE TOOL

The tool consists of the table and the pilgrim’s staff.

Tables are placed at public places often directly near the TP but in any case it s easy to find.

The table is the central point for route managers and sim owners and the place where pilgrims can join the pilgrimage. For further informations see the owner help please.

The pilgrims staff is worn by pilgrims. It is the sign of the pilgrims and provides some menus and statistics. For more informations see the userhelp please.

You ll recive a staff when you join the pilgrimage at a table.

THE IDEA

The main goal is enjoying good role play and visiting new places, have a great time with the pilgrimage ☐

For technical details read the nc userhelp please.

How can I join the pilgrimage?

Look for a pilgims table, click on it and click on the button (join) in menu, you receive your staff, wear it, choose your first destination and hey your adventure is starting

How can I submit my sim/town to the pilgrimage?

Get in touch with a route manager you know or contact Harald Planeror Haron Storm directly.

RULES

There are no rules

Respect the sim laws

There are some principles of conduct

- Be aware that you are a guest on the SIM, read the rules and behave accordingly. The pilgrim status offers no special protection and role-play is always dynamic in any direction.
- Sim-residents should be aware that many pilgrims are new players who want to look around. Forgive small mistakes and think: This player could be a future teammate.
- For pilgrims and residents SIM applies: The pilgrimage is a tool to visit other SIMs. This is in our mutual interest. So the pilgrimage may indeed be dangerous, and a pilgrim may end up in a collar or kennel but the pilgrimage should NEVER be fatal. That would undermine the basic idea of the pilgrimage.

<http://www.ta-sardar-gor.net/index.php/en/>

KNOWLEDGE

- MESSAGE BOARDS ON GOR (NEWSPAPERS)

reprint of The landa Times v.1 Issue 6

Public Boards were a part of Gor:

“Here are public boards,” said Marcus.

Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

“Is there anything new?” I inquired. I would prefer for Marcus to make out the lettering. He read Gorean fluently.

“Not really,” said Marcus. “The usual things, quotations from various officials, testimonials of fidelity to both Cos and Ar, declarations of chagrin and shame by various men or not concerning the crimes of Ar under Gnieus Lelius.”

Magicians

Gorean Public Boards sometimes made people angry.:

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

“They seem angry,” he said.

“Let us see what is afoot,” I said, and together we hurried forward, toward the boards.

Before the boards, rather in a circle before them, there was a crowd. Whereas, there may have been unwelcome information on the boards, the immediate attention of the crowd was not at this moment upon them.

Magicians

Messages on Gorean Public Boards were interpreted differently by each reader, and those interpretations were discussed.:

“I did not know Gnieus Lelius was a tyrant,” said a fellow.

“That is absurd,” said another.

“But it is on the public boards!” said another.

"It must be true," said another.

"Who made these postings?" asked a man.

"The members of the palace guard, the Taurentians themselves," said another.

"They must then be true," said another.

"No," said a fellow. "All that is being done here is to inform us of the message of Lurius of Jad."

"True," said another, relievedly.

"Read on," said a man.

Magicians

Goreans were not always fooled by posts on boards:

Those who control the public boards, it is said, control the city.

But I was not sure of this.

Goreans are not stupid.

It is difficult to fool them more than once. They tend to remember.

Magicians

[OOC comment: the Landa Times is in character if you have read the message board in Landa where you can get the newspaper]

- SOUTHERN AND NORTHERN SLAVES ON GOR

In the south, the southern slave girl commonly regards her northern counterpart as bumpkins, dolts from the slopes of the mountains of Torvaldsland. What disparaging term does the southern slave use to refer to their counterpart in the north?

"'High-farm girls!' she whispered, as she passed the bondmaids of Ivar Forkbeard. In the south the southern slave girl commonly regards her northern counterparts as bumpkins, dolts from the high farms on the slopes of the mountains of Torvaldsland; she thinks of them as doing little but swilling tarsk and dunging fields; she regards them as, essentially, nothing more than a form of bosk cow, used to work, to give simple pleasure to rude men, and to breed thralls." --Marauders of Gor, page 153

The bondmaids of the north refer to their counterparts in the south by this term. The expression reflects their belief that such girls are spoiled, excessively pampered, indulged and coddled. What is the disparaging term that is used?

"The expression 'silk girl' is used, often, among bondmaids of the north, to refer to their counterparts in the south. The expression reflects their belief that such girls are spoiled, excessively pampered, indulged and coddled, sleek pets, who have little to do but adorn themselves with cosmetics and await their masters, cuddled cutely, on plush, scarlet coverlets, fringed with gold. There is some envy in this charge, I think. More literally, the expression tends to be based on the fact that the brief slave tunic of the south, the single garment permitted the female slave, is often of silk." --Marauders of Gor, page 152

taken from Sari's Daily "Quote from the Books" Trivia for January 2012:

ONLINISM OF THE WEEK

"It was, like, totally gross" says tiffany.

"Well, like, basically, the Master tied misty up, and threw her into the canal, and, like, the urts ATE her!"

"Eww, like totally gross", said heather.

"Like, I totally blew chunks".

"Like, gag me with a spoon", said melissa.

"Eww, that must have been, like, grody to the max", said heather.

"Yeah, like, basically, it grossed me out. Say, let's go get some latte' soy frapuccinos."
(Valley girls of Gor, page 203)

"Does this please you, Master?", said the girl, as she knelt as a pleasure slave.

I idly looked down at her, and frowned. "No, your legs aren't quite at the right angle, and your back isn't very straight".

I pull out my sword, and cut her head off.

"That will teach you, slave", I snarl as I walk away.

I leave the area, wondering why I am not getting any IM furring.

(Unforgiving Perfectionist Asshole of Gor, page 589)

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