

THE IANDA TIMES
(short onlien version)

First Edition, v.1, No. 39

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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)

There is a battle raging between forces in Gor, that are older as Gor itself. I am not talking about a battle between Cities, no this battle is much greater.

It is a battle that few even know is occurring. It is a battle that few understand. It is a battle, if lost, means slavery for both men and women. It is battle between 2 enemies, so powerful, they pick others to fight their battles for them. It is the battle between Priest Kings and Kurri. Which side would you be on?

One day, we will all have to choose.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Tuesday:

Meeting HoY slaves only, HoY Kennel (01/31/2012, 12 pm SLT)

Topic: Greeting on Gor

Tuesday:

Meeting Roleplay Lesson Landa, teaching room of the slaverhouse (upstairs)
(01/31/2012, 1 pm SLT)

Topic: Main roleplay points, difference between OOC and IC

ALL FREE AND SLAVES CAN JOIN!

Friday

Mock raid (02/03/2012, 3 pm SLT)

Saturday

Home stone swearing ceremony for new citizens, admins building (3.00 pm SLT,
(02/04/2012)

- NEWS

BREAKING NEWS

Lady Amelia and Lady Ribbon Caught Drawing On City Wall! (more in the next issue of the landa times)

KUR INCIDENT IN LANA

A citizen of Landa (The Baker) was picked by a Kur to deliver a message to the leaders of Landa. The message was for the City to turn it's back on the Priest Kings and support the Kur. The Kur warned of destruction, should the city not heed this warning. According to city officials no decision has been made regarding the warning. A reporter on the scene provides this eyewitness account of what occurred.

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

There are some rumors that the sister of the Admin has left Landa but that he has been informed in advanced.....

CASTE REPORTS LANDA

BLUE CASTE

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

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

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

Prices for our services are negotiable.

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

~Lady Dez
Head Scribe for the City of Landa

GREEN CASTE

Tal Citizens of Landa,
To those who brought their slaves for exams; you need to bring them for the rest of the shots otherwise the papers won't be complete.

> Remember: Slave exams are required to register your slave in Landa.

I hope you will bring your slaves to finish their papers and to keep them young and beautiful.
Be well All,

* Lady Dahiyah*
Physician of Landa

MERCHANT CASTE

- MEETING OF THE MERCHANT CASTE

Tal Merchants of Landa,

A few of you missed our last meeting so let me catch you up on that. We spoke about updating the "goods of Landa list" which we will speak about in the next meeting. We have to know prices of products and I am sure together we can work this out.

Then we spoke about to elect a Head Merchant because for now Landa doesn't have one. So our next meeting we all have to vote for one. I put myself candidate for that, as can you all.

I would like to know what time suits you best for our next Meeting. If possible for most of us, it will be held on Wednesdays.

Please get back to me asap so I can setup next Merchant Meeting.

Hope to welcome you all then,

Lady Ribbon
Landa Merchant

SLAVERHOUSES IN LANDA COIN BOXES

The slaves are working on coin pouches and boxes. Slaves should be able to carry coins for some reasons. We keep you informed.

- OOC ANNOUNCEMENTS OF THE ADMIN

LADY DEZ

Lady Dez will be taking a break from Landa, to address some RL issues. If there is anything you need regarding Blue Caste issues the Lady would handle please let me know and I will help you.

Sherman, Praetor

NEW LAWS OF LANDA

rev. 01/26/2012

Update info:

- new raid ratio
- new slave rules
- new black caste rules

- SHORT OVERVIEW FOR EXPERIENCED PLAYERS

- Your avatar must be older than one month to roleplay on this sim (for exceptions ask the admin).
- The docks in Landa are five (5) minutes safe zone from now. Landa II is a residential sim but combat, you must enter (and leave from) Landa II from the main sim (Landa).
- Female fighters: No
- Panthers: No
- Gorean animals: By preapproval only
- Traps: No
- Raid ratio is not more than 2:1 in advantage for the raiders. Only members of the red caste counted as city defenders.
- Valid reason for the raid must be given during the raid or during the binding period. You must roleplay your approach/reasons, scouting, etc. before you can attack us. At least one post must be made either shouted or in hearing range of the city before you attack.
- You need to emote to draw your weapons.
- Raiders or non-citizens of Landa can not attack a slave if there are no Warriors present, unless the slave attacks them, is threatening or disrespectful to them.
- Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.
- Do not fight or run while pulling a captive on a leash (women can only drag one captive, men two)
- Binding: You must roleplay in detail searching and removing weapons, then three full lines of binding the hands, ankles, and fashioning a leash. If you do not plan to take the captive then two full line of at least ten words will suffice.
- Commonly expected three line rule is in effect for your RP of binding, aiding, grappling etc. 10 word minimum posts emoted. Slaves may bind and aid with the same required rule if trained to do so.
- Self unbinding: Five descriptive of at least ten words, spaced out in 15 minutes of roleplay. You must have proof of your roleplay with time stamps to prove the 15 minutes was taken. So be sure to NC it, you will be asked for it.
- Magic birds and gorean cell phones: do not exist.
- Rope Arrows: Three descriptive lines at least ten words, deploying a rope arrow you must actually climb up. No teleporting rope arrows. No just saying you are using a rope arrow and then jumping over the wall.
- Doors: Landa and Landa II have secret tunnels. The entrances, to these tunnels, are iron and stone doors. They can be identified by their texture. The iron doors are breakable by RP. The RP must be 3 lines 10 words each over 15 minutes. The stone doors are unbreakable and can only be entered and exited by Landa citizens. The locks have a

combination lock and no keys. They cannot be considered opened by a captive unless the captive roleplays putting in the combination.

- Fire arrows: no.

- Grapples: Three descriptive lines at least ten words, deploying a grapple you must actually climb up. No teleporting grapples. No just saying you are using a grapple and then jumping over the wall.

- Walls: Jumping off from the walls into or out of the city is an automatic capture except for landing in water.

- One hour minimum before a rescue after initial combat ends.

- Death: Must have a valid reason and plenty of documentation to prove it. Minimum 30 minutes of roleplay and three separate descriptive lines of ten words at least must be used in roleplay prior to the killing itself.

- Length of death: 24 hours if killed, 7 days if suicide

- No one is allowed to use OOC mode in this sim except the owners, moderators and the builders

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

GATE POLICY OF LANDA 10.0

- 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)

- Rules of Landa:

- Raiders or non-citizens of Landa can not attack a slave if there are no Warriors present, unless the slave attacks them, is threatening or disrespectful to them.

- Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.

- 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 Lady Dadiyah)

Landa Pending Citizen

HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: position open

Green caste: Judy (Judygirl Beck)

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: position open

Sherman Easterwood, Praetor

Moderators:

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 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.

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!

High Castes:

Landa needs a commander and head of the red caste.

- You should have done this job before and have a reputation.
- You must be here almost daily for several hours.
- You MUST be a teamplayer.
- You MUST know what roleplay is and what a storyline is.
- You should NOT be leashed to your princess slave/virtual girl friend.
- You need to organize the warriors of landa: Training, mock raids, raids, recruiting.
- You MUST wear gorean clothes. "I opened the leather bundle. In it I found the scarlet tunic, sandals and cloak which constitute the normal garb of a member of the Caste of Warriors. (Outlaw of Gor)"

Ask Rarius Yuroki (Yuroki Uriza) for details.

Lower castes:

We are looking for:

Merchants
Fishermen
Goat Keepers
Drovers
Perfumers
Artisans (sub castes: Painter, Pot Makers, Saddle Makers, Metal Workers, Blacksmiths, Leather Makers, Poets)
Woodsmen (sub castes: Wood Carriers, Charcoal Makers, Carvers)
Entertainers (sub castes: Singers, Musicians)
Cryptographers

OOO ROLEPLAY

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

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

Oasis of Sand Sleen
joined 10 Jul 2011
Isle of landa (BTB)
joined 09 Jan 2012
Hades Mercs
joined 09 Jan 2012
Village of Shiga
joined 09 Jan 2012
Torsvik
joined 11 Jan 2012
Ironhall
joined 11 Jan 2012
Nine Wells
joined 14 Jan 2012
Verr Fjord
joined 15 Jan 2012
Port Chester
joined 15 Jan 2012
Villas of Noviminae (BTB)
joined 16 Jan 2012
Alyna Village (BTB C)
joined 16 Jan 2012
Woodland (GE)
joined 17 Jan 2012
La Torvis Isle (BTB)
joined 20 Jan 2012

Dark Castle (GE)
joined 21 Jan 2012

Vers. 001

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 opportunities 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.

The Second 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 user help please.

You ll receive 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 user help please.

How can I join the pilgrimage

Look for a pilgrims 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.
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KNOWLEDGE

- TRIVIA

In the book 'Explorers of Gor' a karjia is asked to name the four common purposes of the slave collar. Can you list them?

"What is the common purpose of a collar?"

'The collar has four common purposes, Master,' she said. 'First, it visibly designates me as a slave, as a brand might not, if it should be covered by clothing. Second, it impresses my slavery upon me. Thirdly, it identifies my master. Fourthly-fourthly-'

'Fourthly?' he asked.

'Fourthly,' she said, 'it makes it easier to leash me.'" (Explorers of Gor, page 78)

Kajira is the most common expression for a female slave. Another frequently heard expression is a compound word, meaning, rather literally, Chain Daughter or Daughter of the Chain. What is the Gorean word?

"Kajira is perhaps the most common expression for a female slave. Another frequently heard expression is Sa-Fora, a compound word, meaning, rather literally, Chain Daughter, or Daughter of the Chain." (Nomads of Gor, page 29)

This is a water creature is found primarily in the waters of the Vosk River Delta. Within it's shell, it produces a pearl; it's blood has been used to dye wool. Can you name it?

"I looked at him steadily. 'They are probably false stones,' I said, 'amber droplets, the pearls of the Vosk sorp, the polished shell of the Tamber clam, glass colored and cut in Ar for trade with ignorant southern peoples.'" --Nomads of Gor, page 20

"There were poorly webbed, small tapestries; amulets and talismans; knotted prayer strings; papers containing praises of Priest-Kings, which might be carried on one's person; numerous ornaments of glass and cheap metal; the strung pearls of the Vosk sorp..."
--Assassin of Gor, page 145

"It was Luma, the chief scribe of my house, in her blue robe and sandals. Her hair was blond and straight, tied behind her head with a ribbon of blue wool, from the bounding Hurt, dyed in the blood of the Vosk sorp." --Marauders of Gor, page 2

(Taken from Sari's Daily "Quote from the Books" Trivia for 26 January 2012)

ONLINISM OF THE WEEK

I watch as the lovely slave makes her way to me. I have listened, and paid attention to each, and every detailed step of her serve, that she had addressed to me. It has taken her about 50 minutes, earth time, to complete her serve, and it was very detailed, and graceful. My mouth is in a broad smile as she settles into her final kneel, and offers the exquisite food and drink to me.

"Does this please you, Master?, she coos.

"Yes, girl, it does, but I didn't order this, He did", I say as I point my thumb to my right. The Ubar, sitting to my right, doesn't look very amused.

(Airhead Kajira of Gor, page 89)

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