

THE IANDA TIMES  
[short online version]

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Based in the city 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.

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## EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”  
“They seem angry,” he said.  
(Magicians of Gor)

The winds of war blew through Landa, within this hand. They came as a mighty force, wave upon wave the winds struck against the city walls. The walls withstood the winds over and over but they kept blowing with greater force each time.

As the winds entered the city her men stood strong, with help, the walls and city were reinforced as the winds kept blowing inside and outside. It was a furious storm of war but the city remained strong and withstood it.

After it was over, all citizens were accounted for and the city stood strong.

Landa, her Warriors and Citizens are honorable and strong. In the end they will stand strong and weather any storm that comes their way. Never underestimate the will of the people or their resolve. I am proud to be a citizen of Landa.

Sherman Easterwood  
Praetor of Landa

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## CITY NEWS AND ANNOUNCEMENTS

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**BREAKING NEWS: FINA, MEQARA, THENTIS, MIDAS AND SULPORT ATTACKED LANDA BUT LANDA DEFEATED THEM ALL!**

As I was sorting through the scrolls which threatened to crash my desk, I heard the alarm ring. I stopped and walked to the balcony to see what was happening.. Dark clouds hovered over the dock and upon closer inspections I saw as warriors arrived from not only one but several cities.. I remember seeing Meqara, Thenis, Fina, and Sulport. I squinted my eyes and I believe I saw midas as well, but I could be mistaken.

It did not look at all like a friendly visit, and I feared our Warriors would be badly outnumbered.

I saw grapples being thrown over the walls and the enemies tried to breach the wall. For an ahn Landa's Warriors were able to keep the enemy out of the city, but eventually the wall was breached and they got inside. Some of Landa's fierce fighters left the wall and engaged in hand to hand combat.

I watched in horror as the fighting continued. I knew our men are strong and fierce fighters, but I worried that they might not be able to withstand so many and hold them at bay.

The battle continued for two ahns, but contrary to my fears, Landa stood strong. Many attackers lay bound in the streets of Landa. I stood and watched as it drew to an end. In a show of good faith Landa released it's prisoners and allowed them to return to their city.

Everyone was proud of the way the men defended Landa. After the fighting was over the Free Women ran into the street yelling with joy, as they celebrated the men's successful defense of Landa.

~Lady Dez

## AGREEMENT

[18:45] Yuroki Uriza: chuckles...: how did you get here?

[18:46] Azwethinkweiz Barrett sees yuroki's boots approach

[18:46] Azwethinkweiz Barrett: I followed another and brought them down

[18:46] Yuroki Uriza: well, i will make you a proposal: it was not really honorable to attack us with 4 or even 5 cities, but you all fought with honor

[18:47] Azwethinkweiz Barrett: Meqara has many allies  
[18:47] Yuroki Uriza: yes, you are allied with everybody and we dont have allies  
[18:47] Azwethinkweiz Barrett: Not everyone.  
[18:47] Yuroki Uriza: if you give me your word as scarlet to leave without fighting i will let you all go  
[18:48] Azwethinkweiz Barrett: Only if you declare a draw and also sheath  
[18:48] Azwethinkweiz Barrett: We breached  
[18:48] Azwethinkweiz Barrett: and you and I came sword to sword in close quarters  
[18:48] Azwethinkweiz Barrett: You defended strong  
[18:48] Yuroki Uriza: my warriors will not fight you, and we both will meet and try to find a solution  
[18:49] Yuroki Uriza: do we agree in this points?  
[18:49] Azwethinkweiz Barrett: Both sides will sheath. We will leave. You will declare a draw this battle. I am agreed to this.  
[18:49] Azwethinkweiz Barrett looks up at him  
[18:49] Azwethinkweiz Barrett: And all will have retained honor and glory  
[18:50] Azwethinkweiz Barrett was truly a man of his word  
[18:53] Yuroki Uriza: draws a his dagger and starts to unbind him  
[18:54] GCM Binds0: Yuroki Uriza begins to untie Azwethinkweiz Barrett  
[18:54] GCM Binds0: Azwethinkweiz Barrett has been cut free!  
[18:55] Azwethinkweiz Barrett rises, unthreatening  
[18:55] Niccodemis Threebeards shouts: Looks to the sound of the whistle and cocks his head  
[18:56] Yuroki Uriza shouts: warriors stop fighting  
[18:56] Yuroki Uriza: follow me  
[18:56] Azwethinkweiz Barrett: Tal Landa

[OOO comment: two hours of heavy fighting, eight defenders of landa, after one hour 4 more from Treve, between 14 and 18 attackers. Thank you all that we did not have drama at all (I sent two men home who resetted their meter without a decision of a mod). This was a great battle!

[17:01] Yuroki Uriza shouts: enemies at the docks  
[17:01] JoeySoldano Resident draws his bow and notches an arrow, ready to aim  
[17:01] Original Black Rose Alarm Bell shouts: Micka Toros has rung the alarm!  
(...)  
[18:56] Yuroki Uriza shouts: warriors stop fighting  
[18:56] Yuroki Uriza: follow me

## HIGH COUNCIL OF LANDA DECLARES WAR

The High Council of Landa met to discuss a matter of utmost importance.

Cities of the STA first unlawfully voted Landa out of the STA, last year. Since then they have constantly been harassing Landa. The STA has raided Landa and hindered Landa trade with other cities. The STA has threatened cities that any dealings with Landa would result in their destruction.

After much discussion the High Council of Landa voted and declared war on cities of the STA. Along with this action the High Council, in accordance with Landa Law, appointed

Rarius Yuroki as Ubar of Landa.

If there are cities of the STA that wish to negotiate separately with Landa, the Ubar has indicated he is willing to do that. After the vote the Praetor of Landa said "Let there be no mistake Landa will no longer stand for the STA's dictatorial influence in matters of southern trade or threatening of Landa."

## DECLARATION OF WAR

The High Council of Landa declares that a state of war exists between the Cities Of The STA and the Government and the people of Landa Continent and making provisions to prosecute the same. Whereas the Cities Of The STA has committed unprovoked acts of war against the Government and the people of Landa Continent: Therefore be it Resolved by the High Council of Landa assembled, That the state of war between Landa Continent and the Cities Of The STA which has thus been thrust upon Landa Continent is hereby formally declared; and the newly appointed Ubar is hereby authorized to employ the entire naval and military forces of Landa Continent and the resources of Landa Continent to carry on war against the Cities Of The STA; and, to bring the conflict to a successful termination, all of the resources of Landa Continent are hereby pledged by the High Council.

Approved and signed by High Council of Landa on 1st Day, First Hand of Month of Hesius, Year of Ar 10169

Rarius Yuroki , Ubar of Landa  
[sealed]

Targa Runner, Commander of Landa  
[sealed]

Sherman Easterwood, Praedor of Landa  
[sealed]

Lady Dezire Sciarri, Head Scribe of Landa  
[sealed]

Lady Judy Beck, Head Physician of Landa  
[sealed]

## DECLARATION OF WAR DELIVERED TO THE HEADQUARTER OF THE SOUTHERN TRADE ALLIANCE (STA)

[perhaps: meqara did not show honor and attacked an unarmed herald?]

[12:46] Nicco (niccodemis.threebeards): "As i said i am unarmed and come with this message, i have no weapons on my person"

[12:46] Titus Wrexan (titus.darkthorn): "you delived a message to the commander of meqara " he said in calm tone , " this will be the message you shall deliver on your body

[12:46] GM 4.2: Titus Darkthorn hit you with Primus Titus Gladius 2.9 (40%) - strike type: sword

- NEWS

## FINA ATTACKED LANDA AND TOOK TWO SLAVES

(this happened BEFORE the declaration of war)

One Brave warrior stood to his duty fighting overwhelming odds with the aid of only two slave girls. He downed two invaders before being overcome.

One other warrior had difficulties yet to be explained. Another warrior failed to respond and the matter will be investigated by the commander of the red caste.

It is not fully known, but one can imagine the outcome for the two kajira, who would have been better retreating to the secure areas when the warrior was downed.

A full investigation will be carried out and action will be taken. The Lady's who were here managed to reach the safe areas and later as they heard the Finians leaving were able to give vital intelligence and aid to our warrior.

## SECOND ATTACK OF FINA

(this happened BEFORE the declaration of war)

At the first day of the first hand of the month of Hesius Fina attacked Landa again when only one warrior was awake. Because the cowards of Fina did not find citizens they shot the larl cub of the white caste down. (The larl declined to deliver a scroll because it was unconsciousness.)

[20:09] GM for Beasts 4.2: trent Scorpio Has Captured Bailey Lyre!

[20:10] trent Scorpio: leaves a note on the beast... Fina was here and then he walk

## BLACKSMITH RATES

by Nicco

Walks by the Smithy and sees it vacant. Wonders why with so much to do and such coin on wares and services to be made there be no Smith present. Takes up the hammer he sees on the anvil and sarts to work on a piece of metal lying there. He feels the blood quicken in his veins as he rains tremendous blows down on the anvil, watching the metal take a certain shape, he stokes the forge fire and starts to think. Perhaps the city could use the skills taught me so long ago in the dry and sultry sands of the Tahari. Puts the hammer down and goes to seek out the Admin.

Blades Sharpened: 2 copper tarsks

Blades Repaired: 10 copper tarsks - 1 silver tarsk depending on damage and time needed to repair

Armor Repaired: 5 copper tarsks for minor damage suchs us dents and scratches

Armor Repair Deluxe: 10 copper tarsks - 2 silver tarsks , this includes, new straps, buckles, dents repaired, new pieces smithed if needed, and the set polished

Shields Repaired: 2 - 10 copper tarsks, depending on damage  
New Swords Made: 2 silver tarsks

This is just a beginning list of services from the Smithy, i also do branding as well.  
All prices are in Landa coin prices, the current exchange rates apply for other coins.  
Feel free to stop in and negotiate a price.

[20:09] Nicco (niccodemis.threebeards): sits and begins to make a few coins, stamps them, inspects them and set them aside

[20:54] Nicco (niccodemis.threebeards): Puts down the stamp and stretches his bcaak carefully, takes the tray and sets it in the case

[20:56] Nicco (niccodemis.threebeards): Makes sure the door is locked and turns to go outside, with the mental not to tell , The Ubar how many he minted

[20:56] ::Kool Door left opened by Niccodemis Threebeards

[20:56] Nicco (niccodemis.threebeards): Stops and locks the door and tries it to make sure

10- gold Landa tarsks

50 - Silver tarsks

140- copper tarsks

## 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

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## THE LANDA SOCIAL SCENE

### SAFETY IN LANDA: OUT-OF-CHARACTER (OOC) vs. IN-CHARACTER (IC)

by Dez

When you enter the city of Landa, you have created a character. Landa is a roleplay environment where you are taking on a role of someone who lives in this strange, beautiful, honorable, exciting, cruel, and oftentimes unfair City. This character you create may resemble you very closely, or not at all, but it is a CHARACTER, and not the real you.

Even if you enter a city in Gor which calls itself a "lifestyle" sim, where the people there claim to be Gorean in their real earth lives, you are still playing a role to one degree or another. You are imagining yourself in another land, on another world, where the rules and laws of living on earth do not apply.

Therefore, you need to understand that when you enter the City of LANDA, anything can happen to your CHARACTER, whether a free person or a slave, so long as the ROLEPLAY IS according to our RULES AND LAWS.

HOWEVER, what is not acceptable, no matter if you are slave or free, is another PLAYER making demands upon YOU (not your character) that go outside the game. YOU, the player, HAVE THE ABSOLUTE RIGHT TO SAY -NO- when someone tells you that you are now their slave for real, or that you have to webcam with them to get roleplay, or they demand your real life information, even an email address, or any of a myriad of demands they may try to place on you.

If YOU want to give up that control, and allow someone into your life out of game, in whatever fashion that is YOUR choice, but no one can force you into it.

While we are all roleplaying here in LANDA, we all do it for different reasons. Some of us may be here because this is the only environment that comes closest to being Gorean in a way that our earth lives do not allow. Others may be here for the honorable battles, raids, captures, etc. And still many more may be here to experience the Gorean philosophies of Dominance and submission in an environment that is safe but still allows for you to feel like your character feels.

Because of institutionalized slavery and the gender politics of Gor, some characters (and players) can find themselves in a position of weakness and loss of control. The players do not understand that just because their character loses control, doesn't mean that the PLAYER has no control. This makes SL Gor a ripe field for online and offline sexual predators.

For ALL of us are still on earth. We still are prisoners of our earth mentality to one degree or another, our neuroses, our philosophies and sexuality that are ingrained and differ from the Gorean ideal. The true Gor is a place of honor, integrity, strength, discipline, beauty, and obedience, a place where the people have lived those ideals for their entire lives. SL Gor is NOT the same place, though many try to recreate those ideals as best they can.

ALWAYS keep in mind, that should anyone demand or pressure you to provide services out of game that you are not comfortable with in exchange for a collar, a kennel, a city position, whatever....you are not obligated in any way to accept their conditions and its highly advised that you report your grievances to the Ubar, Preator or Lady Dez immediately. It is not an accepted practice anywhere in Gor to exchange real life sexual acts for training or favors, no matter what you may be told.

SLAVES OF LANDA SUCCESSFUL AT THE MERCHANT OF GOR TOURNAMEN AT PIEDMONT (OOC EVENT)

13 players fought for the generous prize money at the village of Piedmont last Saturday.

Lilith, first girl of House of YuroKI; and amara, slavegirl of Commander Sir Targa joined the tournament and succeed.

In the final game Lilith was able to win against Liam Whitesong of city of Rorus and made the 1st place.

Amara beat her opponent too and took the money for the 3rd winner. Both girls are happy to please their Masters and proud they could represent Landa so successful at Piedmont.

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## CASTE REPORTS LANDA

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### WHITE CASTE

Things have been very busy for the White Caste in all cities.

In Landa there was a raid, which I, High Initiate, rather fortuitously was spared from, as I was at the Great Sardar Temple working on an assignment. I am pained to report that the attackers did injure the Sacred Larl. She is making a good recovery, however.

At the Great Sardar Temple, preparations are underway for the changeover of the Office of High Initiate of the Great Sardar Temple from Blessed Terek, who will be on sabbatical until he leaves for Klima, and Blessed Taltos, who has been transferred from his post in Fina, to the Great Sardar Temple. Blessed Terek, while on his much needed vacation, between posts, will reside in the Sardar Monastery.

Blessed Devin Brune has been recalled from the Temple in Turmus, pending an investigation of incidents of disrespect toward him and his station. The GST will consider a replacement with a member of the Temple Inquisitor's Office.

White Caste Archaeologists confirm that the ruins found in the larl caves are indeed those of the legendary Ur Temple, the very first Temple ever erected on Gor to the Priest Kings. This is an exciting discovery! Many beautiful and educational inscriptions have been found, as well as artifacts and more have been brought to light and will be stored in the Temple archives until the Ur Temple can be restored to a safe condition for visiting.

The Scholarum Akoustikoi Levels are now ended. There will be no further public courses until the Akoustikoi Level is again offered. All Professed Initiates are welcome to inquire into the Matematikoi Level classes which may commence when sufficient numbers of students have been reached.

Higher levels of the Scholarum courses (Mathematikoi and mystikoi) will be taught by Blessed Adilokos.

Until next week, I remain

Khered

~O~

High Initiate of Landa



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## 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

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## RED CASTE

Tall Warriors,  
due to the recent activity of our enemies, its needed to state some words here:

1. The guards are highly important! And we need a Lietenant of the Guards. So, work and apply for it, if you feel that is your position.
2. New citizens who want to become a warrior, or want to take that role, must pass the scarlet test, which is an interview with me or our Admin, and they must spar, and must proof weapon skills. Beginners are highly welcome to train.
3. In the question of defending and raiding, 2 topics are highly important:
  - work in a team, circle invaders and engage them from 2 sides
  - train your weapon skills, especially bow, i know we men all prefer the blade, but bow is important.
4. i hope you will engage me for your positions, lets stick together, in those times its highly important. Looking for guilty within our own ranks doesn't bring us far!
5. if you have ideas, Brothers to join us or other comments which bring us ahead...please do not hesitate to talk to me

Targa  
Honour and Steel

## APPOINTMENT

DeMarko (Juran) has been appointed as Captain of the red caste of Landa.

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## REGIONAL NEWS

### - CITY LEAVES THE SOUTHERN TRADE ALLIANCE (STA)

by the Intelligence Service of Landa

This paper has learned from a source that the STA has lost at least one city, \*Ruby Cove\* Island of Three Rivers Ruins. We were told the reason was the STA has changed and was more a military organization than trade organization. The Ubar of Landa, stated after hearing this, "If current or former members of the STA wish to talk about forming a trade organization Landa would welcome those discussions."

[13:48:13] XXXX: Yes. :We withdrew from the STA because they could think of nothing else.

[13:48:46] [Landa warrior]: didnt know you were sta members, what is the sta talking about..war with Landa or trading issues?

[13:49:43] XXXX: That was what pissed us off. We joined for the trade alliance, but all they wanted to talk about was war with Landa.

[13:50:01] [Landa warrior]: laughs, seems we keep them busy eh?

[13:50:37] XXXX: Idiots. We kept telling them we don't do war. They would agree, then go right back to trying to get us involved.

[13:51:04] [Landa warrior]: besides STA is a trade alliance why would they bother with war

[13:52:07] XXXX: I think Meqara is the problem. Xavier has this thing with Yuroki.

### - IRONHALL

by Nephtides na Neido of Arcadia

\*And thus, two well-manned serpents under Arcadias double-Raven flags passed the Fjord's rocky cliffs that were the last landmark before the walls of the Mark, and the crews started chatting excitedly as they approached Ironhall's harbour... but alas...Where once the pride of the north raised its serpent head, smoldering ash and ruin was seen in abundance.. only a few smokevanes not rising over ruins,

The serpent's crews turned towards a hall they saw still standing, and Arcadias Jarl and a few of his closest guard entered carefully, and stayed long, and talked.

returning after leaving near all provisions and timber they had loaded, the serpents instantly sailed homewards, and the Jarls' message varts traveled southward: Ironhall has burned to the ground.. the only life we found in the Mark is at Hodmimirs Hold... May the Priest-Kings grace them.\*

## - PILGRIMAGE REPORT

Greetings,

I am K'Dara the Daughter of a Panther and a Trader Admiral. The most time at my Life i travel arround of Gor. No Place was really able to keep me more than it was needet. Now i want tell you my Experience at my Pilgrimage:

My start was easy and i wents to the Pilgrimage table to subscribe me and got my Staff. Sand Sleen and Nine Wells are lovely Places and the Residents are really nice. Unfortunale really quiet. I hope for them it will change one Day.

My second Stop was at Landa. A wonderfull City and they residents was happy to see a wandering Musician at her Pilgrimage. So i was longer than just the Pilgrimage time there. at my First Day i was bathing but the slavegirl take my Clothes to far so i was forced to sit insite and wait. I shouts after a second Girl and a FW came to take me some new Clothes from her. Later i heard from her she its the inn keeper. she invite me to sleep there free if i play some songs for the other guets. i was happy and did it gladfull. At the second Day a new Warrior was arrived. we all was sit at the pillows and they talked about something. i was also there to play my Instruments. in the middle of a smal talk stands the new warrior up, walks to one of the womans and grabs her breast. we all was shocked and i run direkt to the Ubar to report it. my good mood was gone and i left the City but not whit a bad feeling for the Residents. They was all really Nice.

My traveling leads me to the Village of Shiga. at my way to the Village, i meet the High Initiate of there. He was a wise man and invite me to his Temple. Of course i was follow him. He showed me arround at his Temple and all public Places where i am allowed to see. We talked about my Life as a Traveling Musician and he was really Intrestet. After my Story he asked me to Play some songs to praise the Gods and of couse i take my Instruments out and play at the temple for him and the Gods. The Initiate was really Happy. After my Songs he wents to me and beg me to drop my Knees respectfull for the Gods. I did it and he put his hands at my Head to bless me for the next Places. My heart beats fast and as i was traveling, i look from the Ship back to shiga whit a warm feeling

The next stop i had at Alyna Village. A really smal but Lovely Place. \*The Sons of the Dragons\* how they call themself life there. As i arrived i wents to the Village and the Village Jarl self opened the Gate and leads me in. He invite me at the Fire where his Berserker rest. the Berserker dont like Music at all and left the fire to hunt. The Slaves, the Free Womans and the most other warriors like it and as i starts to play they stand up to Dance. Never i can forget this Scene... Almost the full Village was Dancing in the Longhall... also the Village jarl he was stand at the Longtable to Dance. it was a pleasure to play my Instruments for them. This Village its one of the rare Places where it its worth to go there and my way leads me some Day after again there. Allways as i arrived, the welcome me really warm... of course not his Berserker \*laughs\* but the Village Jarl adopted me as his niece.

a bit Hurt from my Traveling i arrived some Day's later at La Torvis. Unfortunaly also a quite Place. so i was wandering across the Land. Sweet, small but nice but quiet so i travel away as my time there was over.

Whit my Wounds i arrived at Kamba. I was tired and Huer so i sit at the beach and play my Instruments for calm myself. Short time as i start to play a warrior was come closer but i

was attacked by some warriors and afraid he would attack me also. But he was nice and respect the distance. After the Warrior, one of the Huntresses there come closer to me and as she saw my wounds, she asked me what its happens, I told her the story and she went pissed. She call some of her sisters to carry me to they Camp. The Huntress was the En of this tribe and run around to wake her shaman up. the shaman was grumbly about the wake up from her sleep but as she saw my wounds also, she forget her bad morning grumbling. As the story find the way across the Tribe, the Huntresses come at they camp and guard me really well. I was forced to stay 3 Day there to recover. i played my Instruments for them and never i was alone there. always one of the Huntresses was around to protect me at this time. My hearts was sad and heavy as i travel from Kamba to the next Place but i returned always again there.

My next stop leads me to Imperial Ar. The City its really well buildet, but i dont feel me welcome. Anyway where i was going, they residents avoid me. i tried hard to find some persons for a smaltalk but i was luckless. All what i earn there was Ridicule and scorn. after the time i left Ar and went back to Alyna. My real Uncle was also there together with the Village Jarl and i told them what happens. Both went pissed and told me just to rest and they will want to care this. As i was in the house to sleep i heard the Warhorns. a bit worried i sleep in. at the Next Morning i heard what they did. My Uncles and the Berserker travel at Ar and "teach" them a Lesson in respect and steal also a Slavegirl there

Happy that they revenge me and a bit sad i travel to Rive the bois. Unfortunaly there was also no one and my time there was just sit at the forest to play my Instruments Together with Balnakeil, RarIR City, Port Cos and Port Kar its Rive the Bois a lovely Place and always a travel worth but a bit quiet.

At Behringa i found a group of Mercs and they was nice. I felt me well there and they took me into they list of protectet Persons. Really Good Persons!!

my Steps leads me to Tabor. a Huge place with a lot of great and wonderful Residents. Unfortunaly i was to the wrong time there and the most sleep. But however i was going there, the Persons was happy to see a Wandering Musician and Pilgrim. One of the less places where i would Life maybe one Day.

The Valkyrie Forest. i thought it is a harsh place but no... the Panthers there was really kind and open for the Music. We was sit at the Fire, i play my Instruments and the Huntresses Dance to them. the time at the Valkyrie Forest was one of my Best where i had at my Pilgrimage. i dont did really much there but i Love this Forest. if you dont come in a Agresive way there, they will be kind to you all also and will protect you!  
The Neighbor at Tree Moon Valley are also really kind. This places also a travel worth

Port Olni.. a Huge City with a lovely folk but unfortunaly like my next stops at Hammersgaard, City of Themos and Terra de Luna, was at the wrong time so the most sleeps. i will return later again there to visit them.

Caithris... i dont know why the most are afraid of the Ki'Kara Panthers. Of course they are fearless Fighter but really Nice to the pilgrims. They Protect the forest there hard against all Intruders. I heard they story and went a bit sad because it s hard and i will tell you it: Mother Luq its the last Huntress of the Original tribe where survived. She Lost her Mother and try hard to find her. Her Mother its called Arueil (Arueil Dench) i heard early before some Legends about her and now i find one of the last Childrens of her. Mother Luq made also some tree houses, Furniture and Weapons in Arueils Name. I will put here the

story of her here:

[01.40] Mother Luq (luqara.darkwatch) Our Mother and one of the best bow where Gor even saw. She was the first Mother of the Ki'kara and the best. She was allways kind, fair and had a big hearth for all who need her help. She was the Mother for all Girls where come to her. Please if you find my Mother, tell her i miss her really much and i wont stop to find her.

Whit mixed feelings i left Caithris and the words of the Huntress i wont forget.

my Last travelings leads me to Ven outlands, Badlands and Vulcano. Harsh places but also a traveling worth. I just hope this Travel Report will help you at your own Pilgrimage. make your own Experience and maybe one of this places you will call it one Day as your Home

[ taken from <http://tinyurl.com/ccqprkw> ]

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- 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 11.0

- Slaves cannot open the outer main gate alone (only OOC) but they can get in and out through the small door if they have ICly chores to do at the docks.

- Slaves are not allowed to linger outside or on the docks, especially if strangers are there. Unless their owners had allowed it. However, should you get captured while lingering outside, the owner will be help responsible.

- 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 if they show their 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  
 Order of the Great Landa Temple

## HEADS OF CASTES IN LANDA

Rarius Yuroki (Yuroki Uriza), uBAR

Sherman Easterwood, Praetor

White caste: Blessed Khered (Dorian Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Rarius Yuroki (Yuroki Uriza) and Targa Runner (commander)

Green caste: Judy(girl Beck)

Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin

Merchant caste: Ribbon (LaceyRibbon String)

Moderators:

Yuroki Uriza (Ubar)

Saurion of Lydius (Khampoh Resident), Master Assassin

Micka Toros, peasant

#### 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)

- It is important to understand that Landa II is meant for occasional enjoyment. It is not meant as an alternative for role playing in the City of Landa. We will be forced to take the house back if most of your time is spent in Landa II instead of in the city.

- No one should move into any house without first contacting Lady Dezire Sciarri. Should she not be online, you can reach her by e-mail at [deziresciarri@live.com](mailto:deziresciarri@live.com) or send just send her an IM.

-Currently there are 4 houses left, for rent, in Landa II. The largest is reserved for a large family or for multiple families to share.

- Houses in the Landa II residential area are for rent. Interested people should be Landa Citizens for at least 2 weeks and should have a history of avid RP within the City. After renting the house they should continue to actively contribute to life in Landa..

- The houses rent for \$300 L per week. We are low on prims, please make an effort to keep it at 100 prims or lower.

#### 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.

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## ADVERTISEMENTS AND JOB OFFERS

### HOUSE OF VESUVINO GOREAN SLAVERHOUSE

located in the city of Landa

Self governed by Arris Vesuvino, Independent from any and all city council and or outside administration of this Slaver.

The Culture is a harsh barbaric world, where ALL Women are at risk of being enslaved. Deep in the belly too, of every female is a desire, to be forced to yield to the ruthless domination of a magnificent, uncompromising male, this completely clear in their fantasies.

When these fantasies or the heart is left unfulfilled these "needs" lead to frustration and women tend to express themselves in neurosis, hysteria and hostility, any women that doesn't agree with this philosophy is simply lying to herself. Which can be the most damaging to their mental stability and health and to any such future relationships causing them to fail miserably. Who in their "right" mind would want this and thus to disrespect "themselves" in such manner? Only someone who is on a self destructive path.

### 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:

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

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## ROLEPLAY

### - GLADIUS FOR TREVE

[07:26] Targa walks to the forge and, stirs the coal with an iron

[07:29] Targa lossesn the baked glow and pushes more air into the fire, stands back as the sparkles linger the air above the forge, her continues until the glow grows from darke red , to yellow and then to white.....the heat increases and hits his face and his arms, drivint the sweat out of his skin, he smiles wide as he thinks of the many hours he had spend in the forge of his father

[07:29] Targa: "me nods with satisfaction as he feels the heat just right

[07:30] Targa checks for a bucket of water to harden, and another bucket filled with slow running oil to temper the hardened steel, calm down the black within the steel, as his father used to say

[07:31] Targa: "hard and sharp it shall be, and flexible in the clash"

[07:32] Targa: just right to be a true gift to the City of Treve, as a gesture to them beyond the payment

[07:32] Targa: "a gladius, wonderful shaped and sharp, quality steel, with applications of gold and gem on hilt and scabberd it shall be" he recalls the order of his Admin

[07:33] Targa tosses the steel bar, previous forged into rough shape before, and heats it, turning equally and well measured to get the same temperature throughout

[07:45] Targa pulls it out of the fire , admires the energy which is stored in the structure now and thinks about his father as he pulls out his hammer, and starts to shapen it with well measured hits on the anvil, starting at the upper part, to shape the overall structure

[07:47] Targa works his way up the blade and forms the smaller part, where the precious hilt will be fixed upon

[07:48] Targa notices the resistance of the steel, due to lack of heat and tosses it right back int the glowing coalsm sparkling as the small carbon burns with oxygen, he pushes more air into the fire, watching it with narrow eyes, sweat running into his eyes

[07:56] Targa bends towards his girl, waiting for her to whipe of the sweat from his forehead, no words needed

[07:58] amara takes quickly a towel and wipes his forhead gently

[08:00] Targa growls with desire, enjoying the work

[08:01] Targa thinks of his father, as he used to say that working on steel and on a good kajira has much in common, it needs strength and precize gentleness ...he chuckles...applied at the right spots

[08:01] Targa thinks of his father, as he used to say that working on steel and on a good kajira has much in common, it needs strength and precize gentleness ...he chuckles...applied at the right spots

[08:01] Targa roars with laughter

[08:04] Targa castes a look at his girl and enjoys her questioning expression, then continues

[09:09] Targa contines to forge and shape the steel, feeling the resistance of the metal with each hit with the hammer, satidfied about the shape, he palces it back into the fire to get it hot for the hardening procedure, he follows the craft of his father, as he will heat the steel, then shock it in the water of gleeming thassa

[09:11] Targa thinks of the imoprtnance of the following step, he will heat it up again to a certain temperature and then place it into oil, so that he heat is drawn slowly out to temper the steel, it will add flexibility to the hardness of the blade, so it will be a superior blade in the hands of a true warrior, made with beauty, to represent the glory of a famous military action, but without lack of its full function

[09:12] Targa pulls the sword out of the fire and dips it with a clear motion into the water the hiss and the steam lingering the air, his face black and sweating

[09:13] Targa looks at his lady and his girl, i could do with a chilled ale now

[09:14] Asti Enchanted-Runner: yes you look a little hot and sweaty

[09:17] Targa: fetch me some ale, amara

[09:17] Targa pulls the sword out and lays it aside to work on the hilt, golden it will be

[09:17] Targa: with gems

[09:18] amara: yes chilled ale my Master ...rises quickly to fetch the ale

[09:31] amara returns a bit out of breath ..kneels down before her Master ..offers him the tankard ..head lowered arms outstretched ....amara brings you chilled ale my Master ..she prays it will refresh you after the hard work and quench your thirst ..she says quietly

[09:32] Targa stops with working and grabs the ale from her small hands, drinks with eagerness and empties it in one go "ahhhhh well done, that i needed"

[09:38] Targa lays the hilt away , fine gold with gem applications...he turns the the hardended blade and tosses it back into the fire heats it up, until its hot enough to face the oil and calm the carbon structure

[09:39] Targa takes it out and puts it into the oil, where the hiss of the liquid shows him, that it has the right temperature, it will take now some time to cool down

(...)

after fitting the steel blade to the hilt, he starts finishing the grind, till its got a sharp but strong edge, ..

Finishing the application, he holds it up into th gleaming sun, which light shimmers in gleaming Thassa befor Landa, satisfied he wraps it up in a tabuk fur, and carries it away to show his handmade gladius for the Trevian Brothers to the Admin

#### - SARA'S ESCAPE FROM FINA

22:04] Jamie Reverie: " i hope you keep your Master warm and happy always fay" she said softly and closed her eyes

[22:04] fayderaa Resident: and you yours rest well

[22:08] fayderaa Resident: frrelease

[22:09] fayderaa Resident: looks down at the kajira

[22:09] fayderaa Resident: whispers serve with fire and passion

[22:10] Jamie Reverie: opened her eyes a slit to see she had gone, then sat up, alert, looking at the barrels and the table near her

[22:12] fayderaa Resident: just going to walk aroundd the city for a while i wish you well

[22:13] Jamie Reverie: the lock to the post seemed a simple one, she moved to one of the casks, her fingers running around the top, trying to find a slither of something to use to pick it with

[22:14] Jamie Reverie: kicking at in frustration, shethen turned to the table

[22:15] Jamie Reverie: pulling the fur with all her might so the table was closer

[22:17] Jamie Reverie: she felt around, finally finding a rough piece, bear cutting her fingers to try and get a splinter of the wood to part from it

[22:17] Jamie Reverie: a long slither finally came free, she looked at it a moment, then chewed and bit till she had a long slender piece

[22:19] Jamie Reverie: poking it into the lock, she tried to click it undone., failing many times before in pure frustration, she cursed to the priest kings jammed it in hard, and twisted, the lock springing open, she near squealed out with pure triumph, then clasped her hand to her mouth looking around. not moving, she knew the girl had said a park was near by

22:22] Jamie Reverie: running silently she made her way there, knowing to she had told her of rivers

[22:24] Jamie Reverie: looked at the water,, knowing often, it would lead the way to the sea itself,,

[22:25] Jamie Reverie: sighed, as she saw it was way to deep and climbed out

22:29] Jamie Reverie: sighed as she went down one slope thinking it would lead her out and found her self looking through bars'

2:33] Jamie Reverie: went from one side of the city to another,poking her nose into any open door

22:36] Jamie Reverie: thought a moment,, then knew warriors would have grapples some where

22:39] Jamie Reverie: climbed high till she saw the mountains

[22:41] Jamie Reverie: cut her feet to shreds but managed to make her way down

2:43] Jamie Reverie: near in tears as she saw it would get her no where she went back up again., this time exhausted

[22:45] Jamie Reverie: finally finding what she thought may be a warriors hall, she went quietly, sneaking in to see if a rope could be found

22:48] Jamie Reverie: she couldn't find a rope but noticed all the bells had a strong one attached, she made her way back to the inn, and found a kitchen knife,, it took her a while, but gradually she cut through a length of each bell rope knotted them together, then made her way to the wall

22:53] Jamie Reverie: looping it around one of the columns, she first went to a low roof on the outside of the wall. caught her breath, knowing the rope wasn't that long, she tied it to the iron bars and climbed down as far as she could

22:56] Jamie Reverie: the water below scared the heck out of her, but she had practised swimming a little that day and took a dive from the rope to the moat, and she would get home to her Master, or die trying,her eyes shut all the way down as she dove,,

2:59] Jamie Reverie: hit the water hard, but it was water, she came up spluttering, splashing wildly till she made the other side

then ran like a leveret till she reached the docks, hiding away on one ship she heard was going to wards lands docks

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## KNOWLEDGE

### - BY THE BOOK INITIATES

Many cities come to us asking for Initiates. Indeed, as has been often noted, an Initiate, coming into a particular city will find himself welcomed with open arms, a seat on the Council, a Temple made for his use and more.

Yes, we are welcomed nearly everywhere we are present. But are we deserved? Are we treated By the Book?

That, on the surface, seems like a ridiculous question. Indeed, for myself, here in Landa, it is moot. I have been treated with respect, honor and dignity in this city and have realized, now, just how very fortunate I am! I have the assistance and backing of a good administrator and Council. ZMany of my brethren are not so lucky.

There are cities which have begged for Initiates, but, upon acquiring them, have simply, to use a strange colloquialism, fallen down on the job!

In one city, a slave was furred ON the city's High Altar of the Temple! The city government took no notice of it, and, in fact, killed several Initiates who had come there to investigate, later on.

In another city, a pagan idol shrine was erected and then a mysterious fire broke out in the White Caste's Temple. Despite eye witnesses, the perpetrators have not been brought to justice.

In yet another city (which claims to be BtB) a slave was permitted to repeatedly touch an Initiate, enter his rooms with a lockpick, sit naked on his bed and perform other indignities, and THEN was not killed for the offense! Nor has she been whipped! They claim (despite their OWN City Laws) to now be a "no kill" sim.

These and many other incidents including proclamations of heresy, physical attacks on Initiates, the deliberate overturnng of an Initiate's carrying chair, defilement of Temples with rotting meat, touching Initiates by women and slaves and much more, have convinced the Great Sardar Temple Administration that no, a city does NOT have the RIGHT to an Initiate!

We have since recalled THREE Initiates from places where they have been disrespected and NOT protected and valued as the High Caste we are AND as the protection of the Priest Kings which we extend TO such cities through sacrifices, communication and interpretation of the Priest Kings' Will.

If more disrespect is found, more Initiates will be withdrawn and or reassigned. We, the White Caste comprise the thin white line between the population of Gor and the profound displeasure of the Priest Kings.

We do NOT - now or EVER - serve at a city's pleasure. we are NOT - now or EVER - sworn to ANY Home Stone for our Home Stone is ALL of Gor ITSELF! We are not the employees of any City, nor are we to be treated as such.

Disrespect toward an Initiate - ANY Initiate - is disrespect to the direct Servants of the Priest Kings. it is Their Will that we serve and it is Their Will that we be permitted to do so without fear of finding Temple Altars defiled by slaves or rotting meat, that our Residences be secure from break-in and defilement, and that our persons be secure from assault by the CITIZENS of that place AND their SLAVES!

If you have NOT read the Books - READ THEM! A good 75% of conduct toward Initiates in SL Gor is NOT BY THE BOOKS! The remaining 25% is excellent and our salute to those who KNOW what they are supposed to do. NOTE that the actions objected to are not VERBAL ones, but are physical and security and purity issues! We will NO LONGER accept being defiled by others, nor will we tolerate or permit disrespect toward the Priest

Kings Whom we serve loyally!

Khered  
High Initiate of Landa

## - UNDERSTANDING BY THE BOOKS

by Judygirl Beck, Head of the green caste of Landa

Almost all the Gorean cities will tell you that they are "By The Books" (BTB) -- with of course accommodations made for the limitations of Second Life and similar venues. But when someone tells you that a certain 'thing or action' is not BTB, only because you can't come up with a quotation to justify it, you can almost always assume this person has not read the entire series, has not taken the pains to understand it as something other than works of BD-SM/adventure fiction, or for that matter the context of the entire 'Gorean' cohesiveness which now stretches across 28 novels. Bear in mind because there is such a cohesiveness, the Gor Concept has attracted people to it in Second Life other than those just interested in only the BD-SM aspect of the culture -- which by the way can be much better explored in other Sims directly devoted to those leanings.

The author has described a non-homogeneous world similar to our own in that there are at any one time a number of social and cultural models coexisting, often based on ancient earth civilizations. While most of these are earth societies which no longer exist, their historical evidence does, and in most cases is well described and available to even the casual the researcher. As an example, the culture of the city of Ar is said to be modeled on the Rome of Gaius Julius Caesar, or about 100-45 BC. We know John Norman (John Frederick Lange, Jr) to be knowledgeable in this context (PHD, 1963, Princeton University), and so to understand Gor and to play BTB, sometimes it helps to delve into those societies and civilizations and get more detail than is available in the novels, especially as it concerns their moralistic outlooks, and their environmental placement. If you want to play the role of slaver or farmer or merchant in Ar, you can play with greater depth and understanding by following the ancient Roman model -- which for the most part is quite different than modern Italian counterparts.

We can not expect the author to describe every detail, name every plant, describe every tree. It gets very frustrating for instance for those practicing 'herbal medicine' in Gor, to be told that a plant is an on-line-ism because you can't come up with a quotation naming it by book-page-line. The author implies in the very first novel that the planet Gor was brought into our solar system by superior beings, and somewhat terra-formed by bringing in earth plants and seeds, to make it habitable for human beings also which were also transported. So in the novels we are exposed to plants with an earth origin -- and to alien ones. The author considers that sufficient information for us to imagine the world he has conceived, and we should live with it. If our farmer wants to raise turnips on Gor, let's just assume that somewhere over the eons of Gor-Earth back and forth travel, turnip seeds were brought.

But BTB means a lot more -- understanding the reality that Gor is not Earth, that things and customs exist that we do not find in our current western society and civilization. The failure to acknowledge that in our role play is the real on-line-ism!

For instance, recently there was a heated discussion in a chat group which concerned specific role play. It went something like this. A slave appeared at an infirmary pregnant and asked for an abortion, and the discussion dealt with standard EARTH pro-and anti abortion arguments dominating the conversation and got quite heated.

Ignored completely was Gor. It was a SLAVE! On Gor slaves are property, bought, sold, and at the total mercy of their owners wishes. They have no greater standing or value in that Gorean society than a dog or a bosc -- their value is their selling price on the block. The name 'beast' is applied to them. So it is not the slave's option or privilege to ask for an abortion, but rather a matter for the owner to decide what to do with his livestock property, not the physician, or anyone else. If we are going to play-act slaves and owners, we must understand what a slave society is like, what it's values are, and how slaves fit in to that society. And we should not bring our earth biases to Gor -- there are no Catholics, Jews, Protestants, or Moslems there -- so whatever our views and prejudices are, leave them behind.

So there is talk of Gor by the books and Gor Evolved, -- let me suggest instead Gor Interpreted and understood. Let us play trying to understand the environment and the society that has been painted for us, and try to 'see' those brush strokes that may yet need to be added to complete the picture. When the city of Ar's high rise cylinders and connecting flying bridges are described to us, let us understand in order for them to exist there must be certain structural materials available to build them, as well as advanced mathematical and architectural concepts understood.

To develop the stabilization serums by the physicians of Ko-ro-ba and Ar, there had to be some fairly advanced instrumentation available, and an understanding how the ends of cellular telomeres can be maintained and spared from erosion or rearrangement during repeated cellular divisions -- the basic cause of aging. The 'disease of aging' described in the novels was not solved by mixing a mysterious brown powder with an equally mysterious green liquid.

None of these things are named, and you'll not find a quotation or be able to cite a reference, but they are very much a part of Gor, and intelligent role play will recognize that we look at not just the surface, but behind what the author has shown us, to understand it.

But I'm a pragmatist -- so lastly I suggest be considerate in role play. If it offends a self appointed 'Citation Expert' terribly for you to use Marigold Extract as antiseptic, then describe instead a 'yellow Gorean flower with antiseptic properties' and you'll make the 'got-to-have-quotation-people' happy.

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## ONLINISM OF THE WEEK

The tall black clad woman looked at the smith, her eyes curious and aware.

"Tal", she said. She looked the man over, and adjusted the bow on her back as she spoke. He ignored her, and kept hammering on the anvil.

"Tal", she repeated, her voice louder. "I am Louisa"

"Femlaw", said he, "you don't exist"

- Warwench of Gor, page 666