

THE IANDA TIMES

(short online version)

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Based in the city of Landa

Editor and Publisher: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Praetor of Landa

Accountant: Bee (Wendie Lemon)

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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)

The Priest Kings continue to smile upon Landa. The White Caste of Landa continues to bless this city and work to provide citizens guidance in their spiritual life.

As I sit in the courtyard I heard the bell of the temple, upon the hill high above Landa. It signaled that the Blessed One of Landa had begun his ceremony. Sometimes I hear the blessings as they travel across the city on the winds and breezes from the Thassa.

Let us all stop in our daily life, from time to time, and heed the advise of the Blessed One of Landa. He is here to ensure the Priest Kings continue to bless our wonder city.

Sherman Easterwood
Praetor of Landa

CITY NEWS AND ANNOUNCEMENTS

- NEWS

NEW OWNERSHIP OF THE BLACK GIANI INN

Sir Aggi, assistant Head Merchant of Landa, has also taken responsibility for the Black Giani Inn. The inn is a popular gathering place for all Free in Landa. The warm atmosphere, large central gartering area, excellent tasting meals and wonderful drink make this a favorite place for citizens.

Travelers enjoy the hospitality offered there. Including soft clean beds and pampering by the slaves that work there. Visitors are awoken in the morning by the smell of fresh baked goods coming from the bakery just next door.

The Giani Inn is loved by visitors and citizens alike.

NEW BLACKSMITH AND METALWORKER IN LANDA

Landa welcomes a new blacksmith and metalworker. His name is Sir Kysersozee Mynx. His shop in Landa is located near the gate. the tools of his trade anvil, bellows, hammer, branding rack and others are clearly visable.

His skill has been perfected over years of training and apprenticeship. See him for the branding of your slaves and anyother metal working needs you may have.

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

- ADMIN APPROVES CASTE CHANGE

The High Council of Landa met with the Admin and Lady Ari Shiras. The Lady requested a change of caste and has shown certain abilities that would benefit both the city and her new caste. It is legally permissible to change one's caste, though unusual. Landa has a procedure and law for changing caste. Lady Ari Shiras met all requirements and the Admin approved her change of caste.

The Landa Times has obtained a copy of the document requesting the caste change and the law that applies.

Caste laws of Landa:

4.1.4 Caste Change

Those individuals with a proven aptitude outside their caste may petition to change caste. To do so the permission of Administrator as well as the Head of Castes of both the current caste and the desired caste must be obtained. The individual wishing the change must also find a sponsor in the desired caste to speak for him before the Head of Caste. No man or woman shall be admitted to any caste without the express consent of the Head of Caste.

A scroll written by Sherman Easterwood, congratulates and welcomes Lady Ari to her new caste.

- SPIRITUAL TRUTH

Quite often, early in the morning before I do my meditation for the day, bathe and prepare for Morning Devotions, I pick up my czechar and gently place my fingers on the strings. When inspired, begin to play only single notes very slowly, with no song in mind, just allowing my fingers to go where they are led to go. As a form of mindfulness practice, after each single note I play I draw in a deep breath, and while slowly releasing that breath I listen to the silence between each note played.

From a musician's perspective, the space between the notes is as important as the notes themselves; without the silence between the notes, there would be no music it would be one long continuous run-on noise that becomes meaningless. Likewise, from an Initiate's perspective; the silent spaces between our breaths and between thoughts are equally as important because life's greater meaning will always be found in the moment.

I use this analogy because just about everyone can relate to it. We are all so busy "doing life" that at times, if we are not intentionally mindful of the sacredness of the moment, and the blessings it offers, it slips right on past us, becoming one long run-on noise--and thus, like the run-on music, our lives end up taking on less and less meaning. If we want to test

this truth first hand to see if we fit into this category, we just have to take a scan of our physical and emotional body at the end of our typical day--if we feel wrung out and like we forgot to breathe all day, we probably have.

The spiritual truth is; the calmer our mind is, the more efficient we will be in whatever we are doing, and, our emotional body as well as our physical body will reap the benefits. How can this be? A calm mind reflects the Light of Wisdom that lies inherent within us. Infinite Intelligence, being Life Itself, knows how to "do life" better than we do. It knows what we need, when we need it and how to lead us to what we need, if we will just take time to listen. It is sort of like when I breathe and listen between each note I play on the czechar, that the Priest Kings wisdom knows what note needs to be played next--I simply follow Spirits lead.

As Scripture suggests, our job is to still the waters and trust that the Light will be reflected clearly into our lives. Silence really is the great teacher. What lesson does it hold for you today? Pay attention to it and learn to follow Its lead, trusting that the Priest Kings not only speak to us with Sacred Words, but Sacred Silence also.

M.H.I. Fr. Adilokos O.P.O. GST

~(O)~

Grand Preceptor and
High Initiate of Landa

- THE DAUGHTER OF THE ADMIN AS TEMPORARY REFUGEE IN LANDA

Danika, a physician of the north and adopted daughter of the admin, visited her fater in Landa, exhausted from the long travel of more than 3000 pasangs. Rarius Yuroki offered her shelter from the stormy north.

CASTE REPORTS LANDA

WHITE CASTE

- OPENING THE UNKUNGA MONASTERY

There is a great deal to report.

Plans for the opening of the Unkunga Monastery are going forward. The date is uncertain at this point being either July 14th or July 15th. This Report and announcements will keep all White Caste informed.

Tabor has a new Initiate-In-Residence: Blessed Terek.

blessed Terek has begun services, following the renovation of the temple there, which had fallen into disrepair. With his slave arax, to assist him, blessed Terek is settling in and will be assisting with the land's fifth anniversary celebrations. The Great Sardar Temple has taken the cost of supplying a custom fitted altar and temple bell.

No further word has come to us about the re-dedication of the Fina Temple. Further details will be published as soon as we have them.

Reports come from the Great Sardar Temple, that a subterranean passage behind the ruins of the Ur-temple have been found. Unfortunately, one of the archaeological investigators entered the passage and did not return. He is missing, feared dead. The High Initiate has sealed the entrance for now with a guard watching for any sign of our missing caste brother.

The white tarn donated to the Great Sardar Temple is being fight-trained. The use of a tarn will facilitate rapid communications between temples and has been authorized by the High Office.

All Initiates are urged to contact Blessed Stari (ShanePaul Benazzi) as the Call has been sent out.

Work goes forward on the creation of three new publications for the White Caste:
Book 1 - The New Priest Kings Book. This is intended to update and replace the Priest Kings Book already found in Gor. While the first Priest Kings Book is an excellent resource, it is now outdated and contains landmarks to places no longer in existence.

Book 2: The Book of Liturgies. This book will contain the complete Liturgies of the White Caste. The Morning Devotions, the Evening Devotions, the Festivals, Blessings, Dedications and more

Book 3: The Book of the Initiate. This will contain the rules for daily life AS an Initiate. It will be a training manual useful as a guide for new Initiates. Such things as Caste Codes, restrictions, personal devotions and purification rituals will be included.

More details will be furnished as they become available.

M.H.I. Fr. Adilokos O.P.O. GST

~(O)~

Grand Preceptor and
High Initiate of Landa

- TEMPLE POTENTS

Day 1: All flames, even so small as a candle, must be carefully tended as fire danger is high this day. Avoid kindling a fire this day unless absolute caution is exercised. Even the tame cookfire in the kitchen may get out of control.

Day 2: This is an excellent day for setting and meeting goals. If you persevere a great deal will be accomplished. Finish the task you have set yourself for today it will be completed with less effort.

Day 3: Parents, watch your children. A childish prank may lead to injury. Keep them close to you.

Day 4: Communications are very VERY good today. Write that letter or expect to hear from someone you have not contacted in a while.

Day 5: Strangers may arrive. Treat them as guests, but be wary. The day is rife with deception, but also unanticipated help from unknown allies.

Adiva for the hand:

Free Men. Your ventures will prosper mid-hand. Time comes for profits and new alliances. Beware the unintentional deception of a slave.

Free Women: Your mending project will turn out badly unless care is taken. Double the effort and be careful to watch your slaves at their chores. Slips and accidents likely.

Slaves: This hand is fraught with accidents from inattention. If you would serve your owners well, PAY ATTENTION to your work and the tasks set you.

May the Priest Kings watch over you this day and always

M.H.I. Fr. Adilokos O.P.O. GST

~(O)~

Grand Preceptor and
High Initiate of 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

MERCHANT CASTE

- HOY BANK OF LANDA

HOY FOREIGN CURRENCY EXCHANGE RATES
07/02/2012

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) 1:4

Coins of Meqara Port (made by the mint of Landa) 1:4

Coins of (german) Tyros (made by the mint of Landa) 1:1

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

THE HOY BANK CONVERTS:

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

Coins of Sais 1:1 (made by Te3re Aeon, contract)

Coins of Rorus 1:1 (made by Venus Flytrap)

City of Tule 1:1 (contract)

Arcadia (Shiga Sim) 1:1 (contract)

Coins of Port Cos 1:2

Coins of Thentis (made by Harvey Stovall) 1:2

ANCIENT COINS

Coins of Imperial Ar (made by Asea Andel) 1 landa Tarsk = 1 Imperial Ar Tarsk

Coins of former Vonda (made by Imyore Writer) 1:4

Coins of former Vonda (made by Venus Flytrap) 1:4

Coins of Piedmont (made by Calbot Resident) 1:2

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

Coins of Rose Isles 1:2

Coins of Nyuki (Xavian Stratton) 1:3

Coins of Ostia (made by the mint of Landa) 1:4

Coins of former Port Cos (made by the mint of Landa) 1:4

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

Coins of Port Kar 1:1 (made by Crysantha Lafleur)

Coins of Ka'Zahr 1:1 (made by Marian Tisane)

RARE COINS

City of Telnus - Isle of Cos (made by Havoc Rau) 5:1 (very rare!)

Coins of former Port of Victoria (made by Deb Alcott) 3:1

Coins of Port Sun (made by pippi Moonites) 3:1

Coins of former Vonda (made by Jarvis Quan) 2:1

NEGOTIABLE

Hazelwood coins

Tarn Cove coins

NOT LONGER VALID

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

Fluctuations in exchange rates are possible.

SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

Citizens of the TRUE SOUTHERN TRADE ALLIANCE, known by the mark joined together to form a Magna Carta:

We vow to promote justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being and secure the Blessings of the Priest Kings upon we the members.

This Alliance was forged out of necessity to work together. Build trade and to unify the south against invaders especially from the North and the Vosk region (as the false Southern Trade Alliance from Meqara has been exposed as a front organization of the Vosk League) who's sole aim was to disrupts the mutual trade investments of our Ports, Cities and Oases.

City of Landa
The Kasbah of the Guard of the Dunes
Village of Tarn Cove
Oasis of Klima
The Kasbah of Seraphina
The Oasis of the Two Scimitars
Oasis of Nine Wells
Oasis of the Sand Sleen
City of Kasra
Jazirat al Khusuf
Port Quanali
Tyros
Merchant City of Port Bazi

Pending members:
Kassim de Tahari
Scimitar Isle
City of Tor

REGIONAL NEWS

- BREAKING NEWS

Torvaldslanders from Ivar's Landfall raided Port Cos. We dont have more informations at the moment. Rarius Yuroki to the IANDA TIMES shrugging: "The enemies of my enemies are my friends".

- WAR BETWEEN KASSAU AND WOODHAVEN INTENSIFIES AS KASSAU TAKES UBARA HOSTAGE

The message is short and copied in long hand by slaves on cheap paper. It trickles down from Northern to Southern ports.~

Woodhaven Ubara has been kidnapped by Kassau who vows to end the war between them, no matter what. Plans to release the Ubara are unknown.

- OOC ANNOUNCEMENTS OF THE ADMIN

- NEW BLACK CASTE RULES

This is new:

1.1 Your Second Life Gorean Avatar must be a minimum of six months old to be considered eligible for the Black Caste. At this age, you can seek out the Black Caste for training IC. Anyone less than six months old cannot roleplay as a Black Caste in our sim.

1.3 We do not obligate Black Caste Roleplayers to be trained or acknowledged by any sort of OOC governing group. However, if you come here to hunt we expect you to play the role properly and by the book. A legitimate contract is required without OOC motivation. You will be scrutinized and may be asked by moderators to provide records and logs of this information. If you cannot cooperate or are not willing to do so, then do not hunt here. First and foremost you will be held accountable IC for your actions and if you are not an asshat we will all be fine.

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 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 Dez)
Landa Pending Citizen
Order of the Great Landa Temple

HEADS OF CASTES IN LANDA

White caste: Adilokos (Ugurusu Resident)
Blue caste: Dezire Sciarri, Head scribe
Red caste: Rarius Yuroki (Yuroki Uriza)
Green caste: Judy(girl Beck)
Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin
Merchant caste: Tar (Tarrie Chiuh)

Moderators:

Yuroki Uriza, Admin
Saurion of Lydius (Khampoh Resident), Master Assassin
Sherman Easterwood, Praetor

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 in the Landa II residential area are for rent. Interested should be Landa Citizens for at least 2 weeks and should have a history of avid RP withing the City and will continue to be actively contributing to the life in Landa. (you stand to lose your house if you are more in the house then in the city)

-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.

If you want to rent a house, please get in touch with me. Should I be offline, you will reach me per e-mail deziresciarri@live.com or send me an IM.

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

LADY JJ'S ART GALLERY IN LANDA

Welcome to my Art gallery. I have many sketches on view of people who you may recognise so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Landa residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the main square in Land so please come along.

"Art in a Gorean city is taken seriously; it is regarded as an enhancement of the civic life. It is not regarded as the prerogative of an elite, nor is its fate left exclusively to the mercies of private patrons." (Kajira of Gor, page 106)

Lady JJ

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 owner: Rarius Yuroki

Hoy accountant and scribe: wendie Lemon

Hoy agent: Raschid Hassanein

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)

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.

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:

[high castes] Physicians, ambassadors, scribes (cryptographers), warriors,
[low castes] Animal handlers, Artisans, bakers, bargemen, bleachers, butchers, entertainers, charcoal makers, carvers, fishermen, goat keepers, harnessers, leather workers, merchants, mind healers, money lender, lighters, musicians, players, rencers, rug makers, sailors, slavers, tarn keepers, Tharlarion keepers, urt hunters,

We are not looking for:

[high castes] admins, Ubars

- THE LANDA TIMES

The Landa Times is looking for correspondents all over Gor.

KNOWLEDGE

RENCERS

by Dyce Boucher

The Marsh Delta

Deep in the marshes of the Vosk's Delta, hidden by the designs and trappings of vines and the predators that fill its waters, thrives a community of what the rest of Gor sometimes refers to as the 'Highest of Peasants'; Rencers, their lives intricately woven to the rushes they harvest and rely on for survival.

They live on islands built of the same plant they use for most everything, giant boat houses made in intertwined plants and trees. Their land and homes are set deep into the intricate marshes that snake for pasangs through the Vosk's delta.

"No one had been found who would guide me into the delta of the Vosk. The bargemen of the Vosk will not take their wide, broad-bottomed craft into the delta. The channels of the Vosk, to be sure, shift from season to season, and the delta is often little more than a trackless marsh, literally hundreds of square pasangs of estuarial wilderness. In many places it is too shallow to float even the great flat-bottomed barges and, more importantly, a path for them would have to be cut and chopped, foot by foot, through the thickets of rush and sedge, and the tangles of marsh vine.

The most important reason for not finding a guide, of course, even among the eastern rences growers, is that the delta is claimed by Port Kar, which lies within it, some hundred pasangs from its northwestern edge, bordering on the shallow Tamber Gulf, beyond which is gleaming Thassa, the Sea."

Note on the flora: Other than the rences, little is spoken of the marsh other than it having seed pods of various growths and waving spore stalks. There are, also, rushes bound by marsh vines. The vines are a particularly useful tool, used primarily for tying things.

Rences Islands

The rences islands, on which the communities of rences growers dwell, are rather small, seldom more than two hundred and fifty feet. They are formed entirely from the interwoven stems of the rences plants and float in the marsh. They are generally about eight to nine feet thick and have an exposed surface above the water of about three feet; as the rences stems break and rot away beneath the island, more layers are woven and placed on the surface. Thus, over a period of months, a given layer of rences, after being the top layer, will gradually be submerged and forced down and lower until it, at last, is the deepest layer and, with its adjacent layers, begins to deteriorate.

To prevent an unwanted movement of the island, there are generally several tethers, of marsh vine, to strong rences roots in the vicinity. It is dangerous to enter the water to make a tether fast because of the predators that frequent the swamp, but several men do so at a time, one man making fast the tether and the others, with him beneath the surface, protecting him with marsh spears, or pounding on metal pieces or wooden rods to drive away, or at least to disconcert and confuse, too inquisitive, undesired visitors, such as the water tharlarion or the long-bodied, nine-gilled marsh shark.

When one wishes to move the island the tethers are simply chopped away, and the community divides itself into those who will handle the long poles and those who will move ahead in rences craft, cutting and clearing the way. Most of those who handle the poles gather on the edges of the island, but within the island there are four deep rectangular wells through which the long poles may gain additional leverage. These deep center wells, actually holes cut in the island, permit its movement, though slowly when used alone, without exposing any of its inhabitants at its edges, where they might fall easier prey to the missile weapons of foes. In times of emergency the inhabitants of the island gather behind wickerlike breastworks, woven of rences, in the area of the center wells; in such an emergency the low-ceilinged rences huts on the island will have been knocked down to

prevent an enemy from using them for cover, and all food and water supplies, usually brought from the eastern delta where the water is fresh, will be stored within; the circular wickerlike breastworks then form, in the center of the island, a more or less defensible stronghold, particularly against the marsh spears of other growers, and such.

Ironically, it is not of much use against an organized attack of well armed warriors, such as those of Port Kar, and those against whom it might be fairly adequate, other renece growers, seldom attack communities like their own. I had heard there had not been general hostilities among renece growers for more than fifty years; their communities are normally isolated from one another, and they have enough to worry about contending with "tax collectors" from Port Kar, without bothering to give much attention to making life miserable form one another. Incidentally, when the island is to be moved under siege conditions, divers leave the island by means of the well and, in groups of two and three, attempt to cut a path in the direction of escape; such divers, of course, often fall prey to underwater predators and to the spears of enemies, who thrust down at them from the surface. Sometimes an entire island is abandoned, the community setting it afire and taking to the marsh in their marsh skiffs. At a given point, when it is felt safe, several of these skiffs will be tied together, forming a platform on which renece may be woven, and a new island will be begun.

---Raiders of Gor, pp 12-13

Predators of the Marsh Delta

- Marsh sharks, long and nine-gilled
- Carnivorous eels
- Various species of water tharlarion
- The winged, hissing, monstrous, predatory UI - a winged tharlarion (think pterodactyl)
- Men, primarily those of Port Kar

Rence

- Rence is like a reed.
- Rence grows up to 15-16 feet in height.
- Rence flower can be used as decoration, like a garland.
- Rence is made into paper.
- The main root of renece is large with a dozen or so renece stalks growing from it.
- The root of renece can be carved into tools and utensils.
- The root of renece makes a good fuel when dried.
- The stem of renece can make reed boats, sails, mats, cords and a kind of fibrous cloth.
- Clothes are made from renece cloth.
- Rence provides food with its pith (the center of the reed) and can be eaten raw or cooked.
- Rence pith can be used as caulking for boat seams.
- Rence is cut with a two-inch, curved knife by holding the stem in the left hand and making an upwards, diagonal stroke.
- Rence is stored in covered areas.

Rence Paper

The process of making rences paper is:

- 1.) slice the stem into thin, narrow strips (near the center of the plant are particularly favored)
- 2.) one layer of strips is placed longitudinally
- 3.) a second, shorter layer is placed latitudinally on the first layer
- 4.) these two layers are soaked under water, releasing a glue-like substance from the fibers, melding the two layers into a singular, rectangle sheet
- 5.) these formed sheets are hammered and dried in the sun
- 6.) roughness is removed by polishing, usually with a smooth shell or a bit of kailiauk horn or tharlarion tooth
- 7.) the paper is then attached, sheet to sheet, to form rolls, usually about twenty sheets to a roll
- 8.) the best paper is on the outside of the roll, not to deceive quality, but to ensure the roll will weather and remain durable
- 9.) rences paper comes in various grades, eight in all
- 10.) rences paper is marketed on either end of the delta, east or west, or to rences paper merchants on their skiffs and barges who come into the delta

Food of Rencers

- Fish
- Rences pith (can be made into a paste)
- Rences cakes (fried pith on flat stones)
- Rences seeds (sprinkled on cakes)
- Domesticated tarsk
- Gant
- Rences beer (steeped, boiled and fermented from crushed seeds and the whitish pith of rences)
- Water

Clothing of Rencers

- Sleeveless tunics of rences cloth for most men
 - Some men, particularly island chiefs, may wear more expensive items
 - Some trinkets and trophies can be worn, such as a headband of the pearls of Vosk sorp
- Sleeveless tunics of rences cloth with brief skirts for women
 - The brief skirts are hitched up even higher around the thighs for women to work
- Both male and female rences tunics are bound by rences cord
- A wallet or satchel or sack of rences can be worn at the side for utility purposes, slung from a shoulder by a rences cord

Weapons of Rencers

- Two- or Three-pronged marsh spear

- Nets
 - Curved, throwing sticks (not boomerangs), to stun prey and be reclaimed after while floating in the water
 - Marsh gant calls (used as signals - it is a piping sound)
 - Short, flat bow
- The Peasant Bow was introduced to the Rencers by Tarl Cabot in Raiders of Gor. By the time we come upon Rencers in the story of our sim, Port Kar will have crushed the use of the peasant bow through hostile negotiations. Due to this, the concrete dominance of men over women in the marsh has been shattered and women once again are seen as equally useful and needed in the Rencer society and are less subjugated.

Miscellaneous

- A giant shell of the Vosk sorp might be considered a throne.
- Musical instruments are drums of reuce root, reed flutes, and other things created out of the plantlife around.
- During festival, women who have come of age are tossed to the center of a circle of men who clap and sing while the women dance. When a woman leaves the circle, a man follows, and if accepted and willing, the men toss nets over the women and lead them away to their huts.

QUOTES ABOUT MAMBAS

(reprint from The Ianda Times v.1 Issue 20)

(for "cannibalism" scroll down)

"Within the stockade of the Mamba people there was much light and noise. I could hear the sounds of their musical instruments, and the pounding of their drums. Within the stockade, too, we could hear the chanting of the people and the beating of sticks, carried in the hands of dancers." (Explorers of Gor)

The word 'Mamba' in most of the river dialects does not refer to a venomous reptile as might be expected, given its meaning in English, but, interestingly, is applied rather generally to most types of predatory river tharlarion. The Mamba people were, so to speak, the Tharlarion people. The Mamba people ate human flesh. So, too, does the tharlarion. It is thus, doubtless, that the people obtained their name. (Explorers of Gor, 44:393)

the Schendi word for river tharlarion, the predatory alligator-like creature which inhabits the rainforest rivers inland of Schendi; also a tribe of Schendi cannibals. (Explorers of Gor, 32:326)

"They are gone," said the leader of the small men. "They were taken by the Mamba people, those who file their teeth." (Explorers of Gor)

"The chieftain of the Mamba people rolled screaming at the wall, and then, scratching and

screaming, tried to drag himself toward the gate. The villagers, however, in their departure, had closed it, hoping thereby to contain the ants." (Explorers of Gor)

"How many men may I have?" I asked.

"Two or three will be sufficient," said the leader of the small men, "but because we are so fond of you, I, and nine others, will accompany you."

"That is perhaps generous," I said, "but how do you propose that the camp of the Mamba people be stormed with so few men?"

"We shall recruit allies," said the small man. "They are nearby even now."

(Explorers of Gor)

((This quote shows Tarl's uncertainty about invading the Mamba village with so few men, suggesting that the Mambas are worthy foes. Also, the quote shown below states close to the same. The pygmies fear the Mambas, fear their weapons, size, and numbers. They thought it not the least bit unusual that Tarl would abandon his party, thus escaping the Mambas, to save himself, which is what they thought he was doing. Also, the keen prowess of the Mamba people can be derived from the below quote as well, as they were not detected by Tarl, and were only detected by the pygmies because they are well educated in terms of the jungle. The quote also shows that the Mambas use spears and knives as their main form of weaponry.))

"Kisu!" I called, alarmed. "Ayari! Tende! Alice!"

Unmistakably in the small camp I saw the signs of struggle. Too, on the ground, I saw shed blood.

"They are gone," said the leader of the small men. "They were taken by the Mamba people, those who file their teeth."

The word 'Mamba' in most of the river dialects does not refer to a venomous reptile as might be expected, given its meaning in English, but, interestingly, is applied rather generally to most types of predatory river tharlarion. The Mamba people were, so to speak, the Tharlarion people. The Mamba people ate human flesh. So, too, does the tharlarion. It is thus, doubtless, that the people obtained their name.

"How do you know it was the Mamba people?" I asked.

"They came through the forest on foot," said the leader of the small people. "Doubtless they were following you. Doubtless they wished to surprise you."

"How do you know it was they?" I asked.

"We saw them," said one of the men.

"It is our country," said another. "We know much of what occurs here."

"Did you see the attack?" I asked.

"We did not wish to be too close," said another man.

"We are a small people," said another. "There were many of them, and they are large."

"We saw those of your party being led away," said another man.

"They were then alive," I said.

"Yes," said another man.

"Why did you not tell me of these things sooner?" I asked. "We thought you knew of the attack," said one of the men, "and had fled, thus escaping."

"No," I said. "I was hunting."

"We will give you meat, if you wish," said one of the small men. "Our hunting earlier today was successful."

"I must attempt to rescue those of my party," I said.

"There are too many of the Mamba people," said one of the small men. "They have spears and knives."

(Explorers of Gor

"What is wrong?" I asked.

"I have been looking about the village in the darkness," he whispered.

"Yes?" I said.

"I have found the refuse dump," he said.

"Within the walls?" I asked.

"Yes," he said.

"That is strange," I said. Normally a village would have its refuse dump outside the walls.

"I thought it strange, too," said Ayari. "I took the liberty of examining it."

"Yes?" I said.

"It contains human bones," he said.

"That is doubtless why it is kept within the walls," I said.

"I think so," said Ayari. "That way strangers will not see it before, unsuspecting, they enter the village."

"They seemed friendly fellows," I said. They were, however, I admitted to myself, not the most attractive lot I had ever seen. Their teeth had been filed to points.

"I never trust a man," said Ayari, "until I know what he eats"

"Where are the men of the village?" I asked.

"They are not asleep," said Ayari. "They are gathered in one of the huts."

"I shall awaken Janice and Alice," I said. "Awaken Kisu and Tende."

"I shall do so," he whispered.

In a few Ehn, our things in hand, we crept from the village. By the time we heard men crying out in rage, and saw torches on the shore, we were safely on the river.

(Explorers of Gor

ONLINISM OF THE WEEK

GOREAN MALE

By Laura Demonista

Somewhere, lost, in the mists of time
If you strain your ears, you can hear a whine
With all the bite of limp, soggy salad
As it moans and groans then yells "Invalid!"
"I'm bigger and stronger than any other guy.
I have the largest penis that money can buy!
I got powerful muscles, I'm as handsome as sin
So how can you actually think you can win??
I will ask you politely, if you'd be so kind,
To save me the trouble and do a self-bind
While I busy myself with my magic birds
Cuz I don't have a HUD to type the words.
I'm gonna rape you, now that you're caught.
It saves me from having an original thought.
I dont mind if you yell and holler
But could you give me some help to set up your collar?
Cuz I'm handsome, its true, and perfectly tanned

But I struggle at typing with only one hand.
Don't try to fight me. You know you will fail
For I'm a magnificent Gorean Male!

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