

# THE IANDA TIMES

(short online version)

Second Edition, v. 2 No. 66

Based in the city of Landa

Editor and Publisher: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Praetor of Landa

Social reporter: Sandy (Foster)

Accountant: Bee (Wendie Lemon)

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## Content:

- Editorial
- City news and announcements
- The Landa Social Scene
- Caste reports
- Southern Trade Alliance
- Regional news
- OOC Announcements of the Admin
- Advertisements and job offers
- OOC Role play
- OOC Knowledge
  - Travel Time on Gor
  - Organisations on Gor
- Onlinisms of the week

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.

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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 rains fell during the night and puddles left the paving slippery as kajira swept the water into the flower beds. Then making their way to the docks to prepare it for the opening of the new piers after their expansion.

The dock was also well used by the merchants traveling to the Southern Trade Alliance

meeting in port Quanali. The Southern trade alliance is now growing so rapidly new build work is being carried out in most cities. Expansion of docks is taking place in all the major cities of the Southern Trade Alliance. The price of builders is exorbitant and the Landa mint is flat out turning raw gold into coins, for the many cities now using the landa mint.

Citizens should be aware as we seem to be entering the rainy season earlier this year,

Rarius Yuroki, Admin of Landa  
paperwork: Bee, HoY scribe slave

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## CITY NEWS AND ANNOUNCEMENTS

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### - LANDA SCHEDULE

Sunday

08/12:2012

Homestone swearing ceremony for new citizens, admins building

Announcement: Landa will host a sword tournament end of the month. The landa Times will keep you informed.

### - NEWS

#### NEW HARBOUR IN LANDA

The new extension to the docks of landa were completed on another hot summer day .Large flocks of vosk gulls soon descended looking for scraps . A large wide bodied craft pulls in to the dock , the eye on its bow shining as bright as the Gorean day . The hatches open and a stream of men come on deck naked and chained,The dock tavern girls count them 12 in all. They are led away into the city to the house of the slaver, male pleasure slaves and Kajirus for the mines the girls of the tavern mock them.

Then the girls are led up onto the deck their eyes squinting at the strong sunlight ribald comments from the sailors bring smiles to many of the girls, however the next on deck have a piece of white silk attached to their collar, as well as a number drawn upon their left shoulder..

The owner and master of the slave house leaves the cabin and comes on deck to watch his kajira , form up on the dock before being led away to the kennels, calls of buy me master can be heard on the short trip to the kennels. The owner grins as he sees his property safely unloaded and on its way to the kennels .

The sleek tarn ship close to the key gets ready to sail as soon as the crew of freemen board her .

The new dock area gives more room for cargo to be unloaded directly on to the quay side and fishing boats to land their catch a fine addition to the city.

## - RUNAWAY KAJIRUS NEEDS TO BE DETAINED

[13:15] Post-It Note: Note 11 from Violette Luckstone

[13:15] Post-It Note: Please BEWARE Viper's thrall James is a RUNAWAY THRALL and may be considered dangerous. He should be captured and detained. Viper's slave James is medium skin, shaved head with very, very short light hair, light brown eyes, muscular, wearing chains and a dark brown thrall covering.

## 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

### A MUSICIAN IN LANDA

by Sandy

New citizen Rolick Auer rolled into Landa a week or so ago and presented himself as only a musician. Investigation has revealed a somewhat interesting past. He has traveled widely in Gor and has had other roles. He was Head Scribe of Fort Saphronicus and a citizen of both Port Kar and of Ar before it was destroyed.

Rolick says he has been welcomed by the reception of his music and is looking for a job "that pays well and requires no work." He says that he may take on the job of town drunk or be a promoter of the drinking of paga. since he sees that not enough of it is consumed in Landa. He intends to remedy that situation. Alternatively he says he will seek to relieve the loneliness of some of Landa's FW. So ladies beware. He is very good looking and has a sharp wit.

## HOUSE OF VIPER

The House of Viper decided to settle in Landa. Please welcome Lady Viper (Violette Luckstone). new merchant in Landa, and her intended Neacal who is of the warriors. They brought two slaves with them.

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## CASTE REPORTS LANDA

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### WHITE CASTE

[The Initiate of Landa is ill]

Praise be to You, Priest-Kings, holy and mighty,  
Who have brought us safely through night's darkness to the bright dawning of this new  
day.

Blessed are you in the natural world, which shows forth your abundant gift to us:  
Stability of stone in your sacred Sardar mountains;  
stone which bears the weight of the world  
Grace of water in storm and stillness, in rain, dew, and snow, in the great rivers and the  
shining Thassa, the sea;

Bounty of earth, which brings forth bread and beauty,  
food for all in the endless cycle of being;  
Sweetness of air, which sustains all life;  
Power of fire, which both warms us,  
and destroys those who violate your commands.

Blessed are you in your created world, Priest-Kings, holy and mighty.  
Receive ye now the praise of your anointed ones.

Blessed are you in all your creatures who have the breath of life:  
With every breath they praise you:

All your wild things: fierce Iarl and savage sleen, sea-tharlarion and mighty kailliauk,  
to the tiny urt nibbling at the grain bins;  
Kaiila and tarn, proud companions to man;  
Vulo and verr, and all the humble servants of man;  
And the great bosk whose herds darken the Turian plains --

You bring them to birth,  
You hold them in the hollow of your hand all their days,  
You close their lives in due season, according to your purpose.

Blessed are you in all your created beings, Priest-Kings, holy and mighty.  
Receive ye now the praise of your anointed ones.

Blessed are you in all humankind, male and female, free and slave  
From the highest to the lowest, of every Caste and City,  
Those of whatever station to which it has pleased you to call them:  
With every breath they praise you.  
Their lives show forth your mercy and your might  
Obedient to your will, according to your command.

Blessed are you in all humankind, Priest-Kings, holy and mighty.

Receive ye now the praise of your anointed ones.  
Preserve us this day and always from your anger and the Flame Death.

Priest-Kings, holy and mighty, purify me I pray you:

This day purify my mind, that I may know your Truth and proclaim it.  
This day purify my heart, that I may show your love and mercy to all.  
This day purify my hands, that I may help and heal all who are in any need.  
This day purify my ears, that I may hear your voice and obey  
This day purify my feet, that I may walk in the way you have set for me to follow.  
This day purify my whole being that nothing unclean may touch or enter it.

Hear me, Priest-Kings!  
This day and always, make me truly your blessed one, that I may perfectly serve your Will.

Ta Sardar Gor!

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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

THENTIS WANTS TO BURN DOWN THE TEMPLE OF THE WHITE CASTE

with compliments of the Landa Intelligence Service

[16:45] Kreighton Kirax: As soon as we over run rorus we will move quickly to Landa

[16:45] Cross (cross101.avro): Aye soon as we breach the walls in Landa I will take a small contingent of men and ove twords the temple and burn it down....again

[16:52] Kreighton Kirax: Someday the coward of Landa will stand and fight - all we can do is give him a chance

[17:08] Rarius Yuroki (Yuroki Uriza) passes the man 50 copper tarsks, enfolds the scroll and chuckles, shaking his head. He casts the spy a sharp look and spits out. Thentis, he snorts, full of traitors and we defeated them already once although they never attack alone but together with an huge bunch of allies....may you always have water [xxx], he nods again repeating the old greeting of the desert where he grew up, his eyes following the man who disappears in the dark.... hides the scroll in his belt.

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## MERCHANT CASTE

- HOY BANK OF LANDA

## RARE COINS

The House of Yuroki Bank in Landa is willing to pay good prices for these rare coins:

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

Coins of former Port of Victoria (made by Deb Alcott)

Coins of Port Sun (made by pippi Moonites)

Coins of former Vonda (made by Jarvis Quan)

Tarnburg coins

Hazelwood coins

Ask Rarius Yuroki (HoY owner) or Tarrie Chiu (head merchant of Landa, banker) for details

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## 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

Rarius Yuroki, Admin

The Kasbah of the Guard of the Dunes

Saran (Ries Kurka), Salt Ubar of the Tahari, Guard of the Dunes

Anastazia Cameron

Oasis of Klima

Spinaker Avro, Pasha of Klima and salt Ubar of Gor  
Kit Loring, Grand Vizier of the Oasis of Klima

The Kasbah of Seraphina

Chimola Jayaram, Pasha of Seraphina

The Oasis of the Two Scimitars

Nazz Zenfold (Nazz69luva Zenfold), Grand Administrator

Oasis of Nine Wells

Doc Grun, High Pasha

Oasis of the Sand Sleen

Angel Firethorn, Grand Vizier

City of Kasra

Hakim Amer, Ubar of Kasra

Argo Blanco, Head Scribe of Kasra

Emma Seljan, Painter

Jazirat al Khusuf

House Rogerian - Joshao Rogerian (Karaden Finesmith)

Port Quanali

Niccodemis Threebeards, Ubar

Talora (xYasminx Resident), merchant of Port Quanali

Unkunga regions

ShanePaul Benazzi

Katoteris

Red (Redbull Burnstein), Administrator.

Buriana (Buriana Donner), Head scribe.

Mandara - Oase der Diamanten

Kater Winkler, Pasha

City of Ichrak

Assiak Resident, Ubar

City Of Vigo

Masterwhisperer Resident

City OF SURI

Adminastrator

Winchester Colter

City Of Vigo

Masterwhisperer Resident

The second meeting of the true Southern Trade Alliance took place in Port Quanali. The assembly confirmed the membership of Ukunga regions, Isle of Katoteros, Oasis of Mandara and the City of Ichrak and voted for Port Suri and the City of Vigo as new members of the STA. (The other topics are confidential.)

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## REGIONAL NEWS

### A STRANGER'S WARNING

A man wearing the robes of an Initiate arrives dazed and confused into the Oasis of Seraphina, seriously dehydrated and garbled in his speech. Despite the attempts of physicians to restore his health, he dies in the area of the souk..

The Pasha was with him at the end, his last words appeared to be that os a warning.. "Priest Kings... mighty dust storm on it's way... escape whilst you can... 9 days..."

Silence fell upon those assembled..

### THE DEATH OF HONOR IN THENTIS

By Bee, HoY slave scribe

A sad Lament of the death of honour! Goreans have from time immemorial been true to their caste. The Lynchpin of this is honour, men have taken their life rather than dishonour their homestone or caste.

Now a city has become a pariah of Gor for forsaking the truth. This may be the act of a few influential people but the majority give shelter and credence. When they should be refused Salt, fire , and water. Poor Citizens of Thentis you are no more than slaves of outlaws.

Why?

You all read the story of the persecution of a scribe of Thentis and the subsequent sham trial . Well not satisfied with this and the judges decision the group of so called men more Urts I cannot call them Urts this would be cruel to urts. These men decide to kill her so she could no longer speak out at the way these men of Thentis behaved.

Even the Caste of assassins are involved with one of their member sullyng their sword at the behest of these men of Thentis.

The day was an ordinary day or so ,The Lady Elpi thought but she was to be captured by a man of Thentis sold to an assassin in the employ of Thentis.

The assassin then kills the slave he just bought .

The travesty of this is the Assassin took money to kill a free woman he took the money and did not carry out his kill. Instead he bought a slave and killed her ,not a lot of profit in that



maybe this man of the black caste is an impostor because he certainly does not have the cunning of true member of the black caste.

So Thentis has decided to kill its own citizens if they speak out . They will hire others to kill their own citizens, they will sell into slavery citizens who speak out,they will not abide by the rule of law if it does not suit them.

Then to cap it all it looks like the Black caste do have bad days and approve assassins who seem to have the brain power of a shendi squirrel

So a city to be avoided and the sad loss of a free woman a martyr to gorean honour.

For the people of Thentis: "The most dangerous lies are those which we tell ourselves."  
(Vagabonds of Gor, p.468)

"It is often easier to know others than ourselves. Perhaps that is because there is less need to tell lies about them. Few of us recognize the stranger in the shadows, who is ourself." (Magicians of Gor, p.188)

## STRANGE THINGS HAPPENED NEAR THE SARDAR MOUNTAINS

by anonymous

An hooded man, obviously a pilgrim, delivered a scroll to the admin of Landa, some paintings included. We document that without comments: Is is a kind lof letter and called "announcement of return."

"When I awoke, perhaps near the Sardar Mountains, I looked about me and found myself on a high, railed platform, overlooking a vast circular artificial canyon, lined with bridges and terraces. In the depths of this canyon and on the terraces that mounted its sides were innumerable structures, largely geometrical solids--cones, cylinders, lofty cubes, domes, spheres and such--of various sizes, colors and illuminations, many of which were windowed and possessed of numerous floors, some of which even towered to the level of the platform where I stood, some of which soared even higher into the lofty reaches of the vast dome that arched over the canyon like a stone sky.

I stood on the platform, my hands clenched on the railing, staggered by what I saw - a strange creature. In its way it was very beautiful, golden and tall, looming over me, framed in that massive portal. It was not more than a yard wide but its head nearly touched the top of the portal and so I would judge that, standing as it did, it must have been nearly eighteen feet high.

It had six legs and a great head like a globe of gold with eyes like vast luminous disks. Its two forelegs, poised and alert, were lifted delicately in front of its body. Its jaws opened and closed once. They moved laterally. From its head there extended two fragile, jointed appendages, long and covered with short quivering strands of golden hair. These two appendages, like eyes, swept the room once and then seemed to focus on me. They curved toward me like delicate golden pincers and each of the countless golden strands on those appendages straightened and pointed toward me like a quivering golden needle.

The creature looked at me somehow curious - and disappeared. I remembered my father.

He explained to me something of the legends of the Priest-Kings, and I gathered that they seemed to be true to this degree at least - that the Priest-Kings could destroy or control whatever they wished, that they were, in effect, the divinities of this world. It was supposed that they were aware of all that transpired on their planet, but, if so, I was informed that they seemed, on the whole, to take little note of it.

I found myself hidden in a curious place near a Thassa Island, my body covered with bloody bandages, but still alive."

[OOO comment: read <http://tinyurl.com/9qujmsb> ]

## THE HIDDEN SIDE OF KASRA

by Erion Joseppe

A smell of stale river water permeates the atmosphere of the harbor area of Kasra, extended along its central part, where the northern and southern Fayeen branches meet and merge, forming the natural path to Schendi, first, and towards the Thassa or the large central and northern rivers. In the opinions of travelers and merchants, this maze of rivers and streams makes Kasra the best point of communication between the desert and the rest of Gor, allowing the rare Tahari resources to spread anywhere. There is not a town plan where barracks, warehouses and wharfs rise and die depending on unclassified and powerful trading powers. It is almost the other soul of Kasra, opposite to the elegant, rich, and sumptuous one, characterized by domes, well-tended plasters, jewelers, the Kasbah with its stalls, the lanes of the city center, a labyrinth of narrow streets and paths where passion and jealousy intersect to weave a web of lives.

During the day the wanderer sees sailors and merchants engaged in their business, passengers boarding or getting off the ships, bringing wealth and poverty. The night is different ... Lives forgotten by the Priest-Kings trample the pavement, rough and marked by the many goods that pass along that thin stretch of coast. Not only she-urts, not only kajirae and kajiri sent by some kind of greedy owner interested just to swell their pockets, blind to any feeling but the darling of the coin. The wanderer sees even travelers interested in buying goods the sound urban bourgeoisie does not want to see, except when necessity knocks at the door, revealing dark warps embroidered by some kind of feeling.

\*\* TUM ... \*\* TUM ... \*\* TUM ... \*\* TUM \*\* A small shed, badly built with decaying wood, soaked with the rotting stench of the Kasra wharfs, located behind the salt warehouse, represents the hidden place where the Kanda roots are pulverized. Over and over the mortar falls in the pestle to pulverize that product of the desert to obtain by processes unclear to neophytes a kind of whitish oily paste, a terrible poison with an excessive cost. It is surprising to notice how much the leaves are harmless, compared to what grows underground. Little stuff fills that space, occupied departing from any planning law, including boxes of various goods, and others full of roots. How do you feel the smell of money, when what surrounds the cabin is far stronger than anything else?

Weird people visits this place, where honoured women and men should never be seen. They should ...

It is the other side of the market square in the city center, where the rich or innocuous exchange of goods characterizes any day, where you can see the stall of the kanda leaves together with the one of the famous salt of Kasra. But that market square is even the place where the Kasra bourgeoisie gets in touch with the abusive and outlying suburbs of the harbour area, where you make an appointment to go to the stores, always at night, to squander their fortunes in the game of Stones, damn gambling game, as simple as false.

It seems surprising how the balance between the two realities that coexist in the same space, in the same city can be maintained. A delicate balance that nobody would dare to go beyond, as if the stairs leading to the rich Kasra are a virtual wall, respected by those who want to take advantage of the nobility of the city center and who wants to get lost in the winding paths, in the abusive rooms, in the run-down warehouses of the harbour area.

### SLAVE SCRIBES OF OG (SSOG)

~The slave's words are to be fitly spoken, and edify those with whom she speaks.~

Are you a kajira, better trained than many Free in the ways of the Scribe or its subcastes, but you wish to role play a slave? Have you wondered how to find a Master or Mistress who would be overjoyed to find such a highly specialized girl or boy?

Perhaps you might find yourself longing to serve members of the Blue Caste, but you yet lack the specific training and certifications to do so with the confidence and finesse you know you need to do so?

~OR~

Are you a member of the Blue Caste, desperately seeking a well-trained Scibal slave, but have come very near abandoning all hope? "Where ARE they!" you throw up your hands in exasperation.

Look no further! Your search is over. Slave Scribes of Gor was created to enhance role play for all "shades" of the Blue Caste, from Magistrate to Librarian, Record Keeper to Scholar.

Our goal is to gather into one place exceptionally well-trained and specialized Scibal slaves. We also offer direction and guidance for those wishing to become so.

Up-to-date records are maintained on each girl (or boy!), and they will be available on request to those needing information on a particular member. Each slave is encouraged to acquire a multiplicity of certifications in various aspects of the Blue Caste, as well as being highly skilled in kajirae serves of various kinds.

Contact BethanyKajira (aka "bethy") for more information, or to become a member of this elite group of highly specialized kajirae.

With love to ALL SHADES OF BLUE,  
~bethy (BethanyKajira)  
Property of Lady Janette Inglewood,

- 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.

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: Cordelia Fjelstad (Minnie Rae)  
Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin  
Merchant caste: Tar (Tarrie Chiuuh)

#### MODERATORS:

Yuroki Uriza, Admin  
Saurion of Lydius (Khampoh Resident), Master Assassin  
Sherman Easterwood, Praetor  
Tar (Tarrie Chiuuh), Head Merchant

#### 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](mailto: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.

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## 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 IN LANDA

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

## PAGAR SLAVERHOUSE IN LANDA

Tal and first of all Let me welcome you to the HOUSE PAGAR (HP) , Slaverhouse in Landa.

The HP is owned and run by the Slaver Nino Hazelnut.

The HP aims to follow the books of John Norman as close as they can and is independent from the Landa council.

The aim of the Kennel is to help, guide and train you during your experince as kajira or kajirus in Gor SL.

BUT this will only happen if you are prepared to work hard and put the effort in.

The kennel owner himself and his staff will put a huge amount of effort and time in, to help you in your knowledge with the hope that this also helps you in your Role Play.

YOU will be expected to complete a training schedule before the kennel will consider you fit to be SOLD. Why is this? Because your knowledge of service reflects on the owner and the image of the HOUSE PAGAR.

You will be trained in all aspects of service. From serving Paga, to dancing and even the art of being pleasing in the Furs. The owner follows the training closely and is always close to the kennel slaves.

Before you decide to accept the kennel Collar read on.

The Gorean environment was Harsh for a slave, and you will be treated at times Harshly ICLY . I am a GOREAN Master, I and My Staff see you as nothing More than Beast, to be trained and then sold on.

I will not accept any OOC in local, I will not accept Princess attitudes. I will not accept anything that is not Gorean, Nor will you. I expect you, when you are in the kennels to be ready to serve the needs of The Free who are in the city, I will not accept any Slaves that Hide in the kennels to get out of service.

Still Interested? Read ON.

So I have not put you of from becoming a HOUSE PAGAR Kennel slave, it would seem that you have the makings of a Great Slave, that any Free would be glad to own.

In time and given the training and commitment of the kennel staff, I assure you all your hard work will pay of, you will be part of the best.

Each Slave will be given an assessment with the First week of there coming to the Kennels, This is to see how much you already Know about being a Gorean kajiri. I do not believe in all new to the kennel starting at the bottom.

## 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:

admins, Ubars, Tatrixes

## - THE LANDA TIMES

The landa times is looking for correspondents all over Gor.

---

## ROLEPLAY

### - PESKY LITTLE THING

by HoY slave Blanca

Pours some cold water into a bowl , and washing clean all the tankards and goblets strewn



about the place, cleaning and polishing dry each one, Stretching her body on tip toes reaching to the top of the shelf placing each one in a neat display on the top.

Looks at the empty stew pot and decides to make some nice stew, onions spilled out on the counter, a kitchen cutting stone retrieved from a drawer. With focus in her eyes she began chopping, the knife moving up and down. The carrots turned into thin orange coins, the onion slithering around on the cutting board.

"Pesky little thing...", she muttered, grabbing hold of it with sharp fingernails. Tears stinging her eyes, the onion sharp on her dark eyes and she blinked furiously, taking care of the onions.

Hanging the pot over the flickering fire to come to a boil, she slammed down a lid on it to speed the process up.

Then the meat. Small slices cut and added to a pan the blood rich flesh hot and fat with juice. Plenty of butter added and soon the sizzling filled the room.

The smell of fried meat made her mouth water and she scooped up the bits, pouring them and what was left of the melted butter, into the pot. Salt and pepper sprinkled on top and she turned her head, smiling.

A bit of cream added and some milk and then more pepper and salt and some other spices found. Thyme and a pinch of cinnamon. She enjoyed playing around in the kitchen

Sliding the lid back on the pot she turned, smiling to anyone watching. "Smells good, huh?", she winked, cleaning her hands on a dry cloth.

thinks she will let this simmer and await a request to serve..

She runs to her kennel, slave bits bouncing, "huh" her bits bouncing???" "must have been all that cheese" she thinks ugh.

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KNOWLEDGE

TRAVEL TIME ON GOR

Library of Landa

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SUMMARY:

Between Ko-ro-ba & Sardar Mountains: Many weeks on foot

From Sardar Fair on foot into Sardar Mountains: Four days hike on foot

From Sardar Mountains to Plains of Turia Months on foot and by caravan

Through the Vosk Delta: More than 16 days to either Port Kar or Thassa

By caravan from Ko-ro-ba to Ar: Several weeks by caravan

From Ko-ro-ba to Laura: A few weeks by caravan

Distance covered by warriors on foot: Warriors, trained to march long distances (See Warrior Training) march 40 pasangs per day

By ship from Port Kar to Schendi: Several days even in fair winds

---

Between Earth & Counter-Earth, Gor

A few weeks on the silver ship

I rose slowly to my feet, my fibers alive in the wind, my hair torn by its blasts, my muscles each aching and rejoicing in their first movements in perhaps weeks, for I had again entered that silver disk in the White Mountains which was the ship of the Priest-Kings, used for the Voyages of Acquisition, and, in entering, had fallen unconscious. In that state, as once long before, I had come to this world.

(Outlaw of Gor)

Between Ko-ro-ba & Sardar Mountains

Many weeks on foot

The Sardar Mountains, which I had never seen, lay more than a thousand pasangs from Ko-ro-ba.

Outlaw

I would have given much for a tarn in my journey, though I knew no tarn would fly into the mountains.

...As was wise I avoided cities in my long journey, though I passed several, ...

I wondered if I might be able to secure a tarn in the intriguing city of Tharna. It would shorten the trip to the Sardar Mountains by weeks.

(Outlaw of Gor)

From Sardar Fair on foot into Sardar Mountains

Four days hike on foot

Some four days into the mountains I heard for the first time in my journey the sound of a thing other than the wind, the sighing of snow and the groaning of ice; it was the sound of a living thing; the sound of a mountain larl.

(Priest Kings of Gor)

From Sardar Mountains to Plains of Turia

Months on foot and by caravan

In the past months I had made my way, afoot, overland, across the equator, living by hunting and occasional service in the caravans of merchants, from the northern to the southern hemisphere of GOR. I had left the vicinity of the Sardar Range in the month of Se'Var, which in the northern hemisphere is a winter month, and had journeyed south for months; and had now come to what some call the Plains of Turia, others the Land of the Wagon Peoples, in the autumn of this hemisphere;

(Noamds of Gor)

Through the Vosk Delta

More than 16 days to either Port Kar or Thassa

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 reence 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 wich is gleaming Thassa, the Sea.

...

I had been in the delta now for some sixteen days, drifting and paddling toward the Thassa.

(Raiders of Gor)

By caravan from Ko-ro-ba to Ar

Several weeks by caravan

We were perhaps a pasang from the caravan. I, by standing on my tip toes in the grass, on the low hill on which we were gathering berries, could see the squarish tops of the wagons, with their blue and yellow canvas coverings.

We were nine days out of Ko-ro-ba.

It would be weeks before we could reach Ar, where we would be sold.

Captive

) "Ute," I said.

Ute turned in the strap, from picking berries.

"Yes, El-in-or?" she said.

"When will we reach Ar?" I asked.

"Oh, not for many days," she said. "We have not yet even come to the Vosk."

(Captive of Gor)

From Ko-ro-ba to Laura

A few weeks by caravan

Shortly before he made me one of his girls, some two or three days before, he had been attacked by outlaw tarnsmen, some four days journey north by northeast from the city of Ko-ro-ba, which lies high in the northern temperate latitudes of the planet Gor, which is the name of this world. He was bound, traveling over the hills and meadowlands east and north of Ko-ro-ba, for the city of Laura, which lies on the banks of the Laurius river, some two hundred pasangs inland from the coast of the sea, called Thassa.

Captive

It took many days to reach Laura.

(Captive of Gor)

Distance covered by warriors on foot

Warriors, trained to march long distances (See Warrior Training) march 40 pasangs per day

How different things seemed from the marches of the forces of Ar, and others of the high cities. When the men of Ar moved, for example, and whenever possible they would do so on the great military roads, such as the Viktel Aria, they used a measured pace, often kept by a drum, and including rests, would each day cover a calculable distance, usually forty pasangs. At forty-pasang intervals there would generally, on the military roads, be a fortified camp, supplied in advance with ample provisions. Some of these camps became

towns. Later some became cities. These roads and camps, and measures, made it possible to move troops not only efficiently and rapidly, but assisted in military planning. One could tell, for example, how long it would take to bring a certain number of men to bear on a certain point.

(Mercenaries of Gor)

By ship from Port Kar to Schendi

Several days even in fair winds

The trip south towards Schendi is a long one, consuming several days, even with fair winds, which we had had.

Explorers

It appears to be about an eight day trip

Four days are mentioned as passing in this quote

The first two days the blond-haired girl could not eat. She had shrunk back in horror from the gruel of meal and fish, fit provender for slaves, thrust in its pan into her cage. She had looked at me. Compared to it, the garbage of Port Kar had been haut cuisine. But on the third day she had finished it, thrusting it with her fingers into her mouth and licking the pan clean. Slaves are often not permitted utensils. Seeing that the pan was clean, Ulafi had then had his second officer commence her lessons.

The next day Sasi, at Ulafi's request of me, had begun to improve her Gorean.

Explorers

And an additional four days mentioned here

I looked out, over the rail. There were white clouds in the sky, and the sky was very blue.

We would make Schendi, if the winds held, in four days.

(Explorers of Gor)

## ORGANIZATIONS ON GOR

Library of Landa

Organization of Beggars

Organization of Carpenters

Organization of Oar Makers

Organization of Pulley Makers

Organization of Rope Makers

Organization of Sail Makers

Organization of Sawyers

Organization of Shipwrights

---

Organization of Beggars

Kipofu, though avaricious and petty in many respects, had in him something of the sovereign. He was a highly intelligent man, and one who could, upon occasion, be wise as well as shrewd. He was a man of determination, and of iron will, and vision. It was he who had first effectively organized the beggars of Schendi, stabilizing their numbers and distributing and allotting their territories. None might now beg in Schendi without his permission and none might transgress the territory of another. And each, each week, paid his tax to Kipofu, the inevitable price of government. These taxes, though doubtless much went to the shrewd Kipofu, for monarchs expect to be well paid for bearing the burdens

and tribulations of office, served to obtain benefits and insurances for the governed. No beggar now in Schendi was truly without shelter, or medical care or needed go hungry. Each tended to look out for the others, through the functioning of the system. It was said that even members of the merchant council occasionally took Kipofu into their confidence. One consequence of the organization of the beggars, incidentally, was that Schendi did not have many beggars. Obviously the fewer beggars there are the more alms there are for each one. Unwanted beggars had the choice of having their passage paid from Schendi or concluding their simple careers in the harbor.

"I seek information," I said, "on one who seemed a beggar, who was called Kunguni."

"Pay," said Kipofu.

I put another tarsk bit into his hand.

"Pay," said Kipofu.

I put yet another tarsk bit into his hand.

"None in Schendi who begs is known as Kunguni," he said.

"Permit me to describe the man to you," I said.

"How would I know of these things?" asked Kipofu.

I drew forth a silver tarsk.

Kipofu, I knew, through the organization of the beggars, their covering of territories, and their reports, as well as his use of them as messengers and spies, was perhaps the most informed man in Schendi.

Explorers of Gor Book 13 Pages 138 - 139

### Organization of Carpenters

The next item on the agenda dealt with the demand of the pulley-makers to receive the same wage per Ahn as the oar-makers. I voted for this measure, but it did not pass.

A Captain next to me snorted, "Give the pulley-makers the wage of oar-makers, and sawyers will want the wages of carpenters, and carpenters of shipwrights!"

Raiders of Gor Book 6 Page 134

### Organization of Oar Makers

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Raiders of Gor Book 6 Page 134

### Organization of Pulley Makers

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Raiders of Gor Book 6 Page 134

A fellow, a pulley-maker I recognized from the arsenal, and the arsenal kaissa champion, rose to his feet, from where he had been sitting cross-legged before the kaissa board in the kaissa booth. "A marvelous game," he said, rubbing his head, bewildered. "I was humiliated. I was devastated. I do not even know how he did it. In fourteen moves he did it! In fourteen moves he captured three pieces and it would have been capture of Home Stone on the next! Perhaps there were illegal moves. Perhaps I did not see everything he did!"

"Try another game," encouraged the paunchy fellow, he who had been associated with the stage and who, it seemed, had an interest also in the kaissa booth. "Perhaps your luck will change!"

But the pulley-maker, almost reeling, made his way away, through the crowds.

Players of Gor Book 20 Pages 52 - 53

### Organization of Rope Makers

The next matter for consideration was the negotiation of a dispute between the sail-makers and the rope-makers in the arsenal with respect to priority in the annual Procession to the Sea, which takes place on the first of En'Kara, the Gorean New Year. There had been a riot this year. It was resolved that henceforth both groups would walk abreast. I smiled to myself. I expected there would be a riot next year as well.

Raiders of Gor Book 6 Page 134

### Organization of Sail Makers

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...

The wages of a sail-maker, incidentally, are four copper tarn disks per day, those of a fine shipwright, hired by the Council of Captains, as much as a golden tarn disk per day.

...

The organizations, such as the sail-makers, almost guildlike, not castes, have dues, and these dues tend to be supplied to a number of purposes, such as support of those injured or their families, loans, payments when men are out of work, and pensions. The organizations have also, upon occasion, functioned as collective bargaining agencies. I suspected that the sail-makers would, threatening desertion of the arsenal, this year or the next obtain their desired increase in wages.

Raiders of Gor Book 6 Pages 134 - 135

### Organization of Sawyers

The next item on the agenda dealt with the demand of the pulley-makers to receive the same wage per Ahn as the oar-makers. I voted for this measure, but it did not pass. A Captain next to me snorted, "Give the pulley-makers the wage of oar-makers, and sawyers will want the wages of carpenters, and carpenters of shipwrights!"

### Organization of Shipwrights

The next item on the agenda dealt with the demand of the pulley-makers to receive the same wage per Ahn as the oar-makers. I voted for this measure, but it did not pass. A Captain next to me snorted, "Give the pulley-makers the wage of oar-makers, and sawyers will want the wages of carpenters, and carpenters of shipwrights!"

...

The wages of a sail-maker, incidentally, are four copper tarn disks per day, those of a fine shipwright, hired by the Council of Captains, as much as a golden tarn disk per day.

Raiders of Gor Book 6 Page 134

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### ONLINISM OF THE WEEK

" Jarl seeks girlfriend" (Leashed Men of Gor, p. 156)

"It is not the most important duty for Free on Gor to find a Free companion or to make pixelsex, but to roleplay, to create storylines and to avoid silly OOC drama." (Relaxed Zen masters and mistresses of Gor, p. 58)

"Jgrab" (Missing collar channels of Gor, p. 12)

"jale Darnay pulls out the paddle and spanks Tantha Flux's beautiful big ass making a resounding clap through the area!". (BDSM Hud Emoters of Gor, p. 67)

[16:10] xxx: traffic doesn't mean anything to me, Master.

[16:11] xxx: I could not get anyone to interact with me

[16:11] xxx: \*rests her chin on her hand\* I just spent the last two days in xxx which has the highest traffic of a "btb" sim....

[16:11] xxx: a million green dots means nothing if no one will play

[16:11] Yuroki Uriza: and nothing happened?

[16:11] xxx: I tried.. I walked up and tried starting RP and they were either afk or would not interact with me

[16:11] xxx: one man said his FC does not allow it

[16:14] xxx: I am not even kidding. I have been looking for a place for 6 weeks now. I run into these issues as a slave:

[16:14] xxx: 1) the men have their real life partner as their slave or FC so they will not interact with slaves

[16:14] xxx: 2) they only raid and take captives so they are never around

[16:14] xxx: 3) they are afk or in IMs and do not respond to rp