

THE IANDA TIMES

(short online version without pictures)

First Edition, v.1, No.22

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Magistrate of Landa

Content:

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- City news and announcements
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Note: Though the Landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

EDITORIAL

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

For this week's topic I decided to rerun an editorial I did earlier. I think it is timely once again as Landa continues to see growth.

As I sit, in my office, and look out over the city, I see many new faces. The city is growing and people are coming daily. With this growth each citizen is working hard in their caste for the benefit of the city. This hard work shows benefits everyday in beauty and welfare of the city.

A city depends upon many to work together and perform the duties of their caste. One should have pride in their caste, high or low, and do their job to the best of their ability.

Both high caste and low caste are important to a city. They bind a city together and make it strong.

Sherman Easterwood

Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Thursday: Slave lessons, third floor slaverhouse 3.00 pm SLT (SI time = gmt+8)

Saturday, 8th of October 2011 2 pm SLT - Landa Warrior Run (OOC event)

- NEWS

LANDA WAS UNDER ATTACK

by Lady Tess

As I walked into the City it was to hushed tones...worried looks seen on the faces of the few gathered...a slave approaches me, fear in her eyes as she regales the tale of the previous day to me.

"Did you hear Mistress, the Black Caste man has left?".....her words hurriedly spoken before she continues with"some warriors of Turmus grappled the walls and I saw them when I stepped out of tavern"

Her story continues...the alarm bell rung, Free women and slaves making haste to safety. A visiting man who stood at the side of the Administrator in fight and the Guard Ibrahim who arrived from his training to join the fight. Six attackers overpowered the three men.....the Administrator taken to the waiting ship....as hostage to be ransomed in exchange for another...one of our Warriors claimed to be a traitor of Turmus. Alas for them, the Guard Ibrahim and some of the slaves had captured one of the attackers and our Administrator was released in exchange for their man.

It is reported that no Citizen required the services of our Physicians following the raid...but that the Attackers have announced the matter is not concluded...they want their Traitor.

On speaking with the Administrator on his return he says "they treated me with honour, was released as I gave word their man would be freed. I did manage to bash a few slave heads though, but this earned me time naked on the cross, and at one time managed to get free of the binds as they were attacked by Warriors of Sais. They want the man of Landa they are calling a traitor....does this mean war?...we will see"

Keep vigilant in your daily lives Landarians. Our Warriors protect us with honour and pride, but we must do our bit when need arises.

SLAVE CHORES IN LANDA

by Lady Tess

A huge part of a slave's life is doing chores, for their owner, the City...for the Free. How well do you do your chores? Do you take pride in your chores? Now is the time to show your City the efforts YOU put in to aid the Free and please your owners.

Perform your chore...record it on a note and submit to the HoY First Girl Lilith or Nimue or the Slaver...send in as many as you wish to do.

Each week one submitted chore will be chosen and the slave who performed it will receive an rp prize...this could be a meal in the Inn, a drink in the Tavern.....a piggy-back ride on a Warrior. At the end of each month....a further decision will be taken on the weekly winners and one slave will receive a special gift of silks or other equally rewarding prize.

Get your imagination running slaves..have fun and wish you luck.

(We will decide every Sunday and publish the chores in the Landa Times)

HOY SRIBE

Lady Tess was offered and accepted the position as Head Scribe to the HoY. Her duties will cover work in the Slave House, Bank and for the Landa Times.

Rarius Yuroki

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

SLAVE LESSONS

This weeks slave classes will be about serving. What is btb and what is not , onlineisms in serving and also about emoting and expressing yourself when serving . We will also brush up on when and how we should kneel when approaching and leaving the free .

Lessons are at 3 pm SLT Thursday and 3 am SLT Saturday

yours in service Nimue (luca cadell), slave of Master Liam Whitesong

- 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 role play 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.

- NO STORYLINE WITH TURMUS

Turmus had banned Pagaz because he left Turmus a long time ago. I tried my very best to persuade them to unban him but I failed. They are very stubborn. (Should we ban all the people who left Landa? That is silly.) We cannot follow storylines if Turmus would be involved because we cannot attack them.
The Admin

- OOC SURVEY

Thank you all to have participated in the OOC survey. Here are some answers.

WHAT DO YOU WANT TO BE CHANGED IN LANDA?

ANSWER 1

1) We need city slaves. I know, I know. You're totally against this. You've sent us quotes about State Slaves which indicates to me that, since there are no "states" as we know them in the USA, each city was considered a "state" unto itself.

"The female state slave of Ar wears a brief, gray slave livery, with matching gray collar."
Which leads me to ask the question, "What does the female state slave of Landa wear?"

2) We need these "state slaves" of Landa to be trained to give tours of our city. Different tours for the visitors and for the residents. In the three weeks that we've been here, my mouse only today learned where the tunnels were. Your slaves give the first, and best, impression of your city. They need to be available to greet, tour, entertain and make your guests feel comfortable and welcomed.

3) We need chores for ALL slaves to keep them occupied. State slaves as well as private slaves. And we need the right to =expect= them to do these chores as we ask.

4) We need someone who can act as Regent or who is in command in your absence, Commander Coyne's absence. If not someone in command, then someone who will, at the very least, keep their eyes and ears open and then report to someone in command when they're available. Most of the "bad behaviour" occurs when our leaders are away. We need eyes and ears on Landa in their absence so this behaviour stops.

ANSWER 2

I would like to have Dancing classes too

ANSWER 3

The rp, the sense of community is not here. I have been here about a month I guess and I still haven't been shown the city. My Master and I just have wandered around trying to learn as we go.

People stay for two reasons, RP and the People. My Master gets good rp, slaves are ignored. Now, yes in Gor slaves are nothing but well...slaves. However, we are people that are here for our entertainment as well. We need to be included, the city needs to be jumping with activity. Slaves do that.

ANSWER 4

People listen and co-operate with each other and realize that IC is different from OOC

ANSWER 5

Let's be open about letting visitor's in. Let the RP comes in. I stand all day at the tent. I do not see much RP happening unless when a visitor come. A city will be dull with no RP.

ANSWER 6

There is very little this girl would change in Landa. It is her first home in Gor, and is very beautiful ,and filled with caring, and educated P/people. This girl has made it her Home, and wishes very much to be able to continue to do so.

The one thing that keeps her from Landa1 is the recent tales that reach her ears that she simply does not understand, of slaves being reprimanded cruelly for infractions that do not make sense to her. How true these tales are... she does not know, as she was not present, but they have made her fearful, and reluctant to come to Landa 1. This saddens her beyond words.

This girl believes that direct disrespect should be sternly punished, but she is afraid, as she is not able to understand some of the infractions for which some slaves have been punished.

ANWSER 7

I did notice in serving Free on several occasions that from the outside tent area in front of the tavern, where Free generally 'flock' I noticed that the tavern is out of chat range so they free can not see our beautiful serves, and that could lead to lazy slaves if they know no one will be reading it anyway. Not sure if this is just an occasion where we im the Free we are serving or maybe we should have some form of hearth/firepit there? So that all the Free may enjoy the sensual serves of the kajira around.

ANSWER 8

I think the coin system should be pushed more it is a great idea and the citizens would make it a great rp if they all stuck to it

There are way to many slaves idling and being bored there has to be some way to keep track of the chores they do

ANSWER 9

I would like to see more humor, more fun, activity and not just sitting around and chatting. you know what they say about idle hands.

ANSWER 10

Slaves being bored

WHICH PERSONS MAKE YOU FEEL UNCOMFORTABLE?

[The persons who had been mentioned here very often are not longer allowed to play in Landa or left already.]

ANSWER 1

Those with no sense of humor
those think all Gorean slaves are slaves in real too
those talk always OOC in open chat
those with no or less knowledge about the character they role play in Gor

ANSWER 2

Of the Free? None. I can get along with any of them, or find a role play reason not to and avoid them.

But of the slaves, those girls who refuse to listen to the Free, to accept chores, to accept punishment if it's warranted by their actions, who delight in drama and causing distress to others... those, in short, who are causing you to lose citizens... they make me uncomfortable because they herald the downfall of Landa.

ANSWER 3

None, this isn't the most welcoming city I've been to but none make me uncomfortable. I can rp with the best of them or the worst.

ANSWER 4

None at the moment I handle most characters in IC only most of the time.

ANSWER 5

1. Slave who think she run the city and hiding behind the emote to sarcastically condemn people.
2. Slave who act like a free woman.
2. Women who want to be respected yet do not respect to the man she speak to.
3. Free men who act like Gorean wanabe showing how strong he is against woman and slave by being nasty without valid reason.

ANSWER 6

Overall I don't find anyone that makes me uncomfortable. I get along with everyone else and enjoy my RP in Landa.. it is a very beautiful home and very cozy.

FEEL FREE TO PROPOSE SOMETHING MORE

ANSWER 1

A chore system. The slaves NC their chores, and turn them into the FG, or slaver, or someone. Then a group of the free decide on which chore was best for the week. The chore that was best for that week that slave will get something in RP, like an actual meal instead of slave portions or gruel. Then at the end of the month you take the weekly winners and the one that was the best out of those gets a bigger prize like silks, or lindens. Something to motivate the girls to do chores.

{We will enable that as soon as possible, thank you}

ANSWER 2

I would like to see more active slaves, sword competition.. slaves dancing in the square for our pleasure.. the first girl could set the dance up

ANSWER 3

The city of landa has a a lot of great potential but the ooc drama is killing it quickly, the fact that a slave can stand in the square and directly disobey a direct command and can tell a

Master no is not ok. The slaves are getting bored and with the traffic rising quickly it will hurt the city if we loose citizens or slaves.

I think events like sword events for warriors or ones that include slaves and there worst serve or something I have tons of ideas that can be passed your way if your interested

ANSWER 4

I think we should start broadcasting GPR events weekly in Landa.. it brings a lot of people to the city and it a fun time for everyone involved. The kajira can dance and the Free can enjoy their movements as well as the conversations from fellow Free. That is also where a outside firepit/heart would be good.

ANSWER 5

How to improve on what seems to be Perfect...? There is nothing this girl can think of that she would change about Landa. It is beautiful, and welcomes newcomers with open arms ...as far as Gorean cities do this (save Tharna, which has hidden motivations).

ANSWER 6

1. We need RP to make this city alive. Making it exclusive for certain people will kill a city. Be open. This is Gor. Be suspicious doesn't mean driving them away just because they not wearing their colour code. Slave needs master to RP. Tavern and Inn need visitor to make it alive.
2. Stop god modding and judge people from their profile before you even talk to them ICly. How we know their intention when we don't even know them ICly.
3. Slave need some activity for themselves when they not serving be it individually or in a group. Make chores be known to all like putting a board of each individual slave for their must to do chores weekly and this mean all private slaves too.
4. Warriors need to be guarding the gate or be in the city with a certain mandatory time whenever they are online. Maybe a duty roster need to be put out depends on their time zone and time that they can be online.

ANSWER 7

something to bring the slaves together in rp as a group
i hate hearing slaves say there is nothing to do icly

ANSWER 8

We need more slave chores, the most fun I have had here yet was playing at the Inn, picking strawberries and feeling part of the community. I do chores on my own but they are hidden and away from everyone. Which is no fun at all. I came in this morning and now they are gone and the city is dead.

I also think we need city slaves, they had slaves of the city in the books. Slaves make

cities hum, i was a city slave for awhile and i loved it. The chances of RP was higher, and what Warrior wants to come to a city without the opportunity to buy a slave that has caught his eye. This is like a couples only city. Also, private slaves tend to their owners so much, that it makes the city dead.

Bottom line, we are slaves, but we are still here for fun and rp. No one wants to sit at a computer and just stare at it.

ANSWER 9

I think a sword competition would be wonderful to host in Landa, we did at one time.

ANSWER 10

Stop the IM shit and solve the problems ICly!
Don't compare the life in Gor with life at earth!

ANSWER 11

Yuri, you're knowledgeable about Gor, you're a good Admin. I know your heart is in the right place. But I think you may be getting bad advice from other sources.

The "something more" that I would propose is not to hold on too tightly. Landa is your baby and you're protective of it, but guidance and interference do not make comfortable allies. When you build a city, you have hopes and dreams for it, but as soon as the first person sets foot inside your gates it takes on a life of its own. You can't change the direction it goes after that. You can only hope to provide guidance. Anything more smacks of interference and people begin to twist any good you're trying to accomplish into something completely different.

Gor was a hard life even for strong people. There was danger and cruelty and slaves were NOT coddled, even if they were cared for. Free Women were valuable and cherished as long as they kept their place. City business was coordinated by the Administrator. He was the supreme =civil= official. Warriors were controlled by their commanders who was the supreme military official. There was a hierarchy that was strictly followed.

Get the right people into the right positions and TRUST them to do their jobs. Have bi-monthly Council meetings... or even weekly meetings, just to hear any issues that arise. And stay on point. Have an agenda that goes out to each member... and stick to it. Don't allow yourself to be pulled into tangents that have nothing to do with the issues.

GATE POLICY OF LANDA 6.0

- slaves cannot open the gate alone (only OOC)
- Free women and pending citizens are not allowed to open the gate for strangers. (OOO only)

- do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- you may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too
- people without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):
5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)
- merchants are allowed to enter (caste colors: White and Gold)
- Laws of Landa: Do not attack a slave or free woman if there are no male defenders unless the free woman or slave attacks you or uses threatening or disrespectful language to you.
- strangers are not allowed to carry bows and crossbows inside the city walls
- never mention the secret tunnels and entrances

GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)
 Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)
 Landa Blue Caste
 Landa Green Caste
 Landa Council
 Landa Merchant Caste
 Landa Moderators
 Landa Scarlet Caste
 Landa's Free Women Society (ask Dez)

HEADS OF CASTES IN LANDA

White caste: Mnesarchus Intermentos, Head initiate
 Blue caste: Dezire Sciarri, Head scribe
 Red caste: Coyne (johncoy Denver), high commander
 Green caste: Ardee (Ardeesha Algoma), Head Physician
 Black caste: Loki Gravois, Master Assassin
 Merchant caste: NN

Sherman Easterwood, Magistrate and Ambassador, Moderator
 Yuroki Uriza (administrator), Moderator

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

Magistrate of Landa

HOUSES FOR RENT IN LANDA II (combat sim)

Houses for rent in Landa II are for Citizens who have been active in RP for at least 2 weeks and will continue to be actively contributing to the life in Landa.. The cost is \$3 L per prim, for example a house with 100 prims would be \$300 L per week. You will be charged according to how many prims you will need. No more then 150 prims for the smaller ones and the bigger houses 200 prims.

If you want to rent a house, please get in touch with Dezire Sciarri. IMs will reach her even when offline, or per e-mail deziresciarri@live.com

GM WARE

If you need GM ware goods ask me, we have our own server in Landa. You can transport items between your Server and your meter HUD Note though that the Meter HUD can only carry 10 items at once.

Version 4.2 changes what items can be manufactured, so that now only Raw materials can be manufactured.

This is to prepare for the upcoming GM crafting which is one of the biggest project GM team has taken on.

With crafting then you will be able to craft other things from the raw materials, depending on avatar skill. (Yes for example blacksmith starts with little skill but can over time learn more skill and make more advanced things). This is a big project with hundreds of items, levels and skills. We felt it was important to get out new RP server in advance so that users can start manufacturing level 1 raw materials which will be useful as soon as GM Crafting hits the street.

THE LANDA SOCIAL SCENE

- LANDA'S FREE WOMEN SOCIETY

The movements of free women on Gor tend to be restricted, and monitored. One is always aware when they are about. They are precious. One pays attention to them.

Swordsmen of Gor Book 29 Page 174

The Month of October will bring the opening of the *Festival of Freewomen*....time to make our City proud and partake in one or more of the events.....Take tea or marvel at the fashions on offer.

Will you dance....write a poem or indeed shoot an arrow...?

Clumsiness is not acceptable in a slave; she is not a free woman.

- LANDA WARRIOR RUN

This is an OOC event. The Sim will be OOC during this event. Event open to all Freemen, Free women and Slaves of Gor.

Saturday, 8th of October 2011 2 pm SLT

The Warrior with the most caps wins

1st prize: 1000 lindens

2nd prize 500 lindens

3rd prizes 300 lindens

Last Free women or Slave captured wins 500 lindens.

Men to capture as many Free Women and slaves as possible - ONE at a time & return with their caps to the arena and cage them.

If the one you are chasing is being chased by another, you can if they are in a bubble: Fight the man to steal the captive, beat him, bash him, grab that leash & run.

Once they reach the arena, their captive is theirs, free and clear.

Run Rules . . .

Males . . .

- * enter the arena and buy one of the Warrior Run cages, decorate to mark your territory, then gather at the docks outside and wait until you will be allowed to start.
- * gorean meter/combat mode
- * Melee only. Landa approved weapons
- * capture and then bind your caps (no bind emotes required)
- * caps must be returned to the arena and placed in your cages (one at a time)
- * bashing, fighting amongst the men, and stealing is permitted until the arena is reached.
- * no stealing from the cage & no beating other warriors up because you feel like it. There must be a bubbled or bound cap involved.
- * NO Mapping, NO radar, No Resetting, NO AOs, swim huds or speed enhancers.
- * No force collaring!!!
- * Jumping allowed

This is for FUN!

Females . . .

- * begin in the arena
- * no weapons are permitted
- * gorean meter/combat mode
- * you may run and jump (no HUDs, no AO's, no super duper assists)
- * Only the two Landa sims and no hiding in buildings, you may pass through a building. Private rentals must not be entered.
- * NO Mapping, NO radar, No resetting

- * Accept the bindings.
- * Bindings can be removed once in cage

Rules

Do not reset your meters. If there is a problem, shout the reason before you reset.

Accept the bindings - No three line binding emotes

Return captive to the cage.

Only attack another man when either fighting over a captive or stealing a captive.

Run Stakes examples . . .

Females . . .

Want to make it more interesting? Care to offer up something to the one who is able to secure you in his cage? May we suggest the following . . .

- * 3 hours IC of your time to the captor
- * A Scribe might give a private reading lesson to the illiterate Rarius
- * A story by the fire beneath the stars upon the Isle of Fire
- * A home cooked meal. We know warriors can't cook
- * Clothes need mending or boots need polishing?
- * A nice hot bath for the weary man whose spent far too many nights sleeping along side the bosk

Use your imagination!

REGIONAL NEWS

- SOUTHERN TRADE ALLIANCE SUMMIT

We proclaim to work together towards trade and military support to unify the south against invaders seen from any entity especially from the North & Outlaws/Pirates (*1), that disrupts our mutual trade investments within our Ports and Cities, for peace and prosperity and the protection of our trade routes.

The great Port of Landa

The great Port of Fina

The great port of Meqara

The great port of Turia

The great port of Tyros

The great port of Tafa

The great port of Rose Isle

The great trade post of Torcadino

I proclaim as magistrate if there would be any contentions between any of you before you would kill or declare war let us speak here and settle our differences as fm and fw, with calm heads before we clash steal against one another, and let us honour all words said here today, and work to have them written in the scrolls

Addendums:

(*1) Amended 07/10/11 by Port Fina proposal- aka "Clearchus Clause"

Lady Rayah -Magistrate of Meqara Point

CASTE REPORTS LANDA

BLUE CASTE

Lady Tess is now a scribe in the House of Yuroki (HoY). The Landa Blue Caste welcomes a new apprentice, Lady Shanna.

Lady Shanna will be attending classes and after graduation will become a full scribe and member of the Landa Blue Caste.

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

~Lady Dez
Head Scribe for the City of Landa

RED CASTE

- IBRAHIM HAS BEEN KILLED

I am very sad and need to tell you that my sword brother Ibrahim has been killed in Rorus by a captain of Treve. Ibrahim was one of the best fighters I know. He was First Sword of the Oasis of Sand Sleen when I was slaver there almost three years ago. He saved my life several times.

Rarius Yuroki
Admin of Landa

GREEN CASTE

The Landa Green Caste would like to welcome Anth (AnthonyFavel) as its new physician's apprentice. I'm sure you will all welcome him and RP as much as possible. On another note sadly Lady Rose had leave we wish her well. Please see the following physicians now on duty at the Landa Infirmary:

Head Physician: Lady Ardee (Ardeesha Algoma) Senior Physician
Sir Zack (Zack Salang) Apprentice
Anth (AnthonyFavel)

Owners please make sure your slaves have their examinations done as soon as possible.

In addition please schedule your own medical check ups as well . Be healthy and Be well
Lady Ardee

PS ...the urt lost weight recently and I'm getting worried

MERCHANT CASTE

- SLAVERHOUSES

- LETTER FROM THE SIM OWNER (SLAVE HOUSE AND PRIVATE, OOC)

~*words of Marus of Ar; on slaves*~

Slaves!

You are "slaves" because you have chosen to be, for whatever reason seemed good to you. No one chained you up and dragged you from your dorm room or kitchen or den, drugged you with capture scent, and shipped you off to another planet. You can leave at any time. If you don't like being treated like a slave, then you really ought to go find something else to occupy your time, and quit wasting ours.

No longer will this be tolerated:

OOC ABUSE (includes swearing at free and other slaves oocly or icly its not going to continue, name calling and rudeness NOT GOING TO KEEP HAPPENING)

CORRECTING THE FREE its not your job you are a slave

INTERJECTING IN A CONVERSATION BETWEEN FREE your slaves remember your place

YOU SEE A FREE you ask to serve them

YOU ASK TO LEAVE THEIR PRESENCE no more walking off emoting am just going to go to kennels NOT GOING TO HAPPEN, or "I have not seen my sister today" and wandering off NO NO NO MORE

YOU GREET you wait you don't interrupt the free NEVER do you approach and not GREET unless you are interrupting an important convo

STOP GOING OOC IN ROLEPLAY

- 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.

TRADE CONTACT WITH CITY OF KEIBEL HILL CONFIRMED

Rarius Yuroki, the owner of the HoY Bank, traveled to Keibel and confirmed the trade contact: Landa and Keibel will accept and convert their coins 1:1 from now.

HOY BANK COIN EXHIBITION

in Serena Pisces
proudly presents:

COINS OF

Coins of the city of Landa, made by the mint of Landa
Coins of the Oasis of Klima, made by the mint of Landa
Coins of Tyros, made by the mint of Landa
Coins of Piedmont, made by the mint of Landa
Coins of Tafa Trading Outpost, made by the mint of Landa
Coins of Ostia (Rive de Bois), made by the mint of Landa
Coins of Port Meqara Point, made by the mint of Landa
Coins of Port Cos, made by the mint of Landa

COINS USED BY OTHER CITIES

Coins of Sais
Coins of Rose Isle Village
Coins of Rarn, City of Copper
Coins of Port Kar
Coins of Treve
Coins of Turia

OLD COINS:

Coins of (old) Port Cos, made by the mint of Landa
Coins of Vonda
Coins of Teletus
Coins of city of Victoria (Ayin)
Coins of Thentis
Coins of Nyuki
Coins of Besnitt, made by the mint of Landa

HOY FOREIGN CURRENCY EXCHANGE RATES

09/25/2011

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

HOY BANK BRANCHES

Coins of Landa (made by the mint of Landa, branch of the HoY bank, named: Landa Tarsk)

Coins of Oasis of Klima (made by the mint of Landa, branch of the HoY bank) 1 Landa Tarsk = 1 Klima Tarsk

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

Coins of Tentium/Tyros (made by the mint of Landa, branch of the HoY bank, only new version):

1 Landa copper tarsk = 10 new copper tarsks of Tyros

1 Landa silver tarsk = 1 new silver tarsk of Tyros

1 Landa gold tarsk = 1 new gold tarsk of Tyros

Tyros charges 10% conversion of coins from allied cities (those Tentium have trade agreements with) and 20% for all others)

CITIES WHICH USE COINS MADE BY THE MINT OF LANDA

Coins of Tafa Trading Post (made by the mint of Landa):

1 Landa copper tarsk = 10 copper tarsks of Tafa

1 Landa silver tarsk = 2 silver tarsks of Tafa

1 Landa gold tarsk = 2 new gold tarsks of Tafa

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

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF LANDA

Coins of Rose Isles 1:1 (contract)

Coins of Port Kar 1:1 (contract)

Coins of Sais 1:1 (contract)

Keibel Hill - city'di Gor 1:1

City of Turia 1 ingot for every 124 tarsks/tarsks of the same metal (contract)

CITIES WHICH DO NOT ACCEPT LANDA COINS

Coins of Treve (Tarn system, made by Koh Gausman) 1 Landa Tarsk = 2 Treve tarsks

Coins of new Vonda (made by Venus Flytrap) 1:2

Coins of Ka'Zahr (made by Maria Tisane or Xander Tzal) 1:2

Coins of Nyuki (Xavian Stratten) 1:1

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

OLD COINS

Coins of Thentis (Thentis do not convert coins of Landa) 1 Landa Tarsk = 10 Thentis Tarsks

Coins of Port Cos (made by the mint of Landa, branch of the HoY bank) 1:2

Coins of former Vonda (made by Jarvis Quan, new Vonda does not convert coins of Landa) 1 Landa Tarsk = 5 Vonda Tarsks

Coins of former Port of Victoria (made by Deb Alcott) 1 Landa Tarsk = 5 Victoria Tarsks

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

Coins of Tyros (old version, made by the mint of Landa) 1:1 (only silver and gold)

Coins of Besnitt (made by Yuroki Uriza) 1:3

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk)

Old copper tarsks of Tyros

UNDER CONSTRUCTION

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

Fluctuations in exchange rates are possible.

ADVERTISEMENTS AND JOB OFFERS

- 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.

- JOB OFFER: HEAD MERCHANT OF HOY

The House of Yuroki Bank is a privately owned company in Landa (BTB), licensed by the city, with branches in the Oasis of Klima (GE), Ostia (BTB) and Tyros (BTB). It employs its own bankers, merchants and guards, all of the highest quality.

Specializing in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins in Landa.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

The HOY needs an experienced Head merchant (men only) who is able to act and to travel independent.

Duties:

- to supervise the branches of the Hoy Bank and to guarantee the high level of service (convert coins, give credits, interests)
- fix currency exchange rates and keep the HoY merchants informed
- to deliver coins (we use prim coins ONLY) to coin merchants who got coins from the mint of Landa already
- make and renew contracts with the merchant caste of cities which accept and convert our coins already
- open new branches of the HoY Bank and enable our (prim) coin system (the mint of Landa will make their coins)
- you MUST wear the colors of the merchant caste

Hoy Owner: Rarius Yuroki, Admin of Landa

- 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

Peasants

Artisans (sub castes: Painter, Pot Makers, Saddle Makers, Metal Workers, Blacksmiths, Leather Makers, Poets)

Cloth workers (sub castes: Rug Makers, Weavers, Carders, Dryers)

Woodsmen (sub castes: Wood Carriers, Charcoal Makers, Carvers)

Entertainers (sub castes: Singers, Musicians)

Cryptographers

Mind Healers (to send them to the Gor Hub to heal)

“He was Iskander, said once to have been of Turia, the master of many medicines and one reputed to be knowledgeable in certain intricacies of the mind.” (Slave Girl of Gor)

OOO ROLEPLAY

by Tameme Ellisson

Washing her hands before she begins to prepare your Master's afternoon meal. Happily she searches for a pan to cook the bosk steak. Sets the pan she has found above the fires of the hearth. Melting fresh butter in pan.. seasons steak with herbs, pepper and dash of salt. With butter melted drops the steak in pan listens as it sizzles browning on one side till nice brown color appears, flips over with long forked utensil. Goes to prepare the cabbage, peas, sul potatoes. Steams peas with water and helping of butter. With a watchful eye, goes back to the pan lifting up the steak and checks the color on outside pokes to see if medium rare. Lays the steak back in pan. Grabs another pan, washes the cabbage and slices in thins slices, pours water in pan drops the cabbage in takes some juice from the sizzling steak and pours of the cabbage. nayeli places a lid on the cabbage to let it cook. Looks around stove sees pot of boiled sul. She scoops out enough to feed her Master, not knowing how they have been seasoned she takes a small spoonful to taste for herself. Thinks to her self needs more salt and little butter. Quickly she goes to the pan, removes off the stove. Washes a plate, spoon, fork, knife to cut the steak. Bends below the cabinet retrieving a serving tray. With the food cooked to perfection..lays the steak on the plate, peas, cabbage and sul. Removes the red cloth from the saturna bread... slicing two generous slices. Lifts the green rep cloth from the cheese and lays on top of the bread. She takes the bread and cheese to the hearth to melt before she places on the plate along side the steak. Thinking she hears the grumbling of her Master's belly and quickly lifts up the tray moving to her Master's boot.

KNOWLEDGE

- ASSASSINES

The Caste of Assassins on Gor

Named members of Caste of Assassins

Drusus - Beasts

Pa-Kur - Tarnsman, Assassin

Kuurus - Assassin (Tarl Cabot in disguise again)

Caste colors, appearance, behavior

Caste color is black

Black Tunic

Swift

Cunning

Proud

Merciless

Tenacious

Not for many years had the black tunic of the Assassins been seen within the walls of Ar, not since the siege of that city in 10,110 from its founding, in the days of Marlenus, who had been Ubar; of Pa-Kur, who had been Master of the Assassins; and of the Ko-ro-ban Warrior, in the songs called Tarl of Bristol.

Assassin

"Drusus," I said.

The man stood in the doorway, in the somber garb of his caste.

"I see you wear the scarlet of the warrior," he said. It was true. I had awakened in the tunic of my caste. The furs had been taken from me.

"And you, my friend," said I, "are clothed now in the proper habiliments of your caste." He wore now, brazenly, the black of the Assassin. Over his left shoulder, looped on a ringed strap, he wore a blade, the short sword.

Beasts

The assassins take in lads who are perhaps characterized by little but unusual swiftness, and cunning, and strength and skill, and perhaps a selfishness and greed, and, in time, transform this raw material into efficient, proud, merciless men, practitioners of a dark trade,

Beasts

"But you are of the Assassins," I said.

"We are tenacious fellows," he smiled.

Beasts

Scormus of Ar reminded me of men of the caste of Assassins, as they sometimes are, before they begin their hunt. The edge must be sharp, the resolve must be merciless, the instinct to kill must in no way be blunted.

Scormus would play like an Assassin. He would be merciless, and he would take no chances.

Beasts - Scormus is a Player, the quote portrays the "character" of an Assassin

Low caste

The city had fallen and Pa-Kur, though of low caste, had aspired to inherit the imperial mantle of Marlenus, had dared to lift his eyes to the throne of Empire and place about his neck the golden medallion of a Ubar, a thing forbidden to such as he in the myths of the Counter-Earth.

Assassin

Rarely laugh

The men in the tavern, with the exception of Kuurus, laughed.

Assassin

I laughed.

Flaminius looked at me, curiously. "It is seldom," he said, "that those of the black caste laugh."

Assassin

Emotionless

He too looked into the eyes of Kuurus, who sat in the darkness, the wall behind him, cross-legged, looking at him, no emotion on his face.

Assassin

When hired, the black dagger sign is affixed to forehead

Yet none would stand in the way of Kuurus for he wore on his forehead, small and fine, the sign of the black dagger.

When he of the Caste of Assassins has been paid his gold and has received his charge he affixes on his forehead that sign, that he may enter whatever city he pleases, that none may interfere with his work.

Assassin

Do not carry pouches

Without speaking the man took twenty pieces of gold, tarn disks of Ar, of double weight, and gave them to Kuurus, who placed them in the pockets of his belt. The Assassins, unlike most castes, do not carry pouches.

Assassin

Assassins had home stones?

Pa-Kur is "Ar's Master Assassin", meaning he is of the city of Ar.

Later (seen below) because of political upheaval, Assassins are outlawed in Ar, but the rest of the cities on the planet do not uproot them from their homes

'The spies of Ar are effective,' I said.

'More effective than the Assassins of Ar,' she said. 'Pa- Kur, Ar's Master Assassin, was dispatched to kill you, but failed.'

Tarnsman

Assassins were outlawed in Ar for years

Not for many years had the black tunic of the Assassins been seen within the walls of Ar, not since the siege of that city in 10,110 from its founding, in the days of Marlenus, who had been Ubar; of Pa-Kur, who had been Master of the Assassins; and of the Ko-ro-ban Warrior, in the songs called Tarl of Bristol.

For years the black of the Assassins had been outlawed in the city. Pa-Kur, who had been Master of the Assassins, had led a league of tributary cities to attack Imperial Ar in the time when its Home Stone had been stolen and its Ubar forced to flee. The city had fallen and Pa-Kur, though of low caste, had aspired to inherit the imperial mantle of Marlenus, had dared to lift his eyes to the throne of Empire and place about his neck the golden medallion of a Ubar, a thing forbidden to such as he in the myths of the Counter-Earth. Pa-Kur's horde had been defeated by an alliance of free cities, led by Ko-ro-ba and Thentis, under the command of Matthew Cabot of Ko-ro-ba, the father of Tarl of Bristol, and Kazrak of Port Kar, sword brother of the same Warrior. Tarl of Bristol himself on the windy height of Ar's Cylinder of Justice had defeated Pa-Kur, Master Assassins. From that time the black of the Assassins had not been seen in the streets of Glorious Ar.

Assassin

Training and Apprentices

Thorough and cruel

Candidates chosen with care

Few complete the course of instruction

He seemed slow. But I knew he did not come to his somber garb by any tardiness of action or hesitancy in deed. The training of the assassin is thorough and cruel. He who wears the black of that caste has not won it easily. Candidates for the caste are chosen with great care, and only one in ten, it is said, completes the course of instruction to the satisfaction of the caste masters. It is assumed that failed candidates are slain, if not in the training, for secrets they may have learned. Withdrawal from the caste is not permitted. Training proceeds in pairs, each pair against others.

Friendship is encouraged. Then, in the final training, each member of the pair must hunt the other. When one has killed one's friend one is then likely to better understand the meaning of the black. When one has killed one's friend one is then unlikely to find mercy in his heart for another. One is then alone, with gold and steel.

I looked at Drusus.

The assassins take in lads who are perhaps characterized by little but unusual swiftness, and cunning, and strength and skill, and perhaps a selfishness and greed, and, in time, transform this raw material into efficient, proud, merciless men, practitioners of a dark trade, men loyal to secret codes the content of which is something at which most men dare not guess.

Drusus was looking at me.

I kept in mind he had survived the training of the assassin.

Beasts

"Is it true," I asked, "that you, in attaining the black of your caste, once slew your friend?"

I pressed the attack, but in a courteous fashion. He defended himself well.

"What was his name?" I asked.

Beasts

Tools of the Trade

Spear
Shield
Helmet
Short Sword

Kuurus had placed his spear against the wall behind him, and he had taken from his left shoulder his shield, his helmet and the sheathed short sword, which blade he had placed at his right hand on the low table.

Assassin

Caste Codes

Very carefully guarded - secretive

It is assumed that failed candidates are slain, if not in the training, for secrets they may have learned. Withdrawal from the caste is not permitted.

Beasts

..., men loyal to secret codes the content of which is something at which most men dare not guess.

Beasts

Must make his own kills

In Thentis, for example, sleen are used to smell out contraband, in the form of the unauthorized egress of the beans for black wine from the Thentian territories. They are sometimes, too, used by assassins, though the caste of assassins itself, by their caste codes, precludes their usage; the member of the caste of assassins must make his own kill; it is in their codes.

Slave Girl

Do not use poison

"The bolts," said the man, indicating the missiles at rest in the guides of the weapons, "are tipped with kanda. The slightest scratch from them will finish you."

"I see you are not of the assassins," I said. It is a matter of pride for members of that caste to avoid the use of poisoned steel. Too, their codes forbid it.

Beasts

"Assassins are not permitted poison," he said proudly.

"I know," I said.

Beasts

The older Tarl, taking the knife by the hand guard, withdrew it. It was a throwing knife, of a sort used in Ar, much smaller than the southern quiva, and tapered on only one side. It was a knife designed for killing. Mixed with the blood and fluids of the body there was a small smear of white at the end of steel, the softened residue of a glaze of kanda paste, now melted by body heat, which had coated the tip of the blade. One the hilt of the dagger, curling about it, was the legend. "I have sought him. I have found him." It was a killing knife.

"The Caste of Assassins?" I had asked.

"Unlikely," had said the Older Tarl, "for Assassins are commonly too proud for poison."

Assassin

The face of Drusus showed no emotion.
"There is perhaps poison on your blade?" I said.
"My caste does not make use of poison," he said.
Beasts

No Home stone

"What is your Home Stone?" I asked.
"Do you think I am fool enough to talk with you?" he snarled.
"Assassins, as I recall," I said, "have no Home Stones. I suppose that is a drawback to caste membership, but if you did have Home Stones, it might be difficult to take fees on one whose Home Stone you shared."
Beasts

What the job entailed

Killing people for gold ~grins~
When hired, affixes sign of small fine black dagger on forehead
Dagger sign permits entry to city and alerts others that the assassin hunts
KUURUS, of THE CASTE OF ASSASSINS, entered the great gate of Ar.
Guardsmen did not detain him, for he wore on his forehead the mark of the black dagger.

...
Yet none would stand in the way of Kuurus for he wore on his forehead, small and fine, the sign of the black dagger.
Assassin

When he of the Caste of Assassins has been paid his gold and has received his charge he affixes on his forehead that sign, that he may enter whatever city he pleases, that none may interfere with his work.
Assassin

Does not abandon contract once taking money, even when offered more coin to stop
"Was the begging good today?" asked Kuurus.
Hup looked at him in fear. "Yes, Master," he said, "yes!"
"Then you have money," said Kuurus, and stood up behind the table, slinging the sheath of the short sword about his shoulder.
Hup wildly thrust a small, stubby, knobby hand into his pouch and hurled a coin, a copper tarn disk, to Kuurus, who caught it and placed it in one of the pockets of his belt.
"Do not interfere," snarled the man who held the hook knife.
"There are four of us," said another, putting his hand on his sword.
"I have taken money," said Kuurus.
The men in the tavern, and the girls, began to move away from the tables.
"We are Warriors," said another.
Then a coin of gold struck the table before the Assassin, ringing on the wood.
All eyes turned to face a paunchy man, in a robe of blue and yellow silk. "I am Portus," he said. "Do not interfere, Assassin."
Kuurus picked up the coin and fingered it, and then he looked at Portus. "I have already taken money," he said.
Portus gasped.
Assassin

May or may not reveal who he hunts, as it suits his purpose

"What has this to do with me?" he asked.

"For whom do you wear on your forehead the mark of the black dagger?" queried Portus discreetly.

Kuurus said nothing.

"Perhaps I could tell you where to find him," proposed Portus.

"I will find him," said Kuurus.

"Of course," said Portus. "Of course." The heavy man, sitting cross-legged, opposite the Assassin, began to sweat, fiddled with the damp blue and yellow silk covering his knee, and then with a nervous hand lifted a shaking bowl of paga to his lips, spilling some down the side of his face. "I meant no harm," he said.

"You are alive," said Kuurus.

Assassin

"May I ask," inquired Cernus, "for whom you wear on your forehead the mark of the black dagger?"

I would speak of these things, to some extent, with Cernus for it was important, though perilous, that he should understand what purported to be my mission. It was now time that certain things should be revealed, that they might leak into the streets of Ar.

"I come to avenge," I said, "Tarl Cabot, he of Ko-ro-ba."

There were cries of astonishment from the men-at-arms. I smiled to myself. I had little doubt but that in an Ahn the story would be in all the Paga taverns of Ar, on all the bridges and in all the cylinders.

"In this city," said Cernus, "Tarl Cabot, he of Ko-ro-ba, is known as Tarl of Bristol."

"Yes," I said.

"I have heard sing of him," said Cernus. I observed the slaver closely. He seemed troubled, shocked.

Two of his men rushed from the room. I heard them shouting in the corridors of the house.

Assassin

Assassins in Action

I rolled to one side in the sudden darkness, and then scrambled to my feet. But he had not elected to attack. I heard him at the back of the booth. I heard the dagger cutting at the canvas. He had elected flight, it seemed. I did not know this for certain, but it was a risk I must take. Darkness would be my cover.

But he had not elected flight.

The cutting at the canvas, of course, had been a feint. He had shown an admirable coolness.

I thought him now of the assassins for the trick with the canvas was but a variant of the loosened door trick, left ajar as in flight, a lure to the unwary to plunge in his pursuit into the waiting blade.

Beasts

The four Warriors rose to their feet. Five blades leaped from the sheath with but one sound. Hup, whining, crawled away from the sand on his hands and knees.

The first Warrior lunged toward the Assassin but in the darkness of the side of the room, in the dim light of the tharlarion lamps, it was difficult to tell what happened. No one heard the striking of sword steel, but all saw the turning body of the man with the missing teeth

falling sprawled over the low table. Then the dark shape of the Assassin seemed to move like a swift shadow in the room, and each of the three Warriors leaped toward him, but seemed to fail to find him, and another man, without even the flash of sword steel, dropped to his knees and fell forward in the pit of sand; the other two men struck as well, but their blades did not even meet that of the Assassin, who did not seem to deign to cross steel with them; the third man, soundlessly, turned away from the blade of the Assassin, seeming surprised, took two steps and fell; the fourth man lunged but failed to meet the shadow that seemed to move to one side, and now, before the fourth man had fallen, the shadow had resheathed its blade. Now the Assassin picked up the coin of gold and looked at the startled and sweating Portus. Then the Assassin threw the coin to the feet of Hup the Fool. "A gift to Hup the Fool," said the Assassin, "from Portus, who is kind." Hup seized up the coin of gold and scrambled from the room, like an urchin running through the open gate of a trap.

Assassin

"May I ask, Killer," asked Portus, "if you come to make the first killing or the second?"

"The second," said Kuurus.

"Ah!" said Portus.

"I hunt," said Kuurus.

"Of course," said Portus.

"I come to avenge," said Kuurus.

Portus smiled. "That is what I meant," he said, "that it is good those in the black tunic are once again amongst us, that justice can be done, order restored, right upheld."

Assassin

Kuurus looked at him, the eyes not smiling. "There is only gold and steel," said he.

Assassin

Others reacting to Assassins wearing the dagger

Men become nervous if they have wronged someone

There are few men who have done great wrong or who have powerful, rich enemies who do not tremble upon learning that one has been brought to their city who wears the dagger.

Assassin

Women make sure they do not touch him

A woman carrying a market basket moved to one side, watching him, that she might not touch him, holding a child to her.

Assassin

Peasant does not even want the shadow of the Assassin to touch him

A peasant moved away that the shadow of the Assassin might not fall across his own.

Assassin

Peddler does not meet his eyes

Kuurus pointed to a fruit on a flat-topped wagon with wooden wheels, drawn by a small four-legged, horned tharlarion.

The peddler pressed the fruit into his hands and hurried on, not meeting his eyes.

Assassin

Even a slave seems frightened

Her back against the bricks of a tower near the gate, a slender, slim-ankled slave girl stood, watching him. Her eyes were frightened. Kuurus was apparently the first of the Caste of Assassins she had seen.

Assassin

Musicians stop playing

slaves stand frozen and still

Men turn white, some flee tables in a tavern

...the Assassin took the girl by the arm and thrust her within. Those in the tavern looked up from the low tables. There were three musicians against one wall.

They stopped playing. The slave girls in Pleasure Silk turned and stood stock still, the Paga flasks cradled over their right forearms. Not even the bells locked to their left ankles made a sound. Not a paga bowl was lifted nor a hand moved. The men looked at the Assassin, who regarded them, one by one. Men turned white under that gaze. Some fled from the tables, lest, unknown to themselves, it be they for whom this man wore the mark of the black dagger.

Assassin

Men move to another table when he sits near

She saw Kuurus go to the tables and sit cross-legged behind one, a table against the wall on her left, that there might be no tables behind him, but only the wall.

The men who had been at that table, or near it, silently rose and left the area.

Assassin

Approach gingerly, ingratiatingly - with hands open

The man was Portus, heavy, paunchy, in blue and yellow silk. He approached gingerly, his hands open, held from his body, ingratiatingly, smiling.

He sat down, wheezing, across from Kuurus, and placed his hands deliberately on his knees.

Assassin

Addressed as Killer, a title of respect

The man smiled, but Kuurus did not smile.

"Welcome, Killer," said the man, addressing the Assassin by what, for that caste, is a title of respect.

Assassin

Do not want to take the coin of an assassin

"You are of the Assassins?" he asked.

"Yes," I said, "it is my caste."

He pressed the piece of gold into my hand and turned away, stumbling from me, reaching out with his right hand to guide himself along the wall.

"Wait!" I cried. "You have won this! Take it!" I ran to him.

"No!" he cried, striking out wildly with a hand, trying to force me away. I stepped back. He stood there, panting, not seeing me, his body bent over, angry. "It is black gold," he said. "It is black gold." He then turned away, and began to grope his way from the place of the game.

Assassin

Warriors & Assassins

Little love is lost betwixt the castes of warriors and assassins. Each deems himself the superior of, and the natural foe, of the other. The sword of the warrior, commonly, is pledged to a Home Stone, that of the assassin to gold and the knife.

Beasts

"But you are of the Assassins," I said.

"We are tenacious fellows," he smiled.

"I have heard that," I said.

"Do you think that only Warriors are men?" he asked.

"No," I said. "I have never been of that opinion."

"Let us proceed," he said.

"I thought you were too weak to be an Assassin," I said. "I was once strong enough to defy the dictates of my caste," he said. "I was once strong enough to spare my friend, though I feared that in doing this I would myself be killed."

"Perhaps you are the strongest of the dark-caste," I said. He shrugged.

"Let us see who can fight better," I said.

"Our training is superior to yours," he said.

"I doubt that," I said. "But we do not get much training dropping poison into people's drinks."

"Assassins are not permitted poison," he said proudly.

"I know," I said.

"The Assassin," he said, "is like a musician, a surgeon. The Warrior is like a butcher. He is a ravaging, bloodthirsty lout."

"There is much to what you say," I granted him. "But Assassins are such arid fellows. Warriors are more genial, more enthusiastic."

"An Assassin goes in and does his job, and comes out quietly," he said.

"Warriors storm buildings and burn towers."

"It is true that I would rather clean up after an Assassin than a Warrior," I said.

"You are not a bad fellow for a Warrior," he said.

"I have known worse Assassins than yourself," I said.

"Let us proceed," he said.

"Agreed," I said. We, together, I carrying the girl, made our way up another flight of stairs.

"Wait," I said.

"Yes" he said.

"The most obvious approaches to the chamber of Zarendargar," I said, "will probably be heavily guarded. Thus, let us circle about and climb upward. Perhaps we can eventually cut through from the level above."

"For a warrior," he said, "you are not totally without cunning."

"We have our flashes of inspiration," I informed him.

Beasts

ONLINISM OF THE WEEK

Blondes of Gor

A blind Ex Wagon Master of the Kassars enters a Ladies Bar by mistake. He finds his way to a barstool and orders a drink. After sitting there for a while, he yells to the bartender, "Hey, you wanna hear a blonde joke?"

The bar immediately falls absolutely quiet. In a very deep, husky voice, the woman next to him says, "Before you tell that joke, sir, I think it is just fair - giving that you are blind - that you should know five things:

1 - The Tavern Keeper is a blonde girl.

2 - The bouncer, a former ferocious Panther Girl is a blonde girl.

3 - I'm a 6 feet tall, 160 LB. blonde woman who almost managed to become the only registered Woman Assassin in all of Gor.

4 - The woman sitting next to me is blonde and is a slave Trainer who wields the meanest kurd in all of Gor.

5 - The lady to your right is a blonde and is a Lady Warrior.

Now think about it seriously, Not for long Free Male. Do! you still wanna tell that joke?

The blind man thinks for a second, shakes his head, and declares, "Nah, Not if I'm gonna have to explain it five times."

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