

THE IANDA TIMES

(shorter online version without pictures)

First Edition, v.1, No. 25

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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)

The topic of my words this week is care and feeding of slaves.

Every owner wants to keep their property in top working condition. You sharpen and polish your weapons. You keep your farm implements ready to break the soil at a moment's notice. You store your valuables safely and do not make them easy targets for thieves.

You should take care of your slave the same way you do your other property or beast. You should feed the slave gruel, so that it can remain healthy. Rest is needed to ensure they are alert. They should not wander about unsupervised, so they can be easily stolen.

So take care of all your property and don't forget your slave.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- LANDA SCHEDULE

Monday : slave classes, slaver house (noon SLT, 10/24/2011)

Monday: Meeting of the red caste (3.00 pm SLT)

Wednesday: slave classes, slaver house (noon SLT (10/26/2011)

Friday: Home stone swearing ceremony for new citizens, admins building (2.00 pm SLT, (10/28/2011)

Sunday: Meeting of the green caste, election of the head of the caste, admins building, (2.00 pm SLT, time is still under construction, 10/30/2011)

- NEWS

CURRENCY REFORM IN LANDA

The old landa coins will be valid for non-citizens only until end of October.

Citizens of Landa can convert their old coins into new coins until end of November.

old coins: landa-1-new-xxx

new coins:

landa-1-copper-xxx 2.0

landa-1-silver-tarsk 2.0 etc.

NEW: Landa converts 100 copper for one silver now instead of 10.

The citizen wallet (you get it IC in the bank) contains:

9 - landa copper tarsk bit coins

8 - landa copper tarsks coins

2 - 10 landa copper tarsk coins

1 - 20 landa copper tarsk coin

1- 50 landa copper tarsk coin

1 - silver tarsk

The visitors pouch in the inn contains 3 copper tarsks only.

Please read this if you are not familiar with the coin system in Landa:

NEW GATE

The city of Landa got a new gate. The builders did a nice job!

SLAVE CLASSES

Lady Dante will continue the slave classes

Mondays and Wednesdays at noon SLT

all slaves are invited to participate.

BUILDING CONTEST

Since we have been asked by several people about the bath house, we have decided to declare a contest.

Anyone can participate.. the rules are as follows

- 1) you have to build in the style of Landa
- 2) you should be careful with primis
- 3) it must have a section for FM and FW
- 4) it must be completed by next Sunday 10 AM SLT

~Lady Dez

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.

You also need a seal besides the signature and the physical exam needs the seal of the attending physician.

Thank you.

Lady Dez

Head Scribe of Landa

- OOC ANNOUNCEMENTS OF THE ADMIN

- NEW SIM LAWS

Update info: only one sentence has changed

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

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 as long they are not looking for a new home.

GATE POLICY OF LANDA 7.0

- slaves cannot open the outer 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: RopeMaster69 Resident, High Commander
Green caste: Position Open
Black caste: Drusus (Khampoh Resident), Master Assassin
Merchant caste: Position Open

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 than 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

Some people use too many prims here, 100 prim a warrior including his slaves is MAXIMUM.

NO kitchens please in the warriors building (or only very small ones - 10 prims or so)
NO bath rooms in private houses in Landa (we have a public bath).
Heavy scripted sex beds should be in Landa II.

We will not be able to fight here if we don't reduce the prims.
The Admin

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 projects the 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 our 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

- MERCHANT OF GOR TOURNAMENT IN LANDA

This day was a bad day for Landanians: All citizens lost their games.... Congratulations to the winners:

Cron Warblood (first)
Darkangel Mavendorf (second)
Electra McMasters 3 (third)

REGIONAL NEWS

- PORT VENNA

Just sending out info that resort Port Venna wants to be an importer of goods and is being encouraged to also look into exporting but it is still a valuable port to add to our trade routes. Port Meqara is sending a ship to Rarn, one to The Isle of Farnacium, a vessel to

Whitewater and another ship to Rovere (now btb) in hopes of developing trade. We also must not forget our Trade post allies in Torcadino
May trade goods overflow your lodgings.....
Xavier wrexan

- STA MEETING IN TORCADINO

This October makes it one calendar year since STA has been in existence. The Post of Torcadino has volunteered to be host to the next STA summit meeting. They are able to do so Saturday the 29th. As for the time that is TBD as soon as people chime in best times to hold it on a Saturday northern hemisphere. Again October Saturday 29th summit meeting in Torcadino. Agenda.....Port Venna, state of trade in gor, and any new threats? Possible new inductee Ports? Again forward possible times.
Xavier wrexan

- NORTHERN MESSENGER INTERCEPTED

To all ships traveling the Vosks....We intercepted a northern messenger....we are not sure if this has any bearing on our region but we send this advisory none the less.
Translated from runne.....
"We need some Torvie men to help out with an invasion. The duration of the story should last about a week, maybe less. Please contact Devlin Ghost for details and interest....."
This Can Not Be Confirmed Nor Denied.

- TRAVEL ADVISORY FOR TURIA

Word Reaches Turia:

"Where is the Admin? We have Incoming!" a shout echoing off the walls of the Bank of Turia, as Lady E counts the previous days earnings. "21gold, 22gold, lint"

"Outlaws!" he shouts

Lady E hearing this, scraps all the coins off the counter clean, like a hungry larl on vulo bird, into a Chest & watches as the guards proceed with the makings of a LOCK DOWN.

"We must send word to our alliance members." she says, then shrieks. "THE WINE is out there! We need to secure the Crates!"

CASTE REPORTS LANDA

BLUE CASTE

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

The new Slaver has been keeping the Head Scribe very busy documenting all the new slaves he has found for our fair city. Verifying the acquisition papers, making sure the exam papers are certified and then filing the papers for reference. With the influx coming in it is a lot of work!

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

RED CASTE

- NEW COMMANDER

Rarius (RopeMaster69 Resident) has been appointed as new commander of Landa.
Rarius Yuroki
Admin of Landa

- MEETING OF THE SCARLETS

There will be a Warrior Meeting 3 PM SLT Monday October 24, 2011. Meeting will be held in the Commanders office in the Warriors Building.
Commander Rarius

BLACK CASTE

The Master Assassin of Landa is still missing. Drusus (Khampoh Resident) will run the camp of the black caste now and be Master Assassin of Landa.

GREEN CASTE

Sunday: Meeting of the green caste, election of the head of the caste, admins building, 2.00 pm SLT

I announced that meeting one week in advance. No one was here. No one told he me would not be able to come. So the green caste will not have a representative in the council until i will announce the next meeting.

Rarius Yuroki
Admin of Landa

MERCHANT CASTE

- SLAVERHOUSES

Landa has three slaver houses now: House of Cailean, House of Cees and House of Yuroki.

- 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.

News: The Hoy Bank decided to accept and convert the coins of PorSun 1:1 from new. Messengers have been sent to the branches in Tyros and Oasis of Klima.

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 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
Coins of Port Cos, made by the mint of Landa

HOY FOREIGN CURRENCY EXCHANGE RATES 10/24/2011

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) CLOSED

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 tarn = 1 new gold tarn 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 tarsk of Tafa

1 landa gold tarn = 2 new gold tarsk of Tafa

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

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

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF IANDA

Coins of Rose Isles 1:1 (contract)

Coins of Port Kar 1:1 (contract)

Coins of Sais 1:1 (contract)

Keibel Hill - citty'di Gor 1:1

Coins of Askari Hodari Village in Tule 1:1

Coin of PortSun of Sardar, Woodhaven 1:1 NEW

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

CITIES WHICH DO NOT ACCEPT IANDA COINS

Coins of Treve (Tarn system, made by Koh Gausman) 1 landa Tarsk = 2 Treve tarn
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 Ostia (made by the mint of Landa) 1:2
Coins of Thentis (Thentis do not convert coins of Landa) 1 landa Tarsk = 10 Thentis Tarsks
Coins of former Port Cos (made by the mint of Landa) 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 or Landa-x-new-xxx)
Old copper tarsks of Tyros

UNDER CONSTRUCTION

Whitewater Port

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) 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

- GOCH (SLEEN) AND THE LOCALS

[06:00] Goch (garaint) prowls up slowly, his tail flicking behind him and his nose up, the snake like tongue slipping out to taste the air.

[06:01] Crow (melchior.wardell) noticed the sleen approach one hand slithered to his dagger while the other took a cloth which held dried meat. He took some of it and threw it in the direction of the sleen in hope it would occupy himself with the treat.

[06:04] Mila DeSantis watched him and saw the shadow pass over his eyes, she smiled and gave him one that would reassure her that she did not pass any judgements on him, she saw the change and took the glass of milk herself. the bota slung on the edge of the table, she took a sip leaving perhaps a milk mustache on her upper lip unaware such was left there > Aye Captain, she went to the Sardar. she came back with a basket of unusual potions, she has not seen him though, nor I... she is out gathering herbs at this moment, allowing me to sleep late. She was surprised that Xaz's camp thought poorly of Scar, but then thought about it and wasn't really all that surprised "I am sorry they do not see eye to eye, that may cause issues I would think?" Mila heard the sleen and saw Crow toss it something, Mila squinted at it and spoke in a sing song kind of way "You little beast! You ate my vulo and another ate my mushrooms and now you come for what? Milk? I should make you into a coat!" ,

[06:07] Goch (garaint) spied the two leggers, he sniffed in the direction of Mila, perhaps the beast simply enjoyed tormenting the female one would never know, and then as the jerky hit the air the beast turned his head tracking it, lumbering towards the treat he made a quick snack of it and then turned eyeing the man who threw it. It was likely the fact he knew where it had come from or simply waited for one of them to throw more.

[06:09] Crow (melchior.wardell) shrugs "Each man is his own. It is indeed a shame that some do not see they all have the same ambitions and only see the differences ..." he chuckles at her words towards the Sleen. He simply would take the information that was given to memory. "I guess there is need for differences I suspect ... but be on the ready ... if he was there he might be here soon." he tells Mila while watched the sleen take his treat in one go. He took another piece and threw it to it. "Still Mila ... perhaps you should become friends with these creatures ... they might chase unwanted guests ... if you feed it now and then. I doubt they will bite the hand that feeds to quickly." he suggested while he sipped his milk again.

[06:10] Goch (garaint) sniffed the mushrooms before more meat was tossed, once it was in the air the muscles of the powerful beast flexed under his fur and he leaped up and snatched it from the air, as he did, the beast fell upon the mushrooms squashing them.

[06:15] Mila DeSantis cradled the milk in her hands and listened as He spoke, nodding to his words knowing he spoke truth "I shall try to show him favor if he does return, but too, know that if .." She could not speak the words, her eyes teared up a bit and she shook her head, Scar tormented her about killing her and Mila never doubted his word that he might, even perhaps toying with her about dying at his hand over the girl and the things Mila did to keep her safe. she knew one day death would come. Mila smiled suddenly and diverted her gaze to the beast and gasped when the mushrooms got smushed by his massive frame "I shall feed it different mushrooms if he does not watch his step and appetite! I have killed one of these creatures, after recovering from its attack.. and drank the blood of it," Mila squinted at the sleen and made a hand gesture as she spoke, perhaps it was a signal, perhaps not.. "I shall do as you suggest Captain...but..really!" and she let out an aggravated sigh as she gazed upon the handsome black beast

[06:20] Crow (melchior.wardell) glances to the sleen and noted what it did. Of course he had no knowledge as to the use of the mushrooms it squashed. "I think all has its purpose ..." he muses on the sleen ... while he took another piece to throw it somewhere it wouldn't do too much damage he hoped. "Scar is a very rigid killer, but I have to see him kill out of his own gain or favor Mila." he reassured. "I think that is why I myself wonder about the hatred they portray against him in the compound of Xaz. It might seem to be that he is able to stir their ego's which is often considered a weakness among my caste brothers." he turns his attention to her briefly. "I noted some changes at the dock any knowledge about that office there?" he casually asks. It was of course noted it held black banners which amused him slightly.

[06:22] Goch (garaint) turned slowly and moved after the meat, this time when he finished

eating it, the beast decided to lumber off and explore a bit, hissing and making soft sounds as if saying something.

(Goch went off to explore and fell in a hole from above into the new Assassin's office)

[06:30] Goch (garaint) falls down the hole in the ceiling and grunts

[06:32] Goch (garaint) hisses a bit and looks about, his nose was up and he was taking in scents, confused the beast had obviously not been kept inside and he started to lumber about, knocking things over and hissing at what ever falls as if it were the items fault not his.

[06:43] Goch (garaint) rears up on his back legs and grabs the shelf, he sniffs about , once in a while a bottle tumbles down from it and hits the ground. the large sleen continues to explore the large 'cage' he had found himself so many intrested things. Drool slid down his maw and he left a trail as a claw catches a flower sack and tears into it.

[06:47] Goch (garaint) finds the desk in the front and hops up on it, knocking the parchments and papers all over, he grabs a scroll in his maw and then lifts his head and carries it about in his drooling mouth. Slobbering the parchment as if it were a teething toy.

[06:47] Alika (alikaann) look threw the window her face scowls as she see's the Mess the animal is leaving

[06:49] Goch (garaint) knocked a few more things over, he then disappered deeper into the large cage with hisses and snarls. dragging with him everything that could get caught on his lumbersom body

[06:51] Goch (garaint) heard the creaking of the door and sniffed the air at the two legger, he rushed at it and huffed as the damned thing closed again. The poor beast swore this was a huge trap now and started to scratch at the door and try to get out.

(And wandered off yet again)

KNOWLEDGE

- SPECIAL EDITION: KURII

Kur (noun): a large (8-9') furred, mammal having 4 legs, which can stand upright or on all fours; each paw has 6 multiple-jointed digits with retractable claws and an opposing thumb. It has 2 rows of teeth. They are incredibly strong and ferocious, and are carnivorous, regarding humans as food. The Kur are members of an alien race, the Kurii. See Book 9: Marauders of Gor, pages 92, 109 Book 17: Savages of Gor, page 21-22

Gor is not safe. Neither is Earth. An alien race, the Kurii, wish to conquer both worlds. "Kurii" is a Gorean corruption of their own name for themselves and in Gorean it means "beasts." "Kur" is the singular form of this word. They are also sometimes called the "Others" by those less familiar with them. There are two primary types of Kurii, those of the Steel Worlds and those living on Gor, some which are now native after several generations on Gor. The Kurii are the great enemies of the Gorean series and serve as villains in a fair number of the books. The Kurii are the enemies of Gor and Earth. They wish to destroy the Priest-Kings and claim the planets for their own.

Most Kurii live in their spaceships, steel worlds called Master Ships. Each ship is almost an artificial planet, some pasangs in diameter. The steel ships wait near Jupiter, called Hesius by Goreans. For thousands of years, the Kurii had left Gor alone but have recently begun to direct their attentions to it. Though they outnumber the Priest-Kings by more than a thousand times, the superior power of the Priest-Kings continues to hold them off.

They prefer to use translators when dealing with Goreans. This produces a flat, mechanical form of speech that is often awkward and choppy. Translators are notorious for being too literal at times due to the limitations of the translation.

Kurii are carnivorous and view man as a foodstuff. They have difficulty differentiating humans from each other. They try to infiltrate their human agents into Gorean cities. These agents try to seize control and accomplish certain goals of the Kurii.

Kurii do not make friends of humans. They use them and then eliminate or eat them. The closest a Kur has come to friendship with a human has been the case of Half-Ear and Tarl Cabot. These two bonded as warriors, not as friends. They respect the abilities of each other. They understand that they will always be enemies but also know that battle joins them as brothers.

- PUBLIC BATHS ON GOR

Public Baths are a Social Setting

The baths, in many Gorean cities and towns, are convenient and popular gathering places. One can pick up the latest news and gossip there, for example.

Renegades

Most Goreans, in the baths, at least in their own towns or cities, do share tubs, of course. That is one reason the tubs are so large. To be sure, even in one's own area, one usually shares a tub only with friends or acquaintances.

If the baths are crowded, of course, it would be only polite to share with one's fellow citizens.

Renegades

Discussions of local events occurred in the baths

Men caught up on news from each other, and from the bath girls

I do not see how it could have happened," Nela was saying, bending over me as I lay sleepily on my stomach on the heavy striped piece of toweling, about the size of a blanket, her strong, dutiful hands rubbing the oils of the bath into my body.

"The daughter of Minus Tentius Hinrabijs, if none other," said she, "should be safe."

I grunted, not too concerned.

Nela, like most of the others at the baths, could talk of little but the startling disappearance, and presumed abduction, of Claudia Tentius Hinrabijs, the proud, spoiled daughter of the Administrator of the City.

Assassin

Public Baths are open late

"On the other hand," said Harold, "I might like to stop by the baths."

"They are closed at this hour, are they not?" I asked.

"No," said he, "not until the twentieth hour." That was midnight of the Gorean day.
Nomads

Gorean Baths are segregated

Or men bathe at one time of the day, women at another

Gorean baths are almost always segregated, incidentally, if only by the time of day. This does not mean that bath girls may not be available to tend to a strong male's various wants in the men's baths, or that handsome silk slaves, if they are summoned, may not appear in attendance in the baths of free women.

Renegades

Weapons are generally not brought into the baths

It is thought to be very bad form, incidentally, to carry weapons in the baths, and, in large public baths, they must often be checked upon entry.

Renegades

Bath Girls / Bathing Attendants

Costs of Bath Girls

Nela was an expensive girl, though there were pools where the girls cost as much as a silver tarn disk. The tarsk is a silver coin, worth forty copper tarn disks. All the girls in the Pool of Blue Flowers cost the same, except novices in training who would go for ten or fifteen copper tarn disks.

There were dozens of pools in the vast, spreading Capacian Baths. In some of the larger pools the girls went as cheaply as one copper tarn disk. For the fee one was entitled to use the girl as he wished for as long as he wished, his use, of course, limited by the hours of the pool's closing.

Assassin

If one has a bath girl, of course, she does most of these things for sure. Sometimes the services of a bath girl, including massage and love, in whatever modalities the customer may elect, come in the price of the bath, and, at other times, as here, at the Crooked Tarn, I gathered, at least normally, they are extra.

Renegades

In the larger Baths, spend much of their time in the waters

Men choose whichever available one catches their eye

The first time I had seen Nela, several days ago, she had been playing in the pool alone, rolling about. It took but one glance and I dove into the water, swam to her, seized her by the ankle and dragged her under, kissing her, rolling about beneath the surface. I liked the lips and feel of her and when we broke surface, she and I laughing, I asked her how much she went for. "For a tarsk," she laughed, and turned about, looking at me, "but you will have to catch me first."

I knew this game of bath girls, as though they, mere slaves, would dare to truly flee from one who pursued them, and I laughed, and she, too, sensing my understanding, laughed. The girl commonly pretends to swim away but is outdistanced and captured. I knew that

few men could, if a bath girl did not wish it, come close to them in the water. They spend much of the day in the water and, it is said, are more at ease in that element than the Cosian song fish.

Assassin

Male bath attendant in an inn, to keep fires going in the tubs

"Attendant!" cried the burly fellow, from one of the second tubs, that immediately behind one of the first tubs, that most convenient to the entrance to the baths. "Stir up the fire!" It was early, but most of the fellows who had been sleeping on the floor of the baths during the night had now taken their leave.

The fellow then attending on the baths, rather large for such a fellow, it might seem, hooded, too, perhaps to disguise scarring of such a nature as might turn the stomachs of bathers, enveloped in a cloak, hobbling, perhaps the result of a fall from tarrack, hurried, seemingly alarmed, to the bricked platform beneath his tub and stirred the fire with the fire rake.

Renegades

Free Women serving as bath attendants

Needless to say, bath girls are almost always female slaves. Sometimes, in certain cities, free women, found guilty of crimes, are sentenced to the baths, to serve there as bath girls, subject, too, to the disciplines of such. After a given time there, after it is thought they have learned their lessons, and those of the baths, they are, commonly, routinely enslaved and sold out of the city. It is probably just as well. By that time they will have been, in effect, "spoiled for freedom."

Renegades

The Bathing Process

Common method is to soak in first tub

Step from bath, apply oils

Scrape oils from skin, removing dirt and sweat

Then soak in second tub, sponging away remaining oils and dirt

There are many types of baths, and ways to take them, for example, depending on the temperatures of the tubs, or pools, and the order in which one uses them. A common fashion is to use the first tub for a time, soaking, and, if one wishes, sponging, and then, emerging, to apply the oil, or oils. These are rubbed well into the skin and then removed with the strigil. There are various forms of strigil, and some of them are ornately decorated. They are usually of metal and almost always of a narrow, spatulate form. With the strigil one scrapes away the residue of oil, and, with it, dirt and sweat, cleaning the pores. One then generally takes the "second tub", which consists of clean water, sponges away any remaining grime, residues of oil and dirt, and such, and then, luxuriating, soaks again.

Renegades

In large bath house, with a trained bath girl

First rubbing - coarse oils loosen dirt, scraped away with strigil

Second rubbing - vigorous with heavy toweling

Third rubbing - with fine scented oils, massaged

After we had kissed we swam together, and then again kissed and swam. Afterwards, Nela gave me the first rubbing, with coarse oils, loosening dirt and perspiration, and scraped me with the thin, flexible bronze strigil; then she gave me the second rubbing, vigorous and stimulating, with heavy toweling; then she gave me the third rubbing, that with fine, scented oils, massaged at length into the skin. After that we lay side by side for a

long time, looking up at the bluish translucent dome of the Pool of Blue Flowers.

Assassin

Simple Bathing Room in an Inn

Large, (7 feet wide) shallow (18 inches deep) round tubs

Made of clay, covered with porcelain

Mounted on yard high brick platforms

Fires beneath brick platform heats the water

Bathing is done in first tubs and second tubs, the second tubs are cleaning tubs

Towels hand on hooks

These are considered simple and primitive

I closed my eyes in one of the second tubs, the cleaning tubs. There were five first tubs, and five second tubs. These were all large, shallow, round tubs, of clay, covered with porcelain, mounted on open-bricked platforms, each platform about a yard high. In this particular bath, adequate enough, I suppose, for the area, the fires beneath the bricked platforms were stirred, tended and cleaned with long-handled fire rakes. To be sure, it was late, and I suspected that the fires had not been tended since perhaps the eighteenth Ahn. The water, however, happily, was still comfortably warm. They would probably be built up again around the fifth Ahn. I had hung my wet garments on racks about the brick platform, behind the tub. They would probably be dry by now. Each tub was some seven feet in width and some eighteen inches deep. On a hook, behind me, kept for towels, and such, I had slung my scabbard.

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The baths here, of course, were very simple and primitive.

Renegades

Barrels of wood chips nearby

Bucket of wood chips placed in brock platform and raked

Kindling, from wood bins placed on chips

Narrow hardwood logs placed on top

"Stir up the fire," said the newcomer.

Hastily the ejected fellow seized a fire rake and poked about within the platform.

"Bring more wood," said the newcomer. "Then tend the fire. Do not leave until it is suitable."

From one of the large barrels to the side, open near the bottom, the ejected fellow scooped out, and returned with, a bucket of wood chips, which he flung into the bricked platform. He then arranged these with the fire rake. He then returned the bucket to its place by the barrel and, from one of the wood bins, to the right, near the barrels, fetched an armload of kindling, then some narrow hardwood logs. In a few moments the chips were burning well. He then added kindling, and then, a bit later, thrust the narrow logs into the platform. He then, the reddish glow of the flames from within the platform reflected on his countenance, looked up, questioningly, frightened, at the newcomer.

Renegades

Luxurious Bath Houses

Many pools to choose from, with different temperatures and scents

Large pools, with nooks and glades

There are, as I mentioned, many pools in the Capacian Baths, and they differ in their shapes and sizes, and in their decor, and in the temperatures and scents of their waters. The temperature of the Pool of Blue Flowers was cool and pleasing. The atmosphere of

the pool was further charged with the fragrance of Veminium, a kind of bluish wild flower commonly found on the lower slopes of the Thentis range; the walls, the columns, even the bottom of the pool, were decorated with representations of Veminium, and many of the plants themselves were found in the chamber. Though the pool was marble and the walkways about it, much of the area was planted with grass and ferns and various other flora were in abundance. There were many small nooks and glades, here and there, some more than forty yards from the pool, where a man might rest. I had heard the Pool of the Tropics was an excellent pool in the Capacian; and also the Pool of Ar's Glories, and the Pool of the Northern Forests; there was even, of recent date, a Pool of the Splendor of the Hinrabians; I myself, however, with one arm about Nela, who nestled against me, felt content with the Pool of Blue Flowers.

Assassin

The Pool of Blue Flowers is at least 150 yards long

"Look," I said, pointing to the far end of the curving pool, some hundred and fifty yards away, "if I do not catch you before you reach the edge you will have your freedom for the day."

Assassin

ONLINISM OF THE WEEK

"Greetings, Master", I said, and knelt on the paved street, my thighs wide in the position of the pleasure slave.

The slave kneeling to his left spoke. "No hun, you don't kneel like that, okay sweetie? Here, let me show you. Do you need training?"

- Know-it-all of Gor, page 39

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