

THE IANDA TIMES

(short online version without pictures)

First Edition, v.1, No.14

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Magistrate of Landa

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

EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”

“They seem angry,” he said.

(Magicians of Gor)

The addition of the new trade outpost, Port Shilo, will further help to establish Landa trade. This port is in the process of being settled and is always looking for merchants and traders.

The port lies on the outskirts of a jungle, which the explorers from Landa are constantly exploring for new items to trade. As new trade goods become available and Port Shilo grows, Landa will grow in return.

Trade is the life blood of a city, so I encourage all citizens to visit Port Shilo and help establish Landa as the trade capital of Gor.

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.

Sherman Easterwood
Magistrate of Landa

CITY NEWS AND ANNOUNCEMENTS

- NEW CITIZENS

Please welcome Clyde [Otsuka] as new member of the red caste of Landa. He was first sword when the admin was Ubar of outpost of Shaba and Ubar of the city of Black Canyon. Please welcome lady Meyru Hilra as new member of the green caste of Landa (apprentice Physician) and others...

- NEWS

LANDA ALLIES WITH PORT MEQARA POINT

Landa has formed expanded their existing trade alliance with Port Meqara to include a military alliance as well. The Acting-Ambassador of Landa, Sherman Easterwood, visited Port Meqara. The Admin of Port Meqara, Xavier Wrexan, visited Landa as well and picked up the signed treaty. Both Port Meqara and Landa look forward to strengthening the alliance as time goes on.

PORT SHILO

Port Shilo suffered from a fire disaster, the buildings burnt down completely. Fortunately no citizen was harmed. The port has been completely rebuilt now.

An huge area of ruins has been discovered deep in the jungle. The entrances of the maze are almost hidden. Explorers of the region should be careful and watch out for traps.

OUT WITH THE OLD, IN WITH THE NEW

By Lady Dez

As the sun rose and shone over the docks of Port Shilo, a small amount of smoke could be seen from the smithy. Then before anyone could react, the smithy was engulfed in flames and the warm breezes from the Thassa spread the fire until it engulfed all of Port Shilo. In a moment the entire port was gone.

Soon after the fire destroyed Port Shilo, explorers returned to Landa with news of an ancient city lying somewhere in the jungles. Landa financed expeditions and sent more people for further exploration and to setup an outpost on the newly discovered lands.

As the explorers returned and looked deeper into the forest and jungle, they found remnants of a lost city. In their notes they mentioned seeing an ost (in a box full of coin and gold) in an area that looked strangely like a maze. Mamba were described sunning on a rock, with not a care in the world.

Landa decided to build a new outpost, more alive than the old Port Shilo. One used for trade, import and export of goods to and from Landa. This Port Shilo would be more alive than the last one, bustling with activities of loading and unloading ships from afar and merchants trading and selling their goods. This would truly be the trade lifeline of Landa.

Port Shilo is being used as remote trade port for the Landa Continent. We look forward to meeting new people and moving forward. We will look forward to hearing more from the future explorations into the vast jungles of Port Shilo.

We also rebuild the Smithy, but placed it closer to Landa on a parcel in Black Reef Shores. We managed to move the livestock as well. The Farm is growing and thriving under the diligent hands of the slaves.

NEWS FROM PORT SHILO

Tal all citizens of landa! This comes from the desk of the Head Merchant, Rask, of Port Shilo, a wholly owned port of landa. The port is now operational, and traffic is starting to trickle in. The ships haven't been extremely frequent as of yet, but that will change. Let me give an update on the port for those of you that may not be aware of what has happened in Port Shilo over the last hand or so. landa explorers discovered a lost city nearby the Isle of landa, on the main land mass, and the High Council deemed that the lost city would be built up as a Merchant port, as it is not far from landa itself. As of this moment, things are evolving at the port, though what exactly is to be discovered in the wilds of the port, that has yet to be seen. So far, we have myself, Head Merchant, and Lady Gabi, the Magistrate, and the slaves owned by the two of us in the port on a regular basis. All citizens of landa are welcome to come and explore the wilds, if you wish, though beware, I hear there are osts in those woods! Trade is starting, so really, all Goreans are welcome to visit and trade, though we might not take too kindly to those NOT affiliated with landa poking around the woods and discovering things! Those are OUR resources! My thanks, one and all for your time, and be sure to visit us in Port Shilo soon!

Rask Capelo
Head Merchant, Port Shilo

NOTIFICATION OF INITIAL CONTACT WITH TURMUS

On the Second Day of the Fourth Hand of the Month of En`Var (First Resting) Year of 10172 I visited Turmus, accompanied by the Commander of Landa.

I was unable to make contact with either the Ubar or Ambassador but did speak with Lady Elena, whose position I did not obtain. She will pass on the information to both the Ambassador and Ubar that Landa is interested in possibly discussing both a military and trade alliance. I will await word from the leaders before pursuing further.

The Commander had initially approached this city and I was following up on his initial contact.

I will have further information and recommendations, as the talks continue.

Sherman Easterwood
Acting Ambassador of Landa

NOTIFICATION OF INITIAL CONTACT WITH TYROS

Landa has also started the initial steps of forging an alliance with Tyros. The Acting-Ambassador of Landa has visited and left word for the Tyros Ambassador, announcing Landa's interest in an alliance.

LILITH'S PUNISHMENT FOR DISOBEYING LADY ARDEE

* barbarian year * 16th July 2011*

For a period of one Hand

Clean the sheets off all the beds and lay fresh ones

empty the urine pots

sterilize the rep cloths with boiling water this includes the instruments .

wash the walls and floors of the infirmary .

Additionally clean and mop the morgue and make sure it is clean of urts .

- KAJURALIA

The Slaverhouses of Landa announce that the 'Kajuralia', the Festival of Slaves", will be celebrated in Landa the last day of the fifth month: Further Details of planned activities that day will be available in the next hands.

Annual festival of slaves, Kajuralia is celebrated once a year in most Gorean cities at one of two different moments. The first chosen date for Kajuralia is the last day of the twelfth passage hand. The other common date which is used by the city or Ar among others, is the last day of the fifth month of the year which is the day preceding the Love Feast. The only city which is said not to celebrate Kajuralia is Port Kar though we are not told specifically why that is.

"Upon this day, slaves may take liberties which are otherwise not permitted them during the year, including the drinking of wine and liquor, the freedom to roam at will (provided of course they do not attempt to escape from their owners permanently), the freedom to choose their own sexual partners and to couch with slaves of the opposite sex whom they find attractive, temporary suspension of all work and duties, and even the opportunity to play (minor) tricks and practical jokes upon freepersons. After the twentieth ahn, however, they are expected to be back in their respective kennels and slave quarters to resume the services required by their imbonded status; slaves who "go renegade" during Kajuralia are typically punished severely if recaptured, and are often executed for such an offense."
(Assassin of Gor, page 229)

"Kajuralia!" cried the slave girl hurling a basket of Sa-Tarna flour on me, and turning and running. I had caught up with her in five steps and kissed her roundly, swatted her and sent her packing.

"Kajuralia yourself!" I said laughing, and she, laughing, sped away.

About that time a large pan of warm water splashed down on me from a window some

sixteen feet above the street level. Wringing wet I glared upward.

I saw a girl in the window, who blew me a kiss, a slave girl. "Kajuralia!" she cried and laughed.

I raised my fist and shook it and her head disappeared from the window.

A Builder, whose robes were stained with thrown fruit, hastily strode by. "You had better be indoors," said he, "on Kajuralia."

(Assassin of Gor, page 223)

- ANNOUNCEMENTS OF THE ADMIN

New Master Assassin of Landa is Trevere Crimson.

- 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

- GATE POLICY

Addendum to the gate policy of Landa:

We have state owned ferries that will take you to any place you would like to visit, it is time limited and will vanish when the time has run down.

There is however a little boat that slaves can take from Landa II to where ever they want to go, perhaps to the farm to do chores, or pick grapes.. or gather coconuts to make our palm wine. You must however return that little boat so it can be used by others as well.

OR slaves need to ask a free to open the gate and get on a ferry to Port Shilo.

THE LANDA SOCIAL SCENE

[REMINDER] PAYMENT OF FOOD AND DRINKS

To my beloved Master and for all other Frees at Landa.

My Master your girls are worried how to serve at Landa furthermore.

It was said, people have to pay for drinks and food and when we don't ask for payment before serving we are accused of theft,

[2011/06/17 08:05] Dezire Sciarri: and while you are at it, tell your Master

[2011/06/17 08:09] Dezire Sciarri: and tell your Owners.. no more free drinks.. unless its water

My Master we are slaves. We can't force any Free to pay and we risk punishment in case we insist on the payment.

At the other side I think it's really not goeran for a slave to ask for payment.

Even in the books the use of a pagaslut in the furs is included in the prize of the beverage.

I think it's the job of the tavern keeper to make sure he gets his money. We can only call him for help when people want to leave without payment.

Please my Master talk to the citizens of Landa to find a solution.

It's not fair to solve this problem at our backs as we can only loose the one way or the other way.

Lilith

PAYMENT FOR FOOD, DRINK and OTHER SERVICES

No one was ever accused of theft in Landa, however we would like to empathize that payment should be made when food or drink is consumed in the Tavern or at the Inn. Payment for Blue Caste, Green Caste and other city services should be made as well.

At the end of the serve, if the keepers of the establishment are not present, then why not leave an IOU ((I owe you)) note or leave a few coins at the counter.

Slaves do not handle coin, but that should in no way limit your RP, use your imagination..

Slaves, you may mention the cost of the the food and drink you are serving and you are able, I hope, to point out that coin can be left at the counter.. as far as price is concerned, use your imagination.. you do have one, don't you?

I myself have bartered for food and drink, if the owner is available.

~Lady Dez

REGIONAL NEWS

- PORT TORCADINO

Port Torcadino has elected a new admin/ubar Sir Fox Bellecoeur.

- BESNITT

I would like to welcome Lady Sere to Besnitt , she will be head of our merchants and will

be diligently working to get Besnitt's Trade routes moving again . I would all like to have all our allied Cities have their Head Merchants contact her and set up meetings to get introduction done, she brings a vast knowledge of her trade and I am sure will be an asset to all cities.

Bounty Silversmith
Besnitt Admin

- PORT OF MEQARA

The Port of Meqara is proud to announce the naming of Sir kaleck Hawker as the New Head Slaver. He will also fill duties as a merchant in tandem. We are pleased to announce that a fourth ship has been added to our fleet and will be captained by Sir Kaleck Hawker. The ship has been marked The Agilian and will carry the meqara banner.
Xavier Wrexan.

PORT JAD ALLIES WITH PORT COS

Let it be known, on this day, blessed with solid friendships and commitment to Trade, Port Jad and Port Cos, are now Allied.
Both in Trade & Military, we see the Thassa charted & the trade lines strong between these two ports.
Already, an order of medical supplies, livestock, seafood, blackwine and more for Port Cos, traded for the much needed fully prepared masts for the shipping orders already coming in to Port Jad, brings forth success for both Ports.
HAIL! Port Jad sails on Sunday to Port Cos!

CASTE REPORTS LANDA

BLUE CASTE

The Blue Caste is doing well . Our Magistrate/Acting-Ambassador has formed an alliance with Port Magara. Well done Magistrate!

Lady Dez
Head Scribe of Landa

RED CASTE

You are cordially invited to attend a tournament of swords in the arena of the Isle of Landa on (Sunday July 24th 1pm SLT)

GREEN CASTE

GREEN CASTE GRADUATION

Administrator, it is my pleasure to present to you Lady Ardeesha Algoma who came to us as an applicant, was accepted into the Green caste as an apprentice, has studied long and hard to learn the medical profession, and has passed all her tests. As Head Physician of the city, I assure you of her competence and advise you that she is ready to be pronounced a physician of this great city.

Yuroki: Thank you Lady Judy. Lady Ardeesha I complement you on you perseverance and hard work, and look forward to your service to our citizens as a physician in the maintenance of their health, and the healing of their wounds in times of battle. Accordingly, I now pronounce you a Physician of the City of Landa, with all the rights and privileges that post enjoys.

Judy: Lady Ardeesha as a member of the High Council of the Physician Caste of Gor, I welcome you as a physician, and with great pleasure present to you this ring, the official symbol of Physicians that will be recognized throughout the length and breadth of Gor. (hands ring). Wear it with pride, and always remember your duties and the ethics of our caste, as I know you will..

Ardeesha --words of thanks etc.

Administrator, it is my pleasure to present to you Nachtwulf Resident who came to us as an applicant, was accepted into the Green caste as an apprentice, but was already trained, and so is knowledgeable in the medical arts. He has proven to me through his duties that he will be a competent physician. As Head Physician of the city, I assure you of his abilities and advise you that he is ready to be pronounced a physician of this great city.

Yuroki: Thank you Lady Judy.nachtwulf Resident I complement you on you perseverance and hard work, and look forward to your service to our citizens as a physician in the maintenance of their health, and the healing of their wounds in times of battle. Accordingly, I now pronounce you a Physician of the City of Landa, with all the rights and privileges that post enjoys.

Judy: Lady Ardeesha as a member of the High Council of the Physician Caste of Gor, I welcome you as a physician, and with great pleasure present to you this ring, the official symbol of Physicians that will be recognized throughout the length and breadth of Gor. (hands ring). Wear it with pride, and always remember your duties and the ethics of our caste, as I know you will.

nachtwulf words of thanks etc.

FROM THE INFIRMARY

Notice to all citizens.

For the general health and welfare of all free citizens of the the City of Landa, Port Shilo, and its surrounding areas, please be advised that all new slaves brought to the city, however obtained, must undergo a physical examination by an authorized member of the

Green Caste, and if such is required, a pest decontamination. This should take place within 48 hours of their arrival.

Before such examination, please do not allow such newly acquired slave near a water supply, or to handle food, and it is suggested that intimate contact also be delayed.

A copy of all slave exams will be filed with the City Chief Scribe, and such are public records. Copies may be obtained for an appropriate fee to be determined by the Scribery .

The Infirmary Fee for a slave examination is two copper tarsks, which includes one sealed copy of the original report for the owner of the property.

Judygirl Beck
Head Physician

TREATMENT REPORT SPEUSIPPOS

Date: Fourth Day of the Fourth Hand of the Fourth Month in the Year 8159 Contasta Ar

Patient: Speusippus Goodfellow

Location : City of Landa Infirmary

Symptoms:

Patient was found in tavern weak and obviously feverish and in pain. Patient was noncompliant with instructions to come to the infirmary which this physician believes was secondary to incoherence from the fever. The patient was assisted to the infirmary where vital signs were found to be 95/40, 120 rapid and thready and 22 respirations. Fluids were started at wide open rate to stabilize the blood pressure. The dressing of a previous wound was removed. Wound was edematous with obvious purulence. Sutures were almost imbedded in the flesh. Anesthetic was administered with capture scent and the wound was reopened allowing it to drain. Gross debridement was done and wound packed with wet rep. Patient was recovered from anesthesia and given willow bark tea for pain.

Diagnosis:

Infection of wound. Culture of organism pending

.

Treatment:

Gross debridement. Fluid maintenance. Wet to dry dressings.

Other:

Followup:

Patient will have wet to dry dressing changes twice a day. He has been advised of the dangerous side effects to his healing with paga consumption. Patient acknowledges understanding but may be noncompliant. Have instructed that he will be placed in the inn for recovery.

By: Nachtwulf
Physician of City of Landa

LANDA FIRST AID INSTRUCTIONS

There is always the possibility of a raid, and all citizens must be able to assist in case of attacks causing our citizens wounds.

#1 Call a Physician

If one is not present in city or available contact Physician Caste of Gor.

#2 Stabilize patient & prepare for transport

Assess wounds and perform triage. Determine if immediate action must take place (e.g. stopping bleeding), or if patient can await physician. Issue pain relief if this is too severe to await physician's arrival.

MERCHANT CASTE

- SLAVERHOUSES

HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and administration. However, our purpose overall is to provide slaves to the cities for use in whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

"Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers."

(Magicians of Gor pg 315)

- 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 now. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

HEAD MECHANIC OF TYROS CONFIRMED ECONOMIC SUCCESS OF THE HOY BANK IN TENTIUM

Inscribed in the City of Tentium, Isle of Tyros, Citadel Plaza

The Fifth day of the the Fifth hand of Carnerius

In the year 10, 169 from the founding of Ar.

Delivery of coins by the Tyros Branch of HoY, as follows:

100 silver tarsks of Landa

20 gold tarn - foreign currency (will be melted)
2 silver tarsks and 59 copper tarsks of Sais
20 copper tarsks of Treve

Sealed and affirmed:
Lazrith of House Gehring
House of Yuroki Banker, Tentium

HOY FOREIGN CURRENCY EXCHANGE RATES 07/13/2011

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

CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF IANDA

Coins of Rose Isles (they accept landa coins) 1:1 (contract)

Coins of Port Kar (they accept landa coins) 1:1 (contract)

Coins of Sais (they accept landa coins) 1:1 (contract)

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 Besnitt (made by Yuroki Uriza) 1: 1

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

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

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)

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk)

Old copper tarsks of Tyros

UNDER CONSTRUCTION

Coins of Kurt Falls (made by the mint of Landa) 1:1

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

Fluctuations in exchange rates are possible.

HOY STAFF

LANDA

Speusippus Goodfellow

Tanita Uriza

Maxxie Klaar

OASIS OF KLIMA

Zorane Silverfall, coin merchant and tavern keeper

Raschid Hassanein, merchant and banker

TYROS

Lazrith Gehring, merchant and banker

Precious Muhindra, merchant and banker

OSTIA

Lockie Skytower, banker

Wimple Ethaniel, banker

Aurius Deed, merchant (not active at the moment)

ADVERTISEMENTS AND JOB OFFERS

SLAVERHOUSE OF YUROKI (HoY)

- We need warriors or mercenaries who can escort our female agents if they need to

travel. Four copper coins paid monthly

BANK OF LANDA

- We need merchants who would be able to establish trading connections with cities which use similar coin systems, such as as Rarn, Port Kar, Turia and so on. Two copper coins paid monthly. To make your own coins and income would be possible.

CITY OF LANDA

The city of Landa is recruiting all castes. Lower castes are welcome too! We need an active (head) slaver and an active tavernkeeper.

OOO ROLEPLAY

- METAGAMING AND GODMODDING

(Credits: Nidhogr Fjord)

We assume that most role players will know already what metagaming and godmodding are, these definitions are for clarification to those who don't and a reminder that they are not acceptable in role play.

Metagaming

Metagaming is using OOC knowledge IC. This can be something as small as looking at your map, seeing a green dot on the other side of the sim and zooming over to them, or having your captured friend tell you in IMs where they were taken and you then saying IC "I know where they are!"

While sometimes small amounts of metagaming is acceptable, if it is to push a storyline further on, it is otherwise frowned upon in the role playing community. Please show respect to your fellow role players, do not read their tags or profiles and know who they are as well as their life story, do not use information given to you OOC against anyone.

Godmodding

Godmodding is the act of forcing an action onto another player without letting them make the decision whether to go through with it. An example of this would be

Man A: Lunges towards the man and watches as his dagger pierces through his neck, the blood flows and his life ebbs away.

This is a classic example of godmodding, Man A has ended someone else's life in his own emote, not giving the other man a chance to respond. So here is an example of the same situation, minus the godmod.

Man A: Lunges towards the man, his dagger aimed straight for his neck, if it would hit the target it would be likely to pierce right through and blood would flow.

You can see in the second example that the person who is being attacked has an opportunity to defend themselves, dodge the blow, have it pierce only a little etc.

Here is another example.

Woman A: Looks out to the docks, her head was hurting but she wouldn't tell anyone, she didn't want anyone to know.

Woman B: See's the woman rubbing her head and looks at her, "you know, if your headaches are back you should tell us."

So Woman B has godmodded that Woman A rubbed her head so she would know about the headaches.

As with metagaming, godmodding is frowned upon in the role playing community. Do not force actions onto other players, let them make those decisions for themselves.

KNOWLEDGE

- STOLEN GOODS

"I bought her properly," said my master.

"You have papers on her?" asked the man.

"No," said my master.

"You received stolen goods," said the man.

"Not to my knowledge," said my master.

"An investigation might nonetheless prove you have no legal hold on her."

"Are you a magistrate, or a praetor's agent?" inquired my master, narrowly.

"No," said the fellow.

My master relaxed, visibly.

"But I could always lodge a citizen's inquiry, and have the matter looked into," he said.

"What do you want?" asked my master.

"She is a hot slave, and is curvy, and beautiful," he said.

"So?" asked my master.

"Too, she dances well, and her ears are pierced," said the man.

"So?" inquired my master.

"What did you pay for her?" he asked.

"That is my business," said my master.

"Not much, I would suppose," said the man. "Stolen slaves seldom bring high prices, unless delivered to private dealers on contract, or to slavers, who know what to do with them, and where to sell them."

"She is mine," said my master. "I have held her in my collar for a sufficient time."

"I am prepared to accept that she is now yours," said the fellow. "For example, she seems clearly accommodated to your collar. The official recovery period is doubtless now passed."

"Then our conversation is at an end," said my master, angrily.

"Nonetheless it seems you might still count, officially, as a fellow who had received stolen goods," said the man.

"Not to my knowledge, if at all," said my master.

"Ignorance of the origin of the goods," said the man, "might indeed exonerate you from personal guilt in the matter."

My master shrugged.

"Still," said the man, "it might be of some interest to a praetor to hear you protest your innocence in the matter. He would be likely to be interested, too, in whom you bought the slave from, and such, and perhaps even where they obtained her."
Dancer of Gor (Book 22, Page 287 - 288)

ONLINISMS OF THE WEEK

THE MOST STUPID THINGS IN SL GOR

- tanned torvies with blonde hair that look like surfers who claim snow reflection sunburn to justify the color
- people calling Physicians "Green"
- Assassins or warriors dressed in full armor instead of tunics as described in the books
- Protection collars
- limits that make a slave un-punishable
- people who refuse hair cut
- warriors dressed in black
- Lesbian Militant Panthers who scream death to the males like its death to the infidels, rabid zealots
- any AO that keeps the avatar in constant motion... the pacing wolverine and the "ooo-look at me preen" slave AO to mention just two
- bare-chested men. Yea I get it, You got a nice skin, and ripplin' avs. Hey I like nice chests as much as the next chick, but FFS, put a damn shirt on!
- wandering slaves who venture into Assassins Camps
- wandering Free Women who venture into Assassins Camps
- people who wander into a panther camp and get upset when you shoot at them
- slaves that wander into the northern woods because "there master lets them wander when he is not on"
- Black castes with cold eyes, cold voice, cold touch, cold nose, cold ears, cold feet, cold, cold, cold in every post
- people who emote "going to the boat" or "sailing away" when you're like in the middle of the Turian Plains or the Voltai Mountains
- Free who approach you and thought emote/ask you why you are not kneeling when you're not servicing anyone or there's no Free present.
- Slaves who wear silks in WINTER
- Putting 'Real Gorean Man' in their profile as a reason for anything.
- so called male slaves, or like they are now called kajiru, in silks or grungy look, on their knees and fully armed .. called brother by their sissies.
- Panther girls/Talunas outside the northern woods or jungle, travelling all over the open thassa in their canoes to reach ... men.
- High Caste Free women demanding respect while wearing a sheer veil, some giggle when you adressed them as slut ... as if i would be insane and would collar them
- everyone who tries to get into my IM or to OOC me after a reaction to their action to bitch or just to give me names
- Panthers with flowers on there bows, hair and flower tattoos. I don't know rather to kill her or plant her.
- men calling slaves "little one"
- people who start a sim without ever actually RESEARCHING the culture. Usually results in epic fail.
- Slavers who only become slavers so they have more of a variety of girls to fuck.

- Slavers who don't know shit about gor
- Slavers (or anyone) who hands a slave an NC of information and tells them to "learn it"
- Free who run across an entire sim to tell a slave who is standing to kneel
- People that cannot see this for what it is, a game. They spend hours on it, incite drama at every turn because their SL has basically become their RL.
- too many alts role playing with too many alts
- People which do not role play but chat

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