

THE IANDA TIMES

First Edition, v.1, No. 24

Editor: Rarius Yuroki, Admin of Landa

Co-Editor: Sherman Easterwood, Magistrate of Landa

Content:

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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)

As I was editing the paper this week, I noticed a story that struck me and is not typical in Landa. In fact, many of the actions mentioned in the story may have violated Landa law.

The story I mention is THE STORY OF NADIAH. It tells the story of a Free Woman, who came to Landa looking for her father. She was enslaved and now lives the life of a slave in Landa. According to the story she was "forced collared" in Landa. In Landa, force collaring is only allowed if approved by a Magistrate. If the collaring was illegal, the other actions that occurred afterwards were illegal as well.

There is little that can be done in the case of this Free Woman. As time as passed and she seems to be content in her collar. However, all Free Women of Landa need to know that the law protects you from face stripping and forced collaring. If this happens in Landa, report it to the authorities and it will be investigated, if the action is found to be against the law, then those responsible will be punished and your freedom will be restored.

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)

Friday: Meeting of the merchant caste, election of the head of the caste, admin's building, 2.00 pm SLT

Saturday: Merchant of Gor Tournament, main place 2.00 pm SLT

Sunday: Meeting of the green caste, election of the head of the caste, admin's building, 2.00 pm SLT

- NEWS

- NEW SLAVERHOUSE IN LANDA

I am Cailean new slaver to the City of Landa and would like to say hello and what my house offers the citizens of this Great City. The Slave House of Cailean is seeking slaves of strong stock and breed for purchase or acquisition; all our slaves are expressly designed and crafted for any use, utilizing only the most up to date gorean training techniques. Cailean's House of highly skilled and experienced slaver deliver a product of unparalleled quality, enabling me to proffer with absolute confidence and pride, a full line of beast unsurpassed in all respects by my competitors. I extend to you, in advance, my sincerest gratitude and very best regards.

CITY OF LANDA WARRANT OF ARREST

City of Landa judicial Case # 10152011-8

The Magistrate bureau of the City of Landa issues a warrant of arrest against the person of: Jacqpal Firehawk

On the charge of: Theft and Treason

Under the great Civil laws of the City of Landa
Under the great Civil laws of the Merchant laws of Gor

The Members of the High caste of Warriors of City of Landa are hereby Commanded to:

-Arrest the individual and if the suspect is resisting arrest you are permitted to kill

*** All of his belongings should be brought without tampering to facilitate investigation.***

Prepared by & sealed by :
Sherman Easterwood
Magistrate of Landa

Recorded on: 10-15-2011
Fourth Day of the Seventh Passage Hand of the Month of Se`Kara (Second Turning) in the
Year 10172

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, onlinisms 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 Nadiah (May Bird), HoY slave

- OOC ANNOUNCEMENTS OF THE ADMIN

TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have an reasonable storyline and roleplay in the city first or walk around as an OOC observer.

"Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native walls. Indeed, in Gorean the same word is used for both stranger and enemy."
(Outlaw of Gor)

"Wanderers" and "travellers" of Gor are outlaws. Merchants wear a white and golden tunic in Gor.

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
Black caste: Jarek Nexen

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

- THE STORY OF NADIAH

May Bird as was born as a free woman, her Mother and father didn't renew their free companionship contacts after I was two years of age. My father moved to a new Home Stone leaving my Mother and me behind.

My mother had a job as the village barker. We lived happily together for many years, but

when I reached the age of 19, my Mother became very ill. I nursed her for over a year. She died in my arms and her last words to me were to go to Landa to find my father. There was no money left as I used it all for use to live on. They had replaced my Mother with another barker. My Mother never did tell me my father's name before she died.

I went to Landa to seek my father out as my mother had wish me to do. Before knocking on the gates of Landa, I removed my veil in hope my father would know me on sight. They opened the gate, letting me in to the city. They began ask some questions of me, I asked if my father was there it seem he wasn't there. They didn't like the answers to the questions they ask me, One was I didn't have a homestone any more, and i didn't know my Father name. The guard at the gate grabbed at me, and hit me, as I tried to run from him , I was captured and slapped about , for being mouthy to my captor he striped me of my clothes, enslaving me there at the city gates. I was then gifted away to the tavern Master quickly to be rid of me. The tavern Master broke me in to my slavery rapidly as fear the whipped and on the very day of slave day. The Master open me. as his first girl. capture him that day and give him to me. He tease me to the furs and opening my that very night. I be came a red silk girl. After training me some more, and he got few more slaves his Fc sold me. to the HoY.. Where i have been for several months . My Master gave me the title of his scribe slave a few days ago. The same day he named his second girl at the same time.

- MERCHANT OF GOR TOURNAMENT

1st day of the second hand of the eight month
(October, 22th (Saturday), 2 pm S L T

CITY O f LANDA

The city of Landa invites all players to the next Merchant of Gor Tournament.
The boards will be set up at the "Merchant's Square" at the city.

We are certain that you will enjoy the games and perhaps you win the prize money:

1st: 2.000 L 2nd: 1.000 L 3rd 500 L

Donations to increase the prize money are always welcome.

There will be 3 or 5 rounds...depending on turn out :)
Winner will be the person with the highest gold at the end of the 3rd or 5th round.
Contestants will progress on the tournament board, till only 2 are left!

Sign-ups: 1:30 pm to 2:00 pm. Please don't be late. We can't wait for latecomers!
(Please bring your boards too we will need some to set up for the tournament)

Maxxie Klaar and Yuroki Uriza will organize and run it.
For any question please contact them.

REGIONAL NEWS

- SOUTHERN TRADE ALLIANCE SUMMIT

To members of STA I would like to introduce my Son who has return from travels Sir Ayden Wrexan....(ayden darkwatch). He will resume his role as Head merchant of Meqara. Port Meqara is pleased announce to the launching of its 4th ship Captained by Sir Ayden Wrexan "The Grunted". Lady Wynna Wrexan will serve as ambassador.
May trade swell the rivers of our southern by ways.
Xavier wrexan.

- THE DESTRUCTION OF CYPRIANUS

Months of continuous and destructive war have passed since Theoden, the Commander of Cyprianus, had given his now famous briefing to the Warriors of Cyprianus outlying his plans for Empire (<http://tinyurl.com/6hdl6ow>). Months, since the Cyprian Ubar declared war on all cities and villages north of the Vosk that would not submit to the Cyprian Empire. Things however, have not turned out well for Cyprianus. The 6th Tharlaron Calvary encountered heavy resistance in the journey down to Corcyrus. With supply lines spread too wide, half of the Calvary fell to illness and death. By the time they got to Corcyrus, they were wiped out by the emplaced defenses. Treve was tipped off when the ever present spies within Cyprianus informed them of the large tarn Calvary regiment taking flight off the tarncoats all throughout the city. As Treve subsequently increased aerial patrols throughout the Voltai, the 13th Tarn Calvary were spotted flying from their base in Fort Haskins and gradually harassed all the way down to the village of Minus. When they finally arrived, now a third of the force they used to be, they discovered the 6th Tharlaron Calvary that was supposed to take over Minus for them to use it as a rest and reload base never arrived. Pasangs away from any friendly village or city to touch base, they were destroyed by the Trevian tarnsmen in totality. The 5th, 8th and 3rd Infantry Divisions, although comprised of the more elite fighters of Cyprianus, were too small in size to deal with the armies and militias of Turmus, Sais, Fina, Rorus, Vonda and Port Olni, which were much larger than Theoden had predicted. The Lead Cyprian Expeditionary Army always arrived too late in aiding the embattled Infantry Divisions due to its relatively large, slow and cumbersome formations, and the Infantry Divisions were eventually destroyed, along with the Expeditionary Army which found itself increasingly surrounded by the swarm of the enemy on all sides.

Present Day: The armies of Cyprianus have been vanquished. Theoden the Commander stands alone with the few remaining Warriors of the Home Guard. The Ubar is missing. The City of Cyprianus is surrounded. The enemies are at the borders at the edge of the Sa-Tarna fields. Destruction is ever imminent. The Dream of Empire that had so entranced the Commander and indeed his city has ended for Theoden and Cyprianus, just like it did for Marlenus and Glorious Ar. And yet, they still fight on. The Warriors of Cyprianus will continue to fight on to the bitter end, and in their glory and death, live forever. FOR CYPRIANUS!! The end has come.

Remember:

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

eighteen feet high.

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

(Priest King of Gor)

GARDAVELDI ISLE (BtB) Grand Opening 2v2 Tournament!

The Nocturnis Mercs invite you to come and test your aim and skill in an EPIC tournament to celebrate the re opening of Gardaveldi Isle, as well as resurrection of the group Nocturnis!!

Tournament will be at 4pm SLT @ Friday 10/21
Registration is open as of NOW (10/15)

Please read the NC for further Information

CASTE REPORTS LANDA

BLUE CASTE

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

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

These are just a few services available from the Blue Caste. As Head Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Prices for our services are negotiable.

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

~Lady Dez
Head Scribe for the City of Landa

RED CASTE

New warriors:

Saphrar (RopeMaster69 Resident) Master of Arms in Landa

Sel (Shoulder Maven)

Troy Kaur

Nazareth (Helstein) (candidate, pending citizen)

Kafka (Khaos) (candidate, pending citizen)

GREEN CASTE

Sunday: Meeting of the green caste, election of the head of the caste, admin's building, 2.00 pm SLT

Candidate: Lady Brianna (Angeleyes Wisent)

BLACK CASTE

Jarek Nexen is new master Assassine of Landa and runs the black caste camp.

MERCHANT CASTE

- ELECTIONS

Sunday: Meeting of the green caste, election of the head of the caste, admin's building, 2.00 pm SLT. Please give me the names of the candidate in advance.

The Admin

- 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)

- 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.

The branch of the HoY Bank in Ostia - Rive de Bois has been closes because the city does not longer exists. Lady Locky is not longer HoY merchant.

HOY BANK COIN EXHIBTION

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 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 Ostia (Rive de Bois), made by the mint of Landa
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 10/18/2011

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 tarsl = 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

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)
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), 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

- ENSLAVEMENT RULES FOR DUMMIES

by Judy

10 ways to be capped and still look innocent and pink:

1) Wander around Gor in a pink dress and blink innocently when somebody calls you "slut" (many men think it's a kind of foreplay, but they are disappointed if they find out you actually are a slut)

2) Let it slip out of your lips that you are not that good with a bow, but remember asking what side of the arrow should be pointed to the enemy doesn't work (men are not that stupid)

3) Find your prey, study him carefully, look at his profile to be sure his jealous bondmaid/kajira/wench/FW is not around and going to rip your eyes off with a spoon

4) Fake you are ignoring him, actually pay attention to everybody but him, don't let him understand he's your focus, but at a certain moment stumble against him, or cut the string of his bow or pour your hot mead over his new shirt and refuse to clean it.

5) Step out of the safe-zone, yes men love challenging and trying to cap you in RP but remember they mostly love shooting a fair amount of arrows to your butt, it's just a way to understand if it's huge enough to be a good grip later in the furs

6) Name your protectors casually, letting them understand you are never capped anywhere, hinting you might be virgin somewhere even if you should be like the Frejus now (yes you can Google that word, I am not explaining since I am a Lady)

7) Casually let them understand you wouldn't be happy wearing a collar, any-body's collar, because you are free, not used to kneel to anybody, you would never be their pet, nor their leg-parasite, and no, you are not going to submit to any man! (this is the most important part, cos it makes them think you are not going to be around when they are done with you, so it's better if you use a new collar and don't spend half of your RP time taking old owners off your collar)

8) When he starts shooting you, aim to the sky, or to the flying vulos around, don't hit him more than three times! It's safer because he needs his health almost full to have time to bind you properly and feel safe in case there are people around thinking to interfere.

9) Now it's almost done, he capped and bound you, don't go into his IMs immediately, beaming and asking him where he's going to bring you and when he wants to rape you! Don't look self-satisfied! And yes, take that smile off your face! You need to seem disappointed, offended and also a bit mad at him because he has beaten you despite your excellent bow skills

10) RP limits: this is the most important moment, he's trying to understand what he can and what he can't do with you, and we all know what YOU want, so a "keep it Gorean" can be enough, it really doesn't mean anything, cos Goreans are characters in a book and in SL everybody RPs Gor as they please, but it will make you look like a serious (*coughs*) RPer
ENJOY!

KNOWLEDGE

- GOREAN RECIPES

Cooking by ka~jira

Veggies and cheese sauce

ingredients

*3 bunches fresh broccoli crowns or several kort halves *with kort bake in oven 20 minutes before adding sauce and bake again for 3-4 min

- *1 pound cheese
- * ? cup cream ? cup milk blended
- *black pepper
- * 2 tbsp (30 ml) sour cream

Preparation

- *Using pot of boiling water and metal strainer
- * Steam broccoli until al dente {still crisp}
- *Meanwhile grate 3/4 pound of the verr cheese
- *In a medium saucepan, melt verr cheese,with about 1/2 cup of the half milk Half cream blend
- *Add ground black pepper, about 7 turns on pepper mill. if no mill uses fresh pepper corns ,pestal and mortar
- *Blend together until smooth.
- *Add sour cream, blend until heated,
- * Serve Cheddar cheese sauce over broccoli,

Comments

Sauce is also good for Brussels sprouts or cauliflower, pasta and suls

beer bread {easy to make}

Ingredients

- 1 12 oz (336 gm). beer
- *2 tbsp (30 ml) sugar
- *3 cups sa tarna and dry yeast flour mix

Preparation

- *Mix all.
- *Pour in greased pan.
- *Press down with the back of a wet spoon.
- *Oil the top.
- *Bake at 350 degrees med warm oven for 1 hr and 20 min.

Comments

*is a delicious bread for meals or sandwiches this makes one loaf

paga glazed roasted vulo

*Ingredients

- *12 vulo cut into pieces
- *1 cup warm paga
- *1/2 cup yellow sugar
- * 1 cup ketchup
- *1/4 cup white vinegar
- *1 tbsp fresh lemon juice
- *3 cloves minced garlic
- *1/2 tsp dry mustard
- * salt and pepper to taste

Preparation

- *Grill vulo until partially done

- *Brush vulo with a thin coating of glaze
- *Continue to baste when turning vulo.
- *Watch vulo carefully to ensure that the glaze does not burn
- *(For stronger flavor, marinate the vulo in the paga mixture for a couple of hours - ed.)

Bosk Stew

Ingredients

- *10 tbsp flour
- *5 lbs bosk stew meat
- *6-2/3 tbsp cooking oil
- *1-2/3 cups chopped onion
- *3-1/3 clove garlic, minced
- *1-2/3 tsp dried thyme
- *10 cups Vegetable juice
- * two cups concentrated bosk broth {made by simmering bones in water }
- *few drops of hot pepper paste
- * 30 suls , peeled and cubed
- *5 cups (1175 ml) celery
- * 3kort peeled seeded and cubed
- 5 cups of carrots diced

Preparation

- *In a large shallow bowl combine flour and 3-1/3 tsp salt
- *Add meat cubes a few at a time rolling pieces of bosk to coat
- *Brown meat in hot oil. using a flat skillet on the range
- *Add onion, garlic, and thyme.
- *Stir in vegetable juices and broth, , hot pepper paste and 3-1/3 cups water.
- *Bring to boil, reduce heat.
- *Cover and simmer 1 1/4 hours or until beef is tender.
- *Stir in potatoes, celery and carrots.
- *Cover and cook 30 minutes or until tender.

kalana loaf

each loaf feeds 4 Warriors or 8 FW

Ingredients

- *1 cup mashed kalana fruit (approx. 3)
- * 1 cup white sugar
- * 1/2 cup fresh whipped bosk butter
- * 12 vulo eggs beaten
- * 1-1/3 cups sifted sa tarna flour
- * 1/2 tsp baking powder
- * 1/2 tsp baking soda
- * 1/2 tsp salt {red sugar}
- * 1 tsp vanilla

Preparation

- *Put all dry ingredients in a bowl and stir.
- * Melt butter slightly and beat eggs.

- * Add to dry mixture along with vanilla.
- * Add mashed kalana fruit last and stir ingredients until moistened.
- * Put in a greased and lightly floured loaf pan.
- * Bake in the range oven for about 45 minutes or until golden brown.
- * When done take out and let cool in pan for 5-10 minutes Then take out of pan (it should still be quite hot) and wrap it immediately in clean repcloth

Baked Tarsk

*As might be prepared onGor

Ingredients:

- *Good sized tarsk dead disemboweled beheaded
- *2 handfuls yellow sugar
- *1/2 footed bowl honey
- *slave mouthful of larma juice
- *10-15pinches whole cloves

Preparation

- *Ensure the stones are red hot.
- * Make crosswise slits, 1/2 inch apart, halfway through the tarsk to where knife touches bone.
- * Place tarsk in deep bowl and barely cover with water.
- * Stir in yellow sugar.
- * Soak at least 2 days in cold room.
- * Drain& Place tarsk in roasting pan.
- * Pour honey and larma juice all over tarsk.
- * Stick cloves all over meat.
- * Bake in warming fires for 6 to 7 ahn or until done, basting occasionally with the honey mixture

Sweet Potatoes

* As they might be prepared on Gor

*Ingredients:

- *3 large sweet potatoes
- *1/2 footed bowl of paga,
- *1/2 handful yellow sugar
- *8 dabs of verr butter

Preparation

- *Heat warming chamber,
- * then roast the sweet potatoes until soft inside (pierce with a stick or slave finger to check the temperaturestick recommended unless slave is being punished)
- * Remove skins from the potatoes and either mash or cut into chunks.
- * Layer into a clay casserole type dish,
- * and pour the paga evenly over the potatoes (if mashing, mix the paga into the potatoes)
- * dot with verr butter, and sprinkle the sugar over the top.
- * Bake until heated through and the sugar is melted

Creamy Larma Pie

*As might be prepared on Gor:

* Pie Shell:

- * 1-1/3 handfuls of Sa-Tarna flour
- * 3 pinches of ground Tahari salt rocks
- * 6 large spoonfuls of bosk fat, melted
- * 3 large spoonfuls of verr milk

Preparation:

- * Ensure the stones are very warm.
- * Combine Sa-Tarna flour, Tahari salt in mixing bowl.
- * Blend the bosk fat and verr milk together then add to flour mixture.
- * Stir with a prong until mixture forms a ball.
- * Shape into a ball and flatten slightly, then roll to a circle slightly larger than the pie tray.
- * Fit to tray, trim and pinch the edges into an attractive design.
- * Prick the bottom with the prong then cook 12-15 ehn or until light golden brown.
- * Cool before using.

Ingredients:

- * 1 - 9 inch unbaked pie shell
- * 4-6 freshly peeled and sliced larma
- * 3/4 handful white sugar
- * 1/4 handful Sa-Tarna flour
- * pinch ground Tahari salt rock
- * 1/2 footed bowl Verr cream

Preparations

- * Ensure warming fires are burning nicely
- * Peel and slice larma.
- * Combine white sugar, Sa-Tarna flour and Tahari salt.
- * Add to the sliced larma and toss lightly.
- * Turn out into pie shell.
- * Pour Verr cream evenly over top.
- * Bake over warming fires for 35-45 ehn or until firm and golden brown on top.
- * Chill in cold room for several hours before serving.>

- PAGA TAVERNS

PAGA TAVERNS

A paga tavern is a combination bar, restaurant and brothel. In the southern hemisphere, cafes often take the place of paga taverns but are essentially the same type of entity. Paga taverns exist primarily for the pleasure of men, but such pleasures range widely. Men go there to relax or be sociable. They often play Kaissa there. Some taverns even have special tables with a Kaissa board inlaid on the table. Men may wish to watch slave dances or other men duel in the sands. It is also a place where men can learn a lot about a city and hear the latest news. A new visitor to a city can learn much at a paga tavern about his new surroundings. A paga tavern is much more than just a place where men go to fur kajirae. Many patrons may never make use of a kajira in that manner.

A tavern commonly has a number of low tables of various sizes. A man can remain by himself at a small table or party with his friends at a larger one. Men sit cross-legged on

the floor at these tables. There may be a sandpit in the paga tavern for slave dancing or battles by the men. There is an area of curtained pleasure alcoves where men and slaves retire for sexual pleasure. There is often a kitchen area, commonly separated from the main area by swinging doors or a beaded curtain. The doors or curtain are easy to negotiate by a girl carrying something. Curtains are used more often than the swinging doors.

Other varieties of paga taverns exist on Gor. The paga enclosure is a transportable tavern. The owner generally makes a circular area of leveled earth about forty yards in diameter. The area is fenced in but the fencing is little more than symbolic. It consists of light railings, set on tripods and is about waist high. The fence is made to be easily taken down and reconstructed at another site. There will be tiny, alcovelike tents within the perimeter and several small fires. At night, the girls are not belled. Thus, the camp can be quickly made dark and silent if necessary.

The Wagon Peoples have public slave wagons, a combination paga tavern and slave market. Slave girls can be bought, sold and rented there. They may also set up a curtained alcove when they have dancers performing. There is nothing else like it anywhere on Gor. This idea could be the basis of some good story-lines. Maybe a group of enterprising Wagon Peoples decide to take their slave wagon to visit the cities. While they were earning money, maybe they could also be spying. Or, an ingenious Merchant might decide to copy this idea and create his own traveling public slave wagon.

In paga taverns, the men are served by paga kajirae, slaves who are a combination waitress and prostitute. For the price of a cup of paga, from a couple tarsk bits to a couple copper tarsks, a man is also entitled to the use of one of the servers. Commonly, the patron will use the kajira that serves him but this need not be the case. He may take a girl to one of the pleasure alcoves for sex. He may keep that girl for as long as he desires or until the tavern closes at dawn. It appears that once the man leaves the pleasure alcove, his time with the girl may be over. There are references that you keep the girl until you choose to open the leather curtains over the pleasure alcove. This prevents a man from stacking up a stream of girls at his table. For each cup a man purchases, he may use a different slave. Once the tavern closes though, any cups not used are lost. You cannot save them for another night. A paga dancer usually costs a customer extra and you would negotiate the price with the tavern owner. Any exceptions to these common rules must be posted clearly in advance.

When a girl first becomes a paga slave, it is usually the first two or three nights that are the most difficult. If the girl has not learned properly by then, her throat will likely be cut by an angry customer. Her sales price would then be paid to the tavern owner, plus a token copper or two for goodwill. A girl is considered "paga hot" if she is hot enough to be able to serve as a paga slave. Any girl in the tavern is subject to the discipline of a customer. Bruises on the girls are common hazards of business and tavern owners do not see such as wrong. Some taverns allow you to have your own slaves serve you.

Men may also work in paga taverns. Paga attendants are male employees of paga taverns and they generally supervise the serving of paga by the slave girls and collect payment for the paga and the use of the girls. There might also be a tavern owner, kitchen master, cooks and musicians present.

The pleasure alcoves are often small and their entrances may be circular, about twenty-four inches in diameter. They are commonly stacked in levels and reached by narrow

ladders fixed into the walls. A typical alcove has curved walls, and is about four feet high and five feet wide. It is lit by a small lamp, set into a niche in the wall. It is lined with red silk and floored with love furs and cushions. The furs are usually about six to eight inches deep. The alcoves have a subtle but efficient air circulation system, possibly some vent holes high in the walls. An alcove will usually contain chains, rope and a whip. You may also request any special equipment you may desire such as hook bracelets. Some taverns may have different types of alcoves but most are fairly similar.

In most paga taverns, the girls wear diaphanous silks. These silks can be worn in many ways. It may be worn on or off the shoulder, with high or plunging necklines, tightly or flowingly, in halters or G-strings, or brief tunics that may be partable or wraparound. Some tunics have a disrobing loop, usually at the left shoulder, where a tug will drop the entire garment to the girl's ankles. Only in the lowest taverns do the girls serve naked. It is also common to bell paga slaves, to make them more appeasing. Most paga girls also have pierced ears now. After the defeat of Turia, ear piercing has spread throughout Gor and has become the new fashion.

A parade of slaves commonly takes places in paga taverns and brothels. The paga slaves present themselves one by one, often accompanied by music, for the inspection of the guests. This allows the guests to better decide which kajira they might wish to use in the alcoves later. This may be repeated a couple times during a night so that patrons that enter later can view the kajirae.

Free women are not permitted in most paga slaves though they are permitted entrance into a few. In some taverns, even families are permitted entrance. In such taverns, efforts are made to promote modesty and decorum. Men in these places try to restrain their natural tendencies so as to not offend the free women. Tavern owners would try to enforce this decorum so that they can maintain their reputation and protect their business. Men have plenty of taverns they can go to where they do not need to be restrained so there is no reason for them to do so in these places. Most free women though would rather not attend such establishments. They do not wish to see their men fawning over such lascivious kajirae.

Slaves who are not paga slaves may enter taverns only if on an errand or in the company of a free person. There are often slave rings on one wall to chain your personal slaves. Most men would leave their personal slaves there. Some paga taverns would permit men to have their personal slaves serve them.

In the majority of taverns, paga is the most common beverage. No bottle or bota of paga is brought to the table. Cups, goblets or bowls are generally filled from a vat of paga behind the counter, from a huge bottle of paga put into a pouring sling, or from bronze vessels carried in leather harnesses by the kajirae. Botas of paga are only used while traveling or camping. Paga is not served warm or hot unless it is specifically ordered as such. Most people prefer room temperature paga. Torvaldsland and Cos are two places that normally prefer heated paga. There is also nothing in the books to suggest paga has a lumpy consistency. If paga was lumpy, it would be very difficult to fill or empty a bota.

Ka-la-na and other wines are commonly served from bottles. Other beverages may be contained in pitchers, small kegs, or bottles. Some of these beverages may be stored in the basements of the taverns to keep them a bit cooler as few taverns would actually have an ice room, especially in the summer or in warmer climates. Amphorae are frequently used to store beverages underground to keep them cooler.

Many online kajirae have learned very specific ways to serve in a tavern. There are websites that instruct them exactly how to serve each food and drink. Girls then memorize these serves and do it the same way every time. Thus, service becomes a boring repetitive act that is not true to the novels. Service should be as creative as any other kajira action. There are 105 ways just to enter a room, dozens of ways to kiss, and numerous slave dances. Why should food and drink service be performed only by one method? The answer is that it should be done in a myriad of ways. The method of the service should conform to the circumstances. What is appropriate at a formal feast may not be so at a cheap paga tavern.

In a paga tavern, when a slave serves, she is also offering herself to the customer. Thus, she will desire to please the customer as much as possible and make herself as desirable as possible. Gorean men enjoy imaginative and sensual women. Let your serve show your creativity and sensuality. You are selling yourself, not just a cup of paga or wine. Show how well you can move. Accentuate your allure and desirability. Make the customer lust for you. A kajira that could not entice the customers into the alcoves would be severely disciplined by the tavern owner, sold or even killed. You are there to make money for him so if you cannot earn your keep, you are useless to him.

What is required as a part of a serve? There are only a few items that are absolutely necessary. Everything else depends on the situation and location. Generally, the less formal the setting, the shorter and less rigid the serve. But, most serves have these few things in common.

First, make sure that you know exactly what your customer orders. Do not serve him sul paga if he orders regular paga. Do not serve him warm paga if he wants it at room temperature. If you are unsure about an order, ask the customer. Not every Master likes his food or drink prepared the same. If he orders Sa-Tarna bread, ask him what he wishes to go with it. Some prefer honey while others want melted butter. Try to ensure that you are going to bring him exactly what he desires. If you try to guess what the customer wants, you are taking a big risk.

Second, make sure the drinking vessels, serving trays and utensils are clean. You do not need to wash or wipe every goblet you get but at least indicate that you have found a clean cup. Once washed, likely by a slave, the vessels usually hang upside down on racks to drip dry. A quick glance at the vessel before using it will ensure it is adequate. Do not wipe a vessel with your silks. That would ruin the silks and the taverns have rep cloths for such cleaning. A chipped or broken vessel would be immediately thrown out. Also remember that most paga taverns have inexpensive cups and dishes. They would be cheap metal or pottery, not gold and silver that would most likely be stolen. This though would depend on the quality of the paga tavern. A very expensive tavern might have gold and silver cups and dishes but few such places exist.

Third, make sure you kneel when serving. The customer is sitting on the floor at a low table. You need to get down to his level and kneeling is the only proper way to do it. Proper kajirae do not bend over. In addition, kneeling is a proper way to show deference to a man. Kneeling expresses the proper servitude and submission of a slave. A girl would learn how to carefully balance a tray or other accoutrements while attempting to kneel next to a table.

Besides these three basic items, everything else is up to your imagination. The most common serve that many kajirae have learned on AOL or the IRC involves cleaning a cup,

pouring the paga from a bota into a bowl, holding the bowl low against their belly, running it up their body, holding it for three heartbeats at their chest, kissing the rim and then offering it to the customer. This is not a required serve as depicted in the novels. Some kajirae in the novels did parts of that serve but many others did not. And some parts of that serve did not exist at all in the novels.

The cleaning of the cup and botas were already discussed above. The three heartbeats and the love, devotion and honor pledge never occurred in the novels. Thus it is not a necessary part of a serve. They are online creations only. Holding it low against your belly does occur in the novels but it is not a constant. It is also not a required part of a serve. "Sweetening" the cup is another online creation that does not exist in the books.

Kissing the rim of the goblet does occur a number of times but it is again not a necessity as many serves are done without it. There are examples from the books where paga slaves may kiss the rim twice, or lick it deferentially. Kissing is done primarily as a sign of obeisance, deference to the patron. Slaves would also never sip a master's drink before serving it. If they were permitted to take a drink from the same cup, they would never drink from the side of a cup where their master has already drank from. No girl in the books ever tested a man's drink for poison. Poison is not that great of a threat in taverns. It would be an insult to a tavern for girls to be routinely checking for poison.

Long involved serves were more common at feasts where the host is trying to impress his guests. In most taverns, long serves are impractical and unnecessary. Be creative in your serves but do not over do it. Save long serves for special occasions. In a cheap paga tavern, the men simply want their food and drink without some long presentation. The patrons would likely get angry at a girl that took too long to deliver or serve their order.

Most service online is so boring, for the customer and the kajira. Vie for the attention of the customers. Become the most popular kajira in the tavern by being the most imaginative server. You may kiss the rim of the cup or hold it deep against your belly but you may also skip it. Vary how you perform your serves. Make it a true presentation instead of a "canned" service by rote. Make the serve fit the situation as well.

There are a few others matters of tavern etiquette. First, there are no such things as serving furs. If anything, paga kajirae would kneel on the bare floor while waiting in the tavern. In true taverns, the girls would rarely have a free moment to relax. She would be constantly serving customers food and drink or in the pleasure alcoves. Second, when a kajira enters the tavern, she does not need to seek permission or perform obeisance. She should just quietly walk to the serving area and kneel until she is needed. This is partially intended to promote the flow of role-play as massive greetings can be distracting. Third, a kajira should seek permission to leave the tavern. First, she should consult her owner. If the owner is not around, she should ask any other free person present.

Remember, the key to good service, like good role-play, is creativity.

- CYPHERS IN GOR

I lifted the strung beads to the square-jawed man with short, closely cropped white hair. His face was wind-burned and, in each ear, there was a small golden ring. To one side, cross-legged, sat he who was Bosk of Port Kar. Near him, intent, watchful, was Clitus Vitellius. Beside the man before me, the man with white, short-cropped hair, who was

Samos of Port Kar, chief among the captains of the Council of Captains of Port Kar, was a slender, gray-eyed man, clad in the green of the caste of physicians. 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.

I knelt back on my heels. There were two other slave girls in the room, in slave silk, collared, kneeling to one side, waiting to serve the men, should they desire naught. I was naked, as I had been when I had strung beads for he called Belisarius in a house in Cos. Samos put the beads before him on a tiny table. He looked at them, puzzled.

"Is this all?" he asked.

"Yes, Master," I said.

Iskander, of the physicians, had given me of a strange draft, which I, slave, must needs drink.

"This will relax you," he had said, "and induce an unusual state of consciousness. As I speak to you your memory will be unusually clear. You will recall tiny details with precision. Further, you will become responsive to my suggestions."

I do not know what the drug was but it seemed truly effective. Slowly, under its influence, and the soothing, but authoritative voice of Iskander, I, responsive to his suggestions, obedient to his commands, began to speak of the house of Belisarius and what had occurred there. I might, in my normal waking state, have recalled much of what had occurred there, even to the words spoken, but, in the unusual state of consciousness which Iskander, by means of his drug and his suggestions, had induced in me even the most trivial details, little things which a waking consciousness would naturally and peremptorily suppress as meaningless, unimportant, were recalled with a lucid, patient fidelity. Notes had been taken by a thin, blond slave girl in a brief, blue tunic, named Luma. Her tunic suggested that she might once have been of the scribes. Her legs were pretty. She knelt close to Bosk of Port Kar.

"What does it matter," Samos had asked Iskander, "whether a word is spoken before or after another?"

"It may matter much," said Iskander. "It is like the mechanism of the crossbow, the key to a lock. All must be in order; each element must be in place, else the quarrel will not loosen, else the lock will not open."

"This seems strange to me," said Samos.

"It is strange to you because it is unfamiliar to you," said Iskander, "but in itself it is no more strange than the mechanism of the crossbow, the mechanism of the lock. What we must do is reconstruct the mechanism, which, in this case is a verbal structure, a dialogue, which will release, or trigger, the salient behavior, the stringing of the beads."

"Could she not simply be commanded to recount the order of the beads?" inquired Bosk of Port Kar.

I could not do so.

"No," said Iskander, "she cannot do so, or can only do so imperfectly."

"Why?" asked Samos. "Is the drug not sufficient?"

"The girl has been carefully prepared," said Iskander. "She is under powerful counter-suggestion in that particular. We might, in time, break through it, but we have no assurance that we would not tap a false memory, set within her mind to deceive or mislead us. What I would suspect we would encounter would be overlays of memories, the true with the false. Our best mode of procedure appears to be to reconstruct the trigger behavior."

"You suspect then," asked Bosk, "that several arrangement orders of beads might be in her memory?"

"Yes," said Iskander, "each of which, I suspect, would be correlated with a different message."

"We would, thus," said Bosk, "not know which of the messages was the true message."

"Precisely," said Iskander. "But we do know the trigger sequence will release the crucial message."

"Otherwise," said Bosk, "the intended recipient of the message would also not know which message was the one intended for communication."

"Correct," said Iskander.

"Proceed then," said Samos, "in your attempts to reconstruct the trigger, or the key, in this matter."

Iskander had then continued his questioning of me.

I lifted the strung beads to the square-jawed man with short, closely cropped white hair, Samos, of Port Kar.

I knelt back on my heels.

Samos put the beads on the small table before him.

"Is this all?" he asked.

"Yes, Master," I said.

"It is meaningless," he said.

"It is the necklace," said Iskander. "I have done what I can. Should it bear an import, it is up to others to detect it."

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ONLINISMS OF THE WEEK

The slave looked up at him with her shiny new ruby collar glittering off of the tavern firelight. She looked so beautiful as she spoke. "Alright Master, now if you want permission to talk to me you will allow me to design the website as I please and I will decide who I will serve". What else could he do? He had never read a Gor book and had no idea if her actions were permitted. If he wanted to own her he must surrender to her demands and hand her own leash over to her, so of course he did.

(Witless of Gor, Page 10)

Top 15 S/L Mood Busters, compiled by Seismic Streeter, Navi Habilis & David Itamae, passed on by Waya babii

15. "My wife says I have to go to bed now, can we hurry up and finish?"
14. "You fuck so-and-so better than me. How do I know? That's one of my alts."
13. "Hang on, I think I just found a HUD that let's me shit on your face."
12. "Damn! Sorry! I meant to hit the cum button not the pee one."
11. "Weird. I thought you'd be good at cyber."
10. "No, my avi isn't 17, I am....you know, in r/l."
9. "Hold on, let me adjust the poseball"
8. "Oh, God! Oh, yes! Fuck! ((brb, hubby is home and wants a sandwich....k back)) Yes!"
7. "Can we voice? I want to see if this modulator I just bought makes me sound like a real woman."
6. "ohhh, sorry... forgot to respond, I was shopping on slexchange."
5. "I know you're in the middle of going down on me, but do you mind if I give you some pointers on how to describe it better?"
4. "I'd love to have sex with you, but can I have 32 lindens first?"
3. "Sweetie, you know that threesome we talked about? I went ahead and had it last night while you were offline."

2. "Do you mind keeping your clothes on? My family is sitting here on the couch."

1. "This is so exciting! I already fucked your s/l wife and one of your kids, you know!"

Extra: "Look, I'm trying to be serious about this, but it's hard to have sex with someone who has their hair and a boot in their ass."

Extra: "What do you mean we had sex this weekend? I was at work. OMG has my husband been playing my avie again?!"

Extra: "This region will experience a rolling restart in two minutes."

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