

THE IANDA TIMES

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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)

A recent event in Landa reminded me of how important letting the city know where you are going is. If no one knows then if you are missing, the city does not know where to look for you. All Free, both men and women, need to let people know where they are going when they travel. The city protects its citizens but without knowing where they are going, it cannot protect them.

This notification can be done by telling someone where you are going (it must be done IC) or leaving a note on the board next to the gate. If we know where you were going and you are unable to return to Landa, then we can come looking for you.

The citizens of Landa are her greatest resource and each citizen is urged to stay safe and healthy.

Sherman Easterwood

Magistrate of Landa

Acting-Ambassador of Landa

CITY NEWS AND ANNOUNCEMENTS

- NEW CITIZENS

Please welcome Axxe as new tavernkeeper of Landa. Here is his biography:

I was born in City of Helmustport to Gladius and Eka Rhaven, my father was Merchant and so I was raised as a merchants son. Then one summer My mother and father were killed in a raid on the Port. I decided then that i would carry on in my fathers path and so i did, I became a merchant that traveled from city to city and port to port trading , buying and selling the things i had. I had always seen my father with his slaves and really never thought of having one for myself. until i settled in a city for the night and came across a slave auction and found the perfect slave i bought her and from that time on i have know that i was right in my purchase of her she is the perfect slave

Ahava (CiaraDawn Resident), slave of Axxe:

my name is ahava, i wasnt born a gorean, i was born on earth to a very good set of parents, i barely remember my life on earth as it has been so long since i saw the planet i once lived on, i was kidnapped as i slept and taken on acquisition, upon my arrival i remember so well. At first i wouldn't submit or obey so i was whipped and beaten till i finally did. from there my training to be a kajira began, i was still whipped and beaten so i remembered my place at the Master's boot. I finally came to be put up for sale and have been with the man i call my Master ever since.

Please welcome Zack as a new physician of Landa. Here is his biography:

Born to the Wagon people of the Tahari Desert. Raised as a warrior. For many years, traveled with the trade wagons of the desert to provide protection from thieves. Later chose another path, and trained under the wonderful mentor of Dren Bernard, most respected physician in Gor. After becoming full physician, worked in the fine cities of Sardar, Tafa, Vonda, Carn, Port Cartius Falls, and others to learn and fine tune my profession. Master of two beautiful slaves: Harmony Scorpio and Crystal Warbunsee.

- NEWS

LANDA TAVERN OPEN

The Golden Dagger Tavern has opened in Landa. The paga and sluts are both excellent and available to all. The cost of the drink includes the use of a slut. Visitors can get coin from the HOY Bank in Landa, for their visit to the taven. Free Men of Landa should all stop by the tavern and enjoy the drink and entertainment. We have a menu here with items and prices from the tavern.

LANDA CITIZEN FOUND SAFE IN CORCYRUS

There has been great concern in Landa regarding the fate of a missing Free Woman, Lady

Tassy. Her protector has been searching for her all over Gor. She was found in the past few hands in the City of Corcyrus.

Through the work of diplomacy, the story of the Lady can now be told.

She traveled to Corcyrus, via her own free will. It was learned she lost, in a game of Stones, not only the game but her freedom. Again the gamble was of her own free will. When her freedom is regained, it is understood that she will become FC to the Ambassador of Corcyrus.

The Lady has left Landa and will probably never return.

KAJURALIA

The Slaverhouses of Landa announce that the 'Kajuralia', the Festival of Slaves", will be celebrated in Landa in the sixth 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

GROUPS IN LANDA

Isle of Landa Land Group (to rez, 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 slaverhouses)
Landa Blue Caste
Landa Green Caste
Landa Council
Landa Merchant Caste
Landa Moderators
Landa Scarlet Caste
Landa's Free Women Society (ask Dez)

VIPS IN LANDA

Dezire Sciarri (sim owner), Head Scribe
Sherman Easterwood (sim owner), Magistrate, Moderator
Yuroki Uriza (administrator), Moderator
Coyne (johncoy Denver), commander
Ardee (Ardeesha Algoma), Head Physician
Trevere Crimson, Master Assassin

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

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

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 ore 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.

REGIONAL NEWS

BLACK RIDGE MERCS CONTRACTED BY FINA

The Black Ridge Mercs are contracted by the Ubar to protect the City of Fina, aid in rescue/raids, defend the city walls and all Citizens and slaves. While in an Allied City of Fina BRM will respect the alliance agreement in place between the two cities and shall abide by the laws of that allied City respecting the alliance in place.

Honor and Steel
Murat, Ubar of Fina

TRADE ALLIANCE BETWEEN VONDA AND FINA

As of today Fina and Vonda have a trade alliance in place. There will be no military alliance whilst Vonda is at war with Sais, and Fina will continue to aid Sais during this conflict.

Honor and Steel
Murat Arabello, Ubar of Fina

CASTE REPORTS LANDA

GREEN CASTE

- MEETING OF THE GREEN CASTE

Lady Ardee (Ardeesha Algoma) is new head of the green caste:

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)

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

HOY FOREIGN CURRENCY EXCHANGE RATES

08/12/2011

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 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 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 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)

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

NOT LONGER VALID

Old Landa coins (named: Landa Tarsk)

Old copper tarsks of Tyros

UNDER CONSTRUCTION

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

Fluctuations in exchange rates are possible.

ADVERTISEMENTS AND JOB OFFERS

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 tavern keeper.

OOO ROLEPLAY

THE FOUR HORSEMEN OF THE ROLEPLAY APOCALYPSE

When players first start role playing, we all make the same mistakes. To err is human, and human we are. Most of these errors we make out of ignorance, simply because we do not know any better, and often nobody will take the time out to tell us that we are doing something wrong. Generally there are four common mistakes nearly all new players make:

1. Godmodding

Creating a character that cannot be beaten, cannot die, is fantastically strong, immortal etc. is called godmodding. In essence, godmodding is born out of a players resistance to losing. By making a character essentially godlike, it is impossible to lose. But in the end, engaging in this practice is a losers game, since other players will scorn you for it, and you will become a roleplay pariah.

2. Powerplaying

Another common mistake is dictating the reactions of other peoples characters. If you take a swing at a character, it is not for you to decide if your fist connects with their face. That is left up to the other player, or whatever arbitrary non-biased combat system you have in place. You control only your own character, nothing else, nobody else.

3. Onelining

The practice of using one-liners is not bad in and of itself, but, excessive use of it is. Oneliners that do not help move the story, plot, or scene forwards, are useless and will quickly become a nuisance to the players around you. Oneliners have their place, but just like with anything else you type out, ask yourself if it really adds to the active roleplay or not.

4. Blurring Out Of Character vs. In Character

There is a definite and clear distinction between player and character. What happens to your avatar, does not happen to you. What happens to your character is not something that is happening to you personally, and should not be taken as such. Insults, betrayal, and general nastiness are all things that have their place in the Gorean roleplay world, and they should be taken in stride as you would any other roleplay, not as a transgression against your person.

Credits: <http://www.targaryen.eu/blog/GorRPGuide.pdf>

KNOWLEDGE

SPECIAL EDITION: SLEENS IN GOR

- DOMESTICATED SLEENS

"He no longer now wore the brown and black common to professional sleen trainers."
(Beasts of Gor p.g. 78)

Most domestic sleen are bred. It is difficult to take and tame a wild sleen. Sometimes young sleen, following the killing of the mother, are dug out of a burrow and raised. If they can be taken within the first two months of their life, which seems to be a critical period, before they have tasted blood and meat in the wild, and made their own kills, there is apparently a reasonably good chance that they can be domesticated; otherwise, generally not. (Slave Girl of Gor)

There are many varieties of sleen, and most varieties can be, to one extent or another, domesticated. The two most common sorts of trained sleen are the smaller, tawny prairie sleen, and the large, brown or black forest sleen, sometimes attaining a length of twenty feet. In the north, I am told the snow sleen has been domesticated. The sleen is a dangerous and fairly common animal on Gor, which has adapted itself to a variety of environments. (Slave Girl of Gor)

It was a precisely trained beast, but no training is perfect. It is a balancing of instincts and conditioning. It is never perfect. The beast, at the nearness and intensity of my scent, was becoming uncontrollable. The critical attacking distance for a sleen in the wild is about twenty feet. This distance, in a herd sleen, of course, is much smaller. I could see its excitement mount. The fur about its neck rippled and bristled. Then I saw it gather its four hind legs beneath it. (Slave Girl of Gor)

Sleen are trained variously. The five most common trainings are those of the war sleen, which may also be utilized as a bodyguard; the watch sleen, to guard precincts; the herding sleen, which will kill only of given destination, usually a pen or slave cage; the trailing sleen, which is used, in leash, to follow a scent; and the hunter, which is trained to hunt and kill. It is next to impossible to use a hunter as a trailer, because, when the quarry is near, and the killing fever is on it, it will even turn and attack its leash holder, to free itself for the strike on the quarry. A trailer is usually a smaller beast, and one more easily managed, but it is, when all is said and done, a sleen, and trailers not unoften, at the hunt's end, their instincts preponderating, break loose for the kill. When they begin to become unmanageable they must sometimes be killed. They hungers are used generally, of course, in the pursuit of fugitives, free or slave. Unleashed, they are not retarded in their hunt by the lading of their keepers. I was terrified of sleen. I had seen how they could tear apart great pieces of meat. Most houses in which female slaves may be found, it might be mentioned, as it may be of interest to some, would not have sleen. The sleen is, at least in civilized areas, a rare, expensive and dangerous beast.

Sleen are used for a multitude of purposes on Gor, but most commonly they are used for herding, tracking, guarding and patrolling. (Slave Girl of Gor)

A sleen may bring a girl in, stumbling and weeping, from pasangs away, driving her, as Kurii take little notice, through their very camp, until she is entered into a herd. Four days ago I had seen a girl drive, in which several sleen, fanning out over a large area of territory, had scented out scattered, hiding slave girls and, from various points, driven them into a blind canyon, where a waiting Kur had swung shut a wooden gate on them, fastening them inside. Sleen are also used to patrol the large return marches of groups of foraging expeditions, those marches between the temporary holding areas and the main camp. The order of such a march is typically as follows: captured humans, in single file, form its center. (Marauders of Gor)

"If we had hunting sleen," said the other, "and could find her trail, we would have her in our bracelets before dusk." (Captive of Gor)

GUARDING & PATROLLING

The uses to which the sleen is put in guarding and patrolling are innumerable; it is used to secure borders, to prowl walls and protect camps; it may run loose in the streets after curfews; it may lurk in the halls of a great house after dark; it may deter thieves from entering locked shops; it may stand sentry upon wharves and in warehouses; (Slave Girl of Gor)

The sleen have various uses; some are merely used as watch animals or guard animals; others are used as points in the advance of squads, some trained to attack putative enemies, others to return to the squad, thus alerting it to the presence of a possible enemy; others are even more highly trained, and are used to hunt humans; of the human-hunting sleen, some are trained merely to kill, and others to hurry the quarry to a Kurii holding area; one type of sleen is trained to destroy males and herd females, distinguishing between the sexes by scent. (Marauders of Gor)

PRISONER CONTROL

There are many such uses to which the sinuous beasts may be put; an interesting use which might be mentioned is prisoner control; a tiny circle is drawn and the prisoner must kneel, or assume some prescribed position, within it; then, should the prisoner attempt to rise to his feet, leave the circle, or break the position in the slightest, the beasts tears him to pieces. (Slave Girl of Gor)

OTHER USES OF TRAINED SLEEN

Aside from these common uses, sleen are put to other uses, too. In Thentis, for example, sleen are used to smell out contraband, in the form of the unauthorized egress of the beans for black wine from the Thentian territories. They are sometimes, too, used by assassins, though the caste of assassins itself, by their caste codes, precludes their usage; the member of the caste of assassins must make his own kill; it is in their codes. Some sleen are used as bodyguards; others are trained to kill in the arena; (Slave Girl of Gor)

Performing Sleen

...others perform in exhibitions and carnivals. There are many uses to which such animals are put. (Slave Girl of Gor)

We had been treated to exhibitions of juggling, fire swallowing, and acrobats. There had been a magician, who particularly pleased Kamchak, and a man who, whip in hand, guided a dancing sleen through its pace

"It is common also on Gor to take troublesome or disobedient slaves, or recalcitrant slaves, or slaves who have not been fully pleasing, perhaps even in a quite minor way, either male or female slaves, and feed them to sleen. Indeed, sometimes slaves are fed to sleen simply for the amusement of the masters." (Fighting Slave of Gor, pg.56)

A SLEEN TRAINING PIT & EQUIPMENT

- Sand training pit surrounded by low wooden walls for observers outside
- Cages for slave girls to be herded into
- Meats for rewards
- Whips and ropes
- Poles

They left the training pit. On my hands and knees, miserable, in the hot sand, the rope on my neck, I looked about the training pit, at the rack of whips and ropes, the sleen tethers, the cages, the wooden barrier about the training area, and then, on my hands and knees, made my way through the sand and out of the training area toward the hut of Thurnus, the rope dragging behind me. (Slave Girl of Gor)

The cage was in a sleen training pit, surrounded by a low, wooden wall and floored with sand. Within the walls were several individuals, my sisters in bondage, those still the property of Clitus Vitellius, one of whom was encaged like myself, Chanda, who was sitting in her cage, wrapping a cloth about her bleeding leg; Thurnus; another of his girls, Sandal Thong; some men assisting Thurnus; and Clitus Vitellius, and some of his men. Within the ring, too, were some eight sleen, tied on short tethers to stakes, at the sides; and a rack of meats, and poles, and ropes and whips, used in the training of the animals. Outside the low walls, several individuals observed the proceedings, the balance of the men of Clitus Vitellius, some villagers, including some peasant boys, and Melina, veiled, the slack, fat companion of the huge Thurnus. (Slave Girl of Gor)

It wore a leather sleen collar but there was no leash on the leash loop. (Beasts of Gor)

The cage is tiny, but stout. I could kneel in it, or crouch, or sit, with my legs drawn up. I could not extend my body, nor stand upright. The roof of the cage was about the height of a man's belt. It is so constructed that it can be linked with other cages, or tiered. Though there is a wooden floor to the cage, the wood is placed over bars. The entire cage, thus, is barred. The bars, and their fastenings, were heavy. The cage in which I had locked myself would hold not only a girl; it would also have easily and efficiently held a strong man. It was, accordingly, an all-purpose slave cage. (Slave Girl of Gor)

On the other side of the bars of the vertically sliding, lowered gate the blazing eyes of the sleen regarded me. I cried out with misery.

...

I heard the scraping of the teeth on the bars; it pulled the cage, moving it, until it caught against the chain and stake which anchored it. Then it moved about the cage on its six legs, its long, furred body angrily rubbing against the bars. It tried to reach me from another side. (Slave Girl of Gor)

I had locked myself in the slave cage. When I had flung down the vertically sliding gate behind me, two notched projections, bolts, welded to the flat bar at the gate's bottom had slipped into iron-inclosed spring catches, heavy locks, one on the bottom left, one on the bottom right, the gate being thus secured. I could not open these locks. They responded to a key, slung on the string about the neck of Thurnus. It is necessary to engage the locks not only because the animal follows so closely and the gate must be swiftly lowered, but because if the locks are not engaged, it will thrust its snout beneath the bottom of the gate, between the bottom of the gate and the floor of the cage, and, throwing its head up, fling up the gate, and have access to the cage's occupant. The girl's choices are simple. Either she locks herself in the cage, imprisoning herself helplessly at the pleasure of the cage owner, or the animal destroys her.

Slave Girl

A DESCRIPTION OF A SLEEN CAGE:

The kennel was a cage, a sleen cage, tipped on its side, fully barred, sunk mostly into the ground. The cage in its original attitude, when used for sleen, would have been some four feet in height, six feet in width and twelve feet in length. Tipped on its side, to better accommodate humans, it was some six feet in height and four by twelve feet in breadth and length. In this attitude, it was entered from the top. (Slave Girl of Gor)

A SECT IN GOR

"There was a sect among the people that worshiped the sun, but it was insignificant both in numbers and power when compared with the worship of the Priest-Kings who, whatever they were, were accorded the honors of divinity. Theirs, it seems, was the honor of being enshrined as the most ancient gods of Gor, and in time of danger a prayer to the Priest-Kings might escape the lips of even the bravest men."

Tarnsman of Gor page 29/9

ONLINISMS OF THE WEEK

"Bring me paga, beast" I told her, and took in the curves of her body.

The blonde physician raised his hand and spoke at me. "Nay Good Sir," he exclaimed, "thou shalt not call this poor simple wretch a beast!"

- White Knight of Gor, page 164

She crawled up on the table in front of him with the pitcher in her delicate hands. "Drink, Master?", she asked.

He sat silent a moment, and looked at her. "Slave," he said, "pleasure me in IM"

She shook her head.

"You," said he, "are no slave"

IM Nutjob of Gor, page 1

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