

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

[short online version]

Third volume, issue No. 144

20th day of the eleventh month 10164 Contasta Ar

Based in Tancred's Landing

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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Note: The management accepts no responsibility for views expressed herein.

The proprietors 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.

02 EDITORIAL

A warm welcome to the pages of the 144th issue of the NEW VOICE OF GOR !

Winter is in full swing in the north, east and even places in the south of Gor. But good roads and fair weather allow the messenger to deliver the brand new issue of the NEW VOICE OF GOR right in time, even early in the morning this time! Enjoy it.

Rarius Yuroki
NEW VOICE OF GOR editor

ALL OVER GOR

03 WHERE DO PANTHERS LIVE?

by Maisy Fenrirson [Maisy Warwillow], Amhas Cairn

“See,” she said, pointing up to the hills and forests north of Laura. “Those are the great forests. No one knows how far they extend to the east, and they go north as far as Torvaldsland. “ Captives of Gor, p. 81

“In such forests, in CERTAIN TERRITORIES, there roam bands of free women, the lithe, ferocious Panther Girls of Gor,…” Slave Girl of Gor, p.98

**This is a description of the area the Northern Forests cover, the same as the Schendi Jungles would be said to go up to the Ta Thassa Mountains. It's giving the range of where such masses lay, it does not say forest girls are permeating into Torvaldsland, much less, Tancred's Pass, which is where we are located near. The northern forests is positioned in a way, in the story telling to allow Torvie women to flee to the northern forests and hide or to allow Southern women to flee north into the northern forests and hide. This does not support Panthers in Torvaldsland. (Northern Forests and Schendi Jungle outlined in green. Blue

indicates the Laurius River and the tributaries of the Schendi. Orange circles indicate named and logical places for Panthers(or Talunas) to possibly breach, the orange "x" is roughly Verna's camp. The red "x" is roughly where Amhas Cairn is located.)

HOW DO PANTHERS LIVE?

"Each band of panther girls customarily has a semi-permanent camp, particularly in the winter, but, too, each band, customarily, has its dancing circle." Hunters of Gor, p. 31

""The camp, and dancing circle, of Verna," said the first girl, Tana. "lies north and east of Laura. Go to the slave compounds at the outskirts of Laura. Then, where the forest begins, look for a Tur tree, blazed ten feet above the ground, with the point of a girl's spear. From this tree, travel generally north, seeking similarly blazed trees, a quarter of a pasang apart. There are fifty such trees. At the fiftieth there is a double blaze. Go then north by northeast. Again the trees are blazed, but now, at the foot of the trunk, by the mark of a sleen knife. Go twenty such trees. Then look for a Tur tree, torn by lightning. A pasang north by northeast from that tree, again look for blazed trees, but now the blazing is, as before, high on the trunk, and made by a girl's spear. Again go twenty such trees. You will then be in the vicinity of Verna's dancing circle. Her camp, on the north bank of a tiny stream, well concealed, is two pasangs to the north."

Hunters of Gor, p. 38 - 39

**In these quotes you first must now admit they weren't migratory in their living patterns by custom. They had semi-permanent camps, particularly in the winter and since winter lasts longer in the far north, if they are living along that inner edge, they'll be more prone to stay put and not come out of the forest at all. The largest band of Panthers, led by Verna, was camped (by Gorean map) north east of Laura, leading you towards Kassau and Hulneth, nowhere near Torvaldsland and our area. This too does not support Panthers in Torvaldsland.

HOW DO PANTHERS GAIN SUPPLIES/MONEY?

""What happened then?" I asked.

"...A river craft passed. I was sold for one hundred arrow points. I was purchased by Sarpedon, master of this tavern, who occasionally scouts the river, to pick up such girls." Hunters of Gor, p. 57-58

""When they wearied of me, I was taken, leashed and manacled, to a lonely beach, at the edge of Thassa, bordering on the western edge of the forests."

"It is a well-known rendezvous point," said Samos. "It was there one of my ships picked him up, and others." Hunters of Gor, p.12-14

**Time and again, the Panthers used their trading points along the Laurius river; even the lonely beach at the edge of the Thassa, is described as bordering the western edge of the forests. That brings you near Lydius or the tip of just east of it. Never does it show any trade routes set up along the beaches and shorelines of the Arctic Sea, which absolutely got traveled and if the girls lived there predominantly, why don't they set trade routes there? Panther girls walk and run, they don't/can't use Tarns, they travel at night under cover and

would need months to travel the distance from the edge of the northern forest to our area and most settlements. Would they really come to steal candy or bread and food that would rot before they ever made it back home? Would they honestly penetrate Torvaldsland to steal some arrowheads that'd be much more easily acquired at the Thassa shore trade posts? Why would Panthers trade on river posts if they can steal it all from cities or villages? Highly unlikely. Again, this supports Panthers not being in Torvaldsland.

WOULD TORVALDSLANDERS TRULY HUNT PANTHERS?

“I was voyaging upstream on the Laurius,” he said, “to see if panther girls had caught any new slave girls, whom I might purchase from them for arrow points and candy, fur use in the tavern as paga sluts.” *Beasts of Gor*, p.159

...“What were you doing in the northern forests?” I asked him.”

... “Few travelers journey through the northern forests,” I said.” *Hunters of Gor*, p. 12-14

**The forests weren't only filled with half dressed outlaw women, there were bands of outlaw men, and the many dangers of animals and insects to contend with. Much of the forests and Gor is still terra firma ignotis, lands unknown. Mix that with the majority of the Gorean population only has First Knowledge, are very superstitious, believes the world is flat and ends at the Thassa river, the likelihood of men randomly raiding and traversing through the northern forests should be slim, by logic. This would also thus make sense that the Panther Girls too, wouldn't be as prone to travel areas that were unknown to them, and thus, would support further they'd not trek far enough to make it out of the forest and so, Panthers are not in Torvaldsland.

GOREAN CITIES

04 PORT OF OLNİ

THE SLAVE'S CORNER ~ A Satiric View of Life on Gor

By Teal Razor ~ slave of Captain Siri Emerald Jr ~ Port Olni

BLUE FLAMES SINGE THE EARS OF PORT OLNİ

By Teal Razor

Well, who da thunk it? I was witness to a blue flaming of the ears of the good citizens of Port Olni on Friday night at the temple service. The new Initiate, Solaran, was pounding his fists in the air, exhorting who ever would listen, to be better than they were being. It seems the Blessed One has caught wind of a piece of calumny perpetrated in the city. The initiate had the good graces to not reveal the name of the individual. It seems he is more discreet than I would even be.

There is something delightful about naming the names of those who have breached the

boundaries of good taste. It can be so delicious to jeer and cast a disapproving eye at another. There are so many times when I have felt compelled to do this. I am guilty. And, the kiss of the whip has finally caused this habit to exit my practice.

Well, the Friday temple service was exciting. I arrived about 15 ehn early to beg the Blessed One to speak louder. I arrived to beat about the bush trying to tell our Holy man about the slaves. The slaves, low beasts that they are, were complaining in the market place about not being able to hear the Blessed Initiate when they had to kneel so far from the door. My entreaties got his attention and as he started the service, his voice rang out in thunderous claps. There was a fisherman floating in a round boat near the Olni shore. He stood in fear, looking around for a possible blue flaming. It was kinda amusing because at the time a thunderstorm started and the rumbles and flashes of lightning matched the words from the Initiate's mouth.

Barring my ridiculous observations, the content and delivery of the service was bone chilling. There were quite a few attendees inside the temple. Among them were the Ubara of Olni, an Ambassador, the Olni City Kennel Slavers, and three slaves. There were others standing about the temple. I could feel the astonishment in the air coming from inside the service. The only thing I felt from the slaves surrounding me was the hot breath from their yawns. To be sure, it was a cold day. Snow was still on the ground. One of the slaves, gratefully, lit a brazier and we huddled close to it. These slaves may need a dressing down from their owners. But, I guess it is hard to concentrate on the Holy Ones words when your lips and fingers are turning blue. I tried to elicit some conversation but was regaled with things like, "Did you see that so and so's Master bought her a new set of silks that cost more than the dress his companion wore to their companioning ceremony?" And, "I cooked three suls last night for my Master's household and all three burst into flame on the hearth." I nodded dumbly.

The content of the Blessed One's speech exhorted all of Olni to stop the idol gossip and bickering that was perceived to be present. He said that the Priest-Kings know all about what goes on everywhere including Olni. He intimated that Olni will not be permitted to stand unless we are undivided in our loyalties to the city. The old adage, "a chain is only as strong as its weakest link", was shouted so loudly that I'll bet anyone in the public baths could have heard it. And how about that other saying, "a house divided cannot stand", a truth if there ever was one.

I watched as everyone left the service, their beautiful robes glinting in the setting Tor tu Gor. The Ubara appeared to have tears welling in her eyes. The slavers were uneasy, and more so since the free woman slaver was in need of a toilet. She is nine months pregnant and her bladder could not be counted on to hold its contents for long periods.

The Ambassador, as he exited, turned his attention to the thrall that was kneeling with us. He greeted him and told him to serve with heart. At that point, I was so cold I would have preferred he serve with heat.

I glanced up at the Blessed One as he came out the door and exhorted us all to go in peace. There was a wistful look on his face. One of deep concern. He had the look of a father whose son is being sent off into battle. His eyes were overlaid with love, pride, and fear. I took my leave and went to the commons area to see if there was any buzz about the service.

I have not heard any yet, but I will certainly keep my ears open and report back any developments.

SWORD FOR HIRE ~ New Business Springs up in Olni By Teal Razor

I never thought I would see the day in Gor that a Rent-A-Center would spring up in the Port Olni market place. But for want of a better description that is exactly the thing that has happened. How did I discover this you may ask? Yes you may.

A certain free woman, of exquisite beauty was being harassed by visiting males, garnering cat calls from the construction crews working in Olni, and paga fueled leers from men as she passed the tavern on her way back to her home.

The companion of this Lady wanted to send an escort with her every time she left the home. The costs would have been prohibitive to employ an actual fighting slave to do this. It made fiscal sense to hire a person just for short periods. Hence, a business was created to fill the need. In comes a new service by a business called Taylor Made. It occupies the middle of market row in Olni. It is right next to the baker that I am fond of visiting when I am there. I will usually take a cream cake in each fist and walk through the expanse of goods this merchant makes. The one annoying part is the swarm of bees that attack me every time I walk through the portals of Taylor Made. The fastidious owner, I feel sure, put them there to discourage sticky fingered slaves, such as I, from touching the merchandise. I was told later that this merchant, unbelievably, trained those bees to zero in on anything remotely smelling sweet.

I digress. The lady asked me to accompany her to the market place to see this new "Rent-A-Center". She promised me some honey candy at the conclusion of our visit and so...I went. She entered the Taylor Made complex of stalls and stopped at the one that had a variety of escorts lounging around waiting for a customer. The proprietor, one merchant, named Lilly, approached us with a greeting and then turned to the "stock" in question and told them to look lively.

These NPC's, which is what the proprietor called these guys, were polite and seemed knowledgeable about the way in which they should conduct themselves. The Lady who was renting one of these asked if he would mind having his name changed and he said, "You can call us anything you like." She promptly named him "Butticus", an appellation that made the others laugh and she dropped 2500 silver tarns in the waiting hand of the owner. She left with Butticus out front and me bringing up the rear. I noticed that she did not suffer the unwelcome glances that she used to get when walking alone or with a slave. The glaring escort gave warning to all who crossed her path.

I told my Master about my adventure that same night. I told him that there were men that could now be hired for various duties. He looked at me rather sternly and barked, "The sword which can be bought is not worth owning." I considered his words. While my Master is always correct, there is a big problem that needs to be addressed, not only in Port Olni, but other cities throughout Gor. The problem is a lack of experienced, strong, and appropriate free males to take up certain positions on Gor. Because a merchant had the foresight to fill the void, cities and their citizens can now obtain help for escorting free people to and from

the docks, standing at the gates giving directions, and accompanying the ambassadors as they go about their dangerous work of treaty making. They also would be invaluable for standing next to the Ubar and Ubara as a show of strength, for manning the taverns to keep unruly patrons in line, for policing the various functions inside of a city and of course, to act as personal escorts for any who can pay their fee.

I would think that till such a time as the birth rate increases on Gor, we will need these "robotic" types to assist our comings and goings.

OLNi SCHEDULE

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt
Olni
Sword Tournament
Contact: Lucy Bronet

05 TANCRED'S LANDING

NEW HOME OF THE NEW VOICE OF GOR

by Wendie Lemon, HoY scribe

Following the devastating fire which destroyed large parts of Tancreds landing, the Yellow caste have completed repairs and modifications to the docks and warehouses. □ □ □

The town has now reopened to visitors. Traders are once again most welcome. The docks have been improved with new berths for trading vessels. A fisherman's wharf has been built to accommodate a thriving fish market. Pot and net storage areas have been set aside.

Also in this dock area are the infamous Tancred's Tavern where slaves will wait upon your every wish and desire. For the more genteel ladies the Larma Inn will cater for your every need. □ □

The dock area is now separated from the citizens and civic buildings. This new town area can be reached by ferry at the cost of one tarn bit, When you arrive on the jetty or by land, a bridge takes you to the main town.

The first building is the offices and printing room of the NEW VOICE OF GOR copies of back issues of this Gorean wide distribution are available for a few copper tarsk bits. □

Be sure to admire the Frescoes and sit a while in the tranquil surroundings of this beautiful building.

At the side of the NEW VOICE OF GOR building is a passageway back to the docks not an

advisable path to take (only if you like to get lost in a maze...) □ □

The next door takes you to the Great hall and the stairs to the top of the tower. □

The next building is the HoY Bank and minting rooms. Loans coin exchange and minting is carried out here with coins being minted for many cities. □

The HoY slave house is the next building offering training, boarding and sales.

The HoY warehouse and dock is the final building. The HoY ship "Phaedra" was unloading salt from the Tahari while I was there with merchants from the north buying the exotic salts of the Tahari and birds from the Shendi always popular. □ □

Tancred's Landing is always welcoming to the traders and travelers of Gor.

TAVERN MASTER (MALE) AND INN KEEPER (MALE OR FEMALE) NEEDED

Tancred's Landing is looking for a tavern master for "Tancred's Tavern" and an Inn keeper for "The Larma Inn" (including hotel).

[OOC: free housing, [active lifestylers (merchants) welcome too.]

06 THENTIS

TAVERN MASTER SEEKS SLAVES

I am Pierre Burckhardt, The Tavern Master of The Silver Tarn at Thentis. I am looking for Serving Girls, Patrons, and Assistant Tavern Masters to come to my Tavern. I have just started this up recently so give it time to grow. I have stated below what the deal is for those positions.

(1) Serving Girls

The tavern needs to be stocked with Tavern Girls (and I mean girls ... not boys) and I am receiving applicants for that position. You likely know the drill there ... a bit of serving ... a bit of dancing and a bit of furring. I know you may have your own Gorean sims or non-gorean Sims you frequent but if you are in the mood for a little subbiness and a little pixel-sex or an excuse to try out your expressive-creative side then why not try being part of my harem of girls at Thentis. I will endeavour to keep the Tavern busy with both patrons and girls. If you are loyal to some other Gorean Sim we can RP you are being rented for that time orrrr you can join Thentis more permanently.

YOU CAN WORK FOR ME AND STILL BE OWNED BY ANOTHER MASTER/MISTRESS. Consider it that you are being lent to me with your Owner's permission. Yes ... a radical new approach but something has to be done to keep taverns populated. I will endeavour to arrange patrons with girls through notices.

I will ask that you have a minimum of talent as a tavern girl. Give me a three lines of a classic Kajira serve, give me three lines of a good dance, and RP me some hot sex. I would need to see your avi naked too ... I mean ... come on ... no noobie looking bods ... no offense. I am a RL guy and I know what is hot. The interview is not a casting couch but certainly you should not be afraid of sexing with strangers.

Please Im Pierre Burckhardt if you are interested.

(2) Tavern Patrons

If you know of a Master who likes to be pleased (like ummm all of them) then please have him send me an im. I am the Tavern Master at Thentis and I am seeking Patrons for my Tavern. But these patrons need to be a part of a club. I will interview the prospective patron first. I seek to maintain a minimum level of quality of RP and proper Gorean behaviour. If you seem like a douchebag, you bore or abuse the girls (within some limits) ... you are out of the club.

Please tell your Master or your Master's bachelor friend about me. He does NOT have to become a Thentis citizen to join. Ohhhh and FW let your men off their pussy-whipped leash once in awhile - this is GOR !

Pierre Burckhardt - Tavern Master of Thentis

(3) Assistant Tavern Masters

I am looking for Assistant Tavern Masters. No Free Women are allowed in Taverns so that limits it to men. You need to have some time on your hands for this but basically you just have to periodically ask the Tavern Girl group whether there are girls that want to serve ... then do the same for the Tavern Patron side. Duties would be as light as you wished.

Pierre Burckhardt - Tavern Master of Thentis

(4) Protectors

I am looking for Protectors for the serving girls. Preference is to experienced kajira that can provide some oversight of the girls, assist with the running of the tavern, and contribute ideas and thoughts. Duties would be as light as you wished. First girls would be ideal for this.

Pierre Burckhardt - Tavern Master of Thentis

07 THARNA

CONGRATULATIONS TO LADY SUKI

In the fine traditions of Tharna, , to Lady Suki, a girl, sukura tarnbait aries at 12.00 Fourth Day of the Fourth Hand of the Eleventh Month in the Year 10165 Contasta Ar. She weighed

1.75 stones and is 11 horts tall. In attendance were Lady Leigh and lady Kuri , Lady Suki's sister. Mother and baby are both well.

08 AMHAS CAIRN [SCHEDULE)

Every Monday and Friday @ 11 a.m. and 5 p.m. slt
Amhas Cairn - Torvaldsland and Gorean Classes
Cave classroom at tp point. All welcome to attend.
Removes meters, weapons, and take a seat in a chair.

Every Saturday @ 11 a.m. slt and 6 p.m. slt
Amhas Cairn
This is a time for feasting, announcing news, pledging fealty, bringing up matters of local law, etc. It's an IC event that visitors too, are welcome to attend.

Read more: <http://www.amhascairn.com/events-calendar.html>

<http://slurl.com/secondlife/Amhas%20Cairn/149/117/1001>

09 SKJERN [SCHEDULE)

Hear Ye Hear Ye!! "COMING SOON TO SKJERN"

"Gorean Book Readings in the Village Hall!"
Every Saturday @6pm slt

Come one, Come all ye citizens of Skjern & Gor for the readings from Mauraders of Gor Saga 9, starring the former earthman Tarl Cabot. He has been struggling to free himself from the cruel control of the Priest-Kings of Gor to no avail.

Jarls bring your FW to the Longhall where the bonds will be serving mead and paga to lift your spirits and hot tarsk stew to warm your bones!

<http://slurl.com/secondlife/Simply%20Shila/87/81/601>

10 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt
Rorus
Capture the Flag
Contact: Joseph Surface

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

RARE DIALECTS OF GOR

11 [OOO] NEUER MARKT

zum 9.2.2014
von Hadrian Troncon

Ich würde gerne den Markt nun in den Süden ziehen lassen. Wenn einer noch nicht dran war der länger dabei war und auch mitgewirkt hat bitte melden.
Ich glaube zu meinen das noch eine Nord Sim offen ist ich gebe wie immer ein paar tage Zeit das zu entscheiden.. Meldet euch.

TRADE

12 TRUE SOUTHERN TRADE ALLIANCE (STA)

MAGNA CARTA

revived by Saran, The Kasbah of the Guard of the dunes

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this Aalliance.

This Southern Trade Alliance was forged for the lands and sands to band together, build trade, and unify the southern lands of Gor. The Alliance encourages mutual trade investments between the member's ports, cities, caravans and oasis. All transactions will be withheld to the highest regard. Any disagreements shall be brought to the attentions of the Southern Trade Alliance, to be worked out by it's members. Merchant caste law will be followed, due to the expanse land territories and mobility of the caravan's.

DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara (The Second Turning) 10164
Contasta Ar

To: All Gorean Merchants
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the Salt Ubar ibn Saran
CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor
5. Kasra at the Fayheen river
6. Oasis of Klima

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

SALT PRICES AT THE MOMENT

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver

2 stone yellow salt = 18 silver

2 stone red salt = 1 gold, 14 silver

The true Southern Trade Alliance is a trade alliance of southern Gorean cities and oases only (and associates of the Vosk region) and has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Oasis of Klima (FR, EN)
City of Tor
Kasra - Fayheen river (GER)
Kasra - Tyros
Ukunga Region - Land of the Family Kron
Asperiche
Tancred's Landing
Umland of Ra-Rir (GER)
Isfahan
Tabuk's Ford
The Phoenix Trading Company (privately owned company)
House of Yuroki (HoY) Companies (privately owned company)
Tharna (associated member)

13 HOUSE OY YUROKI COMPANIES

FACTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

□

REWARD - DEAD OR ALIVE

A messenger arrived at the HoY headquarters delivering this scroll, sealed and encrypted:

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate:

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region/Saleria) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

The House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the merchants.

Remuneration is by the 4 Hands ranging from 1 silver to 1 gold depending on the work required.

Merchants are also required to further the interests of the house of HoY remuneration is negotiable.

Agents in other cities are also required.

[OOO] We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

THE HOUSE OF HOY JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of" Banker" and (coin) merchant in the below listed cities (these cities have a bank building but no banker, the banker must be citizen of that city)

OASIS OF SAND SLEEN

PORT OF OLN

KASRA/FAYHEEN

RA-RIR

Duties will include

Normal banking duties

Keeping of records - ledger

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

14 CURRENCY EXCHANGE RATES HOY BANK

The base unit of exchange rates are the coins of the city of Tharna.

NEW The HoY bank accepts and converts coins from the City of Victoria (1:1)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

SIM ADVERTISEMENT

16 THENTIS

"The Older Tarl had told me that Thentis is a city famed for its tarn flocks and remote in the mountains from which the city takes its name..."

The city of Thentis is looking for high caste, low caste and slaves to join our city. Thentis has been newly rebuilt and offers FREE housing to active RPer in our city. The new Thentis features merchant shops, high caste cylinders, an active inn and tavern, and House Dominion - one of the best BtB slave houses in SL Gor. Active castes, great RP opportunities, fun people and a city welcoming to both veteran RPer and those new to Gor. Have you visited Thentis yet?

- Friendly people
- Newly Rebuilt
- FREE housing for activer RPer
- A solid BtB RP environment
- Home of House Dominion, one of the finest private slave houses in SL Gor.
- A welcoming city for veteran RPer or beginners
- Openings for all Castes, high or low

17 VILLAGE OF MJOLNIR (BTB TORVALDSLAND)

South Western Torvaldsland with a dock on Thassa, about 50 passangs from Ax Fjord allowing relatively good weather and the ability to sail and trade almost all year round. We allow jobs that are relevant to the genre and we do not mind more than one person doing the same job. All jobs are up for grabs. We try to keep track of RP'd stocks (food/raw materials) to keep availability of goods realistic.

For questions or information please contact:
+ Kamras Folkhvatr (Damadge Resident)

+ Roxy Folkhvatr (Roxy Viera)

ADVERTISEMENT

☆ The Fantasy Room ☆
Fantasy, gorean, roleplaying and much more.

Monthly Event - Every 5th till 25th

Dear Reader

After 2 years running the Gorean Room, we want to go a step further, and improve the event with many changes!

Fantasy Room is a monthly event, full of new releases with discounted prices, all carefully located in a lovely magic forest. We want to bring our customers amazing items focused in fantasy, medieval and gorean stuff, perfect for their daily roleplay: clothing, hairs, accessories, weapons, furniture and props, etc.
We have gachas and items for 50 and 70!

Thank you so much and... let the magic flow ☆☆☆

The Fantasy Room team:
Una Daxter
May Tolsen
AinaraLuas resident
Elise Mannequin

DARK ROSE CREATIONS ADVERTISEMENT

Port Olni Market Place is the home of Dark Rose Creations. Dark Rose is the purveyor of clothing to all of Gor. Her designs for free women meet the test of by the book cities and her garments for free men are worn by males of distinction and taste. Look through her racks of slave silks and everyday livery. The fabric colors and flow will delight the most discerning, free or slave. Lady Rose is expanding her store in the coming months. She has hired a cobbler to fabricate her shoe and boot designs. She has some complete garments with shoes now. Please use the Land Mark to arrive in the Port Olni Market

GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor, to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

THE GOREAN WHIP RADIO
"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a

regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE (RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point. As the signs show. The GRC HALL is to the Right and through an Archway.

<http://slurl.com/secondlife/Hastings/95/161/1011>

Best Wishes
Astarte Hubbenfluff

GOREAN UNIVERSITY

The Gorean University
(previously Gorean Pleasure Silk University)
Educating Gor since 2008

Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>
<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

GOREAN CAMPUS

<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2>

- Classes

Monday Feb 3rd - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 3rd - Campfire - Weekly
Panther Girls Discussion - Minx - 12 noon

Monday Feb 3rd - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 3rd - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Feb 3rd - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 4th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 4th - Campus courtroom - Weekly

Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 4th - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Feb 4th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 5th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 5th - Outdoor classroom - Weekly
Role Play in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 5th - Outdoor classroom - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 5th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 5th - Arena - Weekly
Write Your First Dance - Rajaa - 4 pm

Wednesday Feb 5th - Outdoor classroom - Weekly
Free Women of Gor - Kaiila - 4 pm

Wednesday Feb 5th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 6th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Feb 6th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 6th - Outdoor classroom - Weekly
Creating Role Play - Jacob Gatsby - 6 pm

Friday Feb 7th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 7th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Feb 8th - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 1 pm

Sunday Feb 9th - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

Sunday Feb 9th - Temple - Occasional
Initiate Student's Meeting - Runyn - 1 pm

Sunday Feb 9th - Arena - Weekly
Basic Gorean Dance Workshop (in Spanish) - Azhar - 2 pm

Monday Feb 10th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 10th - Amphitheatre - Bi-Weekly
Kaissa Lessons - Alfie - 11 am

Monday Feb 10th - Campfire - Weekly
Panther Girl Discussion - Minx - 12 noon

Monday Feb 10th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 10th - Amphitheatre - Weekly
Gorean Basics - Amari - 1:30 pm

Monday Feb 10th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 11th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 11th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 11th - Outdoor classroom - Weekly
Medical Seminar - Jerrod - 3 pm

Tuesday Feb 11th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 12th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 12th - Outdoor classroom - Weekly
Role Play in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 12th - Outdoor classroom - Weekly -
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 12th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 12th - Arena - Weekly
Write Your First Dance - Rajaa - 4 pm

Wednesday Feb 12th - Outdoor classroom - Weekly
Free Women of Gor - Kaiila - 4 pm

Wednesday Feb 12th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 13th - Campfire - Weekly
Kajirae Refresher - Thistle - 11 am

Thursday Feb 13th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Feb 13th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 13th - Outdoor classroom - Weekly
Creating Role Play - Jacob Gatsby - 6 pm

Friday Feb 14th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 14th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Feb 15th - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 11:30 pm

Saturday February 15th - Arena
Beginners Dance Contest - 1pm

Sunday Feb 16th - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Feb 16th - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

Sunday Feb 16th - Arena - Occasional
Basic Gorean Dance Workshop (in Spanish) - Azhar - 2 pm

- Events

Saturday Feb 8th - Lounge - Occasional
OOC Film - The Good, the Bad and the Ugly - 2 pm

Saturday March 1st - Skybox - Occasional
Jewel Theatre Play - 3 pm

Sunday March 23rd - Chapel - Occasional
Concert - Dainial - 2:30 pm

- Dance contests

Saturday February 15th - Arena - 1 pm - Beginners Dance Contest

Saturday April 26th - Arena - 1 pm

Saturday June 7th - Arena - 1 pm

GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/Olni/127/8/507>

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood
Olni High Magistrate
Head of School, Gorean Legal Academy

~ GLA offers two main legal courses.
There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

~ eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.

~ graduation certificates for both your profile and for display (examples)
~ graduates receive a Magistrate's Wand of Office

~ next course begins
January 20th 2014
for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.
Course is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.

Two further cases are covered as written work.

~ graduation certificates for both your profile and for display (examples)

~ next course begins,
January 21st 2014
classes each Tuesday at:
1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

~ The Scribe Diploma Course is a self study course requiring written answers and essays. Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.

~ Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many excellent Scribes having completed it and it is also applicable for Scribe slaves.

~ There is no charge for this course and graduation certificates for both your profile and for display, as well as special commemorative jewellery, are awarded upon successful completion.

~ To commence this course, please contact me, Lady Jan (janette Inglewood) or my girl Krista (krista1k resident).

ROLEPLAY

19 VOLTAI VIKTEL - THE STORY ENDS PART III

As the last flames were extinguished at the Blacksmith Shop and Tavern, the Head Builder, Nite Page, ordered his Caste to secure the building to prevent injury. He then ordered that the roofs of every building be examined and cleared of any snow to prevent other buildings from collapsing. Gunner, the Tavern Master, tells the Head Builder that his supply of mead and paga were all destroyed in the fire. "Surely this is a tragedy equal to any building collapsing!"

Upon hearing the Tavern Master, the Slavers, Timmer and Erick, decide it is best to take a close look at the safety of the Slave House and all their property. As they turn to leave a loud rumbling and crashing sound from the corner of the city fills the air. They arrive to find the Slave House completely covered in snow and rocks by an avalanche from the mountains behind. As the dust and snow clears, they listen for any cries or screams of the slaves trapped inside so they might try and dig them out. As ehns pass the only sound heard is that of the wind and snow. The Slavers look at each other in shock and despair. The Administrator of the city, Sphere Proto, walked up quietly behind them and places his arms around their shoulders. He waits a few ehns before he speaks in a hushed tone "It is time that the rest of

us leave Voltai Viktel before it is too late and none will live to tell the story of our great city."

At the Infirmary, Lady Suki, the Head Physician, gathered up what little supplies and medicines were left and not damaged. After hearing the Head Builder and Administrator call for the evacuation of the city, she met with Chief Physician Mark, Lady Lyanna and Lady Hope and other members of her Caste. She knew that the journey from the city would not be without danger or tragedy and they would have to prepare for the worst. As she looked around the Infirmary for the last time, little remained of furnishings. At her recommendation, anything that could be burned was burned to keep the remaining citizens, slaves and other animals warm and alive throughout the storm. As she stood before the last remaining table she read through some logs of those she had met and treated over the many years she called Voltai Viktel her home. She brushed away a tear with her sleeve and then proceeded to finish what she had come to do.

With the order to evacuate, Commander Vic ordered his Scarlets to conduct one last search of every building and home, and the tunnels below, to make sure that anyone who was still alive would not be left behind. Upon entering the Library, he saw Azim, Magistrate and Head Scribe, and Lady Alena, Ambassador, packing up the many scrolls that had distinguished the Library from so many others. "Take only what we truly need, he said. "The boat will need to be light if we are to maneuver around the broken ice in the harbor."

The Commander left and then pushed his way past the snow drifts into the inn. He found the Head Merchant and his slave sitting around a fire. "It is time to go Mercy. There is little left for us here." The merchant spoke slowly as looked at the Commander "I will leave tonight on my tarn Commander. Use the boat to take all who are here and all the supplies left in my store. I know we will all catch up someplace soon and start again." The Commander nodded knowing it was a waste of time to argue with the Merchant who was known to be quite stubborn at time. "As you wish merchant. Safe paths to you."

As he watched the boat leave Voltai Viktel with the last remaining citizens and the Home Stone, the Head Merchant decided to take one last walk about the city that he loved. He walked slowly up past the large tree and garden where he would sit and spend time just gathering his thoughts. He tried to remember the last time he had sat here before the snows began in early winter. It seemed so long ago and such a different time.

The Merchant continued his walk towards the farm and from the shadows of the trees he noticed that the sun was beginning to set. It seemed a fitting way to end his last day in Voltai Viktel.

As the sun set, the Merchant walked back towards where the Slave House once had been the site of so much activity with brandings and blood auctions. He stood before it quietly to listen for one last time any sounds or cries from within the buildings that had been crushed earlier that day. The only sound he heard was of the wind blowing through the trees. He eyes gazed up to the top of the temple which was all aglow from the light of the three moons. As he looked around he could see the beautiful city lay silent beneath its white shroud. The snow seemed to have stopped for the moment and the Merchant decided that the time had come to gather his tarn that had been tethered inside the Tarn House.

As the Merchant climbed up on the saddle of his tarn, he reached out his hand to pull his

slave up and over the neck of the beast. Azure, as he called his tarn, was specially bred for him when he was a Scribe doing work for Lady Dove and her Tarn House in Teslit. Lady Dove bred the beast in the colors he was known for at the time - blue for his Caste and white for his hair. The tarn had served him well over these many years and even after he changed his caste to focus on coin. As his tarn lifted up into the clear sky, the Merchant guided it one last time before the majestic walls of the city and over the harbor where he had built up his Trading Company. Time almost seemed to stop for a few ihns until he began to feel the snow and wind hit him hard in his face. The storm had started again! It was time to go!

"The desert wind would salt their ruins and there would be nothing, no ghost, no scribe, to tell any pilgrim in his passing how it was that people had lived in this place and in this place had died."

- Cormac McCarthy

Our thanks to everyone who called Voltai Viktel their home and to those who contributed in any way towards our story. A special thanks to those hearty souls who built such a beautiful sim and especially Lady Alena Winkler to all that she did for all of us and to whom the city was truly a work of love!

Read more: <http://www.gor-sl.com/index.php?PHPSESSID=v36t7i621cidf0mhhnk5cu2h0&topic=14445.0>

KNOWLEDGE

20 RESTRICTED SLAVES

Yes, there were indeed "restricted" slaves on Gor. And they were commonly kept indoors, with their Masters in public, or locked in an iron belt....

Unauthorized uses of female slaves are almost always by free men. They have little, or nothing, to fear, for the girls are only slaves. The masters, if they are concerned about such things, may put the girls in the iron belt, particularly if they are sending them on late errands, or into disreputable neighborhoods. - Magicians of Gor

"Although Marcus was harsh with his slave, pretending even to a casual and brutal disdain for her, he was also, it might be mentioned, extremely possessive where she was concerned. Indeed, he was almost insanely jealous of her. She was not the sort of girl, for example, whom he, as a host, even at the cost of a certain rudeness and inhospitality, would be likely to hand over for the nightly comfort of a guest. It would be at his slave ring alone that she would be likely to find herself chained."

Magicians of Gor, page 27

"Did you know that Hendow is thinking of placing restrictions on your use?" he asked.

"Why would he do that?" I asked.

"I think he is fond of you," he said.

"I am pleased, if my master finds me pleasing," I said."

Dancer of Gor, page 234

"Please, Master," she said, "take pity on me. Take pity on the miserable needs of a girl."

"You are not mine," I told her. "You are a pretty little thing, but I do not own you."

"Please," she said.

"Your master," I said, "if he chooses, will satisfy your needs. If he does not, he will not." For all I knew she might be under the discipline of deprivation. If that were so, I had no wish to impair the effectiveness of her master's control over her. Besides I did not know him. I did not wish to do him dishonor, whoever he might be."

Beasts of Gor, page 49

"I heard the miserable cries of two girls. A man was coming from the cook shack, where Thimble and Thistle had hidden themselves. He now dragged them before us, bent over, a hand in the hair of each. ?What have we here!? cried a man cheerfully.

"Slaves!" cried others.

"Hold," said I. "We are honest men, and are not thieves. Release them."

The man loosed the hair of the girls. Swiftly they knelt, frightened.

"These girls," said I, "belong to Imnak."

"He is a red hunter," said a man.

"He is one with us," I said.

There was an angry cry.

I drew my blade. "None may use them without his permission," I said. "I shall maintain discipline, if need be, my comrades, by the blade."

Beasts of Gor, page 174

"Context determines much. If a young man is giving a proper and refined dinner, his girl, modestly attired, will commonly serve it, shyly and deferentially, quietly and self-effacingly, as befits a slave. She may even draw commendations from this mother, pleased that he has purchased such a modest, useful girl.

In a dinner for his rowdy male companions, of course, in which even unmixed wines might be served, she, obedient, writhing and sensuous, is quite a different girl. Perhaps he has even purchased her some training, from local slave masters. His guests, uncontrolled in their desire, driven half mad with passion, will mightily envy him his girl. Perhaps he, in Gorean hospitality, will share her with them, but, in the end, when they have gone, it is at the foot of his own couch that she, licking and kissing, and begging, will be chained.

Guardsmen of Gor, pages 106d

"I have abused your slave," said Bran Loort.

"That is what slaves are for," said Thurnus.

"We took much pleasure in her!" said Bran Loort, angrily

"Did you find her pleasing?" asked Thurnus.

"Yes," said Bran Loort. He gripped the long, heavy staff more firmly, standing ready.

"Then," said Thurnus, "it will not be necessary for me to beat or slay her."

Bran Loort looked puzzled.

"Surely you know, Bran Loort," said Thurnus, "it is the duty of a slave girl to be fully and completely pleasing to men. Were she not so she would be subject to severe punishment, including even torture and death, should it be the master's wish."

"We took her without your permission," said Bran Loort.

"In this," said Thurnus, "you have committed a breach of code."

"It does not matter to me," said Bran Loort.

"Neither a plow, nor a bosk, nor a girl may one man take from another, saving with the owner's saying of it," quoted Thurnus.

"I do not care," said Bran Loort.

"What is it, Bran Loort, that separates men from the sleen and larls?" asked Thurnus.

"I do not know," said Bran Loort

"It is the codes," said Thurnus."

Slave Girl of Gor, page 226

"These girls may be exchanged among the men, but commonly they are not. Most masters are rather possessive about their slaves, particularly if they are fond of them."

Guardsman of Gor, page 209

21 DO SLAVE GIRLS HAVE FRIENDS?

"What does the girl do in her free time?" asked Audrey.

"Much what she pleases," I said. "She will have friends among the other slaves. She walks, she visits. She exercises, she reads. Within limits she can do what she wants to do."

"Can she work outside the compartments?" asked Audrey.

"If it is permitted by the master," I said, "and it does not in any way compromise her slavery." I smiled. "Some women," I said, "wear to their work the garments of a free woman but, when they return to their compartments, don as they must the silk of a slave, which is their true condition."

"Is such a thing often permitted by a master?" asked Audrey.

"Commonly not," I said. "Such a thing is often thought to compromise a girl's slavery. It is usually not permitted to her. Usually she is kept as full and absolute slave, not so much as permitted to touch the garment of a free woman."

Beasts of Gor - Page 249

The slave girl, of course, will usually have many friends. These are, of course, almost always wenches collared like herself: Friends of her master will often bring their own girls with them, in visiting, and with these, after the men have been served, she may make friends, perhaps chatting in the kitchen. These girls may be exchanged among the men, but commonly they are not. Most masters are rather possessive about their slaves, particularly if they are fond of them. She may also, of course, meet girls in the streets, encountered in the neighborhood, or on her errands. The slave girl, almost always, has no dearth of friends. To be sure, they are likely only to be mere slaves like herself. Women desire, in their hearts, to be beautiful, helpless, conquered animals, owned and dominated by masters. The collar makes it clear to them that their dream has been enacted upon them; that, indeed, their dream, to their joy, has become their reality. They know that they are now in their place, and will be kept there.

Guardsman of Gor, pages 209ff

ONLINISM OF THE WEEK

"I do not much care for your attitude. I want your name and photo", I scowled, "this is more than a game for me!"

She looked at me with a puzzled look on her face. "I am here for role play", she said.
"No", I scowled, "you are a slave in all ways!"
She played a giggling gesture, then a fart gesture, and walked off.
I clicked her, and read her picks. I had been added to her no-RP list.
(Delusional Lifestyler of Gor, page 75)

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER

Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in Landa
Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant of Tarnwald
Accountant: Wendie, scribe of HoY (Wendie Lemon)
Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

OLNI GAZETTE

Editor: Janette Inglewood

THE KRONICHLE

Publisher and Editor: Mira of Bazi
Kaiiluk Trading Post
Voltai Valley
Kron Region News

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Tala Winterwolf

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

Editor: shani (littleredhead Resident), slave of Master Jonathan Crane, Sword of Ko-Ro-Ba

ABOUT THE NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This newspaper is available IN CHARACTER at message boards in several cities. But it has OOC parts and IC parts which can be identified although many people mix both. We try to keep the two separate. But if you start a storyline based on an IC article of the NEW VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

The NEW VOICE OF GOR can be true or false, propaganda or journalism like on earth. There is no freedom of the press on Gor. Why let the truth get in the way of a good story?!

"Goreans were not always fooled by posts on boards.
Those who control the public boards, it is said, control the city.
But I was not sure of this.
Goreans are not stupid.
It is difficult to fool them more than once. They tend to remember."
(Magicians of Gor)

Why is "publicare et propagare" the motto of the NEW VOICE OF GOR?

You all know that Goreans use message boards to spread news, announcements and gossip. Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The NEW VOICE OF GOR is a collection of renece paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

We took our motto from the Acta Diurna [latin: Daily Acts sometimes translated as Daily Public Records] on earth. The Acta Diurna were daily official notices in ancient Rome, a sort of daily gazette. They were carved on stone or metal and presented in message boards in public places like the Forum of Rome.

Acta Diurna introduced the expression "publicare et propagare", which means "make public and propagate". This expression was set in the end of the texts and proclaimed a release to both Roman citizens and non-citizens.

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group BTB Goreans
for members of the group Alliance of Valkyrie Panthers
for members of the group Gorean Information and Notices

for members of the group Goreanische Freie Presse
for members of the group Marktverbund

Available in character:

Amhas Cairn (entry point): <http://slurl.com/secondlife/Amhas%20Cairn/134/138/1001>

City Port of Olni (gate house) <http://slurl.com/secondlife/Olni/127/8/507>

Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>

New Tancred's Landing (new library) <http://slurl.com/secondlife/Hunters%20Cove/128/128/2>

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

Available OOC:

Gorean campus (Library) <http://slurl.com/secondlife/Serena%20Aquarius/76/16/25>

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

If you want to have a dispenser of the NEW VOICE OF GOR (6 prims, not transfer) on your sim, please contact Yuroki Uriza

The NEW VOICE OF GOR <http://www.gorean-forums.com>