

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Second Edition, v. 3 No. 107

[short online version without pictures or attached notecards]

First day of the first Hand of the month of Camerius 10164 Contasta Ar

Based in the City of Olni in Saleria

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Correspondent in Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

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About the NEW VOICE OF GOR

Note: Though the NEW VOICE OF GOR is based in Olni it is not associated with the city. 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 107th volume of the NEW VOICE OF GOR !

The NEW VOICE OF GOR is the only planet wide Gorean newspaper.

Ubar - the most powerful of men - set to rule cities by decree in times of trouble. From the most powerful Ubar of Ar to a small city Ubar one thing they must all be weary of and that is loosing the trust of their people.

The trust best earned by the making of correct honest and well thought out decisions. Sometimes Ubars get to believe their own invulnerability and say things they may later regret .

One Ubar was recently heard to call "Tarnwald a heap of Bosk shit".

The best advise for him would be to watch the skies and watch his back.

Rarius Yuroki
Editor of 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.

I want this clearly structured layout for my "notecard newspaper"!

Look here: <http://www.headstar.com/ten/>

ALL OVER GOR

03 AMHAS CAIRN PLANNING A WAR - TURIA TRAITOR OF SOUTHERN GOR

by Anonymous

Rumours are rife in the markets of Olni and Tancreds Landing. Raiding forces were seen moving back to their northern bases. Some say they are regrouping for more assaults on the south.

Others say the new and true southern Trade Alliance will be involved, but i have it from good sources that the STA is a trading organisation only and will not become involved.

Training of battle hardened men continues a pace, we are told with forces from Turia and certain mercenary forces being used to carry out set battles .

If this city has taken time from its raids it can be for one reason only and that does not forebode well for the southern cities.

The STA has Issued a warning to all its members to be on the alert for more raids . Speculation is that the Tahari region or Brundesium is the target. This is only rumours and they have been wrong before.

[04:03 AM] xxx: "Due to the current political goings on in Gor, it has been decided that we will take a 3 day rest from raiding. This is in part so that our opponents can cool down from being beaten on endlessly by us, (...) There's a great deal of work for me(...) getting our berserker brothers integrated if they chose to do so still. We will still be doing training excercizes with Turia though, more to come."

[04:03 AM] xxx: "I will be tasking Hroar, Tarl, and Kamras with organizing mock training raids with Turia for the next few days to keep your skills sharp for those that have the need to make merry war on the south. (...) Remember, it's a delicate balance we walk being the top dogs in raiding right now. Push too hard, and we'll get banned. Push too little, and people get bored."

04 ATTITUDES OF THE GOREANS

by Curiously Deluxe

Dont you ever wish at times you were nothing but a spot on the wall? Ever have to leave a drawn out scene where you actually wanted to stay and just listen to see what the outcome would be? The highlights of dramatics, the absolute insanity. One would think the lines have been blurred. We each have a role we chose, a way to perform our personality. Collars to the slaves, the obedient, whips to the defiant, veils and privileges to those wearing skirts and robes.

There, I see, now, that is what it should be, but how would you describe what IS to someone? To the collar wearers a robe, to the ones wearing robes, collars. It seems the ones that desire to be slaves hide themselves away in gowns and robes while a majority of the others be slaves who desire to fight back, thinking, that Gor has become that as we hear on Earth. That men, desire the woman to be completely negative, sarcastic, and put on the facade of tough girls. Oddly, we do know that on Earth, this concept of "chase me because I am worth it" actually does work to an extent.

Now the free women shy away, quieter, usually. This applies to many except myself, as if anyone who knows me, I am able to draw a scene from the spilling of dust. The point being, and no I do not desire or have the "passion" to become that with collar; however, I noticed that there are several who do. I am not saying everyone, or everything, I am not saying this is an apply for everyone in Gor, I find the usual who read through this with squinted eyes, are the ones this might be directed at.

I was just wondering, is this the evolution of shifting role reversals? Possibly, I am just curious to see what will happen when the slaves over rule the men of Gor. Perhaps we are in the turn of writing the ending chapter of a book. Maybe the great war of women and men started with men winning, and women becoming slaves, but the ending of it all, through the bitter- sweet attitudes we might just see the men down upon knee.

Blasphemy you say? Blasphemy? The only blasphemy I see is those that let men, women, and slave get away with it.

05 SECOND CASE STUDY FOR ADVOCACY CLASS

by Anzhela Dyrssen, Gorena Camus

BACKGROUND:

A merchant, who resides in Port Kar- let's for the sake of argument, call him Samos the Flatulent- has been accused by two witnesses of the following:

At the En'Kara fair at the Sardar, this man set up a booth, ostensibly selling perfume that came from a scent provisioner in Ar. The booth is made of a counter-front and a tent, where FW are invited in to see the wares and partake of samples. Samos the Flatulent, it is said, has filled several vials of the perfume with capture scent, and when he sees a FW that he thinks might not look too badly under her robes, will substitute the sample of the perfume with the one filled with capture scent. After said FW passes out from sniffing the sample, she would then be taken out back, stripped, collared and quickly sold through the back to Slavers.

SPECIFICS:

Samos the Flatulent has been taken into custody based on this accusation by a group of merchants, and held for presentation to a Magistrate. Samos is reasonably wealthy, and has offered a substantial payment to any advocate who can get this charge vacated without penalty. He has the wherewithal in his possession so the validity of his ability to pay is not at issue. Additionally, the companions and family members of the women who were allegedly taken and sold, are petitioning the court for remedy to this situation- in essence, return and elevation back to status of the women taken. Samos the Flatulent was severely beaten by these familials of the women taken, who stormed the wagon where he was held, burned the door off the wagon, and dragged him out before they were stopped by a member of the Merchant Council at sword and spear point. There are three slavers allegedly involved in this- Priapus Erectus, a member of the Schendi Black Slavers, Apian Pithanicus - a slaver of Ar, and Bosk Copraphagius- a slaver of Kar. They are believed to still be at the En'Kara fair- someplace. Assume the the testimony of the two witnesses is not available by direct testimony in court, as they have left the fairs, but their deposition to the alleged facts are held by one of the merchant magistrates (not a scribe).

CONSIDERATIONS AND JURISDICTION

This case is brought to bear at the first available court on the road to the Sardar. It is not being held at the Fair itself, even though the alleged crime occurred there.

CASE LAW REFERENCES:

Obviously Merchant Law is the over-arching consideration here, since the alleged "bad act" occurred at the Sardar Fair during En'Kara. You will need to reference Merchant Law in terms of what is allowable at the Sardar (remember that the fairs are considered "neutral ground"), what is generally acceptable in Merchant Law and what is not, Civil or general laws of cities of Gor are NOT applicable here. The Fairs, just like port cities and islands in general are subject

only to Merchant Law. You will need to reference laws regarding the capture of slaves, sales of slaves and the legality (or illegality) of the alleged act.

INSIDE CRITERIA:

There is enough information here to make a case, certainly. Gorean methods of justice do not include niceties like miranda rights, or any due process in discovery, investigation, or anything you may have seen on "Law and Order" or old Perry Mason episodes.

As was the case in the first study of the domestic dispute, there is highly pertinent information here, some extraneous information, some superfluous information and some that may be extrapolated. As last time, the conduct of the trial will be in terms of the applicable law, balanced against justice, jurisdiction, and how much you aggravate the Magistrate in the process.

This time, I will choose the prosecutor and advocate for the defendant, so you will need to be prepared to take either side in this case, and it should be interesting to see played out. Good luck!

GOREAN CITIES

06 PORT OF OLNİ

THE AGD.....

Angel made the following announcement.....

"Iris and I wish to inform everyone of the Activities of the Academy of Gorean dance based here in Olni. We have been working on some more advanced workshops to augment our basic dance classes. These workshop will start once a week on May 19th @ 3pm slt. at the dance classroom in the meadows. The first workshop is an owner's panel in which the owners of a few of the most talented girls in Gor will be speaking. All slave and free throughout Gor are welcome to attend and join in the discussion although a basic understanding of dance is suggested. The times and days of the workshops shall vary from week to week to accommodate our guest speakers. WE hope to see anyone that is interested and can make them. Please ask me or Iris for more information and a complete list of workshops. A good way to keep up is to ask for an invite to the Academy group. We also hope to hold exhibitions once a month or so in different sims as well as Olni to both show off the great talent of Olni and promote the Academy more widely and all that our students have accomplished. That is all thank you *smiles* "

THE SLAVE'S CORNER

By Teal Razor ~ slave of Siri Emerald Jr ~ Captain Olni Scarlet's

RAID BE GONE....

By Teal Razor

"Are we hosting a raid tonight?" I said to my Master, last Sunday after the council meeting. The scathing look he gave me seems to have singed my eyebrows. Well, really now. I was just acknowledging the fact that Sunday nights seem the prime time for raids. My theory as to why Sunday nights, is this...warriors can only take so many hours with their free companions on the one day off a week that they get.

Thus, these bored warriors get together and decide to invade another city. I can remember a personal moment of camaraderie when a group of slaves and I, surfeited of candy and on an epic sugar high, decided to "invade" a market place in another city. There was such a commotion caused, that warriors in that city were called to break up fights between slaves wrestling with each other over kirtles on the bargain table. So I know a little about how the brain will seek out the activity that will give us pleasure therefore relieving boredom.

Well I don't think it is just me but raids seem to be few and far between these days. I made a few inquiries last week. One person told me that Treve is currently using Sunday evenings as neck washing night. The problem is they can't seem to find their necks to wash them. (This lends even greater credence to my epithet that all men of Treve are no-necked bastards.) The citizens of Thentis are so hopped up on caffeine they are all gibbering in the streets, which precludes tactical planning of anything but a New Year's Party. I heard that Sais is too busy catering to their princess slaves; their little "Majesties" do not permit their warrior Masters to go out on a Sunday night.

My theory could be wrong. The answer may lie in the Articles of War that are known Gor-wide. In some cities the Articles of War are altered to suit the inhabitants of that city. Problems ensue when the invaders go under the impression that Gor-wide rules are in force. These same invaders are brought up later before a magistrate for war crimes. After all, the rules are what separate us from the beasts. It would make more sense for all of Gor to declare these articles for the planet and then make a City of Dust of those cities who refuse to comply. But, that's just me.

I sometimes hanker for the days of yore when a slave, dissatisfied with her current Master, could try fervently to be captured by raiders and lifted from her current situation. One pines for the days when a captured slave could have her fifteen ehn of notoriety while the city talked of her capture. I personally always looked forward to the "butt slappings" I received from warriors on both sides while I was in binds.

How long will this drought of raids continue. Methinks summer with its relentless sun and hot winds will start irritating a lot of people. Thus will emerge fistfights over whether men's kilts should be above or below the knee. It will progress to these fistees being brought before a magistrate where the man at fault will have to make good on the other's permanently damaged, if not dead, body. This annoying scene will be witnessed by citizen's of both cities. They will all take umbrage at the incident and then you have war. It always happens in the summer so I have been thinking of laying in barrels of water and selling it on the docks to arriving invaders. I could offer a bota of cool water. Warriors do need hydration. I have to set a price high enough but not above the cost of a bowl of paga. Then I would be put out of business...there goes my cream cake money.

DEAR TEAL ~ Solving the personal problems of Goreans one at a time...
By Teal Razor

Dear Teal: I was visiting a city recently where workmen were constructing some new livestock stalls. I overheard the builders comments that this cattle pen looked like a Trevian mansion. They all broke out in laughter. I am afraid the joke is lost on me. Can you please explain this?

Dear Trevian : I am so glad I was sitting down when I read your question. I was closer to the floor to which I fell and rolled in laughter. I think your nose is blocked by excess mucus thereby rendering you impervious to the stench in Treve. Do the riff raff still sleep at the gates after drunken nights in the paga taverns? Don't they still piss all over the cobblestones? Once inside the city gates you run through a gauntlet over a moat whose bridge is covered in a cloud of mosquitoes that breed in its stagnant water. Once you make it this far you are treated to a view of what looks like livestock pens. Some of these structures are low slung, some stacked on one another for a "high rise" effect; these are called houses.

All I can say is there will never be a house in Treve covered by the Gortechtural Digest. I do have a friend who covers barns, stalls, pens, and vulo coops for the Farm Bureau. He would be the one to contact for a fitting op ed piece on Trevian homes. If you still do not get the joke...I can only stare blankly.

Dear Teal: I asked my Master how his father came up with his name. He said his father named him and his siblings by the first thing he saw after stepping out of the wagon where his companion had just given birth to each of his children. His brother is named Crapping Bosk... and he said his sister was named Tarsk Dropping. I am concerned as his free companion is about to give birth to their first child. Is this a good way to name children?

Dear Owned by Master Twotarns Fucking: This family naming tradition must come to an end. Make sure when your Master exits the birthing chamber of any spawn of his, he is looking upon a beautiful scene devoid of animals. If you do not heed this, as luck would have it, he will come out to behold the local farmer performing a sex act on his livestock. If you find that arousing, I have the "card" of a good headshrinker you should see.

So to answer your question, your Master and his family have a lack of talent and a disrespect for the expressive Gorean language. NOOOOOOOOAAA....To name children in this manner condemns them to a life time of ridicule.....(Sniggers....Master Twotarns Fucking...sniggers some more....)

07 TANCRED'S LANDING

DECLARATION OF THE UBAR OF TANCRED'S LANDING

The Council members of Tancred's Landing formally declare the administrator Ubar until such times as:

- 1 Tancreds Landing forms its own army without the need for mercenaries .
- 2 As long as Tancred's Landing is unsure of its neighbours allegiances.
- 3 While Olni, the most important and biggest town of Saleria, cooperates with Turia who is still hunting the merchants of Tancred's Landing.

NEW COMMANDER

The Ubar appointed a new commander of Tancred's Landing, his name is Pat Springtower (priddle Resident),

FAMOUS WARRIOR OF SALERIA DECIDED TO SETTLE IN TANCRED'S LANDING

Brigand - the former commander of the old town of Vonda - which was ruled by the legendary administrator Jarvis -, has decided to settle in Tancred's Landing. He will back the local forces of the red caste and taurentians. Brigands enemies called him "terror of Saleria" in old times.

NEW HEAD MERCHANT

Tar Tarius (tarrie.chiuh) an employee of the House of Yuroki Companies which are located in Tarnwald, has been appointed as Head merchant of Tancred's Landing. He will represent the village in the Assembly of the southern Trade Alliance.

INN KEEPER NEEDED

Tancred's Landing is looking for an inn keeper for the Larma Inn (old part of the town),

COMMANDER OF THE HOY TAURENTIANS RESIGNS

Drake Vaansworth, commander of the HoY Taurentians, resigned but is still on the payroll of the company and Hoy mercenaries. He settled in Genesian Port. Drake will remain an employee of the Hoy companies and he will travel with the Rhoda, which makes the passage from the Thassa along the vosk river to Saleria.

08 PORT SALERIA

GENERAL CONCLAVE

Invitation to a General conclave for those still interested in playing White Caste or Associated roles.

In view of the closure of the Great Sardar temple , my experiences in trying to become an Initiate and the opening of a Temple in Port Saleria, I should like you to consider the following, and comment on my ideas.

1. The Initiates as a caste seem to be moribund and fading away.

2. I propose the following courses of action:-

a. A general conclave of all Initiates be called as soon as practicable. This may be held at Port Saleria. I would suggest Noon PDT , 8th June.

b. the items to be discussed should include

- i. the control of entry into the Initiateship
- ii. an education programme before one can claim to be an Initiate
- iii. establishment of a Gor wide council with a secretariat.
- iv. Monthly digests of activities
- v. elimination of imposters
- vi. the establishment of procedures

3. I offer the temple at Port Saleria as its Headquarters (NB I do not wish to lead this new organisation)

R.S.V.P (by the end of May)

Owain Goch, High Initiate of Port Saleria.

09 ASPERICHE

by spirit7moon

Stepping of the boat I see a lovely quaint village, the place where kajirus are trained to be with the blessed Initiates.

A market with with many NSF good for sale

The smell of the meat, and cheese

The scent of bakery product , fresh and waiting to be purchases.

Fresh vegetables , fruit, pumpkins and fragrant ramberries grown on the grounds of Asperiche Island, delight the nose

Olives and honey, fresh eggs, and barrels of home grown products, are all around, wonderful for any plate.

The farm is an lovely place to visit, a peaceful place to come and see.

Inside the gates we have a lovely village , with a wonderful courtyard, and fountain to sit and chat.

An excellent infirmity, for all, and known as a great place for ladies to come to rest , because of the herbal garden, less attacks, Aspericke

bath house with healing waters gently heated from the underground lava flow that gives the island its rich soil, there is also a ladies spa, a unique experience.

Visit the Magistrate, for your needs.
A Scribe and a wonderful library, for free and slave
Village Bakery, for tea and cakes
Butcher Shop,
The city tavern and Inn, with food that is made in Aperiche, and drinks
Barber shop,
A city Kennel
Blacksmith, for repairing tools
Resident House Rentals,
Flowing waterfalls
A tavern the "Bruised Bottom" in the castle, with drinks made in Asperiche
And much more

Gay, straight. both will love the peaceful setting of Asperiche
We are always looking for new and old, people who would like to RP

Contacts

For a tour contact: setive
For admin and NLS trade: Master Ember

10 MANDARA (german)

DAS VERLASSENE MANDARA - OASE DER DIAMANTEN

Das Wasser wurde immer weniger und unser Süßwasser ist versalzen, der See trocknete aus und die Pflanzen starben. So mussten wir schnell handeln, so das unsere Wasserreserven noch reichen, die wichtigste Arbeit war das abbauen der Diamanten, alle auch Freie mussten helfen und die Diamantmine abbauen. die Wachen waren sehr aufmerksam, so das nicht ein Diamant gestohlen werden konnte. Verpackt in Kisten und schwer bewacht wurden sie an einen geheimen Ort in gor geschafft und von dort aus in kleinere Kisten verpackt und auf gor verteilt und an geheimen orten die niemand außer dem Pasha jemals finden wird versteckt.

Alles was die Bewohner von Mandara mitnehmen konnten, Namen sie auf die reise mit, so das nur eine Ausgetrockneter und versalzter See mit verlassener Siedlung Mandara zurückblieb. Den Heimstein gut verwart und auf die Reise in das ungewisse gewagt um eine neue Fruchtbare Boden zu finden, wo die Größte Stadt erstehen soll, gor je gesehen hat, sie soll, so sagt man wie ein Turm bis zum Himmel reichen und Platz für Hunderttausende Goreaner und Sklaven, Heilern, Kriegeren und alle Berufszweige die es in gor gibt sein.

Mögen die Priesterkönige uns auf unserer Reise beschützen und schnell einen Fruchtbaren Platz finden lassen, mit reichlich Trinkbarem Wasser und einer Grossen Pflanzenwelt.

TRADE

11 TRUE SOUTHERN TRADE ALLIANCE (STA)

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.

Full STA Members:

The Kasbah of the Guard of the Dunes
Oasis of Nine Wells
Oasis of the Sand Sleen
Kasbah of Mizar
Jazirat al Khusuf - House Rogerian
Karak (Kassaryan State) (ITA)
Decadence Isle
Kamras (ITA)
City of Tor
Ukunga Region - Land of the Family Kron
Asperiche (ITA)
Kasra (ES)
Tancred's Landing

Privately owned companies:

House of Yuroki (HoY) Companies
The Phoenix Trading Company

Associated members:

Tharna

MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquillity, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

We proclaim to work together towards trade support to unify the south against invaders seen from any entity especially from the North that disrupts our mutual trade investments within our Ports, Cities and Oases, for peace and prosperity and the protection of our trade routes.

12 HOUSE OF YUROKI COMPANIES

FACTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region), Landa 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 House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the banks.

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.

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 CITY OF OLN
CITY OF LANDA
PORT KAR

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

13 CURRENCY EXCHANGE RATES HOY BANK

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

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)

ADVERTISEMENT

LADY JJ'S ART GALLERY IN OJNI

Welcome to my Art gallery. I have many sketches on view of people who you may recognize so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Ojni residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the square besides the bank building in Ojni so please come along.

Lady JJ

THE QUILL AND QUARREL THEATER TROUPE ON TOUR



The Quill and Quarrel Theater Troupe
ON TOUR
May and June 2013



Suggested donation is 250L\$ per seat, but no one is turned away if unable to donate.!!

Be sure to keep informed!! Join the ""Friends of The Quill and Quarrel"" Group for notices and information on upcoming shows.

Check out Q&Q's performances at any of the follow cities::

LOOK for the Goreans Portal Radio Broadcast of Tarl and Talena in June !!!

For any questions, thoughts or comments please feel free to send a notecard to ""QandQ Resident"", which is the business account for the Quill and Quarrel Theater Troupe. Please allow 24hours for responses.

If YOU would like to be a member of the Q&Q Theater Troupe, send a note to either "QandQ Resident", or "HarmonyTreat Resident" Auditions can be scheduled most any time !!

ACADEMY OF GOREAN DANCE

As the next stage in the development of the Academy of Gorean Dance, based in Port Olni, we will begin to offer a series of intermediate workshops, featuring guest speakers and interactive activities, to enhance the learning of Gorean dancers, and designed to provide a venue for the dance community to exchange ideas.

These workshops are intended for experienced dancers. We suggest students who have graduated from the Academy's introductory course or another Gorean dance class inworld or have some relevant experience.

Students may enroll by joining the Academy group. Those who attend 8 sessions, with participation, will receive a certificate of graduation from the Academy.

If interested in attending, please contact the Academy Instructors.

Iris ((Anara Lexenstar))
Angel ((AngelX Alcott))
Najla ((Yummi Plaid)) (on leave)

Workshops will take place at the Academy of Gorean Dance, in Olni Meadows, a safezone but IC area above the city of Port Olni.

Owners' Panel

Sunday, May 19, 2013 at 3pm SLT
Speakers:
Bosk, owner of Kamini

Gunner, owner of Babypea
Jake Torkelsonn, Ubar of The Soaring Herlit, and, Aralia, Ubara of The Soaring Herlit,
owners of Bella and Nina

Emoting Workshop

Sunday, June 2, 2013 at 3pm SLT (subject to change)

Speakers:

Perle, slave of Sheikh Al Oisans

Babypea, slave of Gunner von Phoenix

Snow, city slave of Vigo

Impromptu Dancing Workshop

Sunday, June 16, 2013 at 3pm SLT (subject to change)

Speakers:

Angel, slave of Stefania Wildrose

Sparkle, slave of RavingRob Radek and head of the Dance Pit Raiders of Gor

Story Faction:

Sunday, June 30th at 12 pm SLT

Speaker:

Kamini, slave of Bosk

Dance Faction

Sunday, July 7 at 12pm SLT

Speaker:

Mily, slave of Richard Ash

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

Gorean Campus Timetable (All times in SLT.)

Classes

Monday May 20th - GLA - Olni classroom

Magistrate class -Janette - 1pm and 5pm - Weekly

Monday May 20th - Arena

Beginner Dance (instruction in voice) - Rya - 7 pm - Weekly

Tuesday May 21st - GLA - Campus courtroom
Advocate class - Janette - 1pm and 5pm - Weekly

Tuesday May 21st - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm - Weekly

Wednesday May 22nd - Outdoor classroom
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday May 22nd - Outdoor classroom
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday May 22nd - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm - Weekly

Thursday May 23rd - Campfire
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Friday May 24th - Outdoor classroom
Caste series/Metalworker - Carn HoH -1pm - Weekly (2 of 2)

Saturday May 25th - Outdoor classroom
Healers course - Darwin - 12 noon - Weekly

Saturday May 25th - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm - Weekly

Monday May 27th - GLA - Olni classroom
Magistrate class -Janette - 1pm and 5pm - Weekly

Monday May 27th - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm - Weekly

Tuesday May 28th - GLA - Campus courtroom
Advocate class - Janette - 1pm and 5pm - Weekly

Tuesday May 28th - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm - Weekly

Wednesday May 29th - Outdoor classroom
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday May 29th - Outdoor classroom
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday May 29th - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm - Weekly

Thursday May 30th - Campfire
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday May 30th - Outdoor classroom
Caste series/ Initiate - Holiness Runyn - 1:30 pm - Occasional

Saturday June 1st - Outdoor classroom
Healers course - Darwin - 12 noon - Weekly

Saturday June 1st - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm - Weekly

Events

Thursday May 23rd - Cinema
Dr Strangelove - 1:30 pm

Saturday May 25th - Outdoor classroom
Panner Comedy/Poetry - 6 pm

Sunday May 26th - theatre
Dainial 's music concert - 12 noon

Sunday June 2nd - Dance Exhibition - arena
Gorean Campus Dance Class Graduation - 6 pm

Sunday June 30th - Play performance - arena
Quill & Quarrel troupe - 3:30 pm

Dance contests

Saturday June 22nd - Arena - 1pm
Saturday August 31st - Arena - 1pm
Saturday November 2nd - Arena - 1pm

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

GOREAN LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

- 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
- graduates receive a Magistrate's Wand of Office

- next course will begin Mid-April for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.
It 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
- graduates receive a Law School Advocates Ring

- next course will begin mid-April for 8 weeks
classes each Tuesday at:
1pm OR 5pm SLT

- To enroll in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)
- info regarding GLA self study basic scribe course

Gorean Legal Academy (GLA)
SCRIBE DIPLOMA COURSE
self-study (version 3, 2013)
Lady Janette Inglewood

Thank you for your interest.

- 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, Janette Inglewood or my girl Krista (krista1k).

ROLEPLAY

15 ROASTING PARSIT, GETTING PARSIT, EATING PARSIT, OWNING PARSIT

Anni hears footsteps outside and stays still, trying not to make a sound

Topaz returns from the spear fishing, having caught a well three foot long and one foot in diameter big fish. Her spear bloody, much as also her shoulder where she had carried the animal. She hangs it up on a nail that sticks out from the housewall of one of the houses in the abandoned village. Then she takes her sleen knife to carefully gut the animal, humming calmly while working

Anni listening quietly, not sure what happened outside exactly, not all so keen to be spotted either, but still curious, she lowered herself to the floor, and just tried to catch a look down the stairs, out the window

Topaz lets the guts of the fish just splash to the floor, as well as the blood as she looks around. The girls of the band do not use the houses, do not even approach them as they remind too much about the domination of men in such settlements. She sees the dust off the doorgrip and raises an eyebrow. She looks further around, seeing no heavy boot print, just the usual soft ones that come from women. She takes the fish off the hook and knocks on the door with the knuckles of the spear holding fist. "Come out, eat with me, girl." She says, normal yet perhaps a bit more loud, and walks over to the fire.

Anni knowing very well there was no other way out than the door, or maybe a broken ankle should she choose the window from the ceiling, the voice tho somewhat stern seemed for the moment not to carry any hostile intentions. It was prolly her best way out of this one and she, somewhat calm, or more so nervous, walked down the stairs and opened the door as her eyes would meet Topaz by the campfire, meanwhile Anni would stay for the moment within the door opening

Topaz plants the spear vertically aside of her into the somewhat soft soil, tip upwards. She fetches a hardwood roast and hangs it over the fire where priorly the cauldron hung. She seems to not look at the girl, though surely had mustered her from under her hair before. "Come, girl," she invites again, neutral in tone, "would I want to kill you, I had nailed the door and let smoke inside priorly already." She takes her sleen knife and begins to, carefully, remove the fishbones from the flesh of the fish, then places the two halves onto the roast

Anni would keep her head somewhat low, seemingly avoiding too much eyecontact as she on tiny footsteps aproached the campfire, taking in the scent of the fish above the flames, Anni lowerd herself to rest by the logs, on the opposite side of the campfire from you, but still she would not say anything just yet

Topaz lays her eyes onto the girl as she approaches and as quick as a Gorean assesses her entire features and demanor. "I am Topaz, second to Dani," she introduces herself and gives a slight smile, "who might you be, and what leads you here?" She had well notified the lowered head, the tiny steps, "whom did you run away from?" She moves the two big chunks of fish meat around the roast with her sleen knife, and the warmer it becomes the nicer a scent it gives.

Anni meet your eyes briefly as you focused some attention on her, "I'm Anni, and not running from anyone in particular, city life perhaps"

Topaz nods just and continues to care for the two half of the fish, each filet about two feet long and a tenth of a foot thick. Now and then she turns it. "At which age did they stabilize you?" She asks further, begins though to look around as if to seek something.

Anni swifts her attention a few times between the Huntress and the fish, then tilts her head with the question, "stabilize?"

Topaz groans pained. "Barbarian I assume so, if you do not even know about the medication for the illness of aging. Four really painful injections in the pace of four days?" She explains, taking her spear, yet holds it in a way that the tip points down - not hostile. "I need some spices, give me a moment, I will not be far off."

Anni nods as if she had any idea bout this, the had the treatment but none botherd to inform her whatever that was. "that would be at 19"

Topaz walks past the fire and crouches slowly down aside the girl. She reaches for her chin, and, should she be allowed, would turn the face a bit left and right. "I understand why you fled then. With that iron and that age of stabilizing you, the men must hate you," she tells in pitty tone, "such a mean brutalizing of you is unimaginable." She lets go, stands up and goes further to fetch the spices....

Anni would not struggle, tho her eyes just looking at you in a nervous fashion as you examined her profile

Topaz moves to the corner of the house, the far side, and plugs random herbs there as it seems. "It can be fixed, but it is difficult." She tells calmly, "how did you get those boots? Which animal, and who gave it to you?"

Anni looks down at her own boots, as if trying to figure out the answer herself, not paying so much attention to the herb gathering, "uhm, made them from furs and leathers within my former tribe, but i have no clue which animal provided the materials"

Topaz finishes the gathering and pushes the herbs into her belt. "A former band, must been a

reason to leave them..." She tells dry and walks back. She had surely seen that the hides for the boots are about an entire hide from a black furred forest panther. As she gets closer to the girl, she just says "with these herbs we will have a fine dinner... our bellies well filled..." but takes with her free hand the club from the back of her belt, and swift as a snake aims to hit the girl's head with the broad side of the club, aiming to knock her out or render her really dizzy at least.

Anni seemed almost drifted off with the chit chat, more calm and she had allowed herself ease, the scent of the fish filling the air around them as she did not managed to see or react to the club as it knocked her unconcious and off the log. Anni layd just still a few feets away from the campfire

Topaz regards the brilliant success to trick and overcome the runaway. Poor girl, but not fit enough for her vicinity - and the goods might be of more use. The club stored in the belt, the spear leaned against the rock, she is all over the girl in the blink of an eye, tearing off the arm protectors and binding the arms at the wrists to the small of her back, with several cutting tight loops and a secure knot. Then she pulls off the heavy boots - planing to keep them for the winter and for herself. She, too, binds the girl at the ankles, and then finally takes bow and arrows away from her. She remains sitting on her hips, working swiftly and routined.

Anni unaware of what happening she'd just lay there, still breathing tho as her belongings were stripped off her

Topaz unknots the hip and chest straps of the girl and tosses them behind a log nearby, then examines her hair thorough- and carefully to remove anything else hidden. She begins to turn the girl around, so she would lay on her back. Having her naked and securely tied, she does not assume that much risk comes from the runaway slave anymore, and so she goes back to the cooking and applies the spices finally to the fishmeat, continueing to roast it until the girl would awake.

Anni would let a few quiet moans of discomfer leave her lips as she slowly regained conciousness, with a big headache still and her vision seemingly a big blurry she tried to catch a look up and about, looking now at the figure of you just. She wiggles her arms slightly, trying to bend her legs some, realizing her belongings not only missing but also tied up

Topaz notices the twitching. "Ah, you are awake. Did you think the wilderness of Gor is fit for one such as you? Did you think I would invite one who possibly stole from us not long ago just like a careless city wench on her tea circles?" Her tone is much harder now, yet also a bit distracted as her main focus is the cooking, the spices adding nicely to the scent of the near done roast of the fish. "Say the two words, save us the hazzle, girl."

Anni kicked her feets into the ground as if trying to move away but gave up just as quickly as her head still hurting too much to put up a struggle, "but I didnt steal anything," she spoke quietly, in a desperate fashion, "I was only seeking shelter for the night"

Read more: <http://www.gor-sl.com/index.php/topic,13731.0.html>

KNOWLEDGE

16 CASTE OF METALWORKERS

HoY Library

Caste colors & appearance

- Tunic, leather apron and cap
- Leather gloves
- Belt
- Rough, scarred hands
- Hair cropped short

I looked about. It seemed a common, motley crowd for the house of Vart, where men came generally to buy cheap girls, sometimes in lots, at bargain prices. His establishment was located in a warehouse near the docks. I conjectured there were some two hundred buyers and onlookers present. I wore the tunic, and leather apron and cap, of the metal worker.

(Explorers of Gor)

"Heat an iron," said Ulafi to the metal worker, a brawny fellow in a leather apron.

(Explorers of Gor)

I donned leather gloves and took the iron from the metal worker, who cheerfully surrendered it.

(Explorers of Gor)

There, standing before the low doorway, I looked once more upon the squat, powerful figure of Kron, of the Caste of Metal Workers. His great hammer was slung from his belt and his blue eyes glistened with happiness. The huge, scarred hands of a metal worker were held out to me.

(Outlaw of Gor)

Mip was a chipper fellow, and a bit dapper considering his caste and his close-cropped hair, for his brown leather was shot with green streaks, and he wore a Tarn Keeper's cap with a greenish tassel; most Tarn Keepers, incidentally, crop their hair short, as do most Metal Workers;

(Assassin of Gor)

Shops of Metal Workers

- Anvil
- Workbench
- Conical Forge
- Bellows
- Branding rack - on rotating metal platform

From some eighty or so yards away, from the tiny shop of a metal worker, I heard a girl scream.

(Explorers of Gor)

I walked through the streets of Lydius until I came to the small metal worker's shop, one out of the main ways of the city.

I entered the shop.

"Are you still crying?" I asked Constance. She sat in the straw beside an anvil. A chain ran from the anvil and was padlocked about her neck.

"My brand hurts, Master," she said.

"Very well," I said, "cry."

"There," said the metal worker. He eased the heavy iron collar, with the short, dangling chain, from Ram's neck.

"Ah," said Ram.

Beside him, on the floor, knelt Tina, which was now her slave name.

Ram directed the metal worker to saw away an inch and a half of the opened collar. He put it in a vise on his workbench and did so.

(Beasts of Gor)

"We always keep an iron hot," said the metal worker. But he did turn to his assistant, a lad of some twelve years. "Heat the coals," said he to him. The lad took a bellows and, opening and closing it, forced air into the conical forge. The handles of some six irons, their heads and a portion of their shafts buried in the coals, could be seen.

(Explorers of Gor)

The girl was brought into the shop and stood in the branding rack, which was then locked on her, holding her upright. The metal worker placed her wrists behind her in the wrist clamps, adjustable, each on their vertical, flat metal bar. He screwed shut the clamps. She winced. He then shackled her feet on the rotating metal platform.

Explorers

The metal worker turned the apparatus, spinning the shaft, with its attached, circular metal platform. The girl's left thigh now faced us. It was an excellent thigh. It would take the mark well. The metal worker then, with a wheel, tightening it, locked the device in place, so that it could not turn.

(Explorers of Gor)

Employed in a House or Holding

Often employed by wealthy Slavers

Reside in the mens quarters of the House with other retainers employed

A simple band of iron had been hammered about her neck by one of the metal workers in the employ of Samos.

(Tribesmen of Gor)

Elizabeth led me to a room off a kitchen on the third floor of the cylinder.

There were some men in the room, mostly men-at-arms but some staff members, a Metal Worker, two Bakers and a pair of Scribes. The tables were separate and small. I sat behind one, and Elizabeth knelt back of me and to my left.

Assassin In the House of Cernus, Slaver

Training and Apprentices

Masters, incidentally, seldom brand their own slaves. To brand a girl well demands a sure hand, and, usually, experience. In training a man to use the iron slavers always give him poorer women at first, sometimes having him mark them more than once, until he becomes proficient. Usually by the fifteenth or the twentieth woman, the man is capable of marking them deeply, precisely and cleanly. It is important for the girl's thigh to be held immobile: sometimes it is held by more than one man; sometimes it is bound to a wagon wheel; sometimes, in the house of slavers, a heavy, vise equipped, metal branding rack is used..
(Tribesmen of Gor)

They regulate their numbers and craft in much the same way that, in many cities, the various castes, such as those of the metal workers or cloth workers, do theirs.
Mercenaries

Tools of the trade

Branding Irons
Hammer
Vise
Saw
Miscellaneous tools

The handles of some six irons, their heads and a portion of their shafts buried in the coals, could be seen.

"I have five brands," said the metal worker, "the common Kajira brand, the Dina, the Palm, the mark of Treve, the mark of Port Kar."

"We have a common girl to brand," said Ulafi. "Let it be the common Kajira brand."
(Explorers of Gor)

Ram directed the metal worker to saw away an inch and a half of the opened collar. He put it in a vise on his workbench and did so.

Beasts

The metal worker finished sawing the portion off the heavy collar Ram had worn. Ram then pulled Tina to the feet by her hair and forced her head down on the anvil.
(Beasts of Gor)

"If I had my tools," he said, "I could have these off of you in a matter of Ehn."

I looked up at him, startled. I knew, of course, that he was of the metal workers.

"But without a key, or such help, you are absolutely helpless in them, aren't you?" he asked.

(Kajira if Gor)

Two men were there. They were dressed entirely in black. They wore masks. One of them held an unshuttered dark lantern and the other opened a leather wrapper containing keys and tools on the ground. He, then, with a variety of keys and picks, and small tools, swiftly, expertly, trying one thing and then another, addressed himself to the upper lock. He was

skillful, and apparently a smith in such matters, perhaps a skilled specialist within his caste. In fifteen Ehn both locks had yielded. The cage door was opened and I was pulled out. I was put on my back and the inan, swiftly, with numerous small keys, and some of the other tools, addressed himself to my collar lock. I felt the collar pulled away.

(Kajira if Gor)

Subcastes or specialists

Silver Smiths

A Corcyran merchant had brought charges against him, a matter having to do with a bowl, purportedly silver, but only plated, and one bearing a forged mark, misrepresenting it as the work of the silversmiths of Ar.

(Kajira if Gor)

I passed a fellow inlaying wood, and the shop of a silversmith,...

(Tribesmen of Gor)

Weapon Smiths

Tor was, as Gorean cities went, rich, trading city. It was headquarters for thousands of caravan merchants. In it, too, were housed many craftsmen, practicing their industries, carvers, varnishers, table makers, gem cutters, jewelers, carders, dyers of cloth, weavers of rugs, tanners, makers of slippers, toolers of leather, potters, glaziers, makers of cups and kettles, weapon smiths, and many others.

(Tribesmen if Gor)

Most quivas, incidentally, are wrought in the smithies of Ar.

(Nomads of Gor)

What the job entailed

Making collars and keys

Hammering collars onto necks of slaves

Removing collars

Branding slaves

Inscribing collars

Making earrings

Crafting quarrels

Making gold goblets

Making locks

Making Metal tools

Also on the way home, I purchased her a slave tunic and stopped at the shop of a metal worker, where i had her measured and purchased a collar for her. I had the collar inscribed according to my specifications. I put it in my sack with its two keys, tied to it with a string.

(Rogue of Gor)

I remembered her from several months ago when I had first seen her, when she had had about her throat only a simple collar of iron, curved about her throat by the blows of a metal worker's hammer.

(Explorers of Gor)

When the smith arrived, he took, from a rack in the wall, two narrow, straight bars of iron, not really plates but narrow cubes, about a half inch in width and fifteen inches in length.

The girls were then motioned to the anvil. First Virginia and then Phyllis laid their heads and throats on the anvil, head turned to the side, their hands holding the anvil, and the smith, expertly, with his heavy hammer and a ringing of iron, curved the collar about their throats; a space of about a quarter of an inch was left between the two ends of the collar; the ends matched perfectly; both Virginia and Phyllis stepped away from the anvil feeling the metal on their throats, both now collared slave girls.

(Assassin of Gor)

The girl was brought into the shop and stood in the branding rack, which was then locked on her, holding her upright. The metal worker placed her wrists behind her in the wrist clamps, adjustable, each on their vertical, flat metal bar. He screwed shut the clamps. She winced. He then shackled her feet on the rotating metal platform.

(Explorers of Gor)

"Remove the collar immediately," commanded Kamras, plenipotentiary of Phanius Turmus, Administrator of Turia.

Kamchak smiled. "It seems," he said, "that I have forgotten the key."

"Send for one of the Caste of Metal Workers!" cried Saphrar.

(Nomads of Gor)

"She is not branded," observed another. "That technicality can be swiftly remedied by a metal worker." said one of the men.

(Rogue of Gor)

My ears had been pierced. It had been done yesterday morning. The metal worker had put tiny, circular training pins in them, to keep the wounds from closing.

(Dancer of Gor)

Many Gorean men apparently find pierced ears in a girl extremely provocative. Craftsmen of the metal workers, men specializing in the working of gold and silver, were concerned to work out new forms of jewelry for slave females.

(Captive of Gor)

I saw the young crossbowman, under the cover of a shield, held by his friend, the other young fellow from the front wall, harvesting quarrels from the walkway. There were fine quarrels, crafted by metal workers, not sharpened rods, not blunt sticks, fit for stunning birds. He distributed these to cohorts behind the shield wall, neglecting not to retain some for himself. He was young but his aim was fearsomely accurate.

(Renegade of Gor)

The Leatherworker, accordingly, does not spend much time envying the Metalworker, or the Metalworker the Leatherworker, or either the Clothworker, and so on. All need sandals and wallets, and clothes, and metal tools.

(Explorers of Gor)

cunningly wrought goblets of gold from the smithies of luxurious Turia, Ar of the south.
(Marauders of Gor)

Producing Steel & Iron Girders for Caste of Builders

Although we had come up several flights, we were probably not more than seventy or eighty feet Gorean from the street level. Without girders, frame steel and timber iron, as the Goreans say wrought in the iron shops, such as are used in the towers, physics, even indexed to the Gorean gravity, is quick to impose its inexorable limits on heights. Such buildings tend to be vulnerable to structural stresses, and are sometimes weakened by slight movements of the earth. Sometimes walls give way; sometimes entire floors collapse.

(Mercenaries of Gor)

Making and selling ankle rings and slave bracelets

I had purchased more than marking and collars at the smithy.

"On your feet," boomed Turnock to Thura, and she leaped frightened to her feet, standing ankle deep in the thick pile rug.

At the gesture from Clitus, Ula, too, leaped to her feet.

I put ankle rings on Midice, and then slave bracelets. And tore from her the bit of silk she wore. She looked at me with terror.

(Raiders of Gor)

Other Metal items likely made by this caste (for Locks see landa Times No. 27 SPECIAL EDITION: LOCKS AND LOCKPICKING)

Anchor Hooks

"Soon, each drawn by two warriors, the anchor hooks, curved and three-pronged, not unlike large grappling irons, emerged dripping from the mud of the marsh. These anchor hooks, incidentally, are a great deal lighter than the anchors used in the long galleys, and the round ships."

(Raiders of Gor)

ONLINISM OF THE WEEK

17 BEING PAMPERED

Master : pampers his slave and says her "Ohh dear...I love you"

Slave : I love you too my master. *smiles and enjoys being pampered*

Master's Free companion comes online !

Master : Fuck, I am cumming...yeah, yeahh..!

Slave : But master, we have not started yet.

Master : But I am finished, my free companion is online now.

Slave : But you are free man master !

Master : quickly wears his clothes and runs to his free companion.

Slave : sighs, what an asshole !

(Assholes of Gor, page 67)

KNOWN GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Correspondent in Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

OLNI GAZETTE

Editor: Janette Inglewood

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 [inactive]

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

JAHESA CHRONICLE [inactive]

Editor and Publisher: Elena Dreamscape Jahesa Head Scribe and Moana Jahesa First girl

THE LANDA HERALD [inactive]

Editor: NN

THE HERLIT CRIER

Editor: Felicia Soleil

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

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

The Landa Times became the NEW VOICE OF GOR (since issue 72).

The reasons for this are the former VOICE OF GOR was one of the oldest publications of second life Gor. Many Goreans have come to know it and its editor Verona Lorgsval.

Verona does not longer publish the Voice of Gor which was based in the city of Olni. Her mission statement for the paper was:

"The Voice of Gor is a cross sim Gorean wide newspaper. It is designed to promote and increase Cross Sim Role play and communication. The Voice of Gor strives to ensure that all parties are contacted ahead of time; however, occasionally a city will object to what was written. Any city is free to write a rebuttal or send in their own news."

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor (about 1850 members)

for members of the group BTB Goreans

for members of the group Alliance of Valkyrie Panthers (about 1540 members)

for members of the group Gorean Information and Notices

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

In Forest Port Outpost (docks) <http://slurl.com/secondlife/Forest%20Port%20Outpost/19/17/23>

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

in the Oasis of Nine Wells (near the gate) <http://slurl.com/secondlife/Nine%20Wells%20East/19/188/63>

in the New Tancred's Landing (docks) <http://slurl.com/secondlife/Tancreds%20Landing/244/251/21>

in Tarnwald (docks) <http://slurl.com/secondlife/City%20of%20Tarnwald/251/133/1013>

in the Gorean campus (besides the gallery) <http://slurl.com/secondlife/Serena%20Aquarius/8/125/22>

in Landa (docks) <http://slurl.com/secondlife/Isle%20of%20Landa/0/18/26>

in Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters%20XIII/14/152/22>

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/>