

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 143

[short online version]

13th 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)

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

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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 143rd issue of the NEW VOICE OF GOR !

What a surprise: Gor got a new regional newspaper - the "Kronichle" (Kailluk Trading Post, Voltai Vallley, Kron Region). A messenger brought the first issue, it is attached at the NEW VOICE OF GOR. We recommend our readers to read this brandnew newspaper.

Rarius Yuroki
NEW VOICE OF GOR editor

ALL OVER GOR

03 AN UNEXPECTED DANGEROUS TRIP TO TORVALDSLAND

by the editor

Some months ago, in the year 10163 contasta Ar, the House of Yuroki Company made an agreement with the merchants of Ivar's Landfall, a remote settlement in Torvaldsland the far Gorean north. The Agreement was to purchase the finest mead from them.

Unfortunately this place no longer exists. I had to look for a new trade agreement but I did not know any merchant who had valid information.

The HoY ship Phaedra brought me and one of my slaves to a shore in Torvaldsland. The Stream of Torvald, a current, moves eastward to the coast and then north; like a broad river in the sea, pasangs wide. We did not have problems getting there. I told my captain to wait for me. We had seen some small huts on top of an hill nearby. It was an hard and muddy road and the weather was really bad, snow and ice and strong winds.

When we had climbed up the hills suddenly we had a great view and saw a small but lovely valley full of trees and meadows although the thick fog covered almost everything.

□

The Northerners are famous for their hospitality and they treated us well but where a little bit curious: Some of them had not seen people from civilized Gor before. □

The place was called Mjolnir. When we were sitting around the fire, the head merchant Drusus agreed to deliver some mead barrels to the upper vosk region as soon as possible, we also made a reasonable deal about the price. □

When I told my slave to prepare to leave this harsh but friendly place, we suddenly hear an alarm horn. "We are under attack! " A rune priest, the free women, children and slaves ran to the tunnels and invited us to follow. I had already drawn my sword but i did not even know who was enemie or friend or where the battle was. We hid deep inside the hills and were safe there.

When the noise of the battle ended and we returned to the village we were told that the fierce warriors of Mjolnir had driven the enemies back and out of the valley although the attackers outnumbered the defenders by far. And i was even more surprised when the villagers told me who the attackers were: Warriors from Turia and their northern outpost Besnit. If they would have taken me i would no longer be alive. I was pretty sure that the spies of Turia did not even know that i was there.

Why did Turia and its vassals attack a small village of Torvaldsland? The people of Mjolnir need supplies for the winter as it is already upon them and since these are new lands there are no big stocks yet. The northern warriors intruded the Isle of Tarns first some weeks ago. won the battle and took what supplies they could get there. While the men of Mjolnir stack up the supplies in the Isle of Tarns one of the people there flew and called for allies, probably Besnit which is not far from the Northern Forests.

Now the commander of Turia and a small group of warriors appeared on the scene and tried to attack the Torvaldslanders of Mjolnir who had almost occupied the Isle of Tarns, but Turia lost the battle again and the commander was captured. That was the reason why the Ar of the South attacked this village in Torvaldsland when I was there by chance.

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

I was into one of my musings the other day, I was finished with my "day job" and was about to commence "the night shift". I took a hot bath and after getting out of the water I gathered some oils and scent. I took these to the larl rug in front of the hearth. I must say there is something to be said for drying and warming yourself in front of a hot fire. Your skin can become so much more receptive to moisturizing. Besides, on a cold day after the solstice, your Master will come home and find the inviting package you have created for him.

I started to think of my distant home of earth. There are times when I remember and

weep for a place I will never see again. I was thinking of some of the great museums of my world that I had visited. A museum, for Goreans questioning this word, is a place where objects, artworks, scientific finds, scrolls, furniture and anything that a culture wants preserved, are kept for all to see. The earth word museum comes from an ancient language. It translates into the current language of earth as being a place that is holy to the Muses. To be sure, I have never seen Muses on Gor. It is almost impossible to sense the beat of a Muse's heart within the suspicious souls of Gorean femaledom. I have seen some woman on Gor that come close. These Muses are to be found mostly among free women.

As I do my own musing, I thought of how every slave needs to above all be her Master's or Mistress's Muse. I think that is why I like the night shift of my job. It means my mouth is close to my Master's ear where my words, like the Calliope of old, sound like sweet music to his tympanic membrane. After uttering honeyed phrases, I become Terpsichore, dancing for his amusement. Then the Euterpe in me takes over and I am the pleasure dome of his lust.

But, I digress. I wondered what would be housed in a Gorean museum. It seems that everything is turned to dust before it can be preserved. In a way, it almost seems like a "throw away" society. There are some bright spots. For instance, the city of Port Olni, through the sentient thinking of a former High Ambassador, has a small collection of Olni memorabilia. This collection of writings and paintings of people, drawings of buildings and architectural plans from Buildem and Pray, are visible in a room off the bottom floor of the embassy in Port Olni.

This is a place that I sneak off to when going from the commons to my Master's house in Olni Var. Once I get past the fountain, I look around to see if anyone is watching and run to the door of the embassy. I usually only do this in the hot summer months of En'Var. The interior of the embassy is dark and cool at these times. When the cold winds of Se'Var blow, precious fuel is not spent heating an empty space in the embassy.

I push the heavy door open and make a bee line for a portal marked 'Gallery'. It is there, while examining the portraits of Olnian's long dead and paintings of the city while it was evolving into the metropolis it is today, that I pretend I am in the Metropolitan Museum of Art, in a city called New York on Earth. The embassy gallery may be only one room but my mind can expand the horizons of those four walls and pretend I am in a long lost corridor of "The Met", as it was affectionately called, doing research on an ancient culture.

I was just thinking of every visit I have ever made to a museum on Earth and laughing about my habit of coming too close to the works of art and being admonished by the officious docents not to molest the collection. It was stupid really, I had seen all of these pieces in books where the four color reproductions gave you some sense of the work. But, I always wanted to see the brush strokes, the materials, the sculptor's chisel marks and anything that was not evident in a representation of the work in a paper bound text. I remember setting off alarms in many a holy place of the Muses by getting too close to a work of art.

At least, in the embassy museum, there are no alarms because electricity is a mostly unknown entity and sensors are in the hands of Priest-Kings. I can touch and fondle everything at will without a hand being extended to cuff me in my impudence.

Back to a slave being the Muse of her owner or owners. I think it takes a while, whether

by training in some of the multitude of classes given in towns up and down the Vosk, or from suffering the whipping of a displeased owner, for a girl to learn how to become a Muse. There are lots of slaves who never learn. Those are the ones you see slouching in the common area. They say little of interest to their Master's and Mistress's but instead choose to fawn over the slightest movement of their own breasts and hips to the detriment of their own minds.

As for me, I am still a Muse in training. I am learning the nine ways to be pleasing and for that I am constantly being rewarded by my Master and the free citizens of Port Olni. I now have a stash of candy and cream cakes. I would be willing to share over some hot tea with you....only if you let me interview you and use your name or a suitable pseudonym.

ASK TEAL ~ Dubious advice to Goreans
By Teal Razor

DEAR TEAL:

I am a female slave whose Master has just informed her that he is leaving on an extended trip. He did not mention taking me with. It appears that he will be gone from the middle of Se'Var to the beginning of En'Var. To be sure, I will miss him and ache for him every day that he is gone. I am new to this Master. He has not a free companion or children. I seem to be "it" for him. I feel concerned that he is going alone and hurt that I am not being taken with him. What should I do while he is away?

DEAR SEEMINGLY FORGOTTEN:

I feel for your plight. That is a long time to be Masterless. Well, let's think of a few ways you can fill in the ahns while alone.

Look around your Master's abode. Hopefully you have access to merchants in the marketplace who extend credit to your Master. If you see an item that needs to be in place so that your Master can have an easier life, for instance a new jar of oil for the bathtub, a new cloak for him, a set of larl furs for the bedroom, silk pillows, new drinking vessels, then buy it. Shop with an eye toward beauty, functionality, and above all quality. You get the point. Start within the physical four walls and work inward.

The next spotlight should be cast upon your wardrobe. Are your silk's skimpy enough? Is there enough see-through material in their making to cause a grown gorean man to cry? Are your anklet's and bracelet's as clean and polished as they can be? How is your hair? Maybe a trip to your favorite bathhouse and a consult with one of the ladies who serve in these miracles of ablutionary pleasure, will be time well spent. See if you need a cut or shaping. Take a look at your Master's weapons that he has left behind. Put them all in a cart and haul them to the metal worker's stall in the marketplace in your city. Tell him to hone them all to razor sharpness. If he does not understand that phrase, tell him you want them all to be able to cut a throat easily.

Now we have covered the realities of your coming abandonment and what you can do to make yourself useful. You could turn inward and examine your compliance with your slave paces. Start saying them fluidly and like you mean it, every third ahn of the day. Then go out and practice those paces on the free people in the commons area. Serve like your life depended on being pleasing. Sign up to help anyone who is asking for committee workers.

Make yourself useful!

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 KRON REGION

The Kronichle
Publisher ~ Mira of Bazi ~Caste of Poets & Artisans
Editor ~ Mira of Bazi
Authors ~ Nemasia "Nems" Conscripted slave - Mira of Bazi
Illustrators: Mira of Bazi
Featured Artwork: Layachii Ihnen

Kaiiluk Trading Post
Voltai Vallley
Kron Region News

Editors Welcome: Tal to those reading the post this morning, noon or evening. Many of you maybe surprised to read that a lowly poet has taken up the quill and inkpot to deliver you "News you can Use" from the Kron Region...I can tell you this lowly poet too has wondered this as well. Why not the great scribe Ponticas, or perhaps the well versed Master Scribe Eramaus, well on that note, I have some bad news, both the great scribes expired during the journey from Ar through the treacherous Boswell Pass, they had been conscripted to write these words, albeit they be humble and meek. It was dreadful I tell you, more news in the obituaries section to follow, but I am Mira of Bazi, my mother a poet largess, my father a past diplomat of Ar and warrior, now how did I find myself here at the quaint border trading post of Kaiiluk? Well that will be learned over the course of events. I found myself here also sent by my father to illustrate and learn more "useful" forms for my prose and art, then sitting amongst the Talendar flowers and "mooning' about or painting the male slaves. But on only the first leg of the journey do I find myself here now, diligently making clay tiles and trying to put words to papyrus. "Bear" with me and we shall see what becomes of this predicament.

Content:

- ~Death In the Voltai
- ~Artist in Review ~Layachii Ihnen
- ~Rebuild of the Monastery
- ~Kaiiluk Trading Post gears up
- ~Documentary
- ~Isfahan Structure and beauty
- ~Unexplained Flying Objects
- ~Panther Raids Increase

~Winter Weather
~News You can Use
~The Inquisitor ~ In depth inquisitions
~Trade News
~Classifieds
~Editors Welcome and notes

06 TANCRED'S LANDING

FIRE!

by Lady endie Lemon, HoY scribe and accountant

Tancred's Landing badly damaged by fire: During the second hand of the eleventh month a great fire raged through out the city. Several days and nights the fire burnt, citizens fled the conflagration and took refuge in the boats.

The vault of the House of Yuroki bank was flooded to save it, the loss of life was kept to a minimum no people were lost, however two bosk died and two other beasts died in their cages in the slave house. The house of Yuroki first girl managed to save the majority of girls on her chain, leading them to safety in the forest out side the city walls.

Yuroki the banker has vowed to rebuild the city and has sent for masons and carpenters. Any donations for the rebuilding of the city will be gratefully received.

NEW HOME OF THE NEW VOICE OF GOR

by Wendie

Following the great fire of Tancreds landing the builders are busy reconstructing the new Library and offices and printing room for the NEW VOICE OF GORr . Elaborate canvases have been requestioned for decoration The building will be dedicated to the mercenaries who have died while in service to the House of Yuroki. A memorial stone will be unveiled at the official opening of the building.

07 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>

06 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>

09 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

10 DIE WIRTSCHAFT VON SIBA (neue deutsche BTB sim)

von Barus [Dietrich Boucher]

Das Hauptexportgut von Siba ist Malachit, welches in der nahe gelegenen Mine abgebaut wird. Dabei wird von jedem Einwohner, egal ob Bürger oder Sklave, erwartet, dass er jede Hand ein kleines Säckchen davon abbaut und an den Dorfältesten übergibt. Wer die Möglichkeit dazu hat kann diese Arbeit auf den eigenen Sklaven abwälzen. Dorfsklavinnen müssen sowieso schon in der Mine arbeiten und die Arbeit kann nicht auf diese übertragen werden.

Man braucht ungefähr zwei Ahn um die geforderte Menge zu Tage zu fördern. Der

Verkaufserlös wandert in die Dorfkasse. Davon werden die öffentlichen Gebäude instand gehalten, Grundnahrungsmittel in der zentralen Küche bereit gestellt, Heilmittel für die Heilerei erworben, der Sold von Kriegern bezahlt und dergleichen. Am Mineneingang steht immer die notwendige Ausrüstung bereit. Eine große Lederschürze, Handschuhe, stabile Schuhe und ein Schutz für die Augen und das Gesicht. Tragebeutel und Spitzhacke ebenso. Die mittelschwere körperliche Arbeit, die ja nur wenige Ahn in Anspruch nimmt, hilft eher die Fitness zu erhalten und den Körper zu formen und sollte auch für eine Sklavin keine unüberwindbare Herausforderung sein.

Es besteht ein Handelsvertrag mit einem Händler in Thentis, welcher einmal im Monat große Teile des Minenertrages abkauft. Es wird jedoch auch mit anderen die Interesse zeigenden Handel damit getrieben.

Darüber hinaus zahlt jeder Bürger, der Waren für den Export herstellt eine Steuer.

Ansonsten ist das Dorf darauf ausgerichtet sich mit dem absolut notwendigen selbst zu versorgen und ist somit in weiten Teilen unabhängig. Welche Waren darüber hinaus produziert werden können hängt von den Einwohnern ab. Nicht wenige Güter müssen importiert werden.

Ansonsten versuchen wir auf realistische Preise bei all unseren Waren zu achten. Ein Goldtarn stellt den durchschnittlichen Verdienst eines durchschnittlichen Mannes in einem Jahr da. Zehn Silbertarsk ergeben einen Goldtarn und 100 Kupfertarsk einen Silbertarsk. Ein Kupfertarsk lässt sich in acht Tarskbit teilen.

((Damit man ein besseres Gefühl für die Preise bekommt: Das durchschnittliche Jahresnettoeinkommen in Deutschland betrug 2010 ca. 15.000,- € bei Arbeitern und Angestellten. Das soll dem Gegenwert eines Goldtarn entsprechen. Ein Silbertarsk wäre dann 1.500,- € Wert. Ein Kupfertarsk 15,- €. Ein Tarskbit ca. 2,- €..

Das deckt sich auch mit anderen Überlegungen. So verdient ein ungelernter Arbeiter zwischen 1 bis 2 Kupfer am Tag. Das entspräche einem Nettoeinkommen von 450 bis 900 Euro heute. Ein gut bezahlter angelernter Arbeiter (Seilmacher) 4 Kupfer am Tag, also netto 1.800,- € in heutiger Kaufkraft in Deutschland.

Dieser Seilmacher aus Port Kar wird jedoch überdurchschnittlich gut bezahlt. Siedeln wir den normalen Tagesverdienst eines Arbeiters bei 3 Kupfer an, so landen wir im Monat bei ca. 90 Kupfer oder Knapp einem Silber. nehmen wir das wieder mal 12, so landen wir bei 1080 Kupfer oder eben ungefähr bei einem Goldtarn. Hier schließt sich das Kreis dann also wieder.

Die kleinste Münze wäre das Tarskbit mit einem Wert von ca. 2,- €. Als Preis für zum Beispiel eine Schale Paga oder ein Bier doch im Rahmen das realistischen.

- 1 Goldtarn (15.000 €)
- 1 Silbertarsk (1.500 €)
- 1 Kupfertarsk (15 €)
- 1 Tarskstück (2 €)

11 WANDERMARKT

Vielen Dank an alle!

von Erika Menna, Sa me Wakanda

Waka bedankt sich herzlich bei allen Markt-Teilnehmern für ihr Kommen. Wir hoffen, ihr habt prima Geschäfte gemacht und behaltet die Waka-Inseln in guter Erinnerung.

Für uns war es eine gute und schöne Erfahrung, mal als Lowsim einen Markt auszurichten. Zum Glück sind wir zwei Sims, sonst wäre es wohl nicht gegangen. Es war auch so schon eng genug und die Hauptsim öfter für Avas gesperrt, die dann etwas warten mußten, bis sie raufkamen.

Also nochmals vielen Dank, wir hoffen, daß neue Beziehungen geknüpft werden konnten und freuen uns, wenn der eine oder andere mal wieder vorbeischaut. Ansonsten bis zum nächsten Markt.

Ta-Sardar-Gor

Bilder von Cheress [ChrissyCheress Nandahar]

Neuer Markt Termin 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 eien 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 OF YUROKI COMPANIES

FACTS

The HoY Companies are currently located in Tarnwald (Votai 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.

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/TYROS
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)

GAMES

15 INTRODUCTION TO KAISSA

Always wanted to be able to play Kaissa? Like to extend your Gorean RP options? Are you a chess player that has enough of all ?
the cheating? Or are you interested in Gorean culture?
A free beginner's class will start coming Sunday at the Gorean Campus!
Class given by AlfieStuart, Officer of the Guild of Players and Kaissa mentor.
Contact the Gorean Campus to join up.

In January: monday 13, sunday 19, monday 26. Sundays 11am and Mondays 10am all slt.

If those times are inconvenient for you check out the classes given by Professor Tikaani at a later time zone starting Friday January 31st.

After this course a follow-up will then be held for those ?
interested to take their playing level up.

As classes are ooc. All are welcome! No charges.

<http://slurl.com/secondlife/Serena%20Aquarius/8/124/22>

MISCELLANOUS

16 THANK YOU

Moon and i would like to thank those that have left kind words in memory of Telfin Magic / Wicked Kidd . For any that still wish to visit we have a memorial garden and book on Terra de luna, take the tp from the market
feel free to come visit and remember a fantastic soul

Rufus Varriale

SIM ADVERTISEMENT

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.

Read more: [□](#)

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

18 SKJERN (BTB TORVALDSLAND)

Skjern is an island in Thassa, muchly distant from Ko-ro-ba. It lies west of bleak, rocky Torvaldsland, substantially above even the vast, green belt of the northern forests. (Raiders of Gor, 11:198)

which jobs do you have to offer?

1st Axe

2nd Axe

General Axe

ADVERTISEMENT

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 Jan 27th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Jan 27th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Jan 27th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Jan 28th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Jan 28th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Jan 28th - Outdoor classroom - Weekly
Medical Seminar - Jerrod - 3 pm

Tuesday Jan 28th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Jan 29th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Jan 29th - Outdoor classroom - Weekly -
All About the Pani - Kazuma - 1:30 pm

Wednesday Jan 29th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Jan 29th - Arena - Weekly
Write Your First Dance - Rajaa - 4 pm

Wednesday Jan 29th - Outdoor classroom - Weekly
Free Women of Gor - Kaiila - 4 pm

Wednesday Jan 29th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Jan 30th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Jan 30th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Jan 30th - Arena - Bi-Monthly
Beginners Dance Seminar (2 hours) - Rajaa - 4 pm

Thursday Jan 30th - Outdoor classroom - Weekly
Creating Role Play - Jacob Gatsby - 6 pm

Friday Jan 31st - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Jan 31st - Outdoor classroom - Weekly
How Play Kaissa - Tikaani - 5 pm

Friday Jan 31st - Outdoor classroom - Weekly
Pillars of Gor - Gorm Runo - 6 pm

Saturday Feb 1st - Outdoor classroom - Weekly
Vile & Vicious Freewomen of Gor - Verona Longsval - 1 pm

Sunday Feb 2nd - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Feb 2nd - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

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

Monday Feb 3rd - Amphitheatre - Weekly
Kaissa Rules - Alfie - 11 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 - Outdoor Classroom - 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

Friday Feb 7th - Outdoor classroom - Weekly
How Play Kaissa - Tikaani - 5 pm

Saturday Feb 8th - Outdoor classroom - Weekly
Vile & Vicious Freewomen of Gor - Verona Longsval - 1 pm

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

- Events

Saturday Feb 1st - Lounge - Occasional
OOC Film - The Good, the Bad and the Ugly - 2 pm

Saturday Feb 1st - Amphitheatre - Occasional
Poetry & Comedy - Panner - 4 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).

SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht intessierte Spieler/ Spielerinnen mit/ohne Gorefahrung.

Unsere Gruppe ist klein, aber wir organisieren Feste und nehmen an IC Events und Turniere von anderen teil.

Wir glauben an die Pristerkönige, sind aber weder Norden noch Süden und nutzen als RP Unterstützung das G&S.

Es gibt kleine kostenfreie Zimmer als Wohnraum, Ausbildungsmöglichkeiten für Sklaven und SKlavinnen in der gut organisierten Sklavenschule. Freie können sich in der Kriegerakademie an den Waffen und auch in anderen Wissensbereichen ausbilden lassen, die heute nach der Sommerpause wiedereröffnet wird.

Uns ist es wichtig, daß neue Spieler ins Team passen, wo jeder Spieler sich zu Hause fühlt.

Es sollte Dir, genau wie uns, Freude machen, Dein Wissen zu teilen und anderen auf Ihrem Weg zu helfen.

Hier lernt jeder von jedem.

Du findest uns auch im Internet unter: www.gegenerde-verbund.de oder klick in unseren Blog: <http://www.dawnbringer.de/blog/>

Wenn Du, genau wie wir, daß Rollenspiel nicht nur als bierernste Sache siehst. zum Lachen nicht in den Keller gehst und Du Lernwille, Zeit und Einsatzbereitschaft hast..solltest Du uns OOC und IC kennen lernen.

HaniBaal Mohr

Statthalter von En´Kara, der Stadt der 11 Türme

Die Akademie für Freie oeffnet nach Umbau wieder ihre Pforten.

Kurs- und Seminarplan, sowie Einschreibung ab dem 06.Okt.2013 in EnKara.

Die Veranstaltungen finden soweit moeglich IC statt und legen neben dem Kampf auch viel Wert auf Bildung.

Ansprechpartner bei Fragen rund um die Akademie: HaniBaal Mohr.

<http://slurl.com/secondlife/fellglanz/246/55/24>

ROLEPLAY

19 GOR VERSUS BDSM

This is just one man's opinion about the differences between Gor and BDSM. It was

written in response to a question a slave asked me and replied by e-mail. She wanted to know the difference between the two as she came from BDSM areas. That is not a place I have ever been a part of. Others will tell you similar things and different ones, including that there is no difference. I say to the last group, you just don't understand what Gor really is.

It is correct to say that some things are the same between BDSM and Gor, whereas many are diametrically opposed to each other. The biggest differences are in the control of the Master over the slave and the point of what we do. Please understand that while I have read some about BDSM, I have never participated beyond reading a couple of Usenet groups on occasion and wandering into a very few IRC BDSM channels. What I say here is based on what I have read, what I have seen, and the people I know who are into that scene.

Safe, sane and consensual. I am sure you have heard those words before. They are the watchwords of BDSM. Gor doesn't follow those rules. Yes, we do want to be physically and mentally safe...being sane is probably a good thing...[grins]...and the slavery we practice is consensual, up to a point. There are no safe words, there are no days we do this and days we don't. It may not be something we do in front of children, but some do. Gor operates on Honor and Trust. I like to add Honesty and Responsibility to them. The slave must trust her Master enough to give herself into his hands. Trust that he will care for her life and well being as long as she is pleasing to him. A Gorean Master takes the responsibility for his slave in what she does, how she acts, what she wears, what she learns; responsibility for all parts of her as well as her well being and health. A true man does not willingly damage something valuable to him. Like anywhere else, there are pretenders, abusers, and people trying to do something they really are unfit to do. Goreans would say that a man must master himself before he can master a slave. The good Masters do not need to prove themselves to anyone because they have already proved what they are to themselves.

The other big difference is that BDSM seems to be about sex. That is the main point of BDSM as far as I can see. Gorean slavery is about service of a slave to her Master and the pleasing of him. Sex is there but it is not the most important thing. A Gorean slave is not only free to explore and reveal her sexuality, she is required to do so. She is not allowed to withhold any part of her from her Master. Most Goreans do not seem to do much BDSM play. There may be a bit of bondage or things (besides collars) which could be called fetish wear, but they are not central to being Gorean. A Gorean Master does not whip a slave for her erotic enjoyment, or his, but to punish her. To make her understand that she was displeasing in her actions or attitudes and that she needs to change what he found displeasing.

It is hard, though not impossible to do BDSM by yourself. A man or a woman can be Gorean without owning a slave. Being Gorean is an attitude and a way of life, not something you do in the bedroom or when you put on special clothes and go to a play party somewhere. It does not turn on or turn off when convenient, Gor is.

Understand that I am talking in generalities here, and perhaps the idealized Gorean Master, but from what I have seen and read, these are the main differences between the two. Some people involved in BDSM use Gor to spice up their play at times, sometimes Gorean use BDSM to spice up their sex. However, if I bind a slave's hands behind her back, for example, it is because I do not wish her to use them while I am doing something with her, to her or while she is doing something. Or it could be as punishment for doing something with them that I did not want her to do. It could also be for training purposes.

Many different reasons, but her sexual enjoyment of being bound is likely to be very low on or totally off of the list of reasons.

I have said that we can not do everything as the books do it. We live on Earth, not Gor. We live within the confines and legalities of our society. We do what we can to recreate parts of the Gorean philosophies and Master/slave system, but more importantly for men; we look to the books as a guide to our behavior and existence as men. It has been said, and I believe it to be true, that a man can be Gorean and never own a slave. A free woman can be Gorean and never be a slave. A slave can be Gorean only while she is a slave to a Gorean Master.

Telling the difference between those who might properly be called Gorean and those who only play or pretend to be Gorean can be hard at times. I do not claim to be able to tell in all cases. I look to see if they walk the talk. If they do, and what they speak is what I consider Gorean, then I call them Gorean. There are those whose words and knowledge I respect as they say they respect mine. Some of those people I count as being Gorean. As it pleases them to consider me Gorean, I have come to accept it.

taken from <http://www.housemalkinius.com/zwgorbdsm.html>

KNOWLEDGE

20 HOW MUCH IS A COPPER TARSK OF GOR WORTH ON EARTH?

by Siri Emerald Jr [Siri Emerald], captain of Olni

We need to place the currency system into a perspective that can be understood. This will give us a better framework to understand prices and wages. An excellent starting point is this quote: "A gold tarn disk is more than many common laborers earn in a year." (Tribesman of Gor, p.158) This helps show the value of a gold tarn and it is supported by other quotes. "Five pieces of gold, in its way, incidentally, is also a fortune on Gor. One could live, for example, in many cities, though not in contemporary Ar, with its press on housing and shortages of food, for years on such resources." (Magicians of Gor, p.468-9). "A golden tarn disk was a small fortune." (Tarnsman of Gor, p.191). The value of silver tarsks is also generalized in the novels. "A silver tarsk is, to most Goreans, a coin of considerable value." (Rogue of Gor, p.155) "My financial resources, the ten silver tarsks, such a sum would last a man months on Gor." (Rogue of Gor, p.59)

Let's try to translate this into U.S. dollars then. If we assume a common laborer made minimum wage or a bit above that, then a gold tarn would be at least between \$15,000 to \$25,000. For simplicity's sake, we can average this to \$20,000. Now that we have a starting point, we can use it to translate the other Gorean coins into U.S. currency. If we assume ten silver tarsks equal one gold tarn, then a silver tarsk is worth about \$2000. If we then assume 100 copper tarsks equal one silver tarsk, then a copper tarsk is worth about \$20. If we then assume eight tarsk bits equal a copper tarsk, then a tarsk bit is worth about \$2.50. Please remember that these are only rough approximations. They give you a relative comparison between Gorean and Earth prices.

The wages of a common laborer would then be about 1-2 copper tarns a day. More skilled laborers would earn more money. For example, a sail-maker in Port Kar earns 4 copper tarns a day. A High Caste Builder, such as a fine shipwright in Port Kar, could earn as

much as 1 gold tarn a day. Based on my above Earth comparisons, this shipwright would be earning over seven million dollars a year. To hire an average mercenary, a price of a silver tarsk a month would be a good wage and many would not even get that much. If this is a Gorean month, he would average 4 copper tarsks a day.

Obviously, a person's wage is determined by several different factors. The type of Caste, the skills of the person, the knowledge level required for the job, the city, rarity of one's skills, wealth of one's employer and more will help determine the wage. Most wages for Low Castes will be in copper tarsks per day. There will be few who receive silvers tarsks per day and even fewer that receive gold tarns per day. Try to think about the matter realistically. If an average mercenary's wage is less than a silver tarsk a month, would anyone pay a mercenary 10 gold tarns a week unless that mercenary happened to be Dietrich? Make comparisons in your wage calculations. If you pay a mercenary 1 gold tarn a month, is he really worth ten other mercenaries? Gold tarns should generally not be the common currency of your role-play.

21 SILK COLOURS

"I wore a brief, one-piece brown work tunic. It was all I wore, with the exception of the collar. We wore such tunics when engaged as work slaves? The tunics of work slaves are usually brown or gray."
(Slave Girl of Gor, pg 265)

There are 6 different colors of silks mentioned here. The exact color of the silks may vary from slave to slave depending on the likes and dislikes of each Owner. The colors mentioned here are more for description of the type of slave than actual color of their silks.

WHITE SILKS

The white silk slave is not necessarily a virgin, merely reserved for her Master/Mistress's sole use. They are generally permitted to serve drinks and food and conversation but sexual use is forbidden and corporal punishment is at the hands of the owners. Masters and Mistress's insulted, may embarrass, confine or display the slave, but may not strike in any way nor permit another to do so. They do not use the term "slave heat" except in serves to their Owners. There is some controversy in using this term as many Goreans feel only a "true virgin" should be white silk, this view varies depending on the region of Gor.

Assassin of Gor pg 88 and Explorers of Gor pg 172

YELLOW SILKS

The yellow silk are girls still in training but may begin to serve with their heat. The girls may lap and fur with members of the city only. As in the white serve be descriptive and be sure to say what is happening and what a girl is doing.

yellow silk also denotes the Tavern or city owned slave.....her use is rented and negotiated with the Tavern owner and may include sexual favors at the owners discretion. These girls are the Paga girls of Gorean novels
Vagabond of Gor pg 400

RED SILKS

The red silk has the mark of a pleasure slave....may generally be used by any who desire her usage but may be reserved for the sole use of the owner. A pleasure slave is considered to be well trained to please in all ways sexual, service wise and in

dancing. True "passion slaves" are bred for that purpose specifically, one that has been bred for a particular trait, such as beauty or slave heat or the shape of her lips and no barbarian can attain that rank. They usually have a club foot from inbreeding etc.
explorers of Gor pg 200

GRAY SILKS

The gray silk is a state owned slave.
Magicians of Gor pg 18

BLACK SILKS

The black silk is the mark of an unowned unpurchased slave.
no reference found in the books

PURPLE SILKS

The purple silk....a plastic material worn by the slaves of the Priest-Kings.
Priest-Kings of Gor pg 90

ONLINISM OF THE WEEK

22 WHAT MAKES A SIM SUCCESSFUL

[07:54] Erick Gundersen: well to not attempt to figure out what makes a sim successful is also bad which is why sims keep regurgitating with the same failed ideas

[07:55] talos apolex kar [Avhishisata Resident]: It depends on what kind of crowd you want to attract. Want to attract the typical flexi Warriors? Just plop down all the typical buildings and make it a super fortress. They'll come and stick around. And they'll get upset if they get met with RP that goes beyond a slave serving them in the Inn or interrogating a FW at the gates.

[07:56] Arrwyll Barzane: The real tragedy is when, say after a year or so, the owner of sim is inundated with attitude and drama and is forced to close cus he cant put upo with the nonsense any longer - he, at the expense of \$295 per month , and not sdo much as a kiss my butt or thank you ... thats the shame of it all - and you ask why...

[07:57] talos apolex kar [Avhishisata Resident]: The average BtB person isn't exactly "high maintenance"... They want things simple and what they're used to. A super fort, allies to come help them from the docks if a raid is faling them. FW and slaves that are restricted IC and OOC. And a sim owner that RP bans everyone that is mean in roleplay to them.

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

(OOO) 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, propoganda 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 rences 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>

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

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>