

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 176

[short online version without pictures and attached notecards]

Third day of the sixth Passage Hand of the sixth month 10165 Contasta Ar
[Earth date: 09-15-2014]

Based in Tancred's Landing

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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 176th issue of the NEW VOICE OF GOR !

Fishermen of Vosk harbours have issued flood warnings for low lying roads and coastal land along the Thassa coastline and the Vosk river. The scrolls of the NEW VOICE OF GOR may arrive late today - but they arrive!

Rarius Yuroki, editor of the NEW VOICE OF GOR

NEW VOICE OF GOR LIBRARY AND ARCHIVE - TANCRED'S LANDING

New:

BESNIT GAZETTE 3RD EDT

BESNIT GAZETTE ISSUE 4

~*Besnit Gazette*~ 20140810

~*Besnit Gazette*~ 20140817

~*Besnit Gazette*~ 20140824

~*Besnit Gazette*~ 20140824 (not this one)

~*Besnit Gazette*~ 20140831

(BOOKCASE 13)

ALL OVER GOR

03 SE'KARA SCRIBE SUMMIT WRITING CONTEST

by Laiken Hax

Become an historian's dream!!!

You do not have to be a scribe to submit, in fact we want all of gor, the stories wide and varied!

Tell all of gor your story, no matter what it is... Family... Greatest Battle... The family tree that never ends!!

JUST added!! The NEW VOICE OF GOR publication... Yes that is right the NEW VOICE OF GOR will publish the top 3 stories and each one will receive L"s!!!

1st - 1,500. 2nd - 1,000 3rd - 500

Wouldn't you love to be able to read of Gor past... of days gone by!

Come on, tell us your story!!! We welcome all submissions!

Some will even get to determine the amount that will be donated to Relay for Life - In memory of those we have lost, and to fight for those that are still fighting that great fight..

Come on... submit your scroll... your story, your life, your tale and become a part of the history of Gor.

See attachment for more information.□

Please note:

1. All submissions become Gorean public historical scrolls.
2. Submission can be made to : Laiken Hax (iaiken) or Pyrie Catoria (catalina.stahell)
3. Submissions can be made now till Sunday September 19th, the first day of the Summit.
4. Please send a photo of your family, or family crest, or something that represents what you are writing about. We will use this to display the story.

04 TOURNAMENT SCHEDULE

v. 3.0, by Zane Kanze

Participants BE SURE to try to show up 30 MINS in ADVANCE to try weapons and sign up, etc..to meet the rules for each event.

All of these have great prizes and chance to represent your homestone or group.

- Tharna Capture the Flag (waiting for enough people to register before announcing date/time)
(we should have 5 teams to make a league for this Tharna CTF)

SUNDAY

SKJERN Tournament 630pm

TUESDAY

Tharlorian Races Various Tracks Post Time 6 PM SLT. (contact Hips Wigglesworth see below)

WEDNESDAY

-Tharlarian Races Various Tracks Post Time 1:30 PM SLT (contact Hips Wigglesworth, see below)

-Sais Steel Tournament 1PM slt (every other wednesday) Next one is sept 10th (see below)

-The Soaring Herlit - A Clash of Steel - 2nd Wednesday of each month 6 PM SLT (see below)

FRIDAY

-Ko-ro-ba Tournament of Towers 6pm (every other friday) Next one is Sept. 12th

-Tournament of Blades, Glorius Ar 6pm (every other friday) Next one is Sept 19th

SATURDAY

SAT

-Ar's Station (Pharos) Tarn Races 6pm (Every other saturday) Next one is Sept 13th.

-Olni Festival of Steel (1st Saturday of the month)

-Sais Steel tournament 6PM slt (Every other saturday))) Next one is sept 20th

05 THE MAP QUEST CAME TO ITS END

by Anon Haven

As the Map Quest draws to a close, i would first like to thank everyone involved. It wasn't an easy task to organise, come up with the story, plan its different parts, contact all the Sims to join in, and finally build the new sim to host the Treasure Quest.

I think this was the first RP Quest Story of this kind in Gor, and I have realised its difficulty and have received some very helpful observations in order to make it better.

Now, here are the 3 Winners of the Map Quest, the ones who found the hidden Treasure. This was a joint effort, a team work, which worked fine (I know i hate the sleens too! hehe)

- Noosey Helgerud (Nooseslt Helgerud) from the Sa'Anu Panthers. Great scout, clue finder and excellent dart shooter. Without her we would never take the treasure from its sleen guard.

-Majken (valkirri Resident) traveller, keeper of bees, with extra skills in clue-finding and keen

observation. (I know you found the treasure cave first and took the loot bag that was left outside the chest!)

-Talitha (mynameistali Resident) from Runefell

A very good observer and clue finder, a perfect companion in solving a mystery. Add to that, that she and her companion Bailion saved Sava and I from the panther's camp. Just don't let her drive a boat!

Congratulations Ladies! And thank you for the great rp and the adventure!
And now we all have our share from the treasure.. hehe

Finally i would like to thank all the people who helped in the organising of this Map Quest, starting first of all with the Sims that participated in it. I am very sorry i couldn't include more who asked to participate later.

The Sa' Anu panthers
Skolldir
The Port of Olni
The Black Larl farm
Heimili
The Sa'Vella panthers
The Darkport Pirates
Soaring Herlit
GRC center
Sanne Nord
Runefell (everyone from the group, you are great guys!)

GOREAN CITIES

06 PORT OF OLNi

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

TRIAL AND ERROR

By Teal Razor

Tuesday morning, the day after the conclusion of the trial of Olni vs. Lady Kipsley, I was trotting by the notice boards and saw this headline on a scroll posted for all to see....

TRIAL CONCLUDES - CITIZENS LIVID

I tried to search for the person's name who wrote this, but I could not find a byline. I always put my slave name to a scroll that I hand Master Yuroki. There were times when I had been pelted with stones in the street for writing what some have perceived to be inflammatory

words, but the show must go on. It appeared that the author of the scroll headline wanted to remain anonymous since, if the person who wrote this became known, they, too, would be pelted with stones in the street.

Well, it was a long trial. The second part of the testimony and questioning on Monday, started almost an ahn late. The magistrate was in the foulest of moods. He called for order but the attendees were all worked up about this trial and the buzz of voices kept threatening to drown out the testimony.

Lady Kipsley was the first on the stand. The magistrate Master Acciotheon called for the defense to resume the case to produce documents which proved that Lady Kipsley was no longer a slave, but a free woman with proper manumission papers. The defense did produce the scrolls but the courtroom went crazy and the trial goers screamed out that these scrolls had been faked. Now looking back on this, I can say that it might be very possible that this was done. If the trial had been held within one Gorean day, the defense would not have had time to find a corrupt scribe, pay them off, and have the manumission papers changed to suit the court. Obviously, the defense wanted to spare Lady Kipsley from the embarrassment of being collared over a technicality.

The grumpy magistrate, Master Acciotheon, read the scrolls despite the pleading of the prosecutor, Lady Celeste, that the question of the Lady's date of manumission be taken up at the end of the trial.

The prosecution said that they had the manumitting Jarl available, if he was needed, to appear in the court to give credence to the papers. The Magistrate thought that everything looked in order and the prosecutor was given the chance to scan them. That is where the first commotion started. Master E was ascending the stairs of the library cylinder and when he reached the level where the witnesses were being sequestered and guarded by Master Isnala, Master "E" made a social gaff.

At first he asked the slave, Missy, to get him some water. He was out of breath and sweating because of the long climb up the stairs. It was his own fault, really. I mean everyone has been commenting on his growing middle section. He sits in the commons requesting pastries and black wine.

I digress. Master Isnala, a warrior, told Master "E" that the slave would not be getting anyone water as she was a witness at this trial. Master "E" then turned to the warrior and said to him, "Then YOU fetch me some water!" Those were fighting words to Master Isnala and he replied, "Excuse me, you piece of sleen filth. I am a witness also and I take no orders from any bloody scribe. I would just as soon cut your head off!"

The warrior drew his sword and had to be talked down by free men that were near so that there would be no bloodshed. An Initiate, Thelemenos, took great offense that swords were drawn in the presence of the Blessed Ones. Master "E" sheepishly lifted his cloak to reveal that he was sword-less, hoping that his life would be spared by a show of non violence. Master Isnala sheathed his weapon but not before letting some choice words hit the ears of Master "E". In all actuality this was one of those paga fueled moments. Master Isnala had been quaffing the potent drink from his personal flask, so that when Master "E" arrived, his face was flushed and he reeked of alcohol. These two were ripe for a confrontation and a confrontation it was. The Magistrate was fuming and his shouts could be heard on the floor

below. The crisis was averted but not before a citizen from another city loudly blamed Master "E" of, causing his own public repugnance. The voice in the crowd yelled, "See, even his own people want him dead." This statement was parroted throughout the courtroom and it quickly turned the tide against Master "E".

Now it was time for the rest of the witnesses to take the stand one at a time. We had a very nice beating of the slave called Missy for her testimony. It was smartly administered by Master Dark. It was hard to tell who was enjoying it more, the beater, the beatee, or the crowd. I must say, for the sake of accuracy, the crowd was rather vocal in its reaction to the beating, which seemed brutal. I must also say the punishment was administered before her answer was given as is accorded by Merchant Law, or so I am told.

Well the slave accounted well for herself although I think she would have given the same answers under normal questioning. She told the truth and if there was a beating she had to go through, it was not unusual. Every Gorean thinks of slaves as animals; they are subject to all kinds of treatment, whether good or ill.

The questioning skills of the prosecutor were to be applauded. But the defense, Master Cassian Thalassa, was full of objections. I think it would be hard to be his slave as he appears to be a most difficult man. There was a lot said between the time in which the slave was beaten and the end of the testimony of Master "E". I would feel remiss if I did not report to you that Master "E" was swilling liquid from a flask the whole time he was on the docket. I do not think the liquid had anything to do with the hydration of the one Master "E".

After hours and hours of questioning we were given a 10 ehn recess to use the rest facilities. I just ran out into the street to relieve my bladder since all the "powder rooms" were full. We all went back to a rather momentous decision by the magistrate, Master Acciotheon. For the crime that Lady Kipsley had committed, the attack and attempted murder on the person of Master "E", she was sentenced to DEATH!

This verdict caused fights to break out in the amphitheatre. One free man was knocked from the top tier by another. He came rolling by me as I politely moved out of the way.

I was really disgusted with the magistrate for using this pregnant pause to incite the crowd with this provocative verdict. After his shouts to come to order, which made his voice go hoarse, order was resumed. With a minimal amount of buzz from the crowd the magistrate then finished his reading of the verdict. He pronounced that the sentencing of Lady Kipsley would be commuted. Everyone in the amphitheatre went to fisticuffs. I even saw some free women slapping other free women.

This was not mildly amusing to anyone who was on the side of Master "E". These supporters calmed down when the last part of the verdict was read. It is insufferable that the magistrate was toying with the court. I believe, though, that he was just getting back at everyone for keeping him so long in the first trial. He "bitched" loudly about his lack of sleep and how the trial was impinging on his social life and blah blah blah. Well I am glad he could have his little vengeance. It was lovely to witness.

The last part of the verdict was a proclamation by the magistrate that, the defendant, Lady Kipsley, was never to show herself in Port Olni again. He said, "Should she be found in Olni

ever again, this sentence shall be carried out immediately and without further recourse.” I think that was pretty clear. I also think that it would be foolhardy of Mistress Kipsley to darken the gates of Port Olni ever again.

Now back to my crowd watching. I believe I mentioned that I was thinking of writing a little fashion column in this corner within the notes of the first trial.

Well, the trial venue was the perfect place to observe Gorean fashion. You have so many from different cities that you get a sense of trends in other places. Most of the modes of dress were pretty standard. There were a few finely sewn robes of concealment using colors most becoming to the wearer. Most of the free men were dressed in the colors and robes of their castes. I found little fault with the free men. But it seemed to me that the Masters or Mistresses of the majority of the slaves should have their fashion “goggles” readjusted.

It was distressing to see some of the cheap and shoddy work put into slave silks and dress camisks. A good tailor was needed by these beasts. Another sad note was the overuse of bina exhibited by a lot of the slaves.

For the most part the hairstyles were becoming but, I would need more room to explain how one person’s hairstyle appeared as though they were using the same salon as Master David Bowie. I will save that for a Gor version of the earth fashion magazine called Vogue. I think I will call it “Gorogue”.

Well to end this story of the trial, I will tell you that the prosecutor, Lady Celeste, wailed over the crowd, “We have let her go (to) slit some other unsuspecting man's throat.” She then loudly proclaimed to anyone in earshot, “I will be appealing it.”

[SCHEDULE] CAPTURE THE FLAG
every thursday at 5:00 pm

Contact: Lucy Bronet

07 THE GREAT CITY OF AR

FIRST COUNCIL MEETING ENDED - EMPIRE OF AR IN CHAOS

First Council Meeting Ended - Empire of Ar in Chaos

News quickly spreads among the streets of Ar that within a hand time (next week) a new Administrator will be elected from among three candidates: Horatius, Ourelis & Magnus. All three men of the Caste of Warriors.

Too will they vote wether or not the Black Caste will remained outlawed or not within the city of Ar. Find your nearest High Councilor if you wish to give your opinion on the matter (or wish to try and manipulate their votes).

[The NEW VOICE OF GOR issue 175 reported: "The economy of the Empire of Ar suffers from serious inflation and increased prices. Trade came to a standstill."]

08 BESNITT

BREAKING NEWS

(taken from the Besnitt Gazette 20140907 (Editor: Tessa Jorn)

Genesian Port raided Besnitt, also Sanne Nord.

FROM THE AMBASSADOR OF BESNITT

Olni, Jahesa, Vigo, Jasmine and Sulport are all lovely cities with friendly people. Jahesa and Katoteris have recently completed some renovations, including a brand new CTF arena at Katoteris that is open to 'all' (meaning FW and slaves)

TWO BESNITT WARRIORS WON AT THE SWORD TOURNAMENT OF OLN

FRIENDS AND ENEMIES OF BESNITT

TENTATIVE SCHEDULE FOR MERCHANT FAIR (Sep 27+28)

09 THE SOARING HERLIT [SCHEDULE]

A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

10 SAIS [SCHEDULE]

SAIS STEEL TOURNAMENT

Sais welcomes all free men to come and fight for honor and Home Stone. The tournaments will be biweekly on Saturdays at 6pm and also on opposite weeks on Wednesdays at 3pm SLT. Sign-up will begin 30 minutes before start time and a Sais sword and shield will be provided for the tournament.

Alternating Saturdays & Wednesdays.

Saturday Signups: 5:30pm SLT

Saturday 6:00pm Start ***(Bi-weekly, opposite of the Ar Tarn races)***

Wednesday Signups: 2:30pm SLT

Wednesday 3:00pm SLT Start

SAIS STEEL WINNERS

1st Place is Vehlin Decosta for 2500L

2nd is Dark Kegel for 1500L

3rd is GrysLockheart Resident for 1000L

Battle Royale is Vandavar Magic for 2000L

Congratulations all, was some great fighting tonight, we will be back on Wednesday this week at our new time of 1PM slt, hope so see you there

11 CITY OF AGRHI SCHEDULE]

City of Agrhi Sword Tournament

Monday Nights @ 7pm SL

Sign-up begins @ 630pm SL

L\$6000 purse

L\$2500 - First Place

L\$1500 - Second Place

L\$1000 - Third Place

L\$1000 - Last man standing Battle Royale

12 GOREAN FALLS [SCHEDULE]

GOREAN FALLS: CLASH OF SWORDS TOURNAMEMT

Gorean Falls Weekly Clash of Swords Tournament every Monday night at 7:00 P.M. SLT. The board will open at 6:30 PM SLT. Come early and get in some friendly sparring. Come One, come all! Gorean Portal Radio will be broadcasting the event! Prizes are: 1st place: 3000L. 2nd place 2500 L 3rd place 1500 Battle Royal: 1000 L Special Event: 1000L. Point system for the tournament. If you wish to attend, please IM jaden-akia (jadenM Samas) and a tarn will be sent.

Gorean falls tournament winners

First Place: is Vehlin Decosta

Second Place is Dark Kegel

Third Place: is Gryzlockheart Resident

Battle Royal: is Zane Kanze
Special Event: is Zane Kanze

WEll done all, great fighting as always.
Gorean falls will be back next week as usual at 7pm slt monday evening

13 AR'S STATION [SCHEDULE]

Tarn Races: Ar's Station (Pharos)
Saturday 8/30
Signups: 5:30pm SLT
6:00pm SLT Start

14 THARLARION RACES

RACES

We hope that you will join us at the Tharlarion Racers of Gor Grand Circuit Races held at various tracks during each month. This Season's Circuit runs from July 1, 2014 to Sept. 30, 2014 with a Champion Racer and team named at the end. All riders are welcome, free and slave (with permission of their owner).

Every week we hold Division races. These divisions are based upon the improved level of G&S Tharlarions and are:

Division 1~~Levels 0-9 or a maximum of 12 improvement points
Division 2~~Levels 10-14 with a maximum of 17 improvement points
Division 3~~Levels 15 and above with no restriction of improvement points

Registration fee: 10 \$L per race.

RARE DIALECTS OF GOR

15 UNWETTER IN AXE

Des Nachts tobte ein Unwetter ueber Axe. Die Erde unter dem Dorf schien zu Beben, die Baeume bogen sich im Sturm und brachen zum Teil ab. Haeuser verloren ihre Daecher und ganz Axe schien dem Untergang geweiht. Die Bewohner hielten angstvoll den Atmen an. Insgesamt entstanden Schaeden in Hoehe von hunderten von Goldtarns. Was war geschehen?

Es war ein Unwetter, wie es wohl kaum jemand bisher in Axe erlebt hat. Der Dorfjarl nahm gar das Wort "Jahrtausend-Unwetter" in den Mund und Lissy vermutete, das dies wohl irgendwie mit dem Walfang zu tun haben musste.

Waren es nicht ihre Worte, die sagten: Die Natur ist ein Kreislauf? Man muss Opfer bringen fuer das, was man den Waldgeistern nimmt. Unsere Gor-Erde sorgt fuer uns Menschen, ebenso wie fuer alle anderen Kreaturen. Von den Menschen wird folglich erwartet, dass sie die Gor-Erde mit Respekt behandeln. Dieses komplexe System gegenseitiger Achtung drueckt sich nicht nur im taeglichen Dorfleben aus, sondern auch in Ritualen und Zeremonien.

Nun lagen Baeume entwurzelt da, Schaeden an der Halle, wo ein Baum auf das Dach gefallen ist und verletzte Tiere und Menschen sah man, die durch die Truemmer von Axe humpelten. Zahlreiche Nutztiere waren komplett zerquetscht worden, von herabfallenden Aesten und Baeumen. Ein Augenzeuge, der die Verwuestung in Axe hautnah miterlebte sagte: "Hier sieht es aus, als ob die Priesterkoenige einen Blitz vom Himmel haben fahren lassen."

Es kam zu Behinderungen im Handel und im Handwerk. Mit einem Groaufgebot von Bewohnern, Bauern, dem Dorfjarl nebst Gefaehrtin sorgte man die naechsten Tage dafuer, die Blockaden wieder aus dem Weg zu schaffen und Axe neu aufzubauen.

Jedoch waren kaum Tote unter den Bewohnern zu beklagen. Der Dorfjarl meinte, es sei nochmal glimpflich fuer Axe abgelaufen.

16 VAKUR SUCHT DICH

In unserem kleinen Norddorf Vakur ist das Leben beschaulich und bisweilen ruhig. Trotzdem gibt es einiges zu tun, zu dem wir uns gerne deinen Spass am RP zu Nutze machen wollen.

Bist du ein Slaver, der weiss wie man mit Bonds umgeht und ihnen das vorhandene Wissen mit Geduld und Erfahrung vertiefen hilft, dann sei uns willkommen.

Oder doch lieber den herrlichen Met brauen, mit dem Honig des Waldes. Dazu haben aber die Bienen zum Leidwesen aller die Meinung der Honig wuerde nur ihnen gehoeren.

Oder wie waere es, den Kriegern nicht nur die Hosen zu stopfen, sondern auch den Weibern Kleider zu naehen?

Als Norddorf mit Fluss darf natuerlich auch ein guter Schiffsbauer nicht fehlen. Unser Haendler ist zwar geschickt mit seinem Schiff, doch bleibt eine Havarie ab und zu nicht aus.

Unsere Tiere, sprich Bosk, Vulo, Verrs und Tarsk, wuerden sich ueber einen tatkraeftigen Bauern oder auch Baeuerin mehr als freuen.

Admin: Elinor Ansar (Melodie Bravin, Simownerin), Dick (Kissmy Eichel) Dorfjarl

17 DER BLAUE PILZ

Spielgedanke:

Ein giftiger Pilz verbreitet sich durch Gor. Auf seinem Weg vom Voskdelta beginnend mutiert

er, so dass eine seiner Krankheitsbilder mal fieren, mal schwitzen ist.

Der Pilz ist aggressiv und vertreibt an seinem Standort alle anderen Pflanzen, auch ist sein Wachstum sehr schnell und er kennt kaum Grenzen. Er kommt durch die Luft in Form von Sporen, wird von Vögeln transportiert. In seinem Umfeld stirbt Fauna und Flora, nur er ist als Platzhirsch zum Schluss noch da. Kreisförmig macht er alles sich Untertan und tötet es, weil nicht mehr in der Lage ist sich weiter selbst zu Versorgen.

Kurz: Der Pilz muss vernichtet werden. Doch leider kann man zwar den sichtbaren Bereich durch Feuer vernichten. Doch was in der Erde liegt, reicht aus um schon einige Ahn später neue Pilzkörper an der Oberfläche wachsen zu lassen.

Erste Phase

In der ersten Phase des Spiels wird eher am Lagerfeuer, in der Taverne von dem Pilz erzählt. Er verbreitet sich durch eine Art Mundpropaganda. Wenige haben ihn gesehen, doch alle reden von ihm. Einige können mehr darüber berichten, andere haben ihn gute behandelt sogar dabei und können ihn zeigen.

Gorenaer sind abergläubische Menschen, auch wenn die Wissenden es gerne unterdrücken würden. Es werden Vermutungen ausgesprochen, geflüstert.

Jeder kann sich daran beteiligen. Geschichten zu dem Pilz erfinden und weiter erzählen. Die Gerüchteküche aufheizen. Angst und Schrecken verbreiten, den Boden für die 2 .Phase vorbereiten.

Es ist euer Spiel, eure Kreativität. Also habt Spaß und verbreitet die Geschichten die man euch am Lagerfeuer erzählt haben will, Fantasiert und übertrumpft euch mit Münchhausen Erzählungen, je dicker desto schöner.

LONELY HEARTS

PROLOGUE

✓ RP Partner

People I'm active in RP with, be it slaves, pets, lovers, etc. I DON'T mean OOC SL relationships.

✓ Private RP

RP not in a public setting like a tavern. Usually in homes and to forward personal storylines.

✓ Textfuck/ERP/Sexual RP

RP involving sex or kink. Not an OOC date, OOC love interest, etc. I don't think you are interesting, likable or hot OOC if I do this RP with your character. No OOC is attached to this for me! FTB this is fine.

✓ Slave

Disposable human chattel of NO VALUE. Not a lover or friend. I treat it like real life human trafficking and don't do the Gorean or BDSM lifestyle. RP only.

✓ Family RP

My character being related to another character in an RP sim. I do not do OOC family RP.

✓ Free Companionship

Gorean marriage in RP only. This is not an OOC relationship.

Get it? RP is a game to me and I will expect those engaging me to separate IC & OOC. If you do not separate, I will not RP with you.

(Taken from the profile of Jager Xeltentat)

LOOKING FOR MY SON/DAUGHTER

I am looking for my son and my daughter. Their story were decided so lets see if we can fit them. I would prefer they are online in SLT morning - early afternoon times (I am from Europe), and I would like they join me and live in Thentis.

If interested, please IM

Meetra Surik (giudis resident)

LOOKING FOR FAMILY

Tal I am a pani woman who is looking for her family. If any pani people out there need a pani daughter please contact me.

Lady Suyu (cutybutt)

LOOKING FOR FAMILY

Looking for a family. One that is open minded and has a sense of humor. Also not afraid to talk on skype as well. Relocation is open as I have no home presently. BTB or GE works for me as I've done both.

SEEKING SONS

Want to be a part of a fun, loyal and BTB family? Good because the Ghostaltars are seeking sons! We are both southern, BTB Scarlets residing in the beautiful village of Abydos. Father is SLT +2 and mother is SLT +3. We seek active RPer's who are willing to change name and homestone. There are also siblings, grandparents, aunts, uncles, cousins galore! If interested in joining our dedicated family contact

Darien Ghostaltar or Ophylia Ghostaltar (Ophylia.Upshaw). □

ARE YOU LOOKING FOR A FAMILY?

Are you a northern born looking for family to call your own? A clan deeply rooted in the traditions of Torvaldsland. Wanting to be a member of a close knit community surrounded by extended family and friends.

We have two strong clans looking for family members but aren't stopping there, we want more clans to round out the depth of our individual and connected stories. Clan Stark Rost Mod and

Lothbrok are looking for family members.
Contact me or Quinn Zeitman for more information.

LOOKING FOR EVERYTHING

looking for a bond and or thrall to join my family, you will be a part of a family and looked after

looking for a Family , brothers ,sisters, children to join me in my Village. we are hoping for great rp in a Village that is just starting off so we can make this a family sim, as well as others contact kimmerna resident (promise i wont bite well not hard anyway).

I am looking for an Fc that knows gor and knows how to help run a sim, He will be the Hold Jarl and know how to hold that position,
i dont care if You have girls truth i hope You do . we must work well together .No lies needed with me or say one thing and mean another, truth is all i need.

contact kimmerna resident

LOOKING FOR PARENTS

I'm a male looking for a btb family, I'm an Ubar in a Southern City. I'm looking for someone caring, kind, loves to have fun, and wants grandchildren. Also parents that want to spend time with me. If interested in me contact xaver99.

SEEKING A SON

Humble Free Companions of lower caste seek a male to be their first son. Father is the Tavern Master at Korat and mother an artisan. Our son will have the opportunity to learn hunting skills from some of the finest hunters in Gor. We make every effort to be BTB but where we currently live is a little unconventional. IM me if you are interested and/or have any questions and if I am not online, please send a NC.

This would be a great opportunity for someone who is relatively new to Gor.
Dee Dee Bohemian

LOOKING FOR A MATE

Fw living in Skolldir (btb only) seeking a mate. NO RL at all. I am wanting to stay in Skolldir so i will not Relocate. FM must not be Related to Reardon Clan or Himura Clan.
im Bastet Ronin

SEEKING TWO WAY SLAVE

My mate and I are para rpers, and we also raid in GE. so yes. we're walking contradictions to the general 'pick one' concept. we seek a slave who enjoys good rp, and knows her way

around a blow gun and bandages. IM me to chat if you're interested.
Thayik Resident

SEEKING A MASTER OR JARL

I seek a Jarl or Master . Im seeking a BI MASTER or Jarl want to know more please im me
Deva Ninetails

LOOKING OR A MASTER OR MISTRESS

please read note and in me if you need ask me any thing
jaden (jadenjewel)
please no rl ,
i can talk to you on voice as friend no sex or cam

SEEKING

Seeking A Companion or Slave. Read the nc for more info
Lando Ocello

SEEKING A KAJIRA OR BIND

Im seeking a kajira or a bond. Im a scarlet in Vigo. I have no FC yet but might in the future. Im
looking for one good girl that can be on when I am. Im est time as well. If you want to know
more IM me. Must be trained.
Causi Resident

SEEKING GE SON, DAUGHTER OR BOTH

My name is Talia Love. I am no long companioned to the father of my unborn child. He
betrayed me and left me to be a single mother to his child. i am only a month pregnant using
mama allpa hud. I was born with red hair green eyes but now have blonde hair. The father is
black hair brown eyes. I am now residing in zaphima and hoping to raise my child or children
happily and peacefully in this nice GE home. Please IM me if you are interested.
Lady Sevda Resident

NOTHERN WARRIOR LOOKING FOR A DAUGHTER

I am currently looking for a daughter to join my family. Its pretty lonely in the village without an
extended family. Looking for someone around their late teens early twenties who is BTB.
I am a Trucker so I am all over the place more often than not but I am specifically looking for
someone who is on Mountain or Central time zones :)
IM/NC Terokkar Resident

LOOKING FOR OWNER

I sit here a lost soul among many feeling no Jarl. Will want a girl with battle scars that have watched the gor she loves change to one she barely knows i been in sl gor for alomst 7 years and irc before that I seek a strong wise older Jarl please im me Deva Ninetails may odin bless you

LOOKING FOR FAMILY

Tal. I am a Slaver, and have been on Gor since the past eight years. I am looking for family. I am paragraph and btb. I prefer southern, Interested people may contact me at Teibar Amat

FREE COMPANION / SLAVE GIRLS

Am looking for a long term free companion and/or slave girls, i am in northern gor and in north eastern US for any more infromation or questions please IM me Hreidmar resident

STARTING OVER

Fw wanting to start over in Roleplay (btb only) looking for family of all kinds and would like to be in the north more then south but will take either IM Melissa28 Aldrin

SEEKING TWO CHILDREN

Son: the younger of two twin boys. Your name is Vasuman and you have red hair like your mother. Your father died at sea 4 days after you and your brother were born.
Daughter: Your name is Renn. Your the daughter of the afore mentioned FC, the mother of you died while you were a baby and you were brought to your father and I as a 3 year old. You are adopted by me and loved your whole life. Dark hair.
IM Ayodele Mahogany, Tatrix of Three Rivers (Milla Puddlegum) See picture for parent image.

TRADE

18 TRUE SOUTHERN TRADE ALLIANCE (STA)

The true Southern Trade Alliance is a trade alliance of southern Gorean cities. The STA is the biggest and most important trade alliance of southern Gor.

Southern Trade Alliance members: The Kasbah of the Guard of the Dunes, the Oasis of Nine Wells, the Oasis of the Sand Sleen, the City of Tor, Kasra - Fayheen river (GER), Ukunga Region - Land of the Family Kron, Asperiche, Tancred's Landing, Tabuk's Ford, City of Jasmine, Port Alsium, Island of Naath, The Phoenix Trading Company (Besnitt), the House of Yuroki Company, Tharna (associated member), City of Venna, Oasis of Klima. Pending member: Village of Korat (FR).

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 Alliance.

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.

19 HOUSE OY YUROKI COMPANIES

FACTS

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

THE HOUSE OF YUROKI JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

The House of Yuroki Bank is a privately owned company. It employs its own bankers, merchants and guards, all of the highest quality. The House of Yuroki Bank has branches in Tharna and in Tancred's Landing (Vosk region/Saleria). More branches are under construction. The House of Yuroki Bank is the oldest and most important bank company of Gor. [since 2011]

Specialising in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

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)

PORT OF OLN
KASRA/FAYHEEN (GER)

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, credits. Apprentices accepted too. Applications to Rarius Yuroki (Yuroki Uriza)

Bank of Reginald in Vonda

He grinned and lifted before her eyes the bank draft, drawn on the bank of Reginald in Vonda, certified, and signed by the Lady Florence, for one thousand, four hundred and twenty tarns of gold.

(Fighting Slave of Gor)

Various banks of Schendi

From the sea bag I drew forth the notes for fortunes, made out to Shaba, to be drawn on various of the banks of Schendi, and the false ring, that which he was supposed to carry to the Sardar in place of the true ring.

(Explorers of Gor)

Bank of Bemus in Venna

These papers are certified by the bank of Bemus in Venna, and are witnessed by the signatures of two citizens of that city.

(Fighting Slave of Gor)

REWARD - DEAD OR ALIVE

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

20 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)

SIM ADVERTISEMENT

22 MALEVOLENT SIN - SACON TRI SHENE PANTHERS

GE role play, but we also will roleplay BTB. Meter is GM

We are located in the southwest portion of the northern forest. Nearest locations are Laura, The North Thassa Sea, and Lydius Port.

The panthers seek those that need shelter and protection that only a panther camp can give. We are sisters of the wind and Sisters that will always protect our own.

Sa Con Tri Shena.

The En was thought to be dead, and the band of Tri Shena mourned, but continued on. They watched the wall for many moons as Mal, the SE took the reins. One night, they saw a small panther girl walking toward the camp, there was something familiar about her. Dari's eyes scanned the forest for any males that may be lurking behind her then ran to the gate. Her dark green eyes grew wider as she realized who it was, the En of the Sa Con Tri Shena has returned! She jumped for joy and cried out, "Smiggs! Smiggs! Where have you been, we thought you were dead! She looked at me and said so very seriously.... "it seems the priest kings thought to bring me back." Dari hugged her tightly and brought her inside the gates.

The story of the Sa Con Tri Shena continues, The En has returned and the great panther band thrive in their new lands of Malevolent Sin. Smiggs was notorious for taking her band over long distances for unexpected raids to grow the strength of the Tri Shena, also known as the "sisters of the wind." Many have tried to capture the members of the Tri Shena. They were known for taking men and doing with them as they pleased. There were rumors that they had captured so many at one time, they held auctions to make coin for their release. The embarrassment of the men was great and the Tri Shena grew stronger. More rumors spread throughout the land that they would bring huge hordes of panthers down on villages and settlements of men. The whispers of the return of the mighty Sa Con Tri Shena and their En Smiggs have not yet reached the settlements and villages along the edges of the Northern Forest...nor yet to the far reaches they have been known to span. Gor beware, as the Sa Con Tri Shena gather!

23 NOTHERN LIGHTS OUTLAWS

We're GE with BtB attitude, looking for good bows and great RPer.. or bad bows and great RPer. :P

Our philosophy on role play is to keep it fun. We try to follow the rules and go beyond just the minimum requirements ourselves and to not nit-pick others.

We have made our fort fun to raid - minimal locked doors and no balconies with invisible prim shoot walls. We have three rules in addition to the sim rules: Don't cheat, Don't be stupid, Keep it Gorean.

Contact: Sky (Eskyrina Resident) in IMs or better yet stop by and RP.

24 HEIMILI REOPENING EVENT

Where else but at the Grand and Great reopening of the village of Heimili would you see Gods and Goddesses dancing up a storm together , wings mixed with horned helmets , the Hold Jarl dancing to Gangnam Style with his bond .. twin bonds dancing in synchronization , handsome Jarls dressed as mythical Gods dancing with winged and fantastically dressed bonds , Free women in well thought out costumes letting their hair down metaphorically and joining in with a will

The throbbing sounds of great tunes, bodies clasped in each others arms dancing, some close together, some as singles .. all enjoying the moment and good company . Some arriving alone but hopefully leaving having made friends .

Dances as varied as Thriller and Gangnam Style have people rocking on the dance floor to the songs played by Gregor Kobeshimi of Goreans Portal Radio.

Heimili .. the best place to call home, ruggedly beautiful and at present snow covered, where you can be sure of a welcome as warm as the mead and bonds who serve it , come visit .. you may want to stay !

ADVERTISEMENT

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>.

HERLIT RADIO

How to Listen to Herlit Radio

Herlit Radio can be heard 24/7 on our SIM

If you'd like to listen on your SIM

In About Land

in Media

in Music URL: 216.155.128.202:8039

In WinAmp, open the following URL: <http://216.155.128.202:8039>

In Windows Media Player, open the following URL: <http://216.155.128.202:8039>

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.

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> □

All times and dates correct at time of publication, but please check the schedule boards on the Campus docks for any last minute changes.

NEW TO GOR Classes

Gorean Campus presents "NEW TO GOR" series of classes, that run in continuous rotation

Tuesdays @ 10 AM & 6:30 PM

in the Campus Gallery classroom

Classes are a basic introduction to SL Gor for those that are new, and a valuable review for the more experienced.

Although geared toward the Free.. kajiri will find them beneficial & valuable as well.

Gorean Campus is a safe, independent, non-commercial, non-aligned academy.

Cities sending students, have no fear of their citizens being 'recruited'.

Classes cover the (by the books) basics of Gorean behaviour, dress, deportment... and the 3 pillars of Gor, Home Stone, caste system and natural order/slavery.

Discussion leaders:

~ on Tuesdays

Lady Lynn (10 am)

Krista (6:30 pm)

Gallery Classroom

[comment by the editor: <http://whatthegor.tumblr.com/post/97366860581/whenever-i-meet-someone-who-is-new-to-gor>]

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.

SCRIBE DIPLOMA COURSE

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

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

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

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

ROLEPLAY

25 WHY DO WE KEEPING DOING IT?

by Jager Xeltentat

If as a sim owner you try to enforce Gorean RP, nobody joins or people leave in a huff. If you try to set a different theme to be plausible within Gor, people cry GE and don't give it a chance.

If you correct unGorean behavior in IC, you'll get an idiot jumping in your IM with insults, threats and whining.

If you create conflict RP, you'll get an idiot jumping in your IM with insults, threats and whining.

All the public RP there ever is is the dry tavern/tea house small talk.

The Pani role-play community is really picky and snub Pani sims for any insignificant thing that isn't "Gorean Pani."

Contract Women players play like kajira that want to dress in pretty kimono.

"Pani" seems more to be a badge of honor for who can be the most obnoxious Japanophile

instead of a role to play.

It seems impossible to engage slave players with RP other than sex or ravishment. Attempt to engage them in any other way and they'll fake crash or claim they have to handle a chore for their owner. Why I gotta diddle every slave for hours to be "engaging?"

Capture lovers. I don't think there's anything wrong with people that like to be capped and raped in RP. It's just annoying when they pop in, ignore all the RP going on and expect a free ride out of me without any real RP behind it.

Free Man players act like mouthy juvenile delinquents in RP but then complain in your IM if you beat them up in GM. With many of these characters listing ages of 100+ years, you'd think their character would have maturity and wisdom.

I have no logical explanation on why I keep coming back to Gor. I must be a masochist.

Taken from <http://www.gor-sl.com/index.php/topic,14608.msg130870.html#msg130870>

26 THE TWIN CITIES

by Theoden Resident

Many many years ago, there lived two brothers who dwelled within a rural village at the edge of the Clearchus forests. They made a living chopping and selling the nearby wood and selling it to travelling merchants. The brothers always had a rivalry from the very beginning, and the two could not be more different. The younger brother was known to the villagers as a rather intelligent, composed, and resourceful individual, albeit at times a tad vindictive. The older brother was known to be strong, bold, but at times brash and tactless. Their rivalries extended to everything... but it was a young woman named Julia that caused it to peak.

Julia grew up with the two brothers in adolescence, and knew them well. She was the girl next door, the innkeeper's daughter. Over time, it was this young woman that caught the jealous eyes of both brothers. The brothers constantly tried to one up each other, seeking Julia's heart and affection, but Julia loved them both and could not decide. She loved the younger brother's intelligence and charm, and she loved the older one's strength and boldness. If only the two characteristics of the brothers were found in one man, she would be happy. It was not how fate wished, however.

As the fights over the young woman got more and more intense, even to the drawing of blades and the shedding of injurious blood, the emotional tear was too great, especially when both brothers demanded her to choose one to which she must pledge her heart to, and only one. The young woman fled from them both, recluse and hidden, and wept. It was said that her tears were so much, it flooded around her and created a river, in which she drowned. The river is now known as Julia's Tears, and it marks an often fought over border between the cities of Esalinus and Harfax. Having discovered what had become of the woman they loved, the brothers went their separate ways, to found two settlements named after them, the younger one Esalinus, and the older one Harfax. With two pebbles they took from the river, they set their Home Stones. The settlements grew into villages, the villages grew into towns,

the towns grew into cities. But the hatred and rivalry never died, and continues to this day between the two warring states.

The city of Esalinius, of the namesake of the younger brother, developed into an elegant, arrogant and prosperous city. Investments and financial humoring of the scribes and the builders led to great discoveries, efficient administration, and solid infrastructure, which then fueled a prosperous economy built on luxury goods and trade. It's walls were polished and graceful, it's streets filled with exotic decor. Even the warriors' shields and helms were refined, and their regalia ornate. The stratagem of it's military is maneuverability and nonconformist innovations... the fighting style of the warriors was simply artistry, a fluid like swordsmanship method in which every moment was measured, accurate, pin-point and effective, with no effort wasted. It was said that a handful of Esalian warriors could defeat a hundred Harfaxian warriors. Underneath all this grace and nobility, was a dark undercurrent of ruthlessness, vindictiveness and perhaps corruption. No cost was too great for the glory of the Home Stone, and Esalinius was one to commit many an atrocity.

The city of Harfax, in contrast, was the namesake of the older brother. The city was one of immense poverty, as years of heavy taxation on the rest of society took its toll, and the majority of city's finances went to its large, dominant but cumbersome and inefficient military. It's walls and streets were bare and sometimes ruinous, and the city was grim and austere. What little the city had was brought to them through a few pillagings of nearby villages by the warriors, or through the underground economy. The metal in the weapons and armor of the warriors were cheap and brittle, but their numbers were large. The stratagem of the Harfaxian military was of overwhelming power and numerical superiority, the fighting style of their warriors was of carrying oversized heavy weapons and smashing it into the enemy with sheer force. Harfaxian society was a brutal society, exemplified by how its warriors treated villages under its dominance, or when troublesome scribes or merchants of their own Home Stone get killed off just because they stood in the way of the warriors. There was no laws of justice in Harfax... justice was the sword.

The vindictiveness of Esalinius and the brutality of Harfax was recently shown in the Esalian settlement Helm's Gorge. The city of Harfax had defeated the Esalian stationed forces through overwhelming numbers and had conquered the city. Unlike the typical conqueror that would only slay a tenth of the males of the city in the sacking, Harfax had every single man and adolescent boy put to the sword in a testament to their brutality. Only Escalian free women, children, and slaves remained. The Harfax plan in snubbing Esalinius was to forcibly breed the free women and create a new generation of ethnic Harfaxians, but this would not come to pass. Esalinius, learning of their plans and knowing it could not assault the city from the ground for the foreseeable future, would not let the slight stand. Sending in its tarn fleet to establish aerial superiority, it soon began wholesale firebombing of the city through enhanced thalarion oil bombs, made especially effective through the substantial financial investment in Esalian builder's projects. For the occupying Harfaxian warriors and Esalian women and children, the flesh melted away from bone as Helm's Gorge was engulfed in a never ending inferno. All that was left of the Gorge today is charred black melted stone from fires that burned so hot, a reminder of Esalian scorched earth ruthlessness and vindictiveness.

The war continues to this day.

Taken from <http://www.gor-sl.com/index.php/topic,14570.msg130560.html#msg130560>

KNOWLEDGE

27 [OOC] WEBSITES OF ACTIVE GOREAN CITIES

[City of] Jasmine: <http://city-of-jasmine.jimdo.com/>
Omen Valley <http://omen-valley.jouwweb.nl/>
Sands of the Tahari - Home of Sand Sleen, Nine Wells and the Black Dagger Mercs
<http://sands-of-the-tahari.jimdo.com/>
Ukunga region - the family Kron <http://www.familykron.com/>
The Soaring Herlit <http://tsh.phlsystems.com/>
Arcadia <http://buccaneer007.wix.com/arcadia>
Empire of Ar <http://www.empireofar.com/>
Forest Moon <http://lunacaleengpanthers.wordpress.com/>
Isle of Hellenos <http://hellenos.wordpress.com/>
Isle of Tarns <http://isleoftarns.weebly.com/>
Tancred's Landing <https://www.facebook.com/pages/Tancreds-Landing/1433226383591759>
United Continent of Gor <http://united-continent-of-gor.ga-weblog.com/>
Valkyrie Panthers <http://www.valkyriepanthers.com/>
Jorts Faehre (GER) <http://jortsfaehre.wordpress.com/>
Kasra / Fayheen (GER) <http://feuerkrug.blogspot.de/>
Oase der vier Palmen (GER) <http://oase4palmen.de/>
Verr Fjord <http://verrfjord.wikifoundry.com/>

ONLINEISM OF THE WEEK

28 NORTHERN SIM NAMES

[13:26] Micha Lahaie (michalyna): another btb northern sim you cannot pronounce
[13:26] Micha Lahaie (michalyna): oh yeah im so excited
[13:27] Emiko 惠 Kapouri (mariekeaife.darkrose): they just cram a bunch of letters together and ta-da! Northern sim
[13:28] Wolf Scorpio (meliswolf.scorpio) laughs
[13:28] Wolf Scorpio (meliswolf.scorpio): tories are like conan?
[13:29] Micha Lahaie (michalyna): lifts her finger and by the way im ooc, what makes a sim is regular role players that know how to play gor, a hand full that actually enjoy eachother and not bitches, then its fun, fun, and more come !! yay if you know how to spell and say the name makes it easier of course

29 SAILOR MOON OF GOR

by Dezire Sciarri

....so you have traveled a lot? The man asked.

Aye. I said.

I've seen places where
slaves owns masters,
panther girls walking through desert,
Kurii are pets,
and raids has become invalid.

Hahahaha...

The man burst out of laughing.

This never will happen!

Where on Gor and the 3 moons should this place be? he asked again.

It already is on the 4th. I said.

The 4th?

I've never seen a 4th moon on Gor.

he replied.

Well... i said..

One you can see on N

the 2nd on SE

and the 3rd on SW...

The man slowly nodded in agreement.

So... You never faced to SL?

Sailor Moon of Gor p 73

ABOUT THE NEW VOICE OF GOR

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011.

Forerunners were the "Vonda Voice" (since 03-26-2009, issues 1-56, editor Verona Lorgsval), the "Voice of Gor" (since 07-14-2010, issues 1-133, editor Verona Lorgsval), the landa Times (since 2011, issues 1-71, editor Rarius Yuroki [Yuroki Uriza])

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

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

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

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group Alliance of Valkyrie Panthers
for members of the group Goreanische Freie Presse

Available in character:

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

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

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

The Soaring Herlit (docks) <http://slurl.com/secondlife/The%20Soaring%20Herlit/165/231/100>

Available OOC or in skyboxes:

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

Gor Hub: <http://maps.secondlife.com/secondlife/0%2000%20Acajou/54/85/43>

Malevolent Sin (skybox) <http://maps.secondlife.com/secondlife/Silver%20Run/94/105/1508>

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/54/198/1011>
Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>
Town of Sulport (skybox) <http://maps.secondlife.com/secondlife/Sulport/64/78/3003>

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-forum>