

## THE NEW VOICE OF GOR

Second Edition, v. 2 No. 73

The NEW VOICE OF GOR is only available inword. This is an extract without pictures and additional notecards.

Based in the village of Minus

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant of Minus  
Accountant: Wendie, scribe of HoY (Wendie Lemon)

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Note: Though the NEW VOICE OF GOR is based in Minus it is not associated with the village. The management accepts no responsibility for views expressed herein. The times 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.

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### EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”

"They seem angry," he said.  
(Magicians of Gor)

A warm welcome to the pages of the 73th volume of the NEW VOICE OF GOR!

The NEW VOICE OF GOR will have a slave's corner and a panther's / female outlaws section very soon. Please feel free to write down and send your ideas and proposals and articles.

EDITORIAL OF THE NEW VOICE OF GOR v. 2 No. 72 (the last issue)

The Landa Times is to become the NEW VOICE OF GOR.

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

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

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

That same note will be used and the same conditions apply. This is especially important at the present time. By the book sims are closing and opening every day the voice of Gor will be just that a voice where people can contribute articles, and ideas how Gor can be improved for the people who play a role within the cities.

The NEW VOICE OF GOR is looking for correspondents all over Gor.

In a world of words, the quill is more powerful than the sword.

Rarius Yuroki  
Coin Merchant in Minus  
Editor of the NEW VOICE OF GOR

paperwork made by Lady Bee (wendie Lemon)

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## ALL OVER GOR

THE WHITE WIND

A report on the White Caste of all Gor

This hand has seen more destruction, more shifts, changes.

Great Sardar Temple is gearing up for the SeKara celebration. By the time this goes to press it will already have occurred.

Terek, the High Initiate of the Temple expects a goodly crowd in attendance.

Landa Temple is no more. The island has fallen and the Thassa claims what is left. Our hearts ache to see the loss of such a gem, followed swiftly by several other islands and cities. What is to become of Gor in this, the Judgment of the Priest-Kings?

Arcadia Temple: I, Adilokos, once High Initiate of Landa, have come here, to this Northern island seeking peace and healing. Fortunately, I had contacted the Temple of Ar and found that a possession I had left there, so many years ago, is still safe. I asked that it be shipped to me in Arcadia and am now re-acquainting myself with a form of music not heard on Gor since the death of my mentor. It is called a pianoforte, the only one ever built on Gor, and it is wonderful. I am here to rest, to reflect and pray, to assist Arcadia's High Initiate, Devin. A beautiful new temple has been built, replacing the one damaged in the quake here on MIne Island.

Ukunga Monastery seems to have slipped back into the concealing jungles, since Stari's death.

I have heard that the family of the old Initiate have moved in and are living there.

Plans are being formed to create a self-guided series of lessons that will enable persons desiring to follow the path of Initiate to do so without the necessity to find and attend courses. This may help to strengthen our caste.

There is little more to report at the moment. I remain

Adilokos  
Initiate of Arcadia  
Temple of the Moons

## THE TREASURE OF ADILOKOS

Adilokos stands on the wharf watching as navvies come down the wide gangplank carrying a huge box. Easily as tall as a man, and three quarters as wide as its height, the box was marked as fragile. Behind the sweating longshoremen followed a team of longshoremen also carrying a similar box, as tall and long but thinner. Behind them come teams carrying smaller boxes, all bearing the sign of the Temple of Ar. "Set them down carefully," Adilokos says "These are fragile... priceless." He thinks of the man that had once owned these boxes and a wave of sorrow washes over him. So many dead... his mentor among them. Sometimes he could almost hear the man's voice, again, in patient teaching. Below the Temple of Ar's sigil, he sees the faded Kef, limned in red, that had marked these as Karaden's possessions. They had been boxed up so long ago.

The initiate oversees the loading of the large boxes onto the ferry "You will be paid once these are in my residence," he instructs the men. The large boxes are stowed and yet another, heavier box is brought from the Silver Gull, lying at anchor at the Arcadia wharfage. Finally all the boxes are loaded and the ferry pulls away from the dock. The twenty-ehn trip is nerve-wracking for the Initiate. He has not seen these boxes since they were stored, in Ar, over ten years ago. He prays quietly, to himself, that the contents have

not been damaged. It had been a long difficult time since the death of the Novice Master and former head of the Order. Adilokos remembers the face of the man as he had stood, shaking, resolute, impaled, in the Initiates Courts of Justice. Karaden's eyes had been clouded with madness, but the peace in that visage, when he finally perished, had soothed the anguish of his student. The sudden, strange dissolution of the body, into a mist, had horrified the Initiates and soldiers. There had been no body to incinerate. Nothing but the smooth polished stake. Adilokos shakes himself back to the present.

Finally the boxes are carried into the Initiates Residence on Mine Island and carefully opened. Breathing a sigh of relief, Adilokos gives the men their silver "Don't spend all that in one place, eh?" he says, his mood much lightened. The gang foreman tugs his cap "Nah, Blessed One... I'm spendin' me own lot on linament! That last box threw me back out sommat fierce! C'mon melads! I hear the Black Bint has good paga an' willing wenches!"

Alone, Adilokos finally permits his expression to shift into one of pure anticipation. Lifting the lid from the largest box and removing the thick padding, he looks inside at the polished wood. His face softens as he runs a gentle hand over the smooth shining surface. "Let us hope I remember what you taught me, Blessed One," he says and then begins to carefully de-box and assemble the treasured instrument.

Some ahn later the pianoforte stands on its three polished legs, the keyboard gleaming in the lamplight. With the top opened and propped up, Adilokos leans over the heavy frame inside that carries the strings. Deftly, with his tuning key, he turns the pegs. Slow painstaking work it is, but each one must be precisely adjusted. Stopping often to consult a handwritten book, he continues until each metal wrapped string or wire is tuned to the correct pitch. Karaden had made the instrument, even down to the strings of it. Stored in another box was two replacement sets and instructions to metal workers on how to create them. Detailed blueprints, plans, lists of what metals and woods had gone into the construction, were in one large notebook in the collection Adilokos had inherited. A good builder and metalsmith could actually duplicate the pianoforte, should it ever be necessary. Every key, tuning peg, screw and board of this instrument had been hand fashioned.

Adilokos places the old sheets of music into the storage place in the bench, sets one in particular on the small rack before him at the keyboard and sits down to play. He runs fingers up and down the keyboard, sounding each note and experiencing the same thrill as when Karaden had taught him to play the instrument, decades before, in the Temple of Ar. "Every musical instrument is alive," he had told the younger Adilokos "They have voices, hearts. It is up to you to free these voices and bring them to life for others. Music is prayer in its purest form."

"It is not difficult if you realize that it is mathematics, son." the older Initiate had said "Only... in base 8. This is an octave, the building block of Earth music..." and the lessons had gone on. Adilokos had shown an almost instantaneous aptitude and he had mastered basic, intermediate and finally even the complicated pieces from "Earth composers" as Karaden had called the strangely named authors. Bach, Chopin, Handel, Orff, Beethoven and others. He had dreamed, then, as a boy, of owning such a fantastic device, this 'pianoforte' that Karaden had built, by hand, here on Gor.

Adilokos begins to play, slowly, his fingers finding their memory in the lines on the page before him. A few misstrikes, a discordant note now and again, but the beautifully polished instrument he sits at is forgiving, and without complaint. Finally, confidence building, Adilokos closes his eyes, letting memory guide his hands and a Polonaise flows forth into

the still winter air of Arcadia.

From the purest crystal of the higher notes, down through the silver ringing, the heavenly golden river of mid-range tones down to the deeply resonant rubies of the lower registers, a cataract of sound delicate, glistening and full, the Initiate plays. A soft, meditative etude that had been Karaden's favorite, the thundering strains of Beethoven, the light playful notes of Bach. And for a brief ahn - the student and mentor are reunited.

Adilokos is home at last.

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## ## GOREAN CITIES

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### # VILLAGE OF MINUS

#### HOY BANK MOVED TO MINUS

by the editor and Lady Wendie

The House Of Hoy Yuroki (HoY) bank has moved, following the destruction of Landa. Rarius Yuroki, the Lady Wendie, scribe and accountant of the HoY, and three Kajira have now settled in the village of Minus.

Yuroki has built a house on the outskirts of the village with apartments for the scribe and a Kennel for the kajira. In the village a small strong room has been built to hold the Bank and Mint of Yuroki. The main reserves of the bank are held elsewhere in the Voltai for security reasons

The first transaction of the bank was to petition the Ubar Of Treve the famous city deep within the Voltai. The Hoy Bank has offered to mint new coins for the city, as coins of Treve are most commonly used in Minus. This service would be free to the city, reasons for this offer are confidential and known only to the Ubar and the bank. The Bank awaits the reply of the Ubar.

The Hoy bank now recommends to convert one hundred new copper tarsks, for one common silver tarsk. This is common on Gor.

The Bank also waits for new commissions for the minting of coins, all coins minted by the bank carry a set weight and are easily exchanged with other cities on a one for one basis. Making trade so much easier. Older coins will be taken in exchange and then re minted with the new design .

All coins minted are to the customers own design this example is one of the Landa silver Tarsks before being melted down and re minted. It depicts the outline of the city with its emblem in the foreground.

[Quote]

"He himself resided, I understood, in Telnus, the capital of Cos, where his company had its headquarters. His work chains, however, were politically neutral, understood under

merchant law as hireable instruments. They might, accordingly, and sometimes did, work for both sides in given conflicts."  
(Dancer of Gor, p 322)

## ATTACK BY RAIDERS

by Lady Wendie

### Attack By Raiders

Two men who wore the heraldry of Hochburg attacked Minus. The attack took place in the early Ahn when most of the citizens were asleep. The merchant Yuroki and another guard were cut down and bound before they could react. Yuroki after some time managed to work his bindings loose using the Pier supports, as he freed himself another mercenary arrived on the docks wearing the colours of Treve.

Together Yuroki and Grondar the mercenary searched the village two men came out of hiding and struck Grondar down and wounded the banker, luckily Yuroki made it to the boat and was taken to a physician down river, as the boat cast off more tarsmen were arriving to protect the village. Both men are now recovering from their injuries.

[13:44] Conner Drezelan wrapping the binding over and around his ankles yanking them tightly together to end in a capture knot as well

[13:48] GM 4.2: Yuroki Uriza has recovered!

[13:48] Yuroki Uriza tilts his head up with keen eyes surveying his surrounds, he squirms on his belly locating a sharp-edged rock, wiggling over with wrists secured behind his back, he shifts himself to his side, angling his arms against the rock's sharpened surface

[13:48] Yuroki Uriza begins methodically rubbing the fibre bindings against the rock's edge, rocking his wrists in a steady back-and-forth fashion, he grunts already feeling the strain to his tightly-secured arms

[13:48] Yuroki Uriza continues his pace shredding at a loop of the binding fibres, the rock's edge slicing its way through layer upon layer, he furrows his brow as he works determinedly for many long ehn, finally feeling enough of the fibres rubbed away, he forcefully tugs at the threads, snapping the rope in two

[13:48] Yuroki Uriza pulls away at the bindings wrapped around his arms, then shifts his position to begin hurriedly unknotting the loopings securing his ankles with worn fingers, he smirks feeling them finally loosened, he yanks them free of his legs, tossing them to the side in the dirt

[13:49] Yuroki Uriza: flips the captain a coin, jumps on to the boat, yells for him to set sail

# THE TREVIAN TRIBUNE

Last edition: July 2012. Editor: Payton999 Robonaught

<http://www.cityoftreve.com/>

Actual news:

## HOCHBURG BECOMES AN ENEMY

Around the city and the village of Minus signs go up.

Beware that Hochburg has been actively raiding both the city itself, and the village of Minus. Citizens are warned to be on their guard. A recent raid took several of our people, and we will be launching counter strikes to punish them. Hochburg will burn.

Malcomb  
Ubar of Treve

## NEW FIRST SWORD

It is my honor to announce that Stridicus Ferraris has been named the First Sword of Treve. He will be organizing and leading the training of our troops for both individual and raids skills.

Let's all congratulate him!

Hail Treve!

Malcomb Danitz  
Ubar

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## THE TURIAN GAZETTE

7th edition  
September 19, 2012  
Sophia Farella, Editor-in-Chief

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THE STAR OF VONDA  
THE LIGHT OF TRUTH FOR ITS CITY  
A publication of Vonda's Caste of Scribes  
Editor: IsabellaGreen Resident

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## OLNI GAZETTE

Latest Issue No. 41  
Editor: Janette Inglewood

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## ARCADIAN MESSENGER

Latest issue No. 3, September 2012  
Editor: Nephtides Resident

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## THE RORUS CHRONICLE

THE RORUS CHRONICLE™  
Lady Azia Nadir  
New Editor-in-Chief

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## THE PORT COS CHRONICLE

Thirtieth Edition, v. 1, Issue 1  
Editor: storm, slave to Mercy Riiser

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## TRADE

# SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

Citizens of the TRUE SOUTHERN TRADE ALLIANCE joined together to form a Magna Carta:

We vow 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 we the members.

This Alliance was forged out of necessity to work together. Build trade and to unify the south against invaders especially from the North and the Vosk region (as the false Southern Trade Alliance from Meqara has been exposed as a front organization of the Vosk League) who's sole aim was to disrupts the mutual trade investments of our Ports, Cities and Oases.

The Kasbah of the Guard of the Dunes

Oasis of Klima

The Oasis of the Two Scimitars

Oasis of Nine Wells

Oasis of the Sand Sleen

City of Kasra

Jazirat al Khusuf

Katoteris

Mandara - Oase der Diamanten

City of Ichrak

City of Suri

City of Tor

Ask Argo Blanco for more informations.

# HOUSE OF YUROKI COMPANIES (HOY)

Third day of the first Hand of Se'Kara: The HoY Bank accepts and converts (NON COPYABLE PRIM COINS ONLY)

The base units are landa coins and Treve coins at the moment.

Coins of Oasis of Klima (made by the HoY mint) 1:1

Coins of Unkungo Regions (The Temple coins) (made by the HoY mint) 1:1

Coins of Katoteris (made by the HoY mint) 1:1

Coins of Treve (Tarn system, made by Koh Gausman)

Coins of Hochburg 1:1 (made by Drusus Julius Tacitus (Rowan00 Resident) NEW

Coins of Olni 1:1 (made by Lucy Bronet) NEW

Coins of Sais 1:1 (made by Te3re Aeom)  
Coins of Rorus 1:1 (made by Venus Flytrap)  
City of Tule 1:1 (contract)  
Arcadia (Shiga Sim) 1:1 (contract)  
Coins of Port Cos 1:2 (only made by Ayana Snowfall)  
Coins of Thentis (made by Harvey Stovall) 1:2

#### ANCIENT COINS

Coins of Landa 1:1, made by Yuroki Uriza)  
Coins of Imperial Ar (made by Asea Andel) 1 Treve tarn = 1 Imperial Ar Tarsk  
Coins of former Vonda (made by Imyore Writer) 1:4  
Coins of former Vonda (made by Venus Flytrap) 1:4  
Coins of Piedmont (made by Calbot Resident) 1:2  
Coins of Piedmont (made by the HoY mint) 1:2  
Coins of Rose Isles 1:2  
Coins of Nyuki (Xavian Stratten) 1:3  
Coins of Ostia (made by the HoY mint) 1:4  
Coins of former Port Cos (made by the HoY mint) 1:4  
Coins of Besnitt (made by Yuroki Uriza) 1: 3  
Coins of Keibel Hill 1:3  
Rarn - City of Copper (made by Kitten Muhindra) 1:3  
Coins of Port Kar 1:1 (made by Crysantha Lafleur)  
Coins of Ka'Zahr 1:1 (made by Marian Tisane)

#### RARE COINS

City of Telnus - Isle of Cos (made by Havoc Rau) 5:1 (very rare!)  
Coins of former Port of Victoria (made by Deb Alcott) 3:1  
Coins of Port Sun (made by pippi Moonites) 3:1  
Coins of former Vonda (made by Jarvis Quan) 2:1

#### NEGOTIABLE

Tarnburg coins  
Hazelwood coins  
Tarn Cove coins

Fluctuations in exchange rates are possible.

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#### ## GAMES OF GOR

September 2012 (barbarian calendar)

Produced by the Kaissa Guild of Gor

Things are busy as ever for the Guild. Ivars Landfall is full of visitors as news of the events and entertainment spreads throughout Gor. More and more people are visiting daily to see the girls dance, partake of the northern hospitality and watch the excitement of the games unfold. Residents, especially the bonds have enjoyed lessons in Zar, bringing another game to the North and more entertainment for those cold northern winters.

Vigo is winding down as we get closer to the final.

Tafa is getting ready to start their tournament with a bang, and the Zar ladder has got off to a flying start with players already making it onto the ladder.

The Tournament of towers was a resounding success this week and our ever beautiful reporter Sonja brings us this weeks report.

## KAISSA

Ivars landfall is hotting up as the games continue, This northern style tournament see's the return of another Legendary name in the world of Kaissa. Master Xolsh Northman has come out of retirement to enter this monumental and ground breaking residential Northern tournament.

His first competitive game of the tournament and return was against Mistress Ash. The beginning was a game of copycat, Mistress mimicking Masters moves, only changing when Master brought out his Jarl's Singer, Mistress opting for her Jarl's woman Axe placing it on Jarl 7.

Both placed their Lodge on move 5.

Both players began to build their defense and plan their attacks, Master making a very bold and aggressive approach to the centre of the board. Mistress brought out her singers, and Ubar in an attempt to prevent Master from dominating the board but this was too little too late as he had already gained a strong foothold and control of the majority of the attacking field by move 15.

Mistress made a valiant if weak attempt to access Masters Lodge using a split of the Jarl and Jarl's woman, the Jarl making a head on long distance attack on the Lodge with Mistress trying to take the Jarls woman round the centre blockade backed up by her builder. However her plan was quickly defeated by Masters strategic placement, her builder taken by His jarl, and his Jarls Woman taking Mistresses Jarl. This left Mistress with heavy material loss and a weakened defense. Master Xolsh quickly took advantage pressing home towards her lodge with a Tharlarion Rider backed by his Ubar facing off against Mistresses own Rider. Mistress backed down giving him room to move in and trap Mistresses Lodge behind her own defensive wall of Spearman. Master took the Lodge and the win on move 35.

A wonderful game showing that a good solid strategy and early control of the board gives an advantage that is sure to be undefeatable.

Congratulations Master on your win and a magnificent return to competitive Kaissa.

Other games played this week included Master Bull vs Jarl Darkfire, Jarl taking the win in that game, Jarl Marek played Mistress Laime, Mistress winning. Jarl Raven played against Jarl Dan, first Axe of Ivars landfall , Jarl Raven taking the win in this game.

More news will follow next week as we edge closer to the final which is planned to be a

spectacular end to what has proven to be one of the most widely enjoyed tournaments this season.

## ZAR

### New Zar Ambassador Announced

The Zar Guild is delighted to announce the appointment of a new Zar Ambassador.

Master Silk Runo, Scribe of Haifa has accepted the post. Effective immediately he will begin to work more closely with Gorean Cities to build new and maintain existing relationships.

### Vigo Final Approaches

This week has been very quiet for games in Vigo, so few left to play, these being the more important ones as we head towards the final Next week.

Mistress Tess won in a close match against shani. Mistress Celena faced 2 opponents this week, one being sana, the other being her FC Master Justin, see the report below for a review of Mistress Celena's game against Sana.

A noteworthy game this week was between Mistress Celena and Sana. Sana won the dice choosing pebbles and both ladies took their respective seats. The game opened and players chose the central 5 opening, this being the fastest and most defendable route. Mistress Celena developed the strong centre opening, whilst sana developed her game into a split double play on the 5 and 3 routes. Both ladies moving with strategic confidence, a lot of blocking taking place as the game developed.. An interesting and very close game ending with Mistress Celena taking the win. Congratulations Mistress!

## ZAR LADDER

The Zar ladder has started and already we have had some wonderful games. Hana challenged Master Hawksby to the first game of the ladders opening. Hana taking the win. Shani (littleredhead) also made her way onto the ladder after defeating Jarl Darkfire in their game.

Watch this space for more news as the ladder grows.

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## ## ADVERTISEMENT

GOREAN LEGAL ACADEMY (GLA)

LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

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

### 1) GOREAN MAGISTRATE COURSE

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

- graduation certificates for both your profile and for display

- graduates receive a Magistrate's Wand of Office

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

### 2) GOREAN ADVOCATE COURSE

- eight, one hour classes.

It is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.

Two further cases are covered as written work.

- graduation certificates for both your profile and for display

- graduates receive a Law School Advocates Ring

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

- To enrol in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)

- info regarding GLA self study basic scribe course

Janette Inglewood  
Olni High Magistrate  
Head of School, Gorean Legal Academy

### 3. SCRIBE DIPLOMA COURSE

self-study (version 3, 2012)  
Lady Janette Inglewood

- The Scribe Diploma Course is a self study course requiring written answers and essays. Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.
- Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many excellent Scribes having completed it and it is also applicable for Scribe slaves.
- There is no charge for this course and graduation certificates for both your profile and for display, as well as special commemorative jewellery, are awarded upon successful completion.
- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

## THE HOWS OF THE WARRIOR RUN IN TELETUS

Welcome to the Teletus Warrior Run™.

I started the run back in 2008 as a fun means of training our allies on the rough terrain of Teletus. Now, it's meant to test your mettle, your patience, and your funny bone. Not the easiest thing to do, running around like a duck with a sword in hand, chasing after dozens of ladies a leaping over hill and dale.

First thing's first.

Have fun.

No matter what comes along, don't be a spoil sport & get upset over some little or a perceived slight.

The object is to have fun and ignore the bogus.

Brush off the dust, get up and catch them wimmen.

So here's the object. To catch as many women as you can, 1 @ a time. Bring them back to your cage w/out another man taking you down and stealing your catch. Once you reach the Arena you're free and clear. (No loitering around the arena to catch the incoming either!)

Ladies get roughly a 30 second head start.

1. No AOs are allowed (hud or viewer). inc. swim huds.
2. No minimap or radar (You may stop and cam about)
3. Only on the one Teletus sim (set your property lines - ctrl alt shft P)
4. You may not RESET your meter unless told to do so. (If a problem arises ask & we might say yes)
5. No randomly attacking other hunters. There MUST be a captive present. (only when stealing)

[If a woman is down, in a bubble, in binds, or being dragged on a leash THEN you may attack the man or men that are fighting over her.]

6. DODGE ONLY (No shields. Please remove them to prevent accidents)
7. Men, when you're down wait out the full time (no resets)
8. No need to rp binds. No binding hunters, no aiding please.
9. No using the space bar in jumping.
10. No hunting/hiding inside any buildings or inside the walled village. It will be blocked off.

You can:

Jump, run with leash, fight with leash, cam around (get the builders glass out), have fun, and laugh.

This is OOC. IF, your captive(s) wish to offer you something for capping them, make the arrangements with them for the best time to collect.

Come early if you do not know the landscape. There are many tunnels, caves and rocks to hide in. All are welcome. Free, Slave, Whatnots.

## LADY JJ'S ART GALLERY

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

"Art in a Gorean city is taken seriously; it is regarded as an enhancement of the civic life. It is not regarded as the prerogative of an elite, nor is its fate left exclusively to the mercies of private patrons." (Kajira of Gor, page 106)

Lady JJ

[Lady JJ Low is still looking for an homestone, she is refugee of Landa too.]

## HOY BANK OF MINUS

The House of Yuroki Bank is a privately owned company in Minus, licensed by the village. It employs its own bankers, merchants and guards, all of the highest quality.

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.

The HoY bank had branches in the city of Landa, the Oasis of Klima, in the City of Tentium, in Imperial Ar, in Ostia/Rive de Bois and in old Port Cos before.

Any bank would be able to issue all citizens a starting wallet of coins.

The bank makes records of all transactions, the head merchant and the magistrate would get a copy each and every month.

If the city wished to pay citizens a wage or claim taxes it would not be the decision of the bank, but the bank would cooperate.

The blue caste, the green caste and the metal workers would need make a price list for their services

Hoy staff:

Hoy Owner: Rarius Yuroki, coin merchant in Minus

Accountant: Bee (Wendie Lemon)

## THE THEME OF TREVE

by lady Payton (Payton999 Robonaught)

Treve - "The Tarn of the Voltai" - quotes from various passages.

In the books, Treve was a hidden city in the mountains, whose defenses were never breached. It was incredibly difficult to find and only accessed by tarn. While the Ubar and Scarlet Caste Commanders might hood visitors such as merchants and ambassadors and bring them to Treve for some official business; no woman, it was said, could be brought to the city, save as a hooded, stripped slave girl, bound across the saddle of a tarn.

Trevians are proud and arrogant... raiders and hunters who take what they want and when they want from outsiders. They intimidate, threaten to get what they want, and can be ruthless to outsiders and their enemies, believing all other Goreans are inferior. They claim to be from Minus rather than disclose their true identity when scouting or spying, to deflect inquiries, armed with spear, crossbow, long bow, sword and shield.

Treve didn't ally with other cities, though their warriors can and did sell their services as mercenaries to other cities. The Free Women of Treve were rarely found on the auction block; but that also means they rarely left the confines of the city either. (For role-play purposes, Trevian high caste females must have a guard - can be an NPC guard - but must also have a very good IC reason to leave the safety of the city. As high caste members, they didn't just "hang out" with the peasants in the village.)

The village of Minus is where most of our interaction with visitors and raiders from other sims take place as access to Treve is VERY difficult. Minus is a warrior's nightmare to defend as there are no physical barriers like walls, forts, locked gates, water barriers, etc. This is done in fairness and to allow easier interplay between sims as Treve's access is very limited. All we can do is ask that you understand the dynamics of our role-play theme and respect how we have set this up. Treve is our ONLY stronghold and thus we will zealously protect it from outsiders gaining IC knowledge of where it is; not to mention, IC knowledge of Treve is not consistent with our BTB theme; nor by the books themselves

that stated Treve's defenses were never breached (Erm ... not always conducive for role-play however! LOL).

Does this mean we won't allow non-members up to Treve? No, in fact we have set up a path and a sewer system; but that doesn't mean outsiders can spend a few minutes to discover the paths and slide up it in a few minutes. The twisting and chaotic path through the mountain took at least a week if not more for a Trevian to travel. And they were shown the way! (That is why Trevians prefer to travel by tarn – much quicker and easier.) As for the sewers, they are a labyrinth of dark walkways stretching for miles under the city. Even an experienced cartographer would have to spend considerable effort to navigate and map these well-hidden secret paths of which – were their efforts ever brought to light, they would be killed for, as no maps of Treve will –ever- be allowed. So it is difficult to access us via these means; but yes, we will allow access if SIGNIFICANT effort is put into the effort. Again, bear in mind we have no true physical defenses so we rely on you to honor our needs to protect our theme

Enemy warriors with general IC knowledge of Treve can approach the city on tarn.

Small parties, usually one or two warriors, will make their way to Treve. We sometimes contact these intruders in IM and ask them to turn around; but other times, in the interest of role-play, our warriors will attack to capture and then role-play killing them. Once the intruders are killed or escape, we ask that they respect the theme of Treve and lose IC knowledge of the path that they should NEVER have been able to traverse in the first place. If you manage to escape, Trevian warriors will attempt to hunt you down and kill you.

As for large scale raids of Treve... contact the senior sim administrator (Payton999 Robonaught). We always welcome sim interaction; but would like to work on establishing an understanding about what will work for our role-play theme.

Thank you for taking the time to read this. We appreciate your efforts to understand our sim's unique role-play environment and look forward to seeing you soon!!

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## ROLEPLAY

## PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

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If you want to have a dispenser of the NEW VOICE OF GOR (6 prims, not transfer) on  
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The NEW VOICE OF GOR <http://www.gorean-forums.com/>