

THE NEW VOICE OF GOR

Second Edition, v. 2 No. 79 [short online version]

Based in the Port of Olni

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Content:

- ## Editorial
- ## All over Gor
- ## Gorean Cities
- # Port of Olni - Olni Gazette
- # The Slave's Corner
- # Port of Victoria
- # Forest Port - Forest Port Chronicle NEW
- # City of Ar
- # Treve and Minus - The Trevian Tribune
- # Vonda - The Star of Vonda
- # Arcadian Messenger
- # Rorus - The Rorus Chronicle
- # Port Meqara Point
- # Port Cos - Port Cos Chronicle
- # Teletus
- # Jahesa - Jahesa Chronicle
- # Isle of Landa
- # Jasmine
- # The End of Mandara (german)
- ## Games - Games of Gor NEW
- ## Trade
- # Southern Trade Alliance
- # House of Yuroki Companies
- ## Pictures
- ## Advertisements
- ## OOC Role play
- ## OOC Knowledge
- # SPECIAL EDITION: Lower Castes of Gor (references)
- ## Onlinisms of the week
- ## About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin?
Advertisements are very welcome.

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 79th volume of the NEW VOICE OF GOR !

The world of Gor seems very quiet, the city of Olni finds trade flourishing, new and old slavers are very busy .

Trade vessels are docking in the port having had trouble free journeys. New warehouses are opening, interest rates are falling, traders are investing their money in caravans to the south and when returning seeing excellent returns on the investment .

Can this state of peace and tranquility last or is this just a lull before the storm?

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

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

(OOO) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This new paper 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)

ALL OVER GOR

GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (OLNI)

Editor: Rarius Yuroki (Yuroki Uriza)

OLNI GAZETTE

Editor: Janette Inglewood

FOREST PORT CHRONICLE

Editor: She Kai (bourbon arcana) Ubara of Forest Port

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THE TURIAN GAZETTE

Editor-in-Chief unknown at the moment

THE STAR OF VONDA

THE LIGHT OF TRUTH FOR ITS CITY

Editor: IsabellaGreen Resident

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editor-in-Chief: Pamela Faerye

MEQARA GAZETTE

Editor: Helena Sophia Wrexan (donatelle.rossini)

JAHESA CHRONICLE

Editor: Azerbain, Admin of Jahesa

The Games of Gor Newsletter

produced by the Kaissa Guild of Gor

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

GOREAN CITIES

PORT OF OLNI

THE PRIZE OF OLNI RECOVERED

by lady Lucy, Ubara of Olni

Jarek SpiritWeaver squeezes the girl's shoulder firmly but not harshly "Position slave...you were not given permission to move." The slave stills, though he can feel the tremble in her under his fingers as he examines the collar she wears.

Without warning, the massive bell above the southwest gates rings out, sending a warning to the entire city. RAIDERS! He looks up sharply as the alarm sounds and looks to the Lady Physician, "take the slave with you to cover!" The sound of combat reaches his ears as he leaves the building. Scanning the area, he finds a vantage point where he can better assess the situation and hurries to the weakest point to better direct its defense. The beauty of his home flies past him as he hurries to her defense and he spits the word "outlaws" out with a grumble as he sees the attacking forces.

The defenses hold as the raiders are repelled again and again though those unfortunate to be caught out on the docks with them are quickly dispensed. It seems these outlaws have an almost mystical skill with sword as each defender to match blade for blade with them is taken down.

But there! On the arrival ship, reinforcements from an allied city! The men of The Soaring Herlit come to aid! Surely now the attackers have no quarter, he thinks. That is until he sees with dread they arrive with his Companion to show them the way. "Nooo!! Go back!" he shouts uselessly from the walls only to see the bandits turn and attack the newly arrived forces, his Companion among them, before he can even get out the gates to help.

His scramble to the docks in a frantic rush to recover his beloved is met with the sight of her bound body being dragged toward the departure ship. Heart thudding like mad, he reaches the ship in time to see it pull away...but! His Lady love never quite made it to the ship! In the outlaw's haste to escape with their prize, they never pulled the woman aboard and she falls to the river. He watches in shock as her bound body slips beneath the waters in the wake of the departing craft.

A flash of red off the docks sees the Captain of the city's Scarlets plunge into the water behind and he watches the surface of the river still as he finally reaches the edge of the pier. Scanning frantically, he spies her being pulled unconscious and bound but still alive to the shore and once more he can breathe again, his heart can continue beating, relief floods him. Of all the things they outlaws could have taken from the city, this one prize was denied them.

GOLDEN QUILL COMPETITION

Olni announces the latest in a continuing quarterly challenge to all poets and story tellers..

1. The piece must be an original work of the performer. Contribution due not later than Thursday, December 13, 2012.

2. All contestants are asked to keep their entry to a reasonable length (under 8 minutes).

3. A vote board will be used to determine the winner by public acclaim.

4 Prizes as follows:-

3rd place, a week's free lodging in the City of Port Olni

2nd place, a cask of turien wine
1st place, a golden quill, and bragging rights

5. This is to be a contest held in good will. Outbursts will receive one warning, then expulsion from the contest, period.

6. Slaves may compete with their owners permission...any prize won by a slave becomes property of the owner.

7. Please try to register in advance with the master of events, Lucy Bronet, High Scribe, City of Port Olni. Any questions or suggests please direct to her.....registration may be closed at the moe's discretion.

8. Time and date... Friday, December 14, 2012 at 12:00 noon slt. Please arrive early to enjoy the town's hospitality.

9. Most important...HAVE FUN!

OPENING OF THE NEW HOY WAREHOUSE IN OLNi SHORES

On the quay of port Olni a new building has arisen The bank of the House of Hoy has commissioned builders to provide an all purpose building .

The fleet of Hoy vessels can load and unload freight straight to its own ships from its own warehouse.

The building comprises strong rooms for transshipment of coins to cities using the mint of the Hoy bank. Perishable goods are housed underground other trade goods are housed in various halls .Kajira and kajirus are housed in the building for medical checks to be made before they are allowed to enter the city .The building will be formally opened by the Ubara of Olni and then blessed by a member of the priesthood .

NOTE FOR STOP PRESS

INVITATION TO THE OPENING OF THE HOUSE OF HOY OLNi WHAREHOUSE

Come one come all attend the opening of the Hoy warehouse in Olni
Free samples may be given by the bank to showcase its mint
Opening ceremony 1st day of the Eighth Passage Hand of the eight month 10162
(11.11.2012 at 2 PM SLT)

[OOC] ROLE PLAYING

Most of us come on sl to rp, some times we take time away from rl to carry on to do things, this goes for slaves as well not just the free, please common courtesy, if you see slaves

in the common area who wish to serve and you do not need them tell them, don't just ignor the slaves they play a important role as well. some times we are caught up in things.

Lets all enjoy our home here in olni we try very hard to keep it drama free and no problems..

Lets rp and have fun.
Rana

HOY JOB OFFERS FOR OLNi CITIZENS

(in character available at the message board of the HoY bank)

Location: xxx Southern part of Torvaldsland
What to do: Make an agreement with the local merchants about the delivery of timber (merchants recommended, FW need an escort)
Client: House of Yuroki Companies (HoY)
Payment: negotiable
Ask Rarius Yuroki for details

Location: xxx Vosk Delta
What to do: Make an agreement with the local merchants about the currency exchange rates and converting coins (contact had already been made)
Client: House of Yuroki Bank (HoY)
Payment: negotiable
Ask Rarius Yuroki for details

Location: xxx Oasis - Tahari Desert
What to do: find out who the head mechant is
Client: House of Yuroki Bank (HoY)
Payment: 20 copper tarsks
Ask Rarius Yuroki for details

Location: xxx Northeast of Gor (allie of Olni)
What to do: Make an agreement with the local merchants about the currency exchange rates and converting coins
Client: House of Yuroki Bank (HoY)
Payment: negotiable
Ask Rarius Yuroki for details

THE MEADOWS AT ROSE ISLE

-HOME RENTALS-

Quiet serenity and peace. Privacy unparalleled. Come see our many beautiful homes, different styles to suit all tastes from small bungalow style homes to two story manors. A Gorean home where you can relax and enjoy the Gorean lifestyle without fear of

interlopers or interruptions.

Reasonable Rates

Min wks 2 - Max wks 6

Rental Managers

Karisima Stein

Charly Snowfield

For Sim Owners

Jarek Spiritweaver

Lucy Bronet

THE SLAVE'S CORNER

TEAL RAZOR'S FIRST TIME BEING CAPPED

By Teal Razor ~ Slave of Siri Emerald Captain Olni Guard

MIDGAARD TAKES CAPTIVES FROM OLNi

Whoa...what a time...my first time ever being captured...It was a weird experience... it started out when I was seeking to unbind warriors after the raid, which I thought was over... I always hide within the city when there is a raid.

I checked to see if there was anyone on the walls...It looked like the raiders had departed. I went over to a warrior's side to unbind him...no sooner had I bent down than someone began hitting me over and over to the point of unconsciousness. Some person began binding me..I was not liking this and I was sure my Master was not going to be pleased.

I was always of the opinion that raiders do not come for slaves, but, the next thing you know I was being pulled down the stairs out the common area and down the steps from the city that I love, Port Olni,...

Looking about, to my dismay, I saw a free woman with me whom they were dragging along as well. We were both dragged onto a smelly scow that would never be confused for a BOAT. When we docked, we were both witnesses to the most fly specked and godforsaken town one could ever visit on planet Gor. That city was and still is Midgaard.

The abductees' nightmare was just beginning for the free woman from the town of Port Olni but, for me...not so much. While the dear lady was being abused by a man of Midgaard, who sported a whip and a sword, I was being smacked around and wound up spewing blood over the man's boots. I yelled for them to stop abusing our dear physician, the free woman whom they just captured. I demanded a sword and a fair fight, but they were amused at this. Surprisingly, one of the warriors ordered a slave to give me a warm bath and to massage me with lavender oils.

The slave washed my hair and groomed me very nicely. I felt like a show dog. The slave then took me to a cage to await the man who I had spit blood on.

I was pretty pissed at this point, the dear physician all in turmoil, being threatened with death and such, pilloried on a cross while I was being treated like royalty. Sitting in the

cage, I felt responsible for not being able to save her.

Well, as luck would have it, at that moment, a tribe of panthers began a raid against Midgaard. I shouted out of the cage for help. Two panthers came and let me out and quickly informed me that I would fetch a pretty penny in the market, so I suddenly thought how I had just jumped from the frying pan into the fire. Trying to distract them from this thought process, I told them to get the Mistress who was being held in another part of the city. I was overwhelmed with joy when I heard the battle cry of the Port Olni warriors and their allies as they descended upon the city of Midgaard. While the fighting went on, the panthers and I went to get the dear physician to free her. I made a run for the docks to an awaiting boat.

I was sad to leave Midgaard considering how well I was treated. I wanted to stay for the free facial and pedicure. If this is capture.. I now understand why some slaves are called "Cap Whores". All in all I had a great time. And how was your week?

ANSWERS TO LAST WEEK'S KAJIRA QUIZ ON GOR STUFF

By Teal Razor ~ Slave of Siri Emerald Captain of Olni

Whew all of these were hard..

1) Virgin slaves were generally not allowed to wear:

(x) red Silk

2) The phrase, "second slave", refers to

(X) Black wine served with nothing added

3) A kes is:

(x) a garment worn by male slaves

4) In the books, "sir" was:

(x) a term of respectful address to men

5) Gorean soldiers were conditioned to never cry.

(x) False

6) Celane is the name of:

(x) none of the above it is an ONLINEISM

7) Slaves were never permitted to touch weapons

(x) False

8) Free women are entitled to insult, and attempt to demean and destroy men.

(x) True

9) Sa'ng-Fori is:

(x) Freedom

10) What city on Gor was built by slaves?

(x) Port Kar

11) According to the Gorean way of thinking love humiliates both he who loves and he who is loved.

(x) False.. "According to the Gorean way of thinking pity humiliates both he who pities and he who is pitied. According to the Gorean way, one may love but one may not pity."
Outlaw of Gor, p. 31

12) According to Gorean laws and customs, a _____ must never be chained
(.x) none of the above

13) The duty of the twelve joys refers to:

(x) 12 different kisses a slave must perform Link Provided

<http://curtisagency.com/blog/2011/10/an-in-depth-interview-with-john-norman.html>

14) Gorean enemies, if skilled, often hold one another in high regard.

(x) True

OLNI GAZETTE

Latest Issue No. 42

Editor: Janette Inglewood

No new issue at the moment.

FOREST PORT

WHERE IS FORESTPORT ON THE MAP?

Again, I am hearing reports of people curiously looking where in the world is Forest Port!? Where? May you ask? For sure. Unroll the scroll and please take your time to look at the map and visualize how far we are away from the deeper southern deserts. See how far away we are from the equator! Yes Forest Port is a long the might Vosk, and yes we are a port. A trading port that is rather wealthy right now with our trades and raids that have been happening.

Read more in the new Forestport Chronicle!

FOREST PORT CHRONICLE

Editor: She Kai (bourbon arcana) Ubara of Woodhaven

Latest Issue vol. 4, No. 11

CITY OF AR

NEW LEADERSHIP

[OOO] Sim as you seen are in a heavy construction work due change in the terms of ownership.

I has as landowner taken the right to the land when I see that the SOS concept is not followed anymore and people argue more than they rp. Sim will be turned to a private one with the normal set up. It will be rebuilt and those that wish an invite to the new land group feel free to im me.

You are all free to reapply for your positions and of course I wish that some of you like the idea of Ar in itself.

Lorelai

RULING OF SURRAYAH, PHYSICIAN OF AR

herewith a copy of the ruling of our Magistrate of AR regarding the accusation of Lady Sura stealing slaves from AR. All pls consider this ruling final.

Privately owned slaves should be registered on their owners papers at the Scribes'office. Owners should be able to show legal papers at all times about their properties.

TREVE AND MINUS

THE TREVIAN TRIBUNE

Latest edition: july 2012. Editor: Payton999 Robonaught
<http://www.cityoftreve.com/>

No new issue at the moment.

TURIA

THE TURIAN GAZETTE

last edition: 7th edition
September 26, 2012
Editor-in-Chief unknown

No new issue at the moment.

Vonda

THE STAR OF VONDA
THE LIGHT OF TRUTH FOR ITS CITY
A publication of Vonda's Caste of Scribes
Editor: IsabellaGreen Resident
Last issue: No. 03, 10/04/2012

No new issue at the moment.

ARCADIAN MESSENGER

Latest issue No. 5, November 2012

Editor: Nephtides Resident

No new issue at the moment.

RORUS

THE RORUS CHRONICLE™

latest issue 62nd edition September 2012

New Editor-in-Chief: Pamela Faerye

No new issue at the moment.

PORT MEQARA POINT

MEQARA GAZETTE

last issue No. 4, October 2012

Editor: Helena Sophia Wrexan (donatelle.rossini)

No new issue at the moment.

PORT COS

THE PORT COS CHRONICLE

Thirtieth Edition, v. 1, Issue 1

Editor: storm, slave to Mercy Riiser

No new issue at the moment.

JAHESA

Famous for The Island Style of Gorean Living, Jahesa sits Var of the Gorean equator, Klim of the Tamber Gulf somewhere hidden among thousands of smaller islands used for trade. With access to the Vosk, the Cartius, the Kambra and the Nyoka Rivers, trade far inland exists, and allows for items from the entire world of Gor to come and go from the Ports at Jahesa.

JAHESA CHRONICLE

last issue vol.1, issue 3, November 2012

Editor: Azerbain, admin of Jahesa

LANDA

TIMES OF CRISIS

by Anonymous

The council of Landa declared a status of crisis and elected Smiley (Innersmile Amsterdam) as Ubar.

JASMINE

(OOO) ADMIN NEEDED IN JASMINE

Jasmine is a town on the Vosk River and part of the Vosk League. We are a BtB group and an open trade port. At the moment, we are looking for a strong leader to help our owner grow the town. Without an administrator we have little hope of forging alliances and moving forward; with one, we have hopes for big things here in Jasmine. So if you are an admin or play one on television or aspire to be one, drop a line to our owner, Nicolette Forster

MANDARA

THE END OF THE OASIS OF MANDARA - DAS VERLASSENE MANDARA - OASE DER DIAMANTEN

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

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

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

Mandara Oase der Diamanten im nördlichen Teil der Tahari....

Von den Priesterkönigen entführt, auf einen Berg in der Wüste abgesetzt, suchte ich Schatten und fand riesige Diamanten.

Diesen Reichtum teilte ich mit dem Volk und somit machten sie mich zum Pasha der Oase. Ich nannte Sie: Mandara Oase der Diamanten, da sie mich an eine Oase erinnert die mir aus meiner Vergangenheit bewusst ist. Auf dem Hügel stellte ich meinen Palast. Unter dem Palast ist meine Diamantmine und da es dort angenehm kühl ist befindet sich anbei eine Höhle mit einer Taverne.

Ein riesiger Sandhügel und ein riesiges Wasserloch umringt von Palmen, machen diesen Ort zu einem Paradies. Umschlossen von hohen Sanddünen und peitschendem Wind der den Sand mit sich trägt. Da die Temperaturen tagsüber kaum erträglich sind, findet das hauptsächliche Leben im freiem meist in der Frühe und in der Dämmerung statt. Überall in der Oase hört man glückliche Bewohner die bei Musik und Trommeln glücklich tanzen und lachen. Auch auf dem Marktplatz ist ein reges Treiben zubemerken.

In der Taverne in der Höhle ist immer ein treiben mit schönen Sklavinen viel Tanz und Wein. Da der Pasha der Oase sein Reichtum mit dem Volk teilt, ist alles Prunkvoll ausgestattet und die Zimmer in der Taverne ähneln einem kleinen Palast. In der Oase gibt es eine Heilerin, einen Schreiber, einen Schmied, einen Bäcker und viele Sklavinnen.

Die Einwohner arbeiten in der Diamantenmine und werden in diesem höchst bewachten Abschnitt mit drei Wachen genauestens auf Rohdiamanten am und im Körper untersucht. Auch ihre Körperöffnungen werden nicht außer acht gelassen, somit ist es keinem möglich nur einen Oktaeder Diamanten zu schmuggeln. Dieses würden aber die glücklichen Bewohner auch nicht tun, da es Ihnen gut geht, aber der Pasha möchte auch hierfür niemanden verleiten.

Ein prächtiges Badehaus was einem Palast ähnelt, ist für die hochgestellten Einwohner der Oase tag täglich zur Verfügung gestellt. Hier lassen Sie sich in angenehmer Atmosphäre von ihren Sklavinnen baden, massieren und verwöhnen.

Die Oase ist von hohen sehr weit ausgedehnten Sanddünen umringt, so ist Sie auch vor Überfallen geschützt. Doch wenn sie an der Oase ankommen, sind sie ausgedurstet, kampfunfähig und friedlich und um jeden tropfen Wasser dankbar. Manche haben es probiert. Das Sie überwältigt von dem glücklichen Treiben waren, gehören Sie jetzt zu den Bewohnern der Oase.

Der Pasha der Oase, Kater Winkler, ist ein gutmütiger gerechter Herrscher und kluger Mann. Einmal kamen zwei aufgebrachte Frauen zu Ihm, die sich um ein neugeborenes Kind stritten. Jede behauptete, es sei ihr Kind. Er gab der Wache den Befehl, das Kind in zwei Teile zu spalten. Als sich jedoch eine der Frauen auf das neugeborene Kind stürzte und für dieses sterben wollte, entschied er, dass Sie dieses Kind bekommen solle.

Pasha der Oase
Kater Winkler

GAMES

KAISSA

The 3rd week of the Kaissa island tournament has seen 5 games played.

Master Justin played Jarl Maybon in the Lower bracket. Master Justin taking the win after capturing Jarls Ubar and then taking the home stone.

Jarl Ravenheart played 2 games this week, his first against Mistress Ash, beating her in an exciting game then playing Ubar Scar of Ko-Ro-Ba to take a win against him after an intense and hard game.

The top Bracket semi final match was also played between Jarl Darkfire and Mistress Rose.

Mistress took red after Jarl won the dice choosing Yellow.

Jarl opened with his Tarn, then developing a spearhead pattern backing up the Tarn with spearmen in front of the Ubar and protecting the white squares surrounding the Home Stone which was placed on Ubara 1, the Ubara having moved to take the Ubaras tarn position.

Mistress developed her scribes bringing out the riders to make room and taking key lines early in the game. while placing her Home stone on Ubars Scribe 10.

Mistress brought her Ubars spearmen out Jarl responding with a scribe to Ubara 4 with mistress retaliating to defend the rider moving the Spearman to Ubar 5 to block and threaten, Jarl retreated his scribe behind the tarn on Ubar 4.

The game continued Jarl bringing out his Tarn, Mistress responding with a well placed scribe. Jarl ignored the threat and went for his true target, the rider Mistress capturing his tarn with the builder. Jarl responding by taking the builder and mistress retaliating with the assassin. Some would see this as an uneven loss, Jarl having made too big a sacrifice, however removing the Rider and Builder in defense of the Home Stone now weakens Mistresses defense, this was a calculated move by Jarl.

Mistress made an open attack on Jarls defenses with her advancing pair of spearmen using them to open up Jarls defenses and tie up his pieces capturing his scribe, Jarl choosing not to respond with his Initiate.

Mistress made an aggressive move on Jarls Home Stone with the scribe, being taken by the spearmen defending the Home Stone, mistress using the pair of scribes to capture not only the spearmen but assassin also, weakening Jarls defenses further in the sacrifice of both scribes.

Mistress made another aggressive move on Jarl after he took the spearman on ubars tarn 4 with his initiate, Mistress responding by taking with her initiate which in turn threatened Jarls Ubar. Jarl went defensive and moved the Ubar back to Ubar 1 opening up the Ubara on Ubaras tarn 1 to attack by the initiate, which Mistress swiftly took. Jarl responding by taking it with his builder.

Mistress Rose then made a tactical sacrifice of her Ubara placing it in direct line of Jarls' Scribe. Jarl took it, opening up the scribe to Mistresses Builder on Ubara 10. Mistress took the scribe putting Jarls' Home Stone under threat.

The next few moves were cat and mouse with jarl and Mistress both moving their pieces to continue the the threat and then defend, all taking them closer to Jarls Assassin. Mistress opting to take Jarls Ubar with the builder when he side stepped with the Home Stone exposing the Ubar.

Jarl made a surprising move and took Mistresses Ubar with his builder, mistress capturing the builder with the defending spearman.

Jarl moved his Home Stone into a defensive position behind his remaining rider and spearman. closer to his assassin. Mistress continuing to eradicate his pieces one by one with the builder.

Jarl initially defended his Home Stone by positioning the assassin directly behind Mistress having advanced her assassin into range then attacked on the dark diagonal putting Jarls Home Stone into immediate danger.

Jarl defended by moving the home Stone onto Ubars Scribe 2. A little jostling occurred, Mistress threatening Jarls Assassin with one of hers, forced to take it Mistress then attacked the Home Stone with her other Assassin putting it in an inescapable position. jarl attempted a threat on Mistresses Builder at Builder 1 but to no avail. Mistress took Jarls Home Stone with the assassin on move 43.

An excellent Game proving that even without the Ubar and Ubara the game can be won.

TRADE

SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

SOUTHERN TRADE ALLIANCE MEETING IN VICTORIA

by lady Wendie

The Meeting of the STA was called to order.

Confidential business was discussed and for security reasons will not be published in this note.

A discussion ensued as to how better improve the business of the meetings .
Trade reports of the cities were to be read .
Agendas produced before hand and an order of business to be followed .

New members and members withdrawing from the STA were debated some 8 or 9 new members were discussed and a deputation from one city was received .

Head merchant for Victoria have prepared a full report of all trades done through out the month, when we met before we would speak of how to better stimulate trades .This document will aid in that.

To aid trade between the cities a map was produced showing basic landmarks for caravans traveling between the cities certain features were encrypted in the STA code.

The final proposal was for citizens of the STA to be able to use Caravans and boats of member cities to have guaranteed safety for travel between cities and islands. This would aid trade in reducing costs of journeys between cities as the guards of the caravans would be the protection for traders .

SOUTHERN TRADE ALLIANCE (STA) MEMBERS

The Kasbah of the Guard of the Dunes

The Oasis of the Two Scimitars

Oasis of Nine Wells

Oasis of the Sand Sleen

City of Kasra

Jazirat al Khusuf - House Rogerian

Katotos

City of Ichrak

City of Tor

Jahesa

Karak

Islahan

ASSOCIATE MEMBERS:

City of Victoria

Unkunga regions (associate member)

Honorable member:

House of Yuroki Companies, located in Olni

Candidates for membership: five cities at the moment

HOUSE OF YUROKI COMPANIES (HOY)

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The House of HoY is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the bank in the city of Olni.

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

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

Agents in other cities are also required .

[Quotes]

Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers. For example, I am not of the slavers, but in Port Kar I am known as Bosk, and he known as many things, among them pirate and slaver. Too, both Marcus and myself were of the warriors, the scarlet caste, and as such were not above taking slaves. Such is not only permitted in the codes, but encouraged by them. "The slave is a joy and a convenience to the warrior."

(Magicians of Gor pg, 315)

CURRENCY EXCHANGE RATES HOY BANK IN OLN

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

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

ADVERTISEMENT

GOREAN LEGAL ACADEMY (SSOG)

To the Blue Caste~with love!

The slave's words are to be fitly spoken, and edify those with whom she speaks.

Do you find yourself longing to serve members of the Blue Caste, but you lack the specific training and certifications needed to do so with finesse and confidence? Do you see the title "Scribal Slave" from time to time, and wonder just precisely what ARE those curious little beasts? Well . . .

If you possess:

- a love of learning with an eye for detail
- a diligent, industrious servant's spirit
- a sensual, passionate, generous heart
- an absolute AFFINITY for the beautiful Caste of Blue!!

... then, by all means, it would be my honor to help guide you towards fulfilling the dream of becoming a Scribal slave.

Then again, just perhaps . . . you are a kajira, better trained than many Free in the ways of the Scribe or its subcastes (alts happen!), but you wish to role play a slave? Have you wondered how to find a Master or Mistress who would be overjoyed to find such a highly specialized girl or boy?

OR

Are you a member of the Blue Caste, desperately seeking a well-trained slave Scribe, but have come very near abandoning all hope? "Where ARE they!" you throw up your hands in exasperation.

Look no further! Your search is over. Slave Scribes of Gor was created to enhance role play for all "shades" of the Blue Caste, from Magistrate to Librarian, Record Keeper to Scholar.

Our goal is to gather into one place exceptionally well-trained and specialized Scribal slaves. We also offer direction and guidance for those wishing to become so.

Up-to-date records are maintained on each girl (or boy!), and they will be available on request to those needing information on a particular member. Each slave is encouraged to acquire a multiplicity of certifications in various aspects of the Blue Caste, as well as being highly skilled in kajirae serves of various kinds.

Contact BethanyKajira (aka "bethy") for more information, or to become a member of this elite group of highly specialized kajirae.

With love to ALL SHADES OF BLUE,

~bethy (BethanyKajira)
Property of Lady Janette Inglewood,
High Magistrate of Olni and the Gorean Legal Academy

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).

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 Olni residents I charge just ten coppers for a sketch

of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the square besides the bank building in Olni so please come along.

Lady JJ

HOY BANK OF OLNi

The House of Yuroki Bank is a privately owned company in the Port of Olni in Saleria, licensed by the city. 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

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 Olni
Accountant: Bee (Wendie Lemon)

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 safety.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor.

Go !!! join the adventure, contact: Luqara Darkwatch

KNOWLEDGE

SPECIAL EDITION: LOWER CASTES ON GOR (REFERENCES)

Caste of Bakers
Caste of Bleachers
Caste of Carders
Caste of Cartius Bargemen
Caste of Carvers
Caste of Charcoal Makers
Caste of Cloth Workers
Caste of Cobblers
Caste of Coin Merchants
Caste of Cosmeticians
Caste of Costumers
Caste of Cup and Kettle Makers
Caste of Dyers
Caste of Foresters
Caste of Gem Cutters
Caste of Glaziers
Caste of Goat Keepers
Caste of Hairdressers
Caste of Harness Makers
Caste of Jewellers
Lighter of Lanterns
Caste of Leather Workers
Caste of Locksmiths
Caste of Mariners
Caste of Perfumers
Caste of Players
Caste of Pot Makers
Caste of Rug Makers
Caste of Saddle Makers
Caste of Silversmiths
Caste of Sleen Breeders
Caste of Slipper Makers
Caste of Table Makers
Caste of Tanners
Caste of Varnishers
Caste of Vintners
Wainwrights
Water Carriers
Caste of Weapon Makers
Caste of Weavers
Caste of Carriers of Wood
Caste of Wood Workers

ONLINISM OF THE WEEK

"Learn, slave", said I, "or die"
"No," said she, "it is fun to disobey"
(Attention Whore of Gor, page 114)

ABOUT THE NEW VOICE OF GOR

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 available:

for members of the group Cartographers and Explorers of Gor (about 1600 members)

for members of the group BTB Goreans (about 600 members)

for members of the group Alliance of Valkyrie Panthers (about 1100 members)

in the Gor Hub (near the map there)

in the Port of Olni (in front of the HoY bank)

in the City of Ar (currently under construction)

at Port Meqara Point (inside the city)

In Forestport (docks)

in Port of Victoria on Vosk (docks)

in the City of Kassau (skybox)

in Tharnock (skybox)

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

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