

# THE NEW VOICE OF GOR

[short online version]

PUBLICARE ET PROPAGARE!

Second Edition, v. 2 No. 92

First day of the fifth hand of the eleventh month 10163 contasta Ar

Based in the City of Olni in Saleria

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

HoY Scribe Slave: Moon (spirit7moon)

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

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## About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

A warm welcome to the pages of the 92th volume of the NEW VOICE OF GOR !

Newspapers and their owners faithful to their homestones, producing news for the city, and also advertisements bringing trade to the markets.

Sadly sometimes cities turn to dust, one such city paper THE STAR OF VONDA - THE LIGHT OF TRUTH FOR ITS CITY has gone to the city of dust. Also the THE VOSK SPIRIT of Fina has disappeared and Gor is all the poorer for their passing. As one goes another opens the VIGO TIMES and the Port of Victoria which has no name yet, open their doors to promote and inform their city ,we wish them well.

Rarius Yuroki  
Editor of the NEW VOICE OF GOR

## 00 LETTER TO THE EDITOR

[07:14 AM] Renesmee Greymoon: she sits at her desk for the second time this day the ink still wet upon her quill, " greetings Sir Yuroki, .." she bites the end of the quill for a moment composing her missive in her head and then the hand so small neat with just a trace of ink stains begins to write" My dearest Sir .. I have been advised by the Lady Siqilia that it is you to whom I should write if I wish to make a contribution to your esteemed journal, I trust that you will accept my friend ship" .. she paused

[07:20 AM] Renesmee Greymoon: and again her hand moves across the page .. the script flowing neatly left to right right to left and so forth , just as the bosk would pull the plough across the fertile lands of the peasant fields, marking the straight furrows .. there was a very strange experience for me and I hope that you will not mind if I would share that with you .. as the Lady Siqilia was advising me to contact you re, to write articles for your journal, I was perusing and older copy of the 'Voice of Gor ' .. at that precise moment i had just read this line .. (...) she smiles as she copies the script .. how very odd that I should be reading your name just as I recieved the message to contact you .." she laughs softly as she writes her eyes bright, her full lips curled into a soft bow, "it seems the Prist Kings were sending me messages today".

□ □

[07:28 AM] Renesmee Greymoon: as the slave delivers the response to her first message she had expected some written script of some instruction to herself instead what she unrolled were two posters, both wanted posters ,, somewhat aged in appearance .. her soft tinkling laugh rose to the ceiling and she wiped a tear of mirth from her bright blue eyes .. no great missive, but two amusing posters .. she liked this Rarius Yuroki, he had a humour that brightened her morning .. thank you sir .. she called to the wind ..

## # (OOO) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

The NEW VOICE OF GOR can be true or false, 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)

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

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

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## ## ALL OVER GOR

### 03 BLACKWINE AMNESTY OFFER

The cities great cities of Thentis and The Soaring Herlit in their generosity and benevolence, are hereby granting a period of amnesty on stolen and contraband blackwine beans.

Any city, caste or merchant possessing illegal beans shall be given until the second day of the eleventh passage hand (February 10th) to return their illicit beans to Thentis or The Soaring Herlit. No questions will be asked and no repercussions will be taken against those turning in beans.

After the period of amnesty any illegal beans will be taken by force. Confiscation of beans

after the period of amnesty may result in military action, trade sanctions, price increases or other actions to be taken against offenders, as deemed fitting by the cities of Thentis and The Soaring Herlit.

We ask that all take advantage of this generous offer and turn in illegal blackwine beans.

For the great city of Thentis,  
Marcus Galbreus, Administrator

Countersigned:  
Jake Torkelsonn, Ubar of TSH

#### 04 THE HOUSE OF HOY JOB OFFERS

##### BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of "Banker" and (coin) merchant in the below listed cities

THE CITY OF OLN  
CITY OF LANDA  
PORT KALANA ON THE VOSK RIVER  
PORT VICTORIA

Duties will include  
Normal banking duties  
Keeping of records - ledger  
Exchange of coins  
checking of coins for quality  
checking for rare coins  
contracts for trade

Apprentices accepted too.

Applications to the House of HoY (Rarius Yuroki)

#### 05 GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)  
Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant  
Accountant: Wendie, scribe of HoY (Wendie Lemon)  
HoY Scribe Slave: Moon (spirit7moon)  
Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

OLNI GAZETTE  
Editor: Janette Inglewood

FOREST PORT CHRONICLE  
Editor: Ubara Nyurahlee Kai of Forest Port

THE TREVIAN TRIBUNE  
Editor: Payton999 Robonaught

THARNA NEW TIMES SCROLL  
Xtrmx Resident Managing Editor  
Leisha Sideways Editor  
Rei Nori Editor

THE TURIAN GAZETTE  
Editor-in-Chief Sophiaa Farella

ARCADIAN MESSENGER  
Editor: Nephtides Resident

THE RORUS CHRONICLE™  
Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

THE VIGO TIMES  
Editor: Sophia Farella

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

THE LANDA HERALD  
Editor: NN

THE HERLIT CRIER  
Editor: Felicia Soleil

CRIMSON SCROLL  
Offical Scroll of the Crimson Sword Outlaws  
Editor: Commander Sian Sprie  
Scribe slave editor bina (SSamantha Fride)

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

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## GOREAN CITIES

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06 PORT OF OLNi

THE SLAVE'S CORNER  
A satiric look at life on this wonderful planet of Gor  
By Teal Razor ~ Slave to Siri Emerald Jr. Captain Port Olni Scarlet's

DEAR TEAL.....  
By Teal Razor

As of late I have been getting many questions about my columns...I feel it only fair that I field some of these questions so that people will not feel as if I am avoiding the glaring eye of the Priest Kings.

So in my best Dear Abby style, I will answer some of these cross-examinations.

Anonymous Reader: I read, in a recent column you wrote, that you thought a certain slave's name, if pronounced correctly, sounded more like Progressive-Gorean. What is a Progressive-Gorean and how do I become one?

Teal Razor: Yo yo yo...Do you understand what satire is? Let me make it simple for ya, THERE IS NO SUCH THING AS A PROGRESSIVE-GOREAN... I MADE THAT UP. Just like I inflate everything that surrounds a factual story and since you ask, I will make up some more ridiculous conclusions. If you are a Progressive-Gorean, you most likely will not be a Reform-Gorean or an Orthodox-Gorean. A Progressive-Gorean might be a Disneyesque-Gorean such as those who play in GE towns. GE, by the way, stands for Gor Evolved, which is actually a misnomer. It is a devolution of an idea. "GE" should be called "GD", Gor Devolved. But I digress...don't ask dumb questions...next....

Anonymous Reader: Is it true that Warriors from Treve wear red lace panties under their tunics and have no necks?

Teal Razor: In a word...yes. Stop it with the stupid questions...next

Anonymous Reader: How many Goreans does it take to screw in a light bulb?

Teal Razor: I'm sorry, I am hung up on the word "screw"....Next question...

Anonymous Reader: So just how many Goreans DOES it take to screw in a light bulb?

Teal Razor: First of all stop using the word "screw" as you are making me horny. And there are no such things as light bulbs on Gor. They are called energy bulbs and since they are rare in common households I doubt your broke ass could afford one. So to answer your question...NOT

Anonymous Reader: Have you been sued by any of the people you castigate in your columns?

Teal Razor: Do you mean "sued" or "screwed"....I am still hung up on that word.

TAKE A NAME...ANY NAME

By Teal Razor

This past week has brought new stress into my charmed life in Port Olni. I secretly followed a Magistrate through the town to see what he was doing. I needed a story and since he always flew off the handle I thought he might supply me with some material that could be contorted into a decent column. As the said Magistrate walked into the Administration Cylinder in Olni, I followed him in and quietly observed him filling out official name change documents and to my surprise he was changing his own name. His current name was fine; probably handed down from his father and his father's father before him. But, he literally had taken each of the letters of his current family name, his first and surname, and put circles around everyone of them. His name now resembled a bunch of beach balls. I blame him for the rash that is now itching me on the back of my neck.

I wondered if he would regret turning his name into balls. I lamented not being able to decipher his name as he signed it on scrolls while sitting in the common area of Olni doing his administrative work. I had to stifle a laugh at the august Magistrate, using a compass to

trace perfect circles around each letter of his name.

Then to my further annoyance, which produced a secondary rash on my elbow, a sweet slave sister of mine decided that she was just a cipher and literally changed her name into digits. Her name is now 1002. She has been heard around Port Olni introducing herself as One Double Aught Two. In the interest of simplicity...as I have a poor head for digitizing people, I now call her Number.

Please...citizens... I beg of you, and I am not used to begging, use the name the Priest Kings assigned you when you were incarnated from out of that happy farm call Linden Landia. Don't turn your monikers into scratchings that you would need the Rosetta Stone to interpret. All begging aside, do not change your Linden Landia appellation to an aggregation of mathematical symbols. That's all I'm saying...

OLNI GAZETTE

Latest Issue No. 43

Editor: Janette Inglewood

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07 TARNWALD

BREAKING NEWS: FOREST PORT AND ALLIES ATTACKED TARNWALD

The Tarns were in the sky, men were attacking Tarnwald. Quickly the Tarnwald warriors ran to there post, but they were so out numbered by Forest Port and allies. It was a fierce battle, and the Tarnward warriors where almost all bound. Soon the Forest Port left and no one knows why there were here, as no one was taken.

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08 FINA

To our most loyal citizens, residents and followers,

I am formally announcing the closure of Fina. I understand to many this will not only be a great disappointment but possibly be cause for some stress. For this I apologize.

Fina has had its ups and downs in the gorean community for some time now, it is one of the last remaining sims from times few of us can remember without "safe zone" combat, or the "Gorean Meter for our more recent role players. It has gone through countless rebuilds, admins, rules, and people.....Each of these changes was a learning process and an attempt to better our role play experience. I am deeply sorry to say that under my own watch I have failed in that goal. The idea of Fina has slowly dwindled to a whisper with the inception of new players caused by a multitude of reasons be it combat, the taboo of sexual servitude or the RPG lifestyle itself. All of these reasons for which people join require little to no knowledge of how a gorean community or a sim actually functions and pulls on the fragile fibers of what a few of us thought Fina could possibly be.

Over the next few weeks, Fina will be open without combat, without rent, and for the first time, possibly without any IC or OOC drama. I hope that everyone will take the time to enjoy the scenery, the city, take pictures and make some more memories to add to the

pool of Fond ones we have made over the years.

I am in no financial bind, and my reasoning is perhaps selfish. I do not feel that the idea of Fina can make it in this world. At least not while the continued evolution of Gor continues to spiral further and further away from the Gor I joined and learned to love. The sims will be put to better use for me to enjoy without logging into the stresses of OOC drama and administrative tasks on a daily basis after working a 12-16 hour day. I will be removing myself from Gor and continuing my passion for building in another realm when work allows and appreciate all the input, good or bad that Fina has gotten in the last 6 months.

As I said, the sim will remain open for a few weeks, there is no rush to remove your items. Please enjoy your homes and the time left within the city while you search for a new home.

Finas name, groups, home stone, sims and other articles of this build will remain in my possession. Its closure is indisputable and no part of Fina will be sold, traded, or given away to anyone without the express consent of Rockin Babii and myself. They will be conserved for the possible future opening of another sim when the timing is right.

I do expect to get a fair bit of flack for the sudden notice of closure. I do ask that anything you might have to say good or bad be put into a notecard and sent to me. I am quite honest in saying that weather my avatar is online or not, I am mostly on mobile messenger and it is prone to loosing IMs if I don't check it for a time and the phone reboots.

Priest Kings protect all of you,  
Hail Fina!  
Don Calliope-Administrator of Fina.

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09 OASIS OF NINE WELLS

DANCE EXHIBITION

[OOO] If all goes well, GPR will be broadcasting live from Nine Wells on Feb 9, 2013 at 11 AM, SLT when the dancers from New Bristol display their dancing skills for our entertainment. Ask your friends to come and be entertained as well. A good time will be had by all!

Gnu

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10 FOREST PORT

THE RAID IN TARNWALD

With some minor disappointment and no delay to the dual free companionship ceremony this day there was a victorious defeat in Tarnwald. It would seem the story would span out a long while. It began with panthers and ended up in the exchange of slaves. Now with this the war has been waged, or was it just a rescue Tarnwald came from their walls to also defeat Forest Port to collect their property that was taken? More of this when it develops.

Read more: [□](#)

## FOREST PORT CHRONICLE

Editor: Ubara Nyurahlee Kai of Forest Port

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### 11 THARNA

#### THARNA MINE & MINT ADVERTISEMENT

by Sahiela Lavendel  
Tatrix of Tharna

The Crown & Royal Mining Mills of the Silver City of Tharna, in conjunction with the Royal Metals & Trade Bank of Tharna, having one of the largest stocks of precious and base metals in all of Gor, hereby lists this year's inventory to be sold for trade commodities by her imperial Majesty's Royal Merchants.

These signature ingots of the Royal House & Mines of Tharna have been tested and verified at 99.9% purity. They carry the quality guarantee of Gor's most famous and trusted silver coin, the Tharna Tarn.

All prices listed are estimate prices depending on the purchasing commodity, and metals price at time of sale. All bullion must be paid in the agreed upon commodities, at time of sale, and in Tharna. For all sales outside of Tharna, transportation & mercenary costs of round trip, plus 10% will be additionally charged.

The Mill and Mine Managements are estimating a need of 312 additional thralls for the upcoming calendar year. Therefore, the minimum offering price for a healthy able-bodied male thrall will increase from 38 Tharna Copper Tarsks to 40 Tharna Copper Tarsks. Management estimates 163 thralls will need to be replaced in one of the three maximum security mines, 5 in Mill work, and the rest in one of the other 98 active medium security mines. For sales of thralls to the Royal Mine & Mills, please contact any Tharna Slaver's caste.

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### 12 THE SOARING HERLIT

#### THE SOARING HERLIT WINTERFEST

You are Invited!

On February 8th, 9th and 10th The Soaring Herlit will host its 2nd Annual Winter Festival.

All Goreans are invited to participate in the events.

Beginning on Friday February 8th, at 5 SL we will be kicking off with an opening statement from Ubar Jake to be followed with sled racing (singles, doubles, quads). The sled racing (along with the Dunk Tank) will be running from 5-7 pm SL, at which time we will be having Gorean Trivia with Roland and koko starting at 7 pm and running until approximately 8:30 pm SL.

On Saturday February 9th, there will be a snowman building competition at the park beginning at 1pm SL.

From 1-4 pm SL both the Slave Kissing Booth and Dunk Booth will be running as well....make sure you get your chance to lock lips with a lovely slave, or dunk someone to see how long it takes for body parts to start freezing and falling off.

At 4pm SL signup will begin for the Sword Tourney - we will be limiting entries to the first 16 entrants, so make sure you get here early to sign up! The Tourney will begin at 5 pm SL sharp and will be broadcast on GPR and narrated and broadcast by Gregor Kobeshi.

At 7 pm SL, once the Sword Tourney has wound down, we will be having a S'mores Bonfire down by the park, complete with skating, sledding, etc.

Sunday February 10th, we will be kicking off the day at 11am with a Dancing Under The Winter Moons Dance Competition, to be broadcast on GPR and narrated by the lovely Dominique Rayna. Join us as 8 stunning kajira will all try and dance their way to victory!

Afterwards, at 1pm SL, it's the Free Women's turn as they try and knock each other out in the Great Snowball Fight!

And be sure to be here for Jake's Rant on GPR where he will be hosting his usual rant AND a SEX SHOES Contest, and where we will be announcing the winner of the snowman contest from Saturday.

We look forward to seeing you there, please come one come all, and get Yourself out of the winter doldrums kick back and have fun with us, here at The Soaring Herlit. Take the landmark below to the docks and follow the sounds of fun!

<http://slurl.com/secondlife/The%20Soaring%20Herlit/168/75/651>

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13 VIGO

# KAISSA TOURNAMENT

Starting Feb 4th

We are going once more to the City of Vigo, this time for a Kaissa Tournament, the hospitality is great and the people friendly , so come join us and sign up today. Play with friends and discuss the games....explore the city..

1st Place Prize : \$5,000L

2nd Place Prize : \$2,500L

3rd Place Prize : \$1,000L

To Sign up contact Astary Pendragon - Directed by Kaissa Guild of Gor

# RANDOM THOUGHTS

by Sophia Farella

It is with great joy, much trepidation, and intense humility that we bring you THE VIGO TIMES. As Editors, we promise that we will do our very best to serve our city well.

We will attempt to provide you with information that will both inform you and entertain you. It might even ruffle your feathers at times, but even that can be fun!

Lady Sophia has written the newspaper for several cities during her career as a Scribe. It is her passion, her calling, if you will, to write. And what better way to exercise that passion than to write something that informs and entertains. The work is taxing, let there be no mistake, but when something is your passion, the work is just a part of the joy of doing it.

Havldan is the city Historian as well as a staff member of the newspaper. He has had to take a short sabbatical due to personal reasons but will be back with us and contributing very soon.

THE VIGO TIMES

Editor: Sophia Farella

Actual edition Nr. 1, Jan, 2012

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## 14 MIZAR - CHRONICLES FROM THE KASBAH

by Emma Seljan

Il termine "tarsk" definisce il nome della valuta in uso su Gor. In sostanza, l'equivalente dei nostri euro, dollaro, sterlina ecc. I metalli utilizzati per il conio delle monete sono il rame (copper), l'argento (silver) e l'oro (gold).

L'economia goreana non è descritta nel dettaglio nei romanzi. Un primo problema risiede nel fatto che nei primi libri vengono nominate delle unità che nei successivi scompaiono quasi del tutto, probabilmente nel tentativo di dare al sistema monetario una maggiore coerenza. Prendendo come riferimento le citazioni più precise e recenti, abbiamo scelto di adottare nel nostro conio il tarsk bit, il copper task, il silver task, il gold tarn e il double tarn.

La Kasbah di Mizar è una antica fortezza costruita oltre 3000 anni fa ed è sempre stata governata dai Tashid, una delle tribù del Tahari alleate degli Aretai.

L'attuale Pashà che regna sulla kasbah è Terek A'Din, Tashid di nobile lignaggio che ha ricevuto il titolo di capo supremo dal padre, e che come ogni nobile tahariano tramanderà in modo ereditario la sua carica.

La fortezza si trova approssimativamente a metà strada tra Tor e l'Oasi dei Nove Pozzi ed è stato un baluardo mai espugnato durante la Guerra delle Sete, e da sempre difende questa porzione di deserto, ed i suoi commerci, da predoni e qualsiasi tipo di pericolo.

## MIZAR - SZENARIO

Tra la Kasbah di Mizar e Kasra sono sempre intercorsi buoni rapporti basati sull'amicizia ed il commercio. Qualche mese dopo la fine della battaglia di Namus è stata siglata un'alleanza fra i rispettivi rappresentanti delle due località, in virtù anche del fatto che Terek A'Din era presente con una cavalleria, assieme agli Aretai, in aiuto dell'Ubar di Kasra Hakim, vero leader delle forze che hanno sconfitto i predoni dell'oasi di Namus.

Kasra ha inviato un contingente di 50 Guerrieri alla fortezza, per contribuire alla difesa dei commerci in cui è coinvolta, per mantenere questa parte di deserto pacifica, e per aiutare il Pashà nella lotta contro un suo nemico giurato di sempre, il famigerato Omar Novius.

"The oasis of Two Scimitars is an out-of-the-way oasis, under the hegemony of the Bakahs, which, for more than two hundred years, following their defeat in the Silk War of 8,110 C.A., has been a vassal tribe of the Kavars. The Silk War was a war for the control of certain caravan routes, for the rights to levy raider tribute on journeying merchants. It was called the Silk War because, at that time, Turian silk first began to be imported in bulk to the Tahari communities, and northward to Tor and Kasra, thence to Ar, and points north and west.

Raider tribute, it might be noted, is no longer commonly levied in the Tahari. Rather, with the control of watering points at the oasis, it is unnecessary. To these points must come caravans. At the oases, it is common for the local pashas to exact a protection tax from caravans, if they are of a certain length, normally of fifty kaiila or more. The protection tax helps to defray the cost of maintaining soldiers, who, nominally, at any rate, police the desert. It is not unusual for the genealogy of most of the pashas sovereign in the various oases to contain a heritage of raiders. Most of those in the Tahari who sit upon the rugs of office are those who are the descendants of men who ruled, in ruder days, scimitar in hand, from the high, red leather of the kaiila saddle. "  
(Tribesman of Gor, pg. 250)

Per questo motivo non è difficile incontrare diversi Guerrieri della città del sale rosso in questa fortezza...

(Per altre informazioni sulla storyline si legga "I Predoni dell'Oasi di Namus" nella sezione Scenario del sito di Kasra. <http://kasragdr.jimdo.com/scenario/> )

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## 15 TELETUS

Welcome to the Teletus Warrior Run™.

by Anjali Cazalet

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.

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## 15 THE REST

No news or new issues at the moment from LANDA (LANDA HERALD, TREVE (THE TREVIAN TRIBUNE), ARCADIAN MESSENGER, TREVE TRIBUNE, THARNA (THARNA NEW TIMES SCROLL), CRIMSON SCROLL (Official Scroll of the Crimson Sword Outlaws), RORUS (THE RORUS CHRONICLE™), JAHESA (JAHESA CHRONICLE), THE SOARING HERLIT (THE HERLIT CRIER) and THE TURIAN GAZETTE.

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## ## GAMES

### 17 GAMES OF GOR

Produced by the Kaissa Guild of Gor

A very busy week for the guild this week!! Olni is alive with action as the games progress in the path to the Zar Final. The Guild also traveled north to Ivar's Landfall for 2 mini tournaments. Both Zar and Kaissa were represented at the Torvaldsland Thing Fair, held in the valley of the wilderness that surrounds the village.

Oasis is quiet as we head to the final there, with so few games left to play the final has been brought forward and will now be played on Sunday February 3rd. Watch the Kaissa guild groups and notices for updates.

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## ## TRADE

### 18 TRUE SOUTHERN TRADE ALLIANCE

The True Southern Trade Alliance has 14 full members now and two associate members from the Vosk Region. Five more cities want to join or are pending members.

The True Southern Trade Alliance has nothing to do with the so called false "Southern Trade Alliance" of Turia, Vigo and Sulport, which was a front company of Fina in the past. The true STA boycotts the trade with these cities.

### 19 HOUSE OF YUROKI COMPANIES (HOY)

Trade reports by HoY slave Moon

## # NEW PRODUCT LIST

The house of Hoy has been expanding its wares with the acquisition of a mining company in the Shendi we can now offer precious stones among other commodities . Stones are easy to conceal and do not deteriorate when buried

## # GENESIAN PORT

A caravan was set up in Genesian Port, A wonderful town with interesting people, The spicy soup was always a hit, and the exotic birds , and the silky material, brought many ladies to look. Some wine was bought, and put on the ship. And one of our large birds was sold, and several other things.

The Port of Genesia have opened their own mint, declining the offer of the HoY Companies to mint coins for them. We commend their endeavour in opening their own

mint. We know only too well the difficulties and set backs we had in the early years of minting coins

Examples of the new coins of Port Genesia were given to us on a recent visit. We were disappointed the coins show neither the coat of arms of Genesian Port nor letters which could identify them. The Genesian coins also weigh less than HoY coins. As part of our STA agreement and as a gesture of goodwill to the new city we have decided to accept the coins. The HoY bank will only pay the value of the metal as the coins could be easily copied.

#### # CITY OF LANDA

Welcome to beautiful landa, a favorite spot of ours, We get our caravan off the Phaedra, and set it up. The soups is wonderful today, hearty delicacy of Verr eye soup. Thick seasoned broth with tender globes of white suds, inviting you to see the richness and taste the unique flavoring. Sides of garlic buttered yellow bread. the free soup went very well. Birds were popular, and the baby tarn brought a lot of people to look, The gemstones were popular, and the tarn birds sold well. We wish you well, to the wonderful people of landa, and head home.

#### # MIZAR

Our caravan was on it way to Mizar ("chronicles of teh Kasbah"), very close the the old city of Kasra. We loaded up the caravan, all the slaves had to push the tharlarion off, But we got moving, and off we went, Our soup was quite novel for then, and the taharian spices where appreciated. Our new gemstone lines was announced there, and the free were looking forward to out next visit. Our Taurentians were introduced to the Vizier who is a strong member of the STA. We fixed the currency exchange rates, admired there coins, and headed on our way home. Hoping there waterbags stay full.

#### # BELNEND

Our Caravan went to a the city of Belnend. Our poor tharlarion who is so fat , had a hard time getting in, but with Blanca pushing, he made it. We sold many of our exotic birds, they were flying all over, and people had to duck sometimes, but a good time was had by all, Our new gemstones where a hit and a beautiful Opal was purchased, and more for our next visit, It was a great day, and we waved and wish then well, and headed home.

#### # VENNA

The city of Venna got new coins made by the HoY mint.

#### # SEEKING MERCENARIES, AGENTS AND MERCHANTS

The House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the banks.

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

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

Agents in other cities are also required.

## 20 CURRENCY EXCHANGE RATES HOY BANK

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)

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### ## ADVERTISEMENT

#### # LADY JJ'S ART GALLERY IN OLNİ

Welcome to my Art gallery. I have many sketches on view of people who you may recognize so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For 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

#### BANKERS / COIN MERCHANTS REQUIRED

THE CITY OF OLNİ

CITY OF LANDA

PORT KALANA ON THE VOSK RIVER

PORT VICTORIA

Duties will include

Normal banking duties

Keeping of records

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to the House of HoY (Rarius Yuroki)

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 Port of Victoria, Tarnwald, Venna, Landa and the city of Olni in Saleria. More branches are under construction.

Specializing 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 JEWELL THEATRE

Ask Sas Shi for more informations

<http://slurl.com/secondlife/Samandiriel/206/128/29>

## # GOREAN UNIVERSITY

The Gorean University  
(previously Gorean Pleasure Silk University)

Educating Gor since 2008

Dec - Jan Schedule

Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>

<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

## # GOREAN LEGAL ACADEMY (GLA)

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

## LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

Thank you for your interest.

GLA offers two main legal courses.

There is no charge and courses are open to both free and slaves.

### 1) GOREAN MAGISTRATE COURSE

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

- graduation certificates for both your profile and for display (examples)
  - graduates receive a Magistrate's Wand of Office
  - course begins December 10th, 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 (examples)
  - graduates receive a Law School Advocates Ring
  - course begins December 11th 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

we recommend the Library on Gorean Campus for your research and studies

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

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## ## ROLEPLAY

### 22 HOUSE OF YUROKI SLAVE MERA DANCING

[17:43] mera (meradoll) sighs softly as everyone seemed to be away or heading off for slumber. The city was quiet. Her eyes scanned the streets before moving to the inn and grabbing up her bucket. She grumbled softly beneath her breath about how the streets were littered with pebbles, but of course, it was of the earth that would only make sense. She carried the bucket to the kitchen and lowered it to a water basin, filling it, then picking up her scrubbing brush and heading back out to the inn porch with a sigh of loneliness escaping her.

[17:47] mera (meradoll) pressed her strawberry lips together and allowed her throat to vibrate out an alluring tune of a song she once knew. she knelt down to the tiles and dipped the brush into the water then lifting it to eye the escaping water droplets before

placing the brush to the tiles. Her song seemed to echo through the streets, even if no one could make it out in particular, it would bring a soothing rush over their existence. She pressed the brush down to the tiles and pushed her weight into the strokes as she ran it along the surface with great attention to detail. Though she was often so alone in her work, she made a habit of amusing herself.

[17:51] mera (meradoll) She continued her song and the rhythm overwhelmed her. Her hips began to sway in the air while on her hands and knees, her round bottom slightly bouncing along with the tune in her head. She would crawl ahead a few paces only to drag the brush, every so often allowing it to once again meet with the water in the bucket. At this point, she didn't mind how foolish she may look as it seemed no one was around. She seemed quite zoned out in her work, a busy little slut that she often kept herself. She scrubbed carefully along the cracks of the tiles and every so often would lift up and inspect it carefully until it was to her liking to which she would simply nod in approval and continue on...

[17:58] mera (meradoll) drops the brush back into the barrel and lifted up the barrel, carrying it to the kitchen to put away... she sighed softly as she over looked the streets of Tarnwald. She brushed her knees off with a slight twinge of pain from the rough texture of the ground but she was used to the feeling. She glanced over to the crackling fires of the many torches that lit the town at this time of night... her eyes lighting up at the dance that it portrayed. The popping sounds matched with the beating of her heart, and her hips began to sway. she lifted her hands above her head and closed her eyes with delight. Her hips rocked in a sensuous motion and shifted her body into a twirling display of black silk and firey auburn locks. She continued to hum to herself and allowed her body to fall prey to its desires. her hands lowered outstretched on either side of her body and her head tilted back. She pointed her toe out before her, then made a half circle back to her side. She was lost in her emotions, and kept herself preoccupied

[18:04] mera (meradoll) her eyes still remained closed, the popping of the fire lit her heart aflame as she moved one hand before her and the other above, twirling at the wrists. Her body kept with a fluid motion of divine grace. She would then bend slightly at the knees, her hips still swaying in her own rhythm and serenity. The desires that pent up inside of her, the longing to feel the touch of a man. Her hands then locked into her hair a moment in frustration before sliding gently down the sides of her face, tilting her head back, then down over the collar that bore her neck. She sighed in aggravation and continued to allow her hands to trail down between her breasts, then down her stomach. During this, her chest rose then retracted only to be followed by her hips doing the same. To the eye, it was a serpent like motion.

[18:06] Dagda Baphomet entered chat range (18.08 m).

[18:07] Dagda Baphomet hobbles up, apparently a bit lame in one leg, and leans against the rough-hewn post, watching the lone slave dancing absently in the open air building. He rubs a grubby hand over his mouth, and nods a little to himself, but says nothing as he watches.

[18:08] mera (meradoll) her hands stopped at the base of her stomach and she thruster her hands out on either side of her body in aggravation. Her wrists crossed before her at the feeling of submission, her eyes remained closed lost in her translation of time and space, not noticing someone had approached. She continued to hum a soft melody along with the crackling of the fire while her hips continued rocking. She bent her back inwards,

leaning back with her wrists still crossed, symbolizing the struggle with the submission she had felt when submitting for the first time. her heart pounded heavily in her chest

[18:11] Dagda Baphomet pulls his hair back, tying it off with a short length of leather cord. He doesn't know if the girl is aware of him or not, but he enjoys the show, a faint smile crossing his lips that just barely reaches eyes that suggest an intelligence and education beyond the grubby, vaguely unpleasant smelling appearance. He shifts a little, so his back is against the post, arms crossed across his chest. He fishes around in a pouch for a moment, then gives up on searching for whatever it is. He shrugs, and keeps watching with vague interest.

[18:13] mera (meradoll) she retracted her wrists back to her chest as if to symbolize a pathetic attempt to keep in control. Her body shifted into a few twirls of what was left of her freedom, she pressed her palms together as if praying to the priest kings for release of the pain she held within her soul, the need to submit. To allow her to do so. She suddenly fell to her knees on the harsh earth, seemingly in submission but she fought with what little energy she had left. her knees spread widely in desire and lust, her back arched inwards and her head touched the ground behind her in her bend. her hands locked in her hair, shaking her head back and forth in frustration of this feeling of submission. her hands loosened in grip before trailing between her chest and stopping just before her heat. At that point, she heard a shuffle of feet and noticed the Master watching on seemingly with interest according to the smile on his face, she merely continued in her dance

[18:19] Dagda Baphomet raises an eyebrow, noting that she is aware of his presence, and the intelligence in his his eyes becomes much more apparent. His gaze suggests experience with the trade of flesh, along with an appreciation of her performance. He nods to himself, and tilts his head. He stretches his back, bending forward at the waist and straightening again with a grunt. His smile broadens for a moment, then fades back to the bland, crusty face, with the merest hint of the former smile. He puts his apparently good leg onto the tiles, leaning back more against the post and letting his apparently bad leg hang.

[18:20] mera (meradoll) she winked over to the Master before closing her eyes once again, lost in her emotions of dance. her hips rose and fell in heated desire to succumb to the sweet submission. Her body slowly then rose back to her knees, only to lower her body again to the ground before her. she beat the ground in a rhythm signifying her realization that this is what she was...where she belonged. At the feet of a man. She needed it, craved for it even, a release that only being a slave could give her. she panted as she rose back up on her knees, spread wide in nadu and her arms lifted above her head, arching to the side slightly and between her exhausted panting of the dancing display, she shouted out with pride in what she was... "La Kajira!!!" a blush lightly formed over her cheeks as the Master was still standing watching her, as she had started with no one around and clearly had lost herself in her display.

## 23 DUALING: AN ESSAY ABOUT ALT PLAY

by Vivienne Daguerre

The play of alternates or alts has long been an issue on Gor, even before Gor came to Second Life. In IRC or HTML or other text group Gor, the practice of playing more than one character was known as dualing. This practice was frowned on and could result in

your ejection from a particular group.

There is good reason for this. To be truly kajiri or to be truly free, one must commit to that role and be that fully. How can your submission as a kajira be real and total and feel real to you if in an hour you will be walking about as a free woman on another character? How can your commitment to a Master or Mistress be real if you have more than one? How can you fully tend to your slaves and command their full respect if you spend a good deal of time on your knees? Slaves need the free to be free. The free need slaves to be slaves.

Switching between free and slave, although acceptable in D/s, is not acceptable in Gor. In D/s play often occurs in scenes and you can be dominant in one scene and submissive in the next with no great difficulty. There is no continuity between scenes and each scene in itself is a small and separate story. Gor is not like that. In Gor there is a continuous story unfolding. It is not broken up into separate, unrelated scenes. There are other arguments against switching in Gor that I will not go into here; I feel the previous reason is reason enough. There is a solution to this dilemma that can be found in the free companionship. What happens between two free people in their personal play is personal and private.

One must remember that we do bring our very real hearts and feelings to these virtual environments. Those who play multiple alts seem not to care about the very real hurt and damage that they can do to those that they play with. I see those who play alts as being greedy, wanting it all, without being willing to fully commit to any one role in particular and as having no regard for the feelings of others. In most cases people play alts in an attempt to "have it all," or to cheat. Deceit is usually involved and discovery happens quite frequently. Hearts are broken, feelings are hurt, and people are disillusioned. It makes us skeptical, un-trusting and damages the community as a whole. There have been some cities that have been discovered to be populated largely by alts and this seriously damages the credibility of the entire city.

Alts are often made to escape the consequences and reputation associated with bad behaviour, or to abandon a collar (in effect, running away) or to abandon slaves (which is despicable). I do like that Second Life limits the number of alts you can make. Eventually, you will be stuck with the consequences and reputation that you have earned for yourself. Of course some do find a way around this, but most will not. In real life we cannot delete ourselves and make another "us" to start over again, and that does have some impact on our behaviour. It gives meaning to the words integrity and honor.

There is a right and a wrong way to do things. If you are in a collar that you wish to be out of you can beg for release, to be sold, to be given to another, or freed. If the answer is no, honor requires that you stay in the collar and accept your fate, or repeat your request or use persuasion to get your owner to change his or her mind. If you wish out of a Free Companionship contract, go to a magistrate and start negotiations to nullify it. If you wish to be rid of a slave, give the slave away, free her, or sell her. If you wish to go to another city or homestone, go to the Ubar or Administrator of your current homestone and ask for release from your oath. If you have done something wrong, be a man or woman and take your lumps, bear the consequences. Accept responsibility and do not make excuses or assign blame. Express remorse and try to make amends. Do the work to rebuild your reputation and know that it will take time to do so. You must accept as a consequence that some may be unable to trust you to the degree that they once did. It may mean the end of a relationship.

For my Free Companion and I, discovery of an undisclosed alt or that one has accepted another collar or taken slaves on an alt will almost always mean release, banishment, and perhaps even execution.

Does this mean that alts should not exist at all? There are some valid reasons to have alts. For example, slaves do not own property. In my mind, it would be acceptable for a slave to create an alt to own a sim or property. However that alt should not be played and it is a good idea to identify in the profile of the alt that it is an unplayed alt and who the main character is. This avoids any appearance or accusation of wrongdoing. Another example of a valid reason for an alt would be the case of a free woman clothing designer who uses an alt to model slave silks for pictures for vendors. Appearing in public pictures in slave silks would be a risky thing for a free woman who valued her freedom to do. Another valid reason for an alt would be to play in different role-play scenarios where perhaps one wanted different character name to be in keeping with the role-play. For example you may wish a female vampire character named Elvira, or a furry character to be named Fuzzy Bunny. Of course neither of these names would make a very good Gorean name. Sometimes we move between different worlds. One might have a DJ character who operates mainly in the vanilla world, and it is reasonable in such a situation perhaps not to advertise one's status in Gor and wish to have an alt with a different profile for that purpose.

There are probably other good reasons to have alts. The main thing with alts is not to hide them, and not to use them for purposes of deceit, cheating, or trying to "have it all." Alts should always be disclosed to those close to you or whom you closely involved with such as a Caste Leader, Ubar, Master, Mistress, or slaves.

In general most would agree that one should have only one Gorean character or avatar. Because you can only be one person in Gor it makes choosing whether to submit or not a truly serious choice or decision. It makes submission more real. It makes the choice of slaves and their training more important to the Master. Asking permission to make an alt or disclosing an existing alt or discussing the making of an alt in advance can help to avoid trouble later, broken hearts, ejection from the city, and loss of reputation.

Honor is important to a Gorean, whether that Gorean be slave or free. To have honor means to maintain one's integrity. Integrity means to be whole, unbroken, knowing what you believe and acting in accordance with that belief, even when that may have consequences. When we act in a way that violates what we believe, we are broken and we no longer have integrity. You know when you do it, for it feels wrong, feels bad. For a Gorean, that would mean loss of honor and would not be acceptable.

Do not speak to me of honor. Show me.

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## KNOWLEDGE

24 MEASUREMENTS

Barrel = 20 Talu (40 gallons)

Keg = 2 Talu (4 gallons)

Crate = Dozen bottles ( Wine Bottle 1/2 stone, the rest 1/4 stone)

Stone = 4 pounds  
Huda = 1 small basket or 5 tefa  
Gorean Foot = 12.5 inches or 1 AH-Ral =15 Feet  
Ah-il = 18 inches (approx)  
Ah-ral = 10 Ah-il

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## ## ONLINISMS OF THE WEEK

### 26 E-PENIS OF GOR

"I am better", I said.  
"No," said he, "I am better"  
I looked at him, angry. "I insist", I replied, "that I am better"  
"You," he said, "are wrong. I am better"  
"No," I shot back, "I am better!"  
He stomped his feet against the ground repeatedly. "No, me!", he cried.  
e-Penis of Gor, page 72

(taken from the Forest Port chronicle)

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## ## 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 Role play and communication. The Voice of Gor strives to ensure that all parties are contacted ahead of time; however, occasionally a city will object to what was written. Any city is free to write a rebuttal or send in their own news."

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor (about 1791 members)  
for members of the group BTB Goreans (about 683 members)  
for members of the group Alliance of Valkyrie Panthers (about 1463 members)  
for members of the group Gorean Information and Notices (about 125 members)

in the Gor Hub (near the map there)  
<http://slurl.com/secondlife/0%200%20Acajou/191/148/3009>

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

In Forest Port (docks) <http://slurl.com/secondlife/Forest%20Port/186/230/3251>

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

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

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

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

in Port of Victoria on Vosk (docks) <http://slurl.com/secondlife/Gor/176/4/23>

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/>