

# THE NEW VOICE OF GOR

## PUBLICARE ET PROPAGARE!

Third volume, issue No. 111

[short online version without pictures or attached notecards]

Third day of the Third Passage Hand of the month of Camerius 10164 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)

Correspondent in Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

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

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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 111th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR is the only planet wide Gorean newspaper.

Remember the endless summer days of your childhood, when fresh mornings gave way to the heat of long, lazy days? We had these again during the last hand all around the Vosk cities, even at the foothills of the Voltai mountains. Please do not expect the message boards full of breathtaking news... even the busiest merchants are sitting around in the taverns someimes, gossiping and enjoying the service of the slaves.

The NEW VOICE OF GOR needs your help! Feel free to contribute! The only weekly Gor wide newspaper is nothing without its readers.

Rarius Yuroki, merchant in Tarnwald  
Editor

# (OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

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

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The

NEW VOICE OF GOR is a collection of renece paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

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

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

# 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 THE WHITE CASTE AT PORT SALERIA - PRESS RELEASE

In issuing an invitation to this event I circulated all the group owners that I could find of White Caste, twice, with a request for them to publish an invitation in their groups. I also wrote to your paper with the invitation. Blessed Runyn did so in his lecture recently, and I attempted to contact as many as possible on the morning of the conclave. I received three replies throughout this process.

Despite it being sparsely attended Conclave, a number of key issues were identified as contributing to the Caste's decline. Of these, the lack of the two most important were adjudged to be the control of entry to Initiateship, and the setting up of an organisation for the dissemination of information.

To facilitate the rectification of the above, it was decided to hold another Conclave at a time and date to be announced. A time of 3 pm PDT was considered, and anyone interested is encouraged to comment.

Perhaps it was the time and date selected that inhibited attendance, but the fact remains that there seems to be little interest in playing any White Caste role. I discount the 'summer alt and the sunshine bit player'. (pace, Benjamin) Or maybe it is the general indifferent complacency to proactively engage in RP that seems to have settled over Gor in the last year.

I should like to thank all those who attended, and those who, due to prior commitments, sent in their apologies. It is my earnest hope that the White Caste will once again play a full part in the Life of Gor, and it requires dedicated Roleplayers to add richness to the tapestry that is our world.

Owain Goch, High Initiate of Port Salaria.

## 04 [OOC] PILGRIMAGE

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

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

<http://www.ta-sardar-gor.net/index.php/en/>

Participating Locations. <http://www.ta-sardar-gor.net/index.php/en/?Itemid=824>

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## ## GOREAN CITIES

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## 05 PORT OF OLNi

### # THE SLAVE'S CORNER

By Teal Razor ~ slave of Siri Emerald Jr ~ Captain Olni Scarlet's

THE GOLDEN QUILL AWARD ~ The Motto a Writer Should Live By  
By Teal Razor

I was privileged to be witness at the Golden Quill Awards, as they were presented on the Saturday past.

That particular Saturday, after all the tasks of my Master's morning were complete, I crept out of the house as he dozed. I ran to the pleasant pavilion, a venue for the awards ceremony. It was filling up fast. I walked around trying to find a good seat, managed to step on a freewoman's foot...sorry, and annoyed the Ubara who was going to be reading the submissions sent to the Golden Quill Committee.

The bell that my Master had fastened to my foot, for reasons I am too embarrassed to tell, was causing a vexation to the Ubara of Olni. I have learned to bend over and hold the bell with one hand to keep it from tinkling so he cannot hear me depart the house. The Ubara of Olni was not amused though with my bell ringing disturbance and I could not have a nearby warrior cut the bell from its tether. My Master would have been very suspicious. I chose to sit as still as possible so the bell would not ring with my movement.

But, I heard another ringing bell. Not mine. Another slave with a bell. That ring was high pitched, almost so high as to sound like a tarn whistle. I looked in the direction of that ring and noticed a slave with a Master who looked like he had been hit on the side of the head with a sword too many times. His hearing was not as it was before the malfeasance on his cranium. Hence the pitch of the bell was in a range to aid him in knowing if his slave was about, but to any other listener, that bell sound would have driven them quite mad.

On to the readings by the Ubara of Port Olni. As she read each scroll to the assembled entrants, friends, relatives, and visitors from all over Gor, the inflections in her voice, gave us a flavorful bite of words. She read some of the most poignant works by some of the talented scribes on Gor. Well, they weren't all scribes, they were of differing castes. The one thing they had in common is that they all had a 'secret scribe' inside of them. There were many scrolls she read that she had to stop and compose herself because her voice became overwhelmed with joy and grief and every other emotion associated with great love and great loss. There wasn't a dry eye in the house. I looked above and to the right of me and there was a huge warrior, his face wet with tears and trying to hide it. My nose was running and I looked down and as per usual, I did not have on any clothes. So wiping my nose on my sleeve would have been out of the question since there was no sleeve, or any cloth covering my person. I bent forward and wiped it on the kilt of the weeping warrior above and to the right of me.

I was chosen to be an ostrakon holder for a Master Lexx who was an entrant but who was not present. My ostrakon gave me a voting piece I could place in any contestant's basket. I took my job quite seriously and voted as I thought Master Lexx might have wanted although I had never met or talked with that Master.

The first, second, and third of the Golden Quill were filled by Master Stride whose Gorean name is thomasc.swords, Mistress Janette Ingelwood, and Master Quercus Robur. It was a touching moment. I ran back to the house and entered it bent over muffling my bell with my hand. I looked up when I heard a loud "Harrumph!!!" My eyes met my Master's eyes. He was sitting upright in a chair sipping a blackwine. "Teal, bring me my whip in your teeth," was the unwelcome sound from his lips. But a motto for writers, even this writer with her red derriere, is probably the best kept secret in publishing. The credo of every good writer. Always have a good editor.

DEAR TEAL ~ Solving the personal problems of Goreans one at a time...

By Teal Razor

Dear Teal:

My Master has given me a rather strict punishment. For a month I am to wear a ball gag when in his house. He did this because I remarked, as he stepped out of the bath, that he was starting to get a bosk belly. He became infuriated at my attack on his ballooning stomach and slapped a ball gag in my mouth. I have been pleading with my eyes for him to take it off of me. He pays me no mind. Please help.

Dear Gag Me with a Ball:

Tsk Tsk...you won't make that mistake again will you. It is not a slave's place to tell her

Master of his shortcomings. You are to take no notice of his bodily changes except if he has an arrow through him. Then you would have to call a green.

Fortunately, I have a countermeasure that has worked for others. It just so happens that I am selling hand painted ball gags. They all have a pair of painted red lips on them contorted into a smirking, sniggering, smile. They have been known to unnerve a Black Caste on the hunt. You can have them for 7 copper bits. If that does not work you can borrow a rather hideous ball gag that I have. It is in the shape of a spleen's mouth. That one always works on Masters.

Dear Teal:

I think my Master may be telling too many off color jokes in the company of free women as well as the free men. He is starting to cause talk in the commons. The free women glare at me during my serves and never look me in the face. I fear I am being punished for my Master's rather boisterous and inappropriate behavior. What can I do about this situation?

Dear Embarrassed in Treve:

You thought I would not guess the town you are living in, didn't you? You gave it away when you said, "telling too many off color jokes in the company of free women as well as free men." That, my dear sister, could only be one person. It was Master "H" ....I'd recognize his modus operandi anywhere. The gaping mouth spouting foul language and rude jokes...Yes yes. Many a night he has kept me in stitches with his parodies of the magistrates of Sulport and the freewomen of Port Kar, if indeed there are any.

(Laughs) The freewomen will never cozy up to you again so forget that. If you had a small fortune to bribe them into treating you right...it could go well, but alas slaves have no money. Best to make a run for it. I know that Master "H" does not like to have his slave's ears pierced or brands on their thighs. He says it disturbs him to see this when he is in those regions of a slut's body. So you have no marks. Good news for you. Borrow the robes of concealment from a Mistress, telling her you are going to wash them for her. Make sure you get a heavy veil from her closet. Put the robes on, pin your hair back, and apply a hood and a veil. It is easy for a woman to leave the city unquestioned.

Make your way to Port Olni. Strip naked on the boat before disembarking and throw the borrowed robes of concealment into the Olni River where the swift current will take them downstream to Tancred's Landing.

When you arrive at the gates, ask the guard for the slave called Teal. I will come and hide you in the city for a few days until I take you to the slaver to be claimed for Olni. I understand, Master "H" is a real cut-up. But, I think you will fair better under the watchful eye of our city kennels.

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06 ARCADIA

A STORY FOR KILLERS

by Nephtides na Neidos

This was no work for a cold day like this. Neph fit the last bolt into the sootblackened sleentrap, tried the mechanism twice, then armed all eight of the traps made at Tyros, and used a Cosian shackle ring to connect each with a likewise blackened pair of rope-ends, the thinner ones leading to the slipknot on a wellbalanced boulder each, on the rim of the rocky drop 20 steps away from the mill's aft wall. The rock had proven slippery, more work he disliked... but work was what could not be evaded, ever. so he had soldiered on.

The door was grey, weathered oakwood, blackened by rot in a few places, still covered by old spiderwebs now. Tonight, important men would come here to have a conference on his death. Neph nodded contently. Drizzle had long started to form small drippings on the fringes of his wide hat, but as an islander, Arcadias Jarl was quite used to such weather. This small outer isle was maybe ten pasangs off Arcadias coast, a short flight only.. yet he had come alone, on a loaded black bird, no arms nor badges on Tarn nor Tarnrider.

The whole northern forest smelled intensely of wet leaves, wooden rot and muddy earth, with a lingering, somewhat musky tone to it coming from the beardlike lichens and mosses and the many mushrooms of fall.

The smith walked to the landed bird, and Gizar, the black Tarn, followed and beat its wings when ordered, restoring the leaves to a naturally blown look where its rider had worked.

The Man and the Tarn went unnoticed by human eyes but for a solitary woodworker who could not have cared less, waving idly at them as they crossed the silent fields of autumn stubble the local peasants left when they took the corns of summer.

Darkness began to fall as the bird carried the smith to a chain of brownish rockhills several pasangs away from the road. He sent the Tarn to hunt, and decided to lay down under an overhanging rock, pulling his dark grey wool cloak around himself. Neph slept until the returning bird's grisly feeding sounds woke him, the splintering of wild tarsk bones. The smith watched the majestic jet-black bird devour the yearling tarsk. It was the second ahn of the night, nearly, when he spied the lights of lanterns, and it was time. It was a short flight back only.

Neph clicked his tongue sharply.. the young war Tarn reacting excellently, taking a long circular glide down, brought him close enough. Beating wings minimally, it nearly hovered over the single steep hilltop, seeking for any dangers on the ground with the Tarns ferocious eyes. The black beasts night eyes seeing far more than its rider, this breed was perfect to swoop down silently, and bred to a feathering that caused near as little rustle as an owl's.

The lights in the derelict mill burned brightly when Gizar followed, hopping after its rider, into the bushy cover of untouched undergrowth.. making the Tarn do this proved not really easy as thick fern and spiky bushes – thankfully not thorn brak – were something the young bird disliked profoundly. It worked, in the end.. the sounds of the hiding died before they reached anyones ear. The Tarn perched down, and settled, and Neph took the cage from the steerboard basket and let his Zeder Brickley crawl into his sash. Caressing the fur of the sleepy small beast.

It was a hundred steps only to the mill, and the furwrapped boots made the walk uncomfortable, catching thorns he had to pluck off. He made his way closer to the old mill again, until the leaves under his feet started to crack and whisper, where the large oaks dense leaves still clinging to life had kept them dryer. Laying on his belly atop a small bump, he tried to see what lay ahead now and was rewarded with a first sheen from the lights in the mill.. murmuring voices.. some raised at times so he could guess a few words on the wind if he only cared. But He had not come here to spy tonight - the plans of the merchant and the Killers were clear as springwater. The meeting, and the money exchange for his death, was just beginning.

The seeing glass brought the two dark faces of the doorguards close enough to study their expression a while.. killers, squarejawed muscular, die-hard, trained men of blade and bow, of lower ranks with the caste, standing in a half-fog-half-rain-weather. Their clothing looked costly, but not very warm to him...still, not a coat nor cape on them.. always expecting trouble, the smith decided, and smiled.

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## 07 PORT DECADENCE

### PORT DECADENCE RE-OPENING

Fourth day of the second hand of the Month of En'Var (The First Resting)  
Thursday, June 27th, Time: 1PM slt

This event is being covered by Gorean Portal Radio (GPR).

The Free Port City of Decadence is proud to celebrate the reopening of the expanded port with a dance competition to be held in the beautiful new dance arena.

Theme: Open dance.

Dancers: 6 with 2 alternates. First six received, plus the seventh and eighth as alternates.

3 Judges will be invited to come judge the event.

Prizes: 1st 5000 L\$  
2nd 3000 L\$  
3rd 1500 L\$

#### Rules for the dance event

- 1) Theme: No Theme, though this is The Free Port City of Decadence Island, however you'd like to incorporate that into the dance.
- 2) The event is only open to kajira.
- 3) Dances can be solo or tandem dances

- 4) Props will be permitted but of the sort that could be carried to the pit. They may not be above 50 prims Please remember you are in a dance pit.
- 5) 8 minute time limit per dance.
- 6) The dances must be the work of the dancer herself and not to have previously been used in a dance event of any sort.
- 7) The judges decision is final and no discussion will be entered into over this.
- 8) Dancers must arrive 20 min. prior to the event.
- 9) There will be a DJ to provide the music. Deadline for getting music MP3's (and only MP3s) in will be 24th June To be send to Darellion@gmail.com. Subject: Decadence Dance Contest
- 10) Dancers will dance in opposing order as to who gets the music to the organizer first. (So first music dances last and so on.) If music is changed dancer will go into the order the new music choice is received in.
- 11) In case of a tie... the organizers will use the scores of a previously agreed upon question to break the tie

If you wish to apply please fill in attached card and return to Darellion Aurotharius.

The following Info is from GPR, who is broadcasting the contest

- a. The Broadcaster cannot start and stop the song at specific points, but will play the entire song
- b. The Broadcaster cannot find another song at the event
- c. If the dancer has not chosen a song, the selection by the broadcaster is random. They cannot choose one with specific traits (i.e. piano, with a fast beat)
- d. The dance should be timed to the song chosen. IF the dancer requires the song to be played twice, that should be indicated on the note card. After a song is played twice, the broadcaster will talk to the audience and wait for the dance to finish.

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## TRADE

08 SOB TURIAN WINES

A messenger arrives for you, bearing a letter from SOB Turian Wines and Liqueur. It reads:

Tal.

In an effort to help bring the flavors of Turian Wine and Liqueur to all of Gor, SOB Turian Wines and Liqueurs has yet again, cut prices to make it's product a household name.

Please find the enclosed price sheet/order form with our current prices and even suggested retail prices.

We hope these new prices can help make Turian Wine and Liqueur a popular drink for all your citizens!

Thank you!  
Bjorg, Owner of SOB Turian Wines and Liqueur

## 09 TRUE SOUTHERN TRADE ALLIANCE (STA)

# The true Southern Trade Alliance is a trade alliance of southern Gorean cities and oases only (and associates of the Vosk region) and has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

The monthly meeting of the true Southern Trade Alliance will be in the next hand.

Full STA Members:

The Kasbah of the Guard of the Dunes  
Oasis of Nine Wells  
Oasis of the Sand Sleen  
Kasbah of Mizar  
Jazirat al Khusuf - House Rogerian  
Karak (Kassaryan State) (ITA)  
Decadence Isle  
Kamras (ITA)  
City of Tor  
Ukunga Region - Land of the Family Kron  
Asperiche (ITA)  
Kasra (ES)  
Tancred's Landing

Privately owned companies:

House of Yuroki (HoY) Companies  
The Phoenix Trading Company

Associated members:

Tharna

## # MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquillity, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

We proclaim to work together towards trade support to unify the south against invaders seen from any entity especially from the North that disrupts our mutual trade investments within our Ports, Cities and Oases, for peace and prosperity and the protection of our trade routes.

□

## 10 HOUSE OF YUROKI COMPANIES

### # WAREHOUSE AND HOY BANK IN TARNWALD TEMPORARELY CLOSED

The yellow caste of Tarnwald is very busy and decided to rebuild the city. The warehouse and the HoY Bank of Tarnwald are closed at the moment to let the builders to their work.

Rarius Yuroki

### # FACTS

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

### # REWARD - DEAD OR ALIVE

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

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate.

## # 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.

## # THE HOUSE OF HOY JOB OFFERS

### BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of" Banker" and (coin) merchant in the below listed cities (these cities have a bank building but no banker)

THE CITY OF OLN  
PORT KAR

Duties will include

Normal banking duties

Keeping of records - ledger

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

## 11 CURRENCY EXCHANGE RATES HOY BANK

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

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

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## ## ADVERTISEMENT

### # TURIAN SCRIBE LOOKING FOR A CARTOGRAPHER

As part of my scribe training to become an official Cartographer of Turia, I need to find a





Suggested donation is 250L\$ per seat, but no one is turned away if unable to donate.!!

Be sure to keep informed!! Join the ""Friends of The Quill and Quarrel"" Group for notices and information on upcoming shows.

Check out Q&Q's performances at any of the follow cities::

LOOK for the Goreans Portal Radio Broadcast of Tarl and Talena in June !!!

For any questions, thoughts or comments please feel free to send a notecard to ""QandQ Resident"", which is the business account for the Quill and Quarrel Theater Troupe. Please allow 24hours for responses.

If YOU would like to be a member of the Q&Q Theater Troupe, send a note to either "QandQ Resident", or "HarmonyTreat Resident" Auditions can be scheduled most any time !!

#### # ACADEMY OF GOREAN DANCE

As the next stage in the development of the Academy of Gorean Dance, based in Port Olni, we will begin to offer a series of intermediate workshops, featuring guest speakers and interactive activities, to enhance the learning of Gorean dancers, and designed to provide a venue for the dance community to exchange ideas.

These workshops are intended for experienced dancers. We suggest students who have graduated from the Academy's introductory course or another Gorean dance class inworld or have some relevant experience.

Students may enroll by joining the Academy group. Those who attend 8 sessions, with participation, will receive a certificate of graduation from the Academy.

If interested in attending, please contact the Academy Instructors.

Iris ((Anara Lexenstar))  
Angel ((AngelX Alcott))  
Najla ((Yummi Plaid)) (on leave)

Workshops will take place at the Academy of Gorean Dance, in Olni Meadows, a safezone but IC area above the city of Port Olni.

Story Faction:

Sunday, June 30th at 12 pm SLT

Speaker:

Kamini, slave of Bosk

## Dance Faction

Sunday, July 7 at 12pm SLT

Speaker:

Mily, slave of Richard Ash

## # GOREAN UNIVERSITY

The Gorean University

(previously Gorean Pleasure Silk University)

Educating Gor since 2008

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

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

## # GOREAN CAMPUS

### CASTES OF GOR LEADERSHIP COURSE

Physicians Caste of Gor is presenting a Caste Leadership Course at the Gorean Campus. This course is designed for Mentors, Instructors, Senior Physicians and Heads of Caste. It is open to ALL CASTES. (slaves may also attend)

The first class is "Motivating People to Learn"

Thursday at 5 PM SLT and Friday at 1PM SLT.

All classes will be posted on Healers Hall.

Thursdays at 1 PM & 5 PM after that..

<http://healershall.wetpaint.com/page/Caste+Leadership>

- 1 . Motivating People to Learn
- 2 . Mentoring
- 3 . Council Participation
- 4 . Conflict Resolution
- 5 . Leadership Styles
- 6 . Assessing your Leadership Style
- 7 . Goal setting
- 8 . Infirmary set up
- 9 . Developing Home Stone Policy and Procedure
- 10 . How to write a Caste Code for your Home Stone

Gorean Campus Timetable (All times in SLT.)

### Classes

Monday June 17th - Arena

Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday June 18th - Arena  
Beginner Dance (instruction in voice) - Rya - 7 pm

Wednesday June 19th - Outdoor classroom  
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday June 19th - Outdoor classroom  
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday June 19th - Arena  
Advanced Dance (instruction in voice) - Rya - 7 pm

Thursday June 20th - Campfire  
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday June 20th - Outdoor classroom  
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm - weekly

Saturday June 22nd - Arena  
Advanced Dance (instruction in voice) - Rya - 7 pm

#### # Events

Thursday June 20th - Cinema  
Skyfall - 2:30 pm

Friday June 21st - Outdoor classroom  
Poetry of Panner - 5 pm

Saturday June 22nd - Arena  
Dance seminar - Tuka - 10 am

Saturday June 22nd - Arena  
Dance contest - 1 pm

Sunday June 30th - Play performance - Arena  
Quill & Quarrel troupe - 3:30 pm

Sunday August 18th running for 3 weeks  
Gor Wide Zar Tournament

#### # Dance contests

Dance contests

Saturday June 22nd - Arena - 1 pm

Saturday August 31st - Arena - 1 pm  
Saturday November 2nd - Arena - 1 pm  
Saturday January 4th - Arena - 1 pm

<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2>

# GOREAN LEGAL ACADEMY (GLA)

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

## 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 Mid-April 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 mid-April for 8 weeks  
classes each Tuesday at:  
1pm OR 5pm SLT

- To enroll 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

Gorean Legal Academy (GLA)  
SCRIBE DIPLOMA COURSE  
self-study (version 3, 2013)  
Lady Janette Inglewood

Thank you for your interest.

- 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).

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## ROLEPLAY

12 OLD MAN IN VOLTAI VIKEL

by Mercy Riiser

Day 6, 4th Injection (rp continues)

Fortas awoke from his sleep at the Inn to find himself feeling extremely uncomfortable. Rolling up his sleeve he found his arm heavily covered with a strange rash. He pulled up a pant leg and found his leg covered as well. He arose from the bed and headed down the stairs of the inn and out the door. His strength seemed better though he was feeling a bit dizzy. He slowly walked his way down the stairs and over to the Infirmary. At the bottom of the stairs he stopped when he saw the Physician speaking with the long white haired merchant by the fountain in front of the Infirmary. He leaned against the wall and waited their conversation ended and the Merchant departed. He then edged his way slowly across the courtyard and approached the Physician by the entrance to the infirmary.

Lady Suki turned at the sound of footsteps to see the now familiar face. "Sir Fortas!" The man smiled "Tal Lady Suki.....I hesitated to approach the Infirmary when I saw that man with you that you spoke of. That was the Merchant you called Riiser?" The Physician nodded "It is well that you waited but let us go inside.. we should not speak out here in the open." She stepped

through the door to the Infirmary and then stopped at the basin rolling up her sleeves as she looked over at him.. up and down. "It is good to see you.. how are you feeling?" The man entered the building quietly behind her and closed the door as he stepped in "My hair has continued to grow as you can see.....but I seem to have developed quite a rash."

The Physician frowned as she dried her hands and stepped closer waving him over to the cot. She was somewhat alarmed that there were still deep set wrinkles and now his complaints of a rash. "Sit..... please." She turned and set up an exam tray. "Tell me about this rash Sir." "Well it appears to be all over my body...red bumps.....not itchy but annoying." The Physician went to the shelves and touched a few of the containers bringing back two and setting them out before turning toward him. "When did you notice this?" "Actually...when I awoke and I rolled up the sleeves of my jacket." Suki pulled on a pair of verr gloves and looked at him a moment before reaching out for his arm and pushing up his sleeve. "You better take off your shirt for me please." "It is quite uncomfortable", he replied as he pulled his arm through his sleeve and takes his jacket off. "Do you see it..?"

Suki walked around behind him and lightly ran her gloved finger tips over the bumpy rash. The rash had even disfigured the scars on his back that appear to have been made by whips and other sharp objects.' "Aye.. it would be difficult to miss this. Have you seen any critters crawling about at the inn? bugs of any kind?" "None that I noticed..." the man said "And it does not itch you say?" "No..not really...just very uncomfortable and very warm." She winced....scowled really.. as this could be the end of everything. "And my face seems to have changed little....still quite wrinkly." She opened both of the jars taking a dollop of pale yellow viscous fluid from one. "Aye.. first I am concerned on this rash.."

"Is not there one more shot...? Perhaps that would fix all this." the man asked. Suki placed the fluid in a beaker.. and adding three dollops of creamy white solution from the other .. began to stir the two. "I cannot give you the last shot Fortas.." she murmured as she worked.. "You may have to stay as you are..how can we risk a worsening reaction?" She picked up the bowl and walked back to him.. dipping her fingers in the mixture.. "This is cool and I'm going to apply it to at least the worst of the areas" "Stay as I am...?" he replied with an edge of sarcasm. She slathered on the cream. "I do not recommend continuing this.. until this rash is relieved." Fortas looked down at his splotchy skin "Would there be any reason to stay...like this?"

After applying the cream she returned to the shelves and selected a box taking it back to the table and began to prepare another mixture. "No.. \*laughed lightly hoping to calm him\* but the serum could cause a worse reaction ....it could kill you." He tried to turn and look at her "Or perhaps it would cure it." She caste a sharp glance in his direction as she added a spoonful of hot water to a green powder making a paste and scooped it up onto a flat spatula. "It smells of old wet seaweed.. but I bid you take it on your tongue and suck on it until it is gone.. it should help that rash Sir." Fortas looks down at the spatula and grimaces "Are you serious...?" He sniffs at it "You certainly do not try to sugar coat anything do you...?"

She stared at him.. waving the spatula in his direction.. and reached for a cup of water from the tray. "You may drink this once you have dissolved that on your tongue." Fortas takes the green glob off the spatula and places it on his tongue and then closes his mouth. He closes his eyes and tries to imagine it is something else...anything else. Suki steps back casting him a warning glance. "And no throwing up on my floor please." Fortas stares at her and then

smiles before opening his mouth to show her his green tongue. He reaches for the glass of water and drinks it all before placing the glass back on the tray. He looks at her closely "That was just delicious ....but I now know one more thing that has gotten better....my taste buds!"

Suki sighed quietly as she took the spatula and cup from him.. then tenderly patted his arm. "Now.. lie back Sir.. we shall see what time and science can do.. ! And very good...your taste is improved this is a good sign at least." "Do I lie on my back or stomach?" She replied "For now.. on your back and you may put your jacket back on Sir." Fortas breathes a sigh of relief. "So we shall see how the rash responds to the green magic...and then I get the final shot...?" She watched him for a moment then peeled off her gloves..sitting at the small work bench to make a note.. "I suppose I could be persuaded to give the next one now.. but.. if it goes awry I cannot be held responsible." Fortas tries to smile "Of course....it would be my responsibility completely. Shall we do it tonight.....?" The Physician thinks awhile looking at him. "The concoction I gave was to calm down the parts of your body that is in a reaction.. it will make you drowsy.. it may also offer some protection.. I will give you the next shot and you must stay in the infirmary under observation tonight." Fortas drums his fingers from both hands on his stomach "Fair enough!" Fortas smiles and calls out "Assume the position! I don't know if you noticed but I no longer cough...or wheeze....that is good as well!"

Suki cleared a spot and pulled out another sample of the precious serum from her satchel.. preparing a syringe.. and chuckling. "Do not tempt me.. a spanking would be less painful than this .. your last of the rejuvenation serums.... you are about 56 earth years.. with this I am hoping you will be at about 46 and there we shall stabilize you." She poured some of the green antiseptic on a cloth and turned. She loosened his pants sliding them down to where she wanted and inspected the site. "You are getting sore back here.. it is getting somewhat dense under the skin." she muttered. "....and 4 more shots to go.. you will not be able to sit for a hand!" "I believe you" Fortas replied "My as.....my backside feels like it is twice as big as it was." "I will place some hot packs on you tonight.. you have to sleep on your belly all night.. just like this .. and with your backside out... flesh exposed.. the air will do it good." With that, Suki stabilized the tissues as before.. and administered the injection. Suki kept his pants rolled down and poured some of the hot water onto a cloth then waved it in the air a little before placing it over the injection site. "There.. Sir.. you rest now.. " Fortas feels his skin heat up his and his eyes start to close "I am getting sleepy." He speaks quietly "Thank you again Lady Suki."

Read more: <http://www.gor-sl.com/index.php/topic,13879.0.html>

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## KNOWLEDGE

13 TRIVIA

This command instructs a slave to lift the chin high so that their neck and collar are exposed. This position makes it easier to read the slaves collar or attach a leash to the collar

"Lift your head,' he said. 'Higher. Higher!' She looked up at him, her head far back, the leash on her throat... 'You need not now keep your head in high-harness position,' he said to the girl." — Mercenaries of Gor, page 308

A slave is commanded to "run as a slave". In what position will she hold her hands?

"She ran rapidly to a place before the stone platform, before the curule chair of Cernus, where she fell to her knees in the position of pleasure slave, head bowed. I was amused, for she had run as a slave girl is sometimes taught to run, with rapid short steps, her legs almost straight, her feet scarcely leaving the ground, back straight, head turned to the left, arms at her sides, palms out at a forty-five degree angle, more of a dancer's motion than a true run." — Assassin of Gor, page 45

A slave being prepared to travel would often hear this command. It is used to ease the application of a slave leash to her collar and to back-bracelet her. She will move her wrists behind her while lifting her head and turning it to the left. What is the command?

"Leasha!" he said. Immediately, responsive to this command, I flung my wrists behind me, separated by some two inches, and lifted my chin, my head turned to the left. I felt slave bracelets flung, snapping shut, on my wrists. I was braceleted. In another moment I was leashed.— Dancer of Gor, page 365

"Lesha," snapped the second officer to the blond girl. She spun from facing him, and lifted her chin, turning her head to the left, placing her wrists behind her, as though for snapping them into slave bracelets.— Explorers of Gor, page 76

A slave kneels. She then crosses her arms in front of her, across her chest or belly; leans forward and places her head to the floor. What is about to happen?

"'Kneel to the whip, Melpomene!' she ordered. Melpomene then, sobbing, knelt, her legs close together, her wrists held crossed under her, as though bound, her head down, touching the floor, the bow of her back exposed, a slave girl awaiting punishment." — Fighting Slave of Gor, page 284

"'Kneel to the whip', said Samos. Piteously she knelt, a slave girl. Her wrists were crossed under her, as though bound, her head was to the floor, the bow of her back was exposed. She shuddered. I had little doubt but that this slave knew well, and much feared, the disciplining kiss of the Gorean slave lash." — Marauders of Gor, page 13

"I went to Targo, trembling, and knelt at his feet, my head to the boards of the floor. I crossed my wrists beneath me and touched my head to the floor, exposing the bow of my back. It is the submissive posture of a slave girl who is to be punished. It is called kneeling to the whip. I shook, visibly, at his feet." — Captive of Gor, page 200

Upon this command, a slave knows she is to kneel and lower her head so her locks may be used as a napkin or wiping cloth. What is the command?

"It is not unusual, incidentally, for slave girls, particularly for those who may not have proved

superbly pleasing, as yet, to discover that their hair, even while it is still on them, is expected, like themselves, to serve various lowly, domestic purposes. For example, when a girl, serving at a banquet, hears the command, "Hair," she knows she is to go to the guest and kneel, and lower her head, that her hair may be used as a napkin or wiping cloth, by means of which the free person, either male or female, may remove stains, crumbs or grease from his hands. Similarly a girl's hair, if sufficiently long, may be used for the washing and cleaning of floors. In this she is usually on her hands and knees, and naked and chained. The hair is used in conjunction with the soap and water, in the appropriate buckets, being dipped in, and wrung out, and rinsed, and so on. Hair, incidentally, is not used for the application of such things as waxes or varnishes, because of the difficulty of removing such substances from the hair. Such a mistake could necessitate a shearing and a lowering of the market value of a girl for months. For similar reasons, a girl's hair, even within a cloth, if it is still on her, is seldom used for such purposes as buffing and polishing. Hair is common, of course, as a stuffing for pads used for such purposes, for example, for the purposes of cleaning, buffing and polishing." — Kajira of Gor, pages 68-69

Upon this command, a slave is expected to form her mouth for kissing. She would be expected NOT to break this position until she has kissed or been kissed. What is the command?

A girl who is commanded to make slave lips, or who receives the command, "Slave lips," must form her mouth for kissing. She then, commonly, is not permitted to break this lip position until either she kisses or is kissed. Needless to say, a girl cannot speak when her lips are in the unbroken, fully-pursed slave-lips position. The command which commonly follows the "Slave-lips" command is, "Please me." — Blood Brothers of Gor, page 111

This is a root of a plant of Gor, a staple in the Gorean diet. You will find it served candied in vendor stands at events. What is the root?

"She saw the stand of a vendor below, one selling perhaps candied suls, or tastas." --Prize of Gor, page 342

"The Sul is a tuberous root of the Sul plant; it is a Gorean staple." --Slave Girl of Gor, page 145

Taken from Sari's Daily "Quote from the Books" Trivia for May 2013

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## ONLINISM OF THE WEEK

BIG DRAMA

[05:06 AM] XXX: last sunday we attacked turia aiding hochburg in this attack

[05:07 AM] XXX: but i know a big drama started, duno from who and for what

[05:07 AM] XXX: in my opinion all these alliances ruin all the fun

[05:08 AM] XXX: people dont get difference between trade alliances and military alliances  
[05:09 AM] XXX: all the cities should be independent  
[05:09 AM] XXX: otherwise you can delete the red caste from sl  
[05:09 AM] XXX: we are useless

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## ## KNOWN 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)

Correspondent in Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

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

### OLNI GAZETTE

Editor: Janette Inglewood

### THE GENESIAN GAZETTE

Editor: Sophia Farella

### THE VIGO TIMES

Editor: Alphil Darkfire

### THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

### THE TURIAN GAZETTE

Editor: unknown

### ARCADIAN MESSENGER

Editor: Nephtides Resident

### THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

### JAHESA CHRONICLE [inactive]

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

### THE HERLIT CRIER

Editor: Felicia Soleil

### THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

### 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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## ## ABOUT THE NEW VOICE OF GOR

The Landa Times became the NEW VOICE OF GOR (since issue 72).

The reasons for this are the former VOICE OF GOR was 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  
for members of the group BTB Goreans  
for members of the group Alliance of Valkyrie Panthers  
for members of the group Gorean Information and Notices

Gor Hub: <http://slurl.com/secondlife/0%20%20Acajou/64/85/42>

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

Forest Port Outpost (docks) <http://slurl.com/secondlife/Forest%20Port%20Outpost/19/17/23>

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

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

New Tancred's Landing (docks) <http://slurl.com/secondlife/Tancreds%20Landing/244/251/21>

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

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

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

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/>