

THE NEW VOICE OF GOR

[short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 125

Second day of the second hand of the month of Se'Kara (The Second Turning) 10164
Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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Note: The management accepts no responsibility for views expressed herein.

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 125th issue of the NEW VOICE OF GOR !

They are the scholars of Gorean society, and sub Castes include: Accountants, Record Keepers, Historians, Teachers, Cartographers, Geographers, Cryptographers and Copiers. What is the favourite method to hide secret messagesm used by the caste of cryptographers? And do you know what how people from Earth named this method?

Rarius Yuroki,
Editor of the NEW VOICE OF GOR

ALL OVER GOR

03 TRADE UNIONS - COLLECTIVE BARGAINING AGENCIES

The next item on the agenda dealt with the demand of the pulley-makers to receive the same wage per Ahn as the oar-makers. I voted for this measure, but it did not pass.

A Captain next to me snorted, "Give the pulley-makers the wage of oar-makers, and sawyers will want the wages of carpenters, and carpenters of shipwrights!"

All who do skilled work in the arsenal, incidentally, are free men. The men of Port Kar may permit slaves to build their house and their walls, but they do not permit them to build their ships. The wages of a sail-maker, incidentally, are four copper tarn disks per day, those of a fine shipwright, hired by the Council of Captains, as much as a golden tarn disk her day. The average working day is ten Ahn, or about twelve Earth hours. The amount of time spent in actual work, however, is far less. The work day of a free man in the arsenal is likely to be, on the whole, a rather leisurely one. Free Goreans do not like to be pressed in their tasks. Two Ahn for lunch and stopping an Ahn early for paga and a talk in the late afternoon are not uncommon. Layoffs occur, but , because of the amount of work, not frequently. The organizations, such as the sail-makers, almost guildlike, not castes, have due, and these dues tend to be applied to a number of purposes, such as support of those injured or their families, loans, payments when men are out of work, and pensions. The organizations have

also, upon occasion, functioned as collective bargaining agencies. I suspected that the sail-makers would, threatening desertion of the arsenal, this year or the next obtain their desired increase in wages. Brutal repressions of organization have never characterized the arsenal. The Council of Captains respects those who build and outfit ships.

On the other hand, the wages tend to be so slight that an organization seldom has the means to mount a long strike; the arsenal can normally be patient, and can usually choose to build a ship a month from now rather than now, but one cannot well arrange to eat a month from now, and not today, or tomorrow, or until a month from now. But most importantly the men of the arsenal regard themselves as just that, the men of the arsenal, and would be unhappy apart from their work. For all their threats of desertion of the arsenal there are few of them who would want to leave it. Building fine and beautiful ships gives them great pleasure.

(Raiders of Gor, chapter 6)

GOREAN CITIES

04 PORT OF OLNİ

THE SLAVE'S CORNER

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

GORITECHTURAL DIGEST ~ A PLEASANT AFTERNOON IN TI

By Teal Razor

I never thought I would live to see a revived city on Gor. I have been in cities that eventually went to dust. I have just not seen one successfully rebuilt. I was pleasantly surprised when I was taken to Ti by my Master and Lady Angeline Blackstone. Ti is a walled city much like Port Olni. It is situated on the Olni River, north of Tharna, some 200 pasangs from here. Ti has been rebuilt with the caring hands of it's free men and free women. The overseer for this project was a fellow known as Bob the Builder/Vilkas001.

My Master decided to fly to Ti on a tarn to conduct business which he never discloses to me. Lady Angeline Blackstone asked if she could be escorted there and passage was arranged. My Master chose a draft tarn with a basket underneath. I begged him to board a round boat for a safer ride down the river. But was shot down with a resounding "NO". Lady Angeline and I got in the basket. I looked straight into the Mistresses eyes and could tell that she, like me, is a white knuckle flyer. The Mistress had the solution for white knuckles, a bota of paga stashed under her robes of concealment. She was most generous in her sharing of the medicine and we stepped out of the basket arm and arm singing my best Gorean translation of "We all live in a Yellow Submarine". Lady Angeline was a fast study, picking up the tune and the words. She had no idea what the meaning of the words were. I think it just amused her to say the Gorean word for "yellow". Even the English word "yellow" is amusing to say. The color "yellow" itself is most amusing to gaze upon.

But I digress. We were helped off the basket by my Master. Rather Lady Angeline was

helped out of the basket. My Master hissed at me to, "straighten up slut", to which I could only reply, "Yes my Master."

To escape his glares and her laughing like a Torvie, I started looking around at Ti. I thought I was going to emerge on some gritty dock but instead I found the dismounting point, in Ti, was built capably. There were no posters, bill boards, no broken down conveyances to greet you, just a magnificent war ship next to the dock delighted your view. Immediately upon alighting from the basket we could see out ahead to the entry gates. The road leading to the entry was lined by fields of colorful flowers and well situated trees. Nearby was a clear, blue, running stream which tempted me to jump in but I looked up and caught my Master's raised eyebrows. He hissed at me once more.

The gates of Ti were the most stylish gates I have run across. I mean some cities have timbers lashed together for walls and gates. I have never liked that look. Too clumsy. Besides wooden walls, like trees, attract the worst type of person, those who carve their initials into them. The gates set before us were resplendent in their lightness. There was much polished brass interwoven into them. Red banners with gold tassels hung strategically from the high walls and gave the city a look of cosmopolitan living. The gates were solid though and the outer flair hid their inner strength.

The three of us passed amicably through the portals onto a broad cleanly swept plaza paved in large rounded stone. There was little to block one's view of the city skyline. The city was a picture of neoclassicism at its finest. Broad stairs took you from plaza to plaza. The vistas, as you turned to look down over the city, were breathtaking. I felt transported.

In the middle of the plaza stood the Ubar of Ti, a man named Jack. He was cordial and offered my Master a tour. A slave, named Adena (violeta.caproni), ran over at the command of the Ubar. Adena knew her way around the city. We went into many public places that looked deceptively like large, sumptuous homes. Some of them paved in rose quartz. We also went inside condominiums, townhomes and tower apartments. The public spaces were furnished in coordinating colors which changed from place to place. It all formed a signature look that was hard to place as being from one decorator. I did note flavor of Master Ralph Lauren, but one can't be sure today. Along the way we passed well dressed citizens who nodded their heads respectfully to my Master and Lady Angeline.

The highlight of the afternoon were the baths. Lady Angeline went to the ladies side and I accompanied my Master to the men's side. We spent a lazy hour soaking and talking. Although my Master permitted himself a bowl of paga, he refused to let me have any.

At the end of the bath, it was time for us to go if we were to make it back to Olni at a decent hour. We left the dock in the same basket we almost went to hell in on the way in. This time, Lady Angeline did not have the bota of paga tucked away in her robes of concealment. She had no time to purchase the alcohol before departing Ti. With no liquid courage, we both clung to each other in fear during the flight back.

There was only one disturbing note about Ti's skyline, as I observed it from the departing tarn, the crenelated towers. I think the new Ti was built on the ruins of another city whose medieval leanings were evident in the towers that were the only pieces left standing from the ruins.

I hope to go back to Ti soon and sample their candy.

05 [OOO] AMHAS CAIRN

Every Monday and Friday @ 11 a.m. and 5 p.m. slt
Amhas Cairn - Torvaldsland and Gorean Classes
Cave classroom at tp point. All welcome to attend.
Removes meters, weapons, and take a seat in a
chair.

Every Wednesday @ 6 p.m. slt Capture the Flag
Amhas Cairn - All welcome.
Contact: Firstleviathan Resident or EntropyS Resident

Every Thursday @ 4 p.m. slt
Trothfjell
Alekk Baroque reading
Contact: Stjorn Zun

Every Saturday @ 11 a.m. slt and 6 p.m. slt
Amhas Cairn
This is a time for feasting, announcing news, pledging
fealty, bringing up matters of local law, etc. It's an IC
event that visitors too, are welcome to attend.

Every Sunday @ 1 p.m. slt Story
Trothfjell
Story Teller and Poet
Contact: Stjorn Zun

Every Sunday @ 6 p.m. slt
Rorus
Capture the Flag
Contact: Joseph Surface

Friday, September 27 @ 6 p.m. slt
Odins Fjord
Odins Fjord Sword Tournament
Contact: Lucinda Anton
September 2013

Read more: <http://www.amhascairn.com/events-calendar.html>

06 [OOC] CITY OF WINDSONG

REOPENING FESTIVAL

3 day event running from 9/27/13 till 9/29/13

MERCNANT OF GOR TOURNAMENT

The beautiful City of Windsong invites all players to the next Merchant of Gor Tournament as part of the Windsong Grand Reopening Festival.. The boards will be set up at the city square around the big tree.

[September, 28th (Saturday) 1 pm S L T]

07 GENESIAN PORT

NEW BANK OPENED?

Rumors say that a new bank had opened in Genesian Port. We do not have valid information. The House of Yuroki company will pay one silver tarsk to get to know the name of the banker and one silver tarsk more for some coins of Genesian Port. We will compensate you for these coins for sure and give you valid coins of other cities, for example Olni, Tarnwald or Tharna.

The editor

RARE DIALECTS OF GOR

08 RIVE DE BOIS TRADING POST

De nota pública y visible en la ciudad;

Por orden de la Administración y el Consejo de Guerreros de la ciudad de Rive-de-Bois, se notifica a cualquier ciudadano y visitante de la región que se da por fugada de la justicia a la libre Ekaterina de la ciudad de Piedmont, hija de Dyre de Carpenter y Althea.

Quedando pendiente en su causa juicio por robo y su venta publica, se añaden los cargos de fuga y desacato, por lo que la captura o hallazgo de dicha mujer , viva o muerta debe ser notificada a las autoridades de Rive-de-Bois o en su defecto a las de la ciudad de la región dentro de la confederación.

Serán aplicadas las leyes correspondientes para su ejecución si no fuera reclamada mediante cauces legales su indulto y compra por parte de cualquier ciudadano.

Hawk Helendale

Magistrado Rive-de-Bois

Hakim Halcali
Capitan de Rarii Rive-de-Bois

09 PORT KAR

A Mitglied der Schwarzen Kaste hat sein Zelt ausserhalb der Mauern aufgeschlagen. Dort gibt es auch eine Moeglichkeit, eine Nachricht zu hinterlassen.

Assassinen koennen als Soeldner angeheuert werden wie jeder andere Krieger auch. Sie arbeiten aber am liebsten allein und vertragen sich nicht besonders mit Mitgliedern der roten Kaste. Killer werden als Soeldner vor allem angeheuert, weil sie sehr effizient sind und keine Spuren zu ihrem Auftraggeber hinterlassen,.

10 [OOO] KRIEGER GESUCHT

Gesucht werden deutschsprachige Krieger fuer eine Soeldner-Truppe, die gern manchmal zusammen trainieren wollen und ab und zu raiden (auch im englischsprachigen Gor, Englisch ist aber nicht Voraussetzung). Jede denkbare Hilfe wird gestellt. Auch Neulinge (und auch per voice, zum Ueben)

Wir wollen euch alles beibringen, was zum Kaempfen in SL Gor gehoert.
Raschid Hassanein

TRADE

11 OASIS OF TURMAS

MARKT - WEEKLY MARKET

The Oasis of Turmas invites you to koin the weekly market (every Thursday, 2 pm SLT/8 pm GMT+1)

Die Oasis of Turmas laedt nun jeden Donnerstag ab 20:00 Uhr zum Markttag ein. Wir freuen uns auf Händler von fern und nah und auf tolles Rp, natürlich auch ausserhalb des Markttagess! Kommt doch einfach mal vorbei und genieusst einen Tee oder Ka-la-na Wein inmitten unserer wunderschönen Oase.

Wir freuen uns auf EUCH

12 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 STA will be in this hand. The members of the High Assembly will get a sealed and encrypted message.

Full STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Shrine Valley (formerly known as Jazirat al Khusuf)

Karak & Kamras - Ukunga Plains (ITA)

Decadence Isle

City of Tor

Ukunga Region - Land of the Family Kron

Asperiche

Rive de Bois Trading Post (former Kasra) (ES)

Tancred's Landing

Privately owned Companies:

The Phoenix Trading Company

House of Yuroki (HoY) Companies

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 Tranquility, 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.

13 HOUSE OY YUROKI COMPANIES

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

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

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

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.

[OOC] We are looking for active male role players which are able to act independent and like to follow some sophisticates story lines (some of them started 2011). Mercenaries who had been hired by a privately owned company are very common on Gor (but NOT in SL Gor), they are mostly members of the red caste.

We do NOT need pixelsex addicts, lifestylers or players who are online once weekly or play 20 alts at the same time. You need to LIKE roleplay.

You should be able to make a valid log without metagaming and OOC.

We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

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)

SELNAR
PORT OF OLN
TURMAS
ISLE OF SULPORT

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

14 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)

New: The HoY bank accepts and converts coins of Turmus (german BTB), the City of Tor, coins of Torviksburg (Torvick Burg, H.O.S.) and coins made by the mint of the Golden Larl Trading Company.

ADVERTISEMENT

THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer
And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE (RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point. As the signs show. The GRC HALL is to the Right and through an Archway.

Best Wishes
Astarte Hubbenfluff

HOD TRADING COMPANY NOW OPEN

House of Darkfold Trading Company is now open! We are currently accepting G&S items and G&S coins, as well as RP items and coins. Eventually they will expand thier trade and start tradeing NLS items as well as GM items and coin. With two branches of the company (Tharna and Port Quanali) it is now easy to get thoes exotic items you crave or thoes items you simply have a bad harvest with. Lady Sam Darkfold, owner and head merchant of the trading company, along with her apprentice merchant Lady Missy give thier word that all trades WILL be fair and any deliveries will arrive safely.

History:

HoD Trading Company first started out as an idea given to Lady Sam by her friend Lady V. Lady Sam felt that she needed to branch off from the city of Tharna's merchant caste and go with Lady V's idea. Thus House of Darkfold Trading Company was formed. Upon the start of the build, Lady Sam was approached by Lady Missy who was a merchant in the city but was never trained and didnt know what to do. Lady Sam agreed under the condition that Lady Missy comes and works for the trade company. Upon agreeing to this, the idea grew bigger, expanding into not only Tharna.

LADY JJ'S ART GALLERY IN OLN I

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

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

- Classes

Classes

Monday Sep 23rd - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Tuesday Sep 24th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Sep 24th - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Sep 24th - Gallery - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Sep 25th - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Sep 25th - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Sep 25th - Arena - Weekly
Combat and Warriors - Azerbain Grey - 3 pm

Wednesday Sep 25th - Outdoor classroom - Weekly
Tavern Slave - Ahwi Ash - 6 pm

Thursday Sep 26th - Campfire - Weekly

Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Sep 26th - Outdoor classroom - Weekly
Tahari Culture - Carrie Islar - 2 pm

Thursday Sep 26th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Sep 26th - Chapel - Weekly
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Sep 27th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Sep 27th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Sep 27th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Sep 27th - Outdoor classroom - Weekly
Wagon Peoples - Fawna - 4:30 pm

Sunday Sep 29th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Sep 29th - Arena - Weekly
Write Your First Dance - Tuka (Rajaa) - 11 am

Monday Sep 30th - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Tuesday Oct 1st - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Oct 1st - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Oct 1st - Gallery - Weekly
New to Gor - Krista - 6: 30 pm

Wednesday Oct 2nd - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Oct 2nd - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Oct 2nd - Arena - Weekly
FW & Slaves with Weapons - Azerbain Grey - 3 pm

Wednesday Oct 2nd - Outdoor classroom - Weekly
Tavern Slave - Ahwi Ash - 6 pm

Thursday Oct 3rd - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Oct 3rd - Outdoor classroom - Weekly
Tahari Culture - Carrie Islar - 2 pm

Thursday Oct 3rd - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Oct 3rd - Chapel - Weekly
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Oct 4th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 1 pm

Friday Oct 4th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Oct 4th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Oct 4th - Outdoor classroom - Weekly
Wagon Peoples - Fawna - 5 pm

Sunday Oct 6th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Oct 6th - Arena - Weekly
Write Your First Dance - Tuka (Rajaa) - 11 am

Sunday Oct 6th - Arena
Dance Graduation - Rya - 6pm

- Events

Saturday Sep 28th - Outdoor Classroom - Monthly
Poetry and Comedy Show - Panner - 5 pm

Sunday Sep 29th - Zar finals - 9 am
(Awards 10 am)

Saturday Oct 5th - Cinema
Goodfellas - 2 pm

Saturday Oct 19th - Chapel

Dainial in Concert - 1 pm

Sunday Nov 10th - Q & Q Theatre
Quill and Quarrel - 2 pm

- Dance contests

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.

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 in Mid September 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

SCRIBE DIPLOMA COURSE
self-study (version 3, 2013)
Lady Janette Inglewood

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

ROLEPLAY

19 PILGRIMAGE

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

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

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor. Go !!! join the adventure, contact: Luqara Darkwatch

KNOWLEDGE

20 CLOTHING OF FREE MEN OF TORVALDSLAND

Men wear their cloaks so as to keep their sword arm - commonly the right - free. At their waist is the master belt, on which is hung a coin pouch, the sword and most other items the man carries. Even when unarmed, the master belt will hold a knife. Luck signs and runes are often carved into the master belt. A sword belt may be worn also, which is slung over the left shoulder, as is an axe belt, which descends to the master belt so that the axe hangs with its head behind and to the left of the wearer's head.

Gorm was bare-chested and barefoot. He wore trousers of the fur of sea sleen. About his neck was a golden chain and pendant, doubtless taken once from a free woman of the south.

Men were now running from the palisade and the fields down to the dock. They were bare-headed, and wore shaggy jackets. Some wore trousers of skin, others tunics of dyed wool.

Then from his chests, within the hall, he had given me a long, swirling cloak of the fur of sea sleen; a bronze-headed spear; a shield of painted wood, reinforced with bosses of iron; the shield was red in color, the bosses enameled yellow; a helmet, conical, of iron, with hanging chain, and a steel nosepiece, that might be raised and lowered in its bands; and, too, a shirt and trousers of skin; and, too, a broad ax, formed in the fashion of Torvaldsland, large, curved, single-bladed; and four rings of gold, that might be worn on the arm.

"Good," said the Forkbeard. He climbed to his feet. He knocked the dirt from the knees of his leather trousers. "Good," he said.

We slipped in the blood. It filled the pit of the long fire. It was splashed about our trousers and tunics.

We saw, too, many chieftains, and captains, and minor Jarls, in the crowd, each with his retinue. These high men were sumptuously garbed, richly cloaked and helmeted, often with great axes, inlaid with gold. Their cloaks were usually scarlet or purple, long and swirling, and held with golden clasps. They wore them, always, as is common in Torvaldsland, in such a way that the right arm, the sword arm, is free.

Their men, too, often wore cloaks, and, about their arms, spiral rings of gold and silver, and, on their wrists, jewel-studded bands.

Blue Tooth was a large man, bearded, with a broad, heavy face. He had blue eyes, and was blond haired. His hair came to his shoulders, There was a knife scar under his left eye. He seemed a shrewd, highly intelligent, competent, avaricious man. I thought him probably an effective jarl. He wore a collar of fur, dyed scarlet, and a long cloak, over the left shoulder, of purple-dyed fur of the sea sleen. He wore beneath his cloak yellow wool, and a great belt of glistening black, with a gold buckle, to which was attached a scabbard of oiled, black leather; in this scabbard was a sword, a sword of Torvaldsland, a long sword, with a jeweled pommel, with double guard.

22 TRIVIA

Female slaves in Ar must wear a visible token of their bondage. The male slave, however, do not. What is the explanation for this?

"The first collar I had worn had been a color-coded transfer collar, put on me at the holding area outside the gate, probably primarily to comply with the ordinance that female slaves in Ar must wear a visible token of their bondage; otherwise we might simply have had our destinations written on our bodies. This was my first owner collar. The laws of Ar, incidentally, do not require a similar visible token of bondage on the bodies of male slaves, or even any distinctive type of garments. The historical explanation of this is that it was originally intended to make it difficult for male slaves to make contact with one another and to keep them from understanding how numerous they might be. On the other hand, male slaves are not numerous, at least within the cities, as opposed to the great farms or the quarries, and they are, in fact, usually collared. " --Kajira of Gor, page 296

It is very well known, how a female slave is expected to kneel before the free woman. What about the male slave? How would he commonly kneel before a free woman?

"I then knelt chained before her. I was again in my cell. Again my ankles were shackled to a ring. Again my wrists were manacled to the forward ring. Things were much as they had been before, before she had called the men to fetch me forth from the cell. There was, however, one important difference. Before there had knelt on that spot a free man in chains. There knelt there now only a chained slave.

She stood up and backed away a bit, and stood there, regarding me.

'You will commonly,' she said, not unkindly, 'when kneeling before a free woman, keep your knees spread, unless your lady wishes otherwise.'

'Yes, Mistress,' I said.

'That is right,' she said. 'I find that good. But remember, the whim of the Mistress is everything.'" --Fighting Slave of Gor, pages 54-55

This weapon is contrary to the code of the Warriors of Gor. It is not only against the codes but it generally regarded as unworthy of men. What is this weapon?

"The findings of Iskander of Turia matched those of the other physicians, but, to my astonishment, when he had replaced his instruments in the pouch slung at his shoulder, he said, 'The wounds were given by blades of Tyros.'

'Yes,' I said, 'they were.'

'There is a subtle contaminant in the wounds,' he said.

'Are you sure?' I asked.

'I have not detected it,' he said. 'But there seems no likely alternative explanation.'

'A contaminant?' I asked.

'Poison, I think,' said he, 'perhaps a subtle toxin, coated on a blade, thus entered into a wound.'

'Such is contrary to the codes,' I said.

'Poisoned steel,' he said.

I said nothing.

'Sullius Maximus,' he said, 'is in Tyros.'

'I would not have thought Sarus of Tyros would have used poisoned steel,' I said. Such a device, like the poisoned arrow, was not only against the codes of the warriors, but, generally, was regarded as unworthy of men. Poison was regarded as a woman's weapon.'" --Marauders of Gor, page 18-19

You have been negotiating with a Tuchuk of the Wagon People. He smiles, reaches down and picks up a handful of dirt and grass, and thrusts his hand at you. What is the purpose of the gesture? What are you expected to do?

"For a moment the Tuchuk seemed stunned. He stared at me, disbelievingly, and then, suddenly, he threw back his head and laughed until tears streamed down his face. He doubled over and pounded on his knees with his fist. Then he straightened up and wiped his face with the back of his hand.

I shrugged.

Suddenly the Tuchuk bent to the soil and picked up a handful of dirt and grass, the land on

which the bosk graze, the land which is the land of the Tuchuks, and this dirt and this grass he thrust in my hands and I held it.

The warrior grinned and put his hands over mine so that our hands together held the dirt and the grass, and we together clasped on it.

'Yes,' said the warrior, 'come in peace to the Land of the Wagon Peoples.'" --Nomads of Gor, page 26

"'No fool,' said Kamchak, 'but Tarl Cabot, a warrior, one who has held in his hands with me grass and earth.'

'He is a stranger,' she said. 'He should be slain!'

Kamchak grinned up at her. 'He has held with me grass and earth,' he said.'" --Nomads of Gor, page 32

The training of the assassin is thorough and cruel. Candidates are chosen with great care and only one in ten complete the course. What happens to the rest?

"The training of the assassin is thorough and cruel. He who wears the black of that caste has not won it easily. Candidates for the caste are chosen with great care, and only one in ten, it is said, completes the course of instruction to the satisfaction of the caste masters. It is assumed that failed candidates are slain, if not in the training, for secrets they may have learned." --Beasts of Gor, page 411

The training of assassins proceeds in pairs. Friendship between the two is encouraged. Is there a purpose behind this?

"The training of the assassin is thorough and cruel. He who wears the black of that caste has not won it easily. Candidates for the caste are chosen with great care, and only one in ten, it is said, completes the course of instruction to the satisfaction of the caste masters. It is assumed that failed candidates are slain, if not in the training, for secrets they may have learned. Withdrawal from the caste is not permitted. Training proceeds in pairs, each pair against others. Friendship is encouraged. Then, in the final training, each member of the pair must hunt the other. When one has killed one's friend one is then likely to better understand the meaning of the black. When one has killed one's friend one is then unlikely to find mercy in his heart for another. One is then alone, with gold and steel." --Beasts of Gor, page 411

According to the Gorean way of thinking, should you show pity towards another?

"'Say you are not Tarl Cabot of Ko-ro-ba,' he said.

'But I am,' I said.

'I ask your favor,' said Zosk, his voice thick with emotion. He was pleading. 'Say you are not Tarl Cabot of Ko-ro-ba.'

'I am Tarl Cabot of Ko-ro-ba,' I repeated firmly.

Zosk lifted his ax.

It seemed light in his massive grip. I felt it could have felled a small tree with a single blow. Step by step, he approached me, the ax held over his shoulder with both hands.

At last he stopped before me. I thought there were tears in his eyes. I made no move to

defend myself. Somehow I knew Zosk would not strike. He struggled with himself, his simple wide face twisted in agony, his eyes tortured.

'May the Priest-Kings forgive me!' he cried.

He threw down the ax, which rang on the stones of the road to Ko-ro-ba. Zosk sank down and sat cross-legged in the road, his gigantic frame shaken with sobs, his massive head buried in his hands, his thick, guttural voice moaning with distress.

At such a time a man may not be spoken to, for according to the Gorean way of thinking pity humiliates both he who pities and he who is pitied. According to the Gorean way, one may love but one may not pity. So I moved on." --Outlaw of Gor, pages 20-21

Per the codes of the Warrior, within the circle of each man's sword lies this. What lies there?

"Within the circle of each man's sword," say the codes of the warrior, "therein is each man a Ubar." --Marauders of Gor, page 10

Per the codes of the Warrior, this is the coinage of the warrior, with which he can purchase what pleases him. What is it?

"Steel is the coinage of the warrior," say the codes. "With it he purchases what pleases him." --Marauders of Gor, page 11

Per their codes, lifting a weapon against a Warrior permits this. What does it permit?

"The bartender, a heavy, soft-faced man, waddled to the table. One of his fat hands nervously clutched a short leather truncheon, weighted with shot. The bartender jerked his thumb toward the door. He repeated the gesture. Cabot towering over him seemed not to comprehend. The bartender lifted the truncheon in a menacing gesture. Cabot simply took the weapon, seeming to draw it easily from the startled grip of the fat man. He looked down into the sweating, frightened fat face.

'You have lifted a weapon against me,' he said. 'My codes permit me to kill you.'" --Outlaw of Gor, page 5

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

ONLINISM OF THE WEEK

[11:21:00] Hades Travesty: bro u impaling her with that penis? lol

[11:21:22] xxxx: Shut up ! haha.. i didn't have a cock on this alt, so i found a shitty freebie

[11:21:27] Hades Travesty: LMAO

[11:22:04] Hades Travesty: fuckers like the size of my arm in rl

[11:22:05] Hades Travesty: hahahaha

[11:22:22] xxxx: i don't know if i bought the horse one, hmm

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR (Gor wide)

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

ABOUT THE NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

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

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

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group Raid Messenger 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
for members of the group Goreanische Freie Presse

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

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

Voltai Viktel (library) <http://slurl.com/secondlife/Voltai%20Viktet/114/138/1003>

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

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>

[temporarily under construction]

Oasis of Turmas <http://maps.secondlife.com/secondlife/BSM%20Land/54/65/22>

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena>

%20Aquarius/68/37/25

Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters>

%20XIII/14/152/22

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

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/>