

THE NEW VOICE OF GOR

[short online version]

Second Edition, v. 2 No. 81

Based in the Vosk Region

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

Content:

- ## Editorial
- ## All over Gor
- ## Gorean Cities
- # Port of Olni - Olni Gazette
- # The Slave's Corner
- # Forest Port - Forest Port Chronicle
- # City of Ar
- # The Soaring Herlit - The Herlit Crier
- # Jort's Ferry
- # Isle of Landa - The Landa Herald
- # Rorus - The Rorus Chronicle
- # Treve and Minus - The Trevian Tribune
- # Turia
- # Vonda - The Star of Vonda
- # Arcadian Messenger
- # Port Meqara Point
- # Fina - The Vosk Spirit
- # Port Cos - Port Cos Chronicle
- # Jahesa - Jahesa Chronicle
- ## Games - Games of Gor
- ## Trade
- # Southern Trade Alliance
- # House of Yuroki Companies
- ## Pictures
- ## Advertisements
- ## OOC Role play
- # SPECIAL EDITION: SL GOR COIN SYSTEMS - PRO AND CONTRA
- ## OOC Knowledge
- # Sex and sexual health on Gor - The sexuality of Free Women on Gor - Sexual Service Index
- ## Onlinisms of the week
- ## About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

EDITORIAL

"There is a crowd ahead," I said, "at the public boards."
"They seem angry," he said.
(Magicians of Gor)

As I travel Gor I wonder at the architecture of the various cities from the high towers of Ar and the high walls of the major cities to the peasants lowly shack. One thing they all have in common is the homestone.

Not all citizens lived in the cities of their homestone some were better protected by their caste. Merchants protected by their caste and merchant law were used to traveling and sometimes didn't see their homestone for many years.

These travelers of Gor still respected their oath and still hold dear their love of this stone.

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

Rarius Yuroki
Merchant
Editor of the NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

ALL OVER GOR

GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

Editor: Rarius Yuroki (Yuroki Uriza)

OLNI GAZETTE

Editor: Janette Inglewood

FOREST PORT CHRONICLE

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

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THE TURIAN GAZETTE

Editor-in-Chief unknown at the moment

THE STAR OF VONDA

THE LIGHT OF TRUTH FOR ITS CITY

Editor unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editor-in-Chief: Pamela Faerye

THE VOSK SPIRIT (FINA)

Editor: Janet Balfour

MEQARA GAZETTE

Editor: Editor: Niamh Eiren (savante resident)

JAHESA CHRONICLE

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

THE LANDA HERALD

Editor: IsabellaGreen Resident

THE HERLIT CRIER

Editor: Felicia Soleil

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

WHITE WINDS

Initiate Caste report

Submitted by Omnos - Great Sardar Temple

It has been a wondrous month of progress and expansion for hte Caste of Initiates.

GREAT SARDAR TEMPLE

Blessed Terek reports with great satisfaction on the delivery of the new printing press. For those who have never heard of the device it is a large flat table with a moving tray and a suspended frame. Hand carved letters, in reverse, are set into a frame to form words, but they are placed backward in order. As each row of type letter-forms is completed a thin metal rod is slid through the frame locking the row in place and providing a guide for the next row. In this way an entire printed page can be hand assembled. When the page is assembled and leveled so that all letters strike evenly, the frame fastened into the upper part of the printing press. A large square of paper or parchment is laid below it. The frame of type is then "inked" with a roller and lowered onto the paper. Pressure is applied by means of a threaded shaft, and then the frame is raised and the letters' inked images are on the formerly blank paper! The frame can be inked as many times as the number of pages desired.

In this way the Great Sardar Temple plans on creating books that will be widely distributed throughout the White Caste, to use in teaching, singing, and holding services.

As well as the new printing press, Blessed Terek reports that two new Initiates are being trained for duties. One has already been posted to the Olni Temple and he is acquitting himself VERY well.

ARCADIA TEMPLE

Blessed Adilokos is glad to hear that the Iarl has returned to Arcadia, but has not seen her at all recently and wonders if she has fallen into danger. Or perhaps she is simply seeking a mate for cubs.

TEMPLE OF GLORIOUS AR

From Blessed Doraesus comes this letter -

Tal, Blessed Terek. Greetings to my colleagues in the Great Temple.

I have arrived in the City of Ar. It is glorious indeed! The city is undergoing a great deal of new construction and thus, my arrival was somewhat subdued. The condition of the roads leading to Glorious ar is deplorable. I would have done far better to take tarn, rather than process on foot. The travel has been weary and dangerous. Still, I am now in Ar and will seek to speak to the High Council of Initiates with regard to taking a position in the Temple.

I took, of course, the Pilgrim Road, passing, and blessing many on their way to the Sardar. It gives me comfort and hope to see so many goreans fulfilling their duties to the Priest-Kings (to whom - Life! Health! Strength!) and lightened my journey considerably. The road is in passable repair, but the traveling was slow due to heavy rains along the way. If my letter arrived from Port Saphronicus (Ed Note: It did not arrive and this is the first we have heard) you will know that I hired two sturdy guards to accompany me on the journey.

Well were they needed, and how far from honour they were, for following a long and tedious route to Rarn, the beautiful city of copper, we were beset by brigands intent upon

obtaining "the Temple Gold". I was held and searched, my traveling funds taken and even the chair stripped of its ornamentation. The guards were in league with the robbers!

I would, then, have turned back, but I knew Jort's Ferry was closer. I set out on foot, a traveling mendicant, now, living by what I could find or what I could obtain from pilgrims along the road. At the Ferry, I found a caravan and in return for blessing them and securing for them the favour of the Priest-Kings, the Merchant gave me passage. We took the road running beside the mighty Vosk River. Upon arriving in Ar's Station, I was fed by the Temple and given a new chair and guards, this time our own hires, for the remaining leg of my journey to Ar.

In Teslit, one of my bearers was exchanged for another, as he was becoming increasingly lame. Fortunately the rest of the journey, despite combat in the area, was safe. Other than the fear of fever, which comes in these months, near the swamp-forests, we made it to the city walls of Ar in reasonable good time. All together we were on the road for a good three months.

As I have mentioned Ar is undergoing recent construction. I shall secure a meeting with the High Councils, both of the City and of the Initiates and will send word of my progress and lodgings when it is possible.

Signed

~O~

Doraeus Aurelius Tulbinus

Initiate

In Service to the Priest-Kings

Life! Health! Strength!

TEMPLE OF KASSAU

From Blessed EleVenthe

The unrest continues. Raiders, or a solitary agent, from Turia set fire to the Kassau tavern. Fortunately the fire was extinguished readily. This town is well aware of the dangers of fire and they react instantly to an alarm.

I have assured Kassau's Captain of the guard that I shall remain securely inside and downstairs beneath the Temple until an 'all clear' is sounded. He has one less 'civilian' to worry about.

The raids and bitter cold make any foray outside the Temple difficult. I have not purchased a temple slave. We do not have the funds for such an extravagance, and so I do my chores myself, gathering and cutting wood, stacking it, running my own marketing errands and so on. I will hire out the washing of course, and the cheese and wine merchant here has promised a steady supply of good cheese as her gift to the temple and to the Priest-Kings.

Winter will be hard, I fear, but I am confident that I will weather it out very well. The citizens have welcomed me with open arms. The Temple itself is plain and unornamented. Only the beautiful hand-carved wooden High Altar could be said to be luxuriant. A gift to the people of Kassau from the Great Sardar Temple, it stands as a testament to the power and might of the Priest-Kings.

May the blessings of the Almighty attend all who read these words.

High Initiate of Kassau
EleVenThe of Kassau

This message comes from the Sardars:
Written in a wavering hand

Taking quill in hand, the hand trembling still despite all those of the healing arts can do, a rare scroll is sent out from the desk of Blessed Taltos:
"Brothers, Devin will return soon, he has had inventory mishaps but assures us that he will be again actively working toward our goal for the Free"

The pen falls from his numb fingers and Taltos hangs his head, cursing his affliction and paralysis - he returns to his only sanctuary: deep meditation and communing with the Eternals

We redouble our prayers for the health and recovery of Blessed Taltos. Also for the safe return of Blessed Devin.

In other news, Quintius, the Facilitator has agreed to speak to us about what it takes for someone to become a Facilitator with the Temple. That will be sent as a separate article.

In Service to the Priest-Kings
Blessed Omnos
Librarian GST

THE HOUSE OF YUROKI (HOY) COMPANIES LEFT SALERIA

by Lady Wendie, HoY scribe

After a long talk with Yuroki the head of the House of Hoy I was given orders to pack all items from the warehouse in Olni and supervise loading onto the Hoy fleet of vessels all the companies belongings.

It was a fine clear day when the fleet set sail down river .The gold, silver and copper was distributed for safety between the ships.
The guards were alert on all the ships slaves were manacled below decks for safety with only one on each ship kept chained to the mast at night.

Only three members of the crew knew the destination Yuroki had gone on ahead to secure a warehouse and lodgings. The vosk is a swift river in places but the journey seemed to take forever as we passed the major cities.
Speculation as to our land fall was rife with the hot favourite being Landa.

It was a dark night when we began to unload the vessels into the new warehouse. As I sat on the dock the three moons cast an eerie light over the ships now riding high in the water.

Lots of wagers were lost on the destination of the House of Yuroki fleet I my self would be comfortable on the winnings, I knew that we would not return to Landa Its well known Landa prefers a quiet life and not to remember the times of war-

A MAN IN BLACK COMING FOR RARIUS YUROKI

by lady Wendie

Ariving at a port in the vosk region we were talking to the citizens. A man suddenly arrived at the main gate. He wore black clothes and was armed.

A mercenary of the HoY companies had talked to this man in Olni and described his face and distinguishing features. So Yuroki had been fore warned.

When the man approached he came with stealth and coming so close the man could have attacked him with a dagger. Rarius Yuroki reacted quickly and soon subdued the man and tied him. Luckily the warning from the mercenary had made Yuroki aware of the danger.

[02:11] GM 4.2: Yuroki Uriza Has Captured jesusfantasy Resident!

Yuroki spoke to the man for very long time. Eventually the man admitted he was an outlaw. He had been in Rorus and had seen the reward on Yuroki and this is what had bought him here.

[02:24] jesusfantasy Resident: okay, I'm a salesman, I have no caste, smile a little, just visit lands and what I can trade (...)

[02:31] Yuroki Uriza: so let me make a point: you dont have a caste, you even admit that, only outlaws dont have a caste on Gor, or panthers. You wear the colors of the black caste, so you would be in serious trouble if you would meet one of them,. You were in Olni before and now you followed me to XXX, so you were hunting me because I did not speak out in Olni where i was going... (...)

[02:32] jesusfantasy Resident: Looks at the warrior, if you were my prey, you'd be dead, never fail, seriously looking at it tells. (...)

[02:46] Yuroki Uriza: running his free hand over the man's back of the head and he grasps the man's hair with a sudden move. He then draws his hand back along with the man's head without a delay between moves. His hand, which was holding the blade takes it's position in front of the man's throat and he slit's the man's throat with a sudden pressure and drawing move with

[02:46] GM 4.2 shouts: jesusfantasy Resident has been killed by Yuroki Uriza

[02:46] Yuroki Uriza: looks at the man, now in his last breaths, "I with you well on the trip to the City of Dust", he says softly and then with one motion he slides the blade across his throat, watching the skin seperate and the blood freely flow out

[02:46] Yuroki Uriza: let's go of his hair and then cleans the blade and replaces it in its sheath, "it is done".

GOREAN CITIES

PORT OF OLNi

GOOD BY OLNi

Citizen of Olni, thank you for your hospitality.

[Olni is the most friendly city OOCly i have ever seen. But i apologize we have to leave (IC reasons only)]

1. My petition to dissolve the alliance with Turia has been declined. So be happy with Turia.
2. Turia and Vigo, another friend of Olni, raided my former homestone Landa. As long i did not swear the oath in Olni my homestone is Landa.
3. Rorus put a bounty on my head. Rorus is allie of Olni. (I decline the roleplay with Turia since one year now, they should know that and the regent is dead for me anyway)
4. So we dont feel safe in Olni icly, and because I am one of the representatives of the true Southern Trade Alliance (the STA boycotts the trade with Turia and Sulport) I would be in danger.

Gooy bye, we wish you the best!

House of Yuroki Companies:

Rarius Yuroki (Yuroki Uriza), coin merchant

Kamras (RaikkonenTheIceman Resident) merc and warrior

wendie Lemon, FW, scribe

Lilley Callow, FW, merchant

Slaves:

Jaz (Jazmina Voom)

Nadiyah (May Bird)

Blanca (elevation25 Faerye)

Moon (spirit7moon Resident)

WELCOME MEDICAL SCRIBE!

Please welcome to the Infirmary Lady Rinajade she will be our Medical scribe and will be collecting all logs and treatment reports, Please make sure she gets them but the incident reports still come to me..

Welcome to our family in the infirmary

Chief Physician
DreamWalker Rana Moonbeam

THE SLAVE'S CORNER

By Teal Razor ~ Slave of Siri Emerald Captain of Port Olni Scarlett Guards

STRANGERS WANDERING IN OLNi

Since my capture and escape from Midgaard a few weeks back I have been looking over my shoulder a lot...lest they come back. To my horror, I was confronted a few days ago, by a diminutive woman with a name tag plastered to her dress. ((We are in the habit of giving out name tags when people arrive at the gate. You know those little sticky backed pieces of paper that say..."Hello... My Name is: etc. Well, suffice to say, Merve, our gate guard, has the darnest time filling them out because of the constant shaking of his hands. I think we should spare the old warrior.))

I digress of course. The petite wanderer's tag displayed a horrifying concept. I turned on my heel and ran away from her. Those who I ran past heard this refrain, FIRST AXE MIDGAARD. I just knew a beheading was in the offing. Midgaard had returned to finish the job and silence my open mouth. The farther I ran; my mind cleared enough to go back to the wanderer's visage. I performed an action which she has perfected. I stopped and held my face with my palms. It was the esteemed Ubara of Port Olni. I knew the wicked grin, the ungodly brow arching, in fact she was a tiny bit of C4 in a human body. Yes, and the more I asked around about her maniacal need to frighten yet cajole people I was told of other unwanted guests...the Sais kennel Mistress, (This job in a mud hut city with unattractive slaves at best, was stooping pretty low on the Halloween costume purchase.) the Trevian Spy (You know those gentleman with "No Necks."), and the Ubara of Memphis, (a pipedream, really). The next time you run into someone with a name tag, if it is written with a steady hand, whatever has been penned there, be not afraid, it is our Ubara.

NEW BAN ON THIS SLAVE

By Teal Razor ~ Slave of Siri Emerald Captain of Port Olni Scarlett Guards

I still am not over my last capture when I walked out the door last Sunday and I was beaten with a sword, fell unconscious, dragged through the snow and deposited upon a heap of it next to a Commander. No it was not the neighbor's children who seem to have a twisted sense of snowball fights, taking captors and such, pushing snow down the captor's backs, etc. It was some gentlemen from a River Mercenaries Group. They raided the city and hauled me off, again, because I complained loudly of being cold in the snow. The Commander whispered to me that he was going to suggest to my owner a good slaver that would buy me. He also made some lewd remarks which shall remain undisclosed. I found it unnerving that he was wiggling out of his bonds just to cover my mouth.

Well, this reporter was incensed. I shouted to be freed, or to be given a sword so I could fall on it. Neither wish was granted. Once again, on a boat, off a boat, dragged to the middle of town, generally growled and grunted at, I felt like I had been dragged back to the Cretaceous period of Gor's geologic time line. Instead of a nice hot bath and massage oils

I was treated to being hanged from a device. After suffering through some not so well thought out role play, I was confined to a cold cell with no blanket. I screamed and wept and generally made up any emotion I could fling at them until one came and took me up to a warm bed and I blessedly spent the night alone. I had to beg for a bath the next day and the cretin who let me get in the bath stood there very rudely and watched. I finally escaped by using my newly found talent as a master lock picker and fooling the guards outside that I was going for flowers for the dinner table for me and the slaver.

As I left, I passed our warriors on the road. They said they were going to rescue a freewoman who was being treated like a slave. I said, "Rotsa Ruck", as I tripped down the path to an awaiting boat. Now back in my treasured homestone of Port Olni, I can look back on this experience and the things I learned. 1) Do not leave the house on a snowy day without checking around. 2) Never tell the Master you have been captured...again.

My new program is called Catch and Release since you ruffians from the river band of mercenaries came back to get me the next day. Take me, take a good look, and take pictures as you did while I was there, but throw me back in.

OLNI GAZETTE

Latest Issue No. 42

Editor: Janette Inglewood

No new issue at the moment.

FOREST PORT

A PRIEST KING?

[09:06] Forest Port Alarm Bell sounds loudly in warning! There is a threat to the lands!

[09:09] Priest King shakes the head when his tissue is regenerated, up to his stalks like feet he turned around to sense the vibrations of the human who attacked a priest king, the scent was stored and will be warned in the caves of the mountains of Sardar. motions for the humans to shut down the alarm the vibrations too loud

[09:11] Dawsen Paine: PK why were ye attacked?

[09:12] Aries Paine (amberlinah): blinks just standing there in awe, dumbfounded, she canted her head still unsure of this creature. she had a funny feeling about him

[09:12] Priest King knicks the head feeling the calm again at the gate PK sensed before him, listening to a thrill of vibration of a human while grooming his tentacles, the answer was positive and this mul will die soon enough. PK makes a motion to let know which Mul that was [trueno Walpole] was gestured

[09:15] Aries Paine (amberlinah): looks to her father "what is that thing?" she leans in closer to whisper in his ear, her body shaking

Read more in the:

FOREST PORT CHRONICLE

Editor: She Kai (bourbon arcana) Ubara of Forestport
Latest Issue vol. 4, No. 13

CITY OF AR

RETURN OF THE HOMESTONE OF AR

Return of the Home Stone to Imperial AR

After their escape to the woods around Sulport, Lady Claire and her loyal citizens pondered their future.

They had some important documents but most of all, AR's Home Stone in their possession.

Soon the decision was taken to rebuild the city in its old glory, even more grand than before most said.

With all their resources it didn't take long to rise the city from its dust, after all, the conspirators left not having anything left to build their treacherous claims upon.

After rebuilding Imperial AR, setting up its defenses, it was time to return the Home Stone.

At that time it was hidden in the Woods around Sulport, as Lady Claire said to the Ubar, 'hiding in plain sight.'

Of course all the time the city was being rebuilt, the traveling back and forth must have drawn attention to the population.

Being at great risk during the reconstruction, Lady Claire sought help with the City of Sulport, asking the Ubar and his warriors to aid bringing back the most precious Stone in Gor.

After confirmation of warriors of AR, Sir Ed, Sir Lexx, Sir Pagaz and their ambassador Lady Rainey that the stone was indeed the correct and One and Only, Home Stone of Imperial AR, the party left through the forest, from Sulport Woods over the Vosk upwards to AR's station, into the Hills, finally arriving at the Glorious Gates of Imperial AR, now completely rebuilt and more grand than ever.

After that, it didn't take long before the Home Stone was safely replaced in its chest, under the blue lit dome of the central Cylinder, its home again for times to come.

Many thanks is given to all that took their part in the returning of AR's Home Stone, being:

ZaEoS Voix, Ubar of Sulport
Claire of Ar, Administrator of AR

Alvaro Ravenheart, Ambassador of AR
Rainey Hedouin, Ambassador of AR, now retired

Sir Blaze, warrior of Sulport
LEXX (cole.feden), Chief Commander of AR, now Elder of AR
MasterEdased Lancaster, Commander of AR, now Chief Commander of AR
Pagaz Hedouin, warrior of AR

THE SOARING HERLIT

THE HERLIT CRIER
Editor: Felicia Soleil
Last issue: November 2012

JORT'S FERRY

OPENING OF THE JORTS FERRY THEATRE

On the Fourth Day of the Fourth Hand of the Eighth Month in the Year 10164 Contasta Ar at 1 pm the inaugural show at the JF performing Arts Theatre took place. The sumptuous interior was a fitting showcase for the multitalented Tor Tu Life Dance Company.

Musical performances and dances followed one another, mixed with Skits and Comical acts. Each turn ended to tumultuous applause from the packed audience, which came from all quarters of Gor. The performance ended with a short speech by the ubar, who congratulated the company.

Lady Vikki.
Jorts Ferry Correspondent

LANDA

TURIA AND VIGO ATTACKED LANDA

by the HoYIA (House of Yuroki Intelligence Agency)

Tal Fellow Citizens,
After the heinous and insidious attack by forces from Vigo and Turia against our mutual homestone I herewith suspend our talks with Vigo about a ceasefire and with Turia about a trade agreement until further notice. Those who attacked us committed crimes against our sovereignty and will pay a high price for it. Landa will not bend to their ridiculous demands. Together we shall prevail.
Hail Landa!
Os, Commander

New Editor-in-Chief: Pamela Faerye

No new issue at the moment.

TREVE AND MINUS

THE TREVIAN TRIBUNE

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

No new issue at the moment.

TURIA

THE TURIAN GAZETTE

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

No new issue at the moment.

Vonda

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

ARCADIAN MESSENGER

Latest issue No. 5, November 2012
Editor: Nephtides Resident

No new issue at the moment.

PORT MEQARA POINT

MEQARA GAZETTE
last issue No. 4, October 2012
Editor: Helena Sophia Wrexan (donatelle.rossini)

No new issue at the moment.

FINA

THE VOSK SPIRIT (FINA)

Editor: Janet Balfour

Last issue: Volume 19, Issue 19, October 29, 2012

No new issue at the moment.

PORT COS

THE PORT COS CHRONICLE

Thirtieth Edition, v. 1, Issue 1

Editor: storm, slave to Mercy Riiser

No new issue at the moment.

JAHESA

JAHESA CHRONICLE

last issue vol.1, issue 3, November 2012

Editor: Azerbain, admin of Jahesa

No new issue at the moment.

GAMES

KAISSA

The Kaissa tournament in the City of the Towers of the Morning was opened with a match between Mistress Pippin Fireguard and Jarl RavenHeart.

****Jarl Ravenheart vs Mistress Pippin****

Mistress won the dice and chose yellow, beginning the game with a very aggressive advance with the Ubara's Tarn, taking Jarl's Ubar on move 3. while Jarl advanced his riders in an attempt to defend. Mistress sacrificed the tarn for the Ubar, Jarl taking the tarn with the Ubara. Mistress then developed her defense and opened up to make room for the Home Stone, choosing to place it on Ubara 1, Jarl choosing Ubara 10.

Jarl advanced his Ubara's scribe and tarnsman developing a strong defense and attack on the right side flank, while Mistress made a slow but strong advance, bringing out her Ubars tarn to a strong place, then aggressively attacking Jarl, with her Ubars initiate, which jarl quickly took with the Builder.

Mistress then began her assault on Jarl, bringing up the Ubara's scribe to threaten the

rider, which Jarl defended with his Ubara's scribe, Mistress took it, Jarl retaliated taking the scribe which left his tarn undefended, Mistress having cleared the path, took the tarn with her builder, then retreated to safety when Jarl advanced his Ubar's Scribe in threat.

Jarl advanced his rider, threatening Mistress Builder which was defended by her rider. Mistress ignored the threat, and continued her advance, bringing out her Ubar to Ubars initiate 6, then bringing up the tarnsman to directly threaten the Home Stone trapped behind a wall of spearman.

Jarl took out Mistress's Builder, sacrificing his rider in an attempt to stop Mistress's advance, Mistress continued her advance taking Jarl's stranded assassin now having control of his Ubara's side of the board. Jarl advanced his Ubara into the centre of the board, leaving it heavily undefended, but also unthreatened, only to advance towards Mistress's cornered tarnsman.

The battle continued Mistress and Jarl exchanging blows Jarl managing to take Mistress's advancing assassin which placed his scribe under threat from Mistress's Ubar, this left Jarl seriously vulnerable, Mistress took the scribe placing her on a direct diagonal attack on the home stone. Jarl, unable to defend, resigned on move 31 giving Mistress the game.

Congratulations Mistress and very well played Jarl.

Other games played this week included Master Fistar and Mistress Laime, Master taking the win.

Master Knight and Mistress Ash also played with Master losing on time alone.

Mistress continuing in the upper Bracket. Mistresses Firefly and Kiara played their game, an interesting and short game Mistress Kaira winning and moving on to play Professor Dimanovic who took victory, moving Mistress down to the lower bracket.

Jarl's Maybon and Derius also played their game, with Jarl Maybon taking the Home Stone and victory.

Ko-Ro-Ba's Ubar Scar and Jarl Dan, First Axe of Ivar's Landfall, had a jovial and lively game. Ubar taking an impressive victory over Jarl. Well done Ubar and well done to all this week's players.

TRADE

SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

The True Southern Trade Alliance has 13 full members now and two associate members from the Vosk League. Five more cities want to join and are pending members.

The True Southern Trade Alliance has nothing to do with the so called false "Southern

Trade Alliance" of Turia, Vigo, Sulport and Meqara, which was a front company of Fina in the past. The true STA boycotts the trade with these cities.

SOUTHERN TRADE ALLIANCE (STA) MEMBERS

The Kasbah of the Guard of the Dunes
The Oasis of the Two Scimitars
Oasis of Nine Wells
Oasis of the Sand Sleen
City of Kasra
Jazirat al Khusuf - House Rogerian
Katoteros
City of Ichrak
City of Tor
Karak
Islahan

ASSOCIATE MEMBERS:

City of Victoria
Unkunga regions (associate member)

Honorable member:
House of Yuroki Companies,

Candidates for membership: five cities at the moment

HOUSE OF YUROKI COMPANIES (HOY)

NEW COINS

by lady Wendie

The number of cities who have the new coinage produced by the Hoy mint is growing.

As the banker Yuroki was passing through Victoria the administration there asked the mint to provide new coins with their own design.

The coins of the city of Ar will be a standard for exchange with other coins made by the Hoy mint.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

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

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

negotiable.

Agents in other cities are also required .

[Quotes]

Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers. For example, I am not of the slavers, but in Port Kar I am known as Bosk, and he known as many things, among them pirate and slaver. Too, both Marcus and myself were of the warriors, the scarlet caste, and as such were not above taking slaves. Such is not only permitted in the codes, but encouraged by them. "The slave is a joy and a convenience to the warrior."
(Magicians of Gor pg, 315)

CURRENCY EXCHANGE RATES HOY BANK

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

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

ADVERTISEMENT

LADY JJ'S ART GALLERY

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

Lady JJ

HOY BANK

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

Specialising in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff

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

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

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

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

GOREAN LEGAL ACADEMY (SSOG)

To the Blue Caste~with love!

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

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

If you possess:

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

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

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

or:

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

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

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

Up-to-date records are maintained on each girl (or boy!), and they will be available on

request to those needing information on a particular member. Each slave is encouraged to acquire a multiplicity of certifications in various aspects of the Blue Caste, as well as being highly skilled in kajirae serves of various kinds.

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

With love to ALL SHADES OF BLUE,

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

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

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

1) GOREAN MAGISTRATE COURSE

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

- graduation certificates for both your profile and for display

- graduates receive a Magistrate's Wand of Office

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

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.

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

Two further cases are covered as written work.

- graduation certificates for both your profile and for display

- graduates receive a Law School Advocates Ring

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

- To enrol in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)
- info regarding GLA self study basic scribe course

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

3. SCRIBE DIPLOMA COURSE

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

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

ROLEPLAY

ROLEPLAY WITH COINS IN SL GOR

COIN SYSTEMS IN SL GOR - PRO AND CONTRA

There are five coin systems in SL Gor:

I. GM METER HUD COINS

<http://gm.mivabe.nl/>

The GM (Gorean Meter, since 2007): basically a health meter that allows you to be involved in combat situation to determine a winner or loser. It is required on gorean combat sims, but not on lifestyle|non combat sims.

You have to install a GM meter server on your territory. This server produces (invisible) things, like copper, tin f.e. Finally you should have some coins. You can convert the GM

meter hud goods into coins at the Alikao market in Gimli.

Disadvantage:

- The system did never work properly.
 - The coins are invisible and cannot be rezzed.* Not realistic.
 - The coins do not belong to a city (no heraldry). Not realistic.
 - The system is too complicated. Not useful for occasional players.
-

II. NLS AND OTHER HUD COIN SYSTEMS

<http://nls2.de/en/new-to-nls>

Nutri Life System (LS) for example simulates hunger and diseases to the user. To satisfy your hunger, you have to eat something, to become healthy you have to visit a doctor. Behind NLS is a whole system of resources, plants, animals and trading.

Advantage;

- The system is somehow realistic and can increase the roleplay.

Disadvantage:

- You need an hud (makes the avatar laggy).
- The coins are invisible and cannot be rezzed. Not realistic.
- The coins do not belong to a city (no heraldry). Not realistic.
- The system is somehow realistic, but complicated. Not useful for occasional players.
- Slaves can produce goods and coins too.

The prices are not realistic: <http://fanziskus-second-life.blogspot.de/2011/07/pro-con-of-nls.html>

III. ROLEPLAY PRIM COINS

For example Yen coins: <https://marketplace.secondlife.com/p/YEN-Coins-Ingots-2/2602286>

Advantage:

- no huds, easy to use, free, can be rezzed.

Disadvantage:

- Everybody is a millionaire. Not realistic.
 - The coins can be made non copyable, but still do not belong to a city (no heraldry). Not realistic.
 - Roleplay prim coins do not increase the roleplay, they are just for fun.
-

IV. NON COPYABLE PRIM COINS WHICH SHOW THE HERALDRY OF A CITY

Disadvantage:

- Who makes the coins controls the currency system (the amount of coins)
- You need to be skilled in Photoshop or Gimp to make coins.
- Players are often too lazy for realistic roleplay.
- Sim owners sometimes decline to accept coins which had not been made by themselves or from people who do not play on their sim.

Advantage:

- Cities can make advertisement with the coin heraldry.
- The coins are realistic.
- If the sim closes, the coins can be taken as "old" (perhaps valuable) coins.
- Realistic currency exchange rates possible.
- These coins increase the roleplay a lot although they should be only an option: Trade goods can be for sale (0 Linden\$, but prim coins), roleplay coins can be taken as "false" coins (beware of offering false coins!). Coin merchants have a purpose. Citizens can be paid.

Advice: A non copyable prim coins system works only if it is an option and fun and if the citizens are proud to have their own currency. They should get a reasonable start amount. Visitors should get a small amount of coins gratis (a script inside the visitor's wallet can identify the key of the avatar and will give out the coins only once, ask me for details).

Always remember: We are only pixels. And these pixels want to have fun.

Rarius Yuroki (Yuroki Uriza), independent coin merchant

*

The sim laws mostly require that you MUST wear the sheath of the weapon you want to use. So why do you think that roleplay with INVISIBLE coins is realistic? You would not want to fight with invisible weapons or have sex with invisible pleasure slaves.

KNOWLEDGE

SEXUAL HEALTH ON GOR

An address by Czen Xue [OOO Note]

I would like to note some things about Gor that I feel some people have overlooked. I do not want to appear a grinch, it could all be well in good humor what gave me the impetus to write this brief note, never the less I will reiterate.

Sexual Health on Gor is taken care of by prevention of the highest degree. On Gor there are no condoms, no implants, no injections to halt the ovulation cycle, there are no hormone treatments, no dams, no diaframs.

There are no sexual diseases of note, simply explained by the fact that the Caste of Physicians, over, what we can assume, more than ten thousand years, with the

intervention at times by Priest Kings, cured and destroyed common disease and infection. Sexually Transmitted Infections on Gor simply do not exist. Pregnancy only occurs if a woman or slave has not been tampered with by Slave Wine - whose effects regarded permanent until reversed.

Free Women do not have sex outside of a companionship unless they are made captive and raped. Even during companionships, rape is most often the case.

Furthermore, a Free Woman would not openly discuss sexual contact. Especially not with a Slave. Such behavior is considered slave like and wanting of ownership by men.

So, to reiterate for those who may not know:

1. STIs are non-existent on Gor.
2. Therein the need for protection such as Condoms and Diaframs are does not exist on Gor.
3. Pregnancy is prevented by Slave Wine, as provided by the Caste of Physicians.
4. Free Women do not speak of degradedations such as sex. That is the duty of a slave to her Master. A free woman is far above such an act.

(reprint of the landa times First Edition, v.1, No.19)

ONLINISM OF THE WEEK

"Who do you belong to, slut"?, asked the Man that the girl knelt before. "No one, Master. I am not owned". He looked surprised. "But, you wear a collar. You must be owned". "No, Master. This is a collar of protection", she said. The man was now very confused. "So you are collared, but the collar is meaningless? Then I shall claim you for myself". He reached into a sack and pulled out a steel collar to put on the slave. The girl's collar then began to glow with an eerie light and then three warriors suddenly appeared in the room. "We are the protectors of the collar", they exclaimed.

(Onlinisms of Gor, Page 54)

ABOUT THE NEW VOICE OF GOR

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

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

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

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

That same note will be used and the same conditions apply . This is especially important

at the present time. By the book sims are closing and opening every day the voice of Gor will be just that a voice where people can contribute articles, and ideas how Gor can be improved for the people who play a role within the cities.

THE NEW VOICE OF GOR is available:

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

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

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

in the Gor Hub (near the map there)

in the City of Ar (currently under construction)

at Port Meqara Point (inside the city)

In Forestport (docks)

in Port of Victoria on Vosk (docks)

in the City of Kassau (skybox)

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/>