

THE NEW VOICE OF GOR

Second Edition, v. 2 No. 86

Based in the City of Olni in Saleria

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Scribe Slave: Moon (spirit7moon)

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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.

EDITORIAL

A warm welcome to the pages of the 86th volume of the NEW VOICE OF GOR !

Se'Var the tenth month of the Gorean calendar, that of the winter solstice. The festival of Se'Var is one of the most important festivals of Gor.

I was fortunate enough to be present at the High temple where the High initiate gave his blessing. The Temple hall was decked with boughs of holly and Temwood.

The gorean calender will be the subject of the next months editorial. The date of which is most significant to our sister planet earth .

Though the orbit of both planets is roughly the same our calender differs from theirs, with similar festivals coming at different times.

By the way: the NEW VOICE OF GOR is still looking for correspondents from the Northern Forests!

Rarius Yuroki
Merchant
Editor of the NEW VOICE OF GOR

LETTERS TO THE EDITOR

[06:50] XXX: the NEW VOICE OF GOR is a most interesting read this month

[06:50] XXX: it has made me and my free companion grin a lot

[06:50] XXX: thank you, made my day

(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)

ALL OVER GOR

03 WHITE WINDS

From the White Caste of Gor

Sardar Temple - Klepios Valley

The Se'Var Service and Feast went off very well. There were 12 visitors and the Temple was beautifully decorated.

The temple was graced by two visiting Initiates: Blessed Adilokos and Blessed Haalan assisted in the festivities.

The yard slaves have finished the verr pen in the warm Caverns and the small verr herd has been driven in to overwinter in a safe predator proof enclosure.

Submitted by Omnos Serenus, sardar Temple Librarian

Great Temple of Imperial Ar

The Imperial City of Ar is beautifully decorated for Se'Var and the smells of baking and cooking are everywhere. Many Arian citizens have come to take the gifts set out for them, and for the slaves. The great doors of the temple remain open through the holidays.

Taking of the omens has been favorable all through the hand and this is wonderful news. The HOY Bank is now open and shares a courtyard with the Temple. Rest assured, our security is doubled, covering both fine edifices.

Sent by

Blessed Doraesus Tulbinus

Supreme Initiate of Ar

Arcadia Temple Mine Island

Things have been quiet since the strange events of a hand ago. There is a gathering sense of expectancy in the air. Se'Var was subdued, but there was a grand party and ice skating in the evening. The auspices have been guarded and this is worrisome. There is something in the air, the nature of which is not known to the Temple.

Adilokos

Initiate of Arcadia

Kassau Temple

There has been sent word that the High Initiate of Kassau is ill. We shall continue to pray for his safe recovery. The Kassau Town was visited by Blessed Haalan who performed a ceremony on a small improvised altar. This is to the good. Kassau must not be permitted to slip back into the darkness in which she lingered for so long.

04 BAD WEATHER AND HEAVY RAINFALLS IN THE VOLTAI MOUNTAINS

The latest in a series of powerful storm systems is bearing down on Tarnwald, pelting mountain areas with heavy rain, snow and high winds.

Virtually the entire region has been affected by the storms that began the second day of the second hand of the month of Se'var (The Second Resting) , dumping moisture from far Northern Forest south to the Vosk area. More than 12 Ah-ils of rain have fallen in parts of the Thentis Mountains in the south, and 13 feet of snow has accumulated in the Voltai region.

An extensive line of fast moving, violent thunderstorms rolled through the area of Tarnwald.

The rain was part of a system moving ahead of the remnants of a Storm, which dissipated over the Straits of Thassa on the last hand.

05 CEREMONY OF SE'VAR AT JAZIRAT AL KHUSUF

The Temple in the Klepios Valley sparkles under the pale winter sky. Surrounded by the towering crags of the black Sardar Mountains, this sacred enclave of the Initiates stands as the closest building in Gor, to the mighty fortresses of the Priest-Kings, Themselves! It is said, by the Initiates living and working here, that the Temple is within sound of the Priest-Kings. They hear our bells, the sound of our singing.

[12:07] Blessed Terek shouts: If the Free will join us in the public area of the Temple, we will begin

[12:07] Blessed Terek shouts: The Festival of Se'Var-Lar-Torvis, the Second Resting of the Central Fire, beginning on the first day of the second Hand of the month of Se'Var

[12:08] Blessed Terek shouts: The Temple is decked in festive boughs and winter-flowering plants, and burning candles and fire bowls, in opposition to the darkness of the season, flicker near the altar. The voices of the Temple singing slaves are heard raised in soft chanted music.

[12:09] Blessed Terek shouts: The voices of the temple slaves grow softer as the celebrant prepares to begin the ceremony. He turns to the altar and casts a handful of incense into the smoking brazier set there. The Initiates raise their arms in the gesture of the Eternal Circle and begin to chant the words.

[12:10] Blessed Terek shouts: Praise be to you Priest-Kings, holy and mighty, Who bring forth light out of darkness.

[12:11] Blessed Terek shouts: We gather now to celebrate the Year-Turning of Se'Var, the Second Resting of the Central Fire and the coming of true winter. For these three days the Central Fire stands still in his progression, pausing between the waning and the waxing of the light, at the darkest point of the year's cycle. Out of this darkness, we, their anointed ones, call upon the Priest-Kings to send to their people the return of light. May they hear us.

[12:11] Blessed Terek shouts: Priest-Kings, Holy Ones, who first brought forth from the primordial darkness the sun, the moons, and all the sparkling lights that glitter in the night sky, receive our homage and our supplication.

[12:12] Blessed Terek shouts: Yours is the long black night of winter; yours is the silent white world where all things seem hidden in unyielding earth beneath the snow, and under frozen ice. Yet in the midst of the year's deepest darkness, you have set your bright moons and shining stars in the clear night sky, as a sign and a beacon, to give us hope, to guide us home.

[12:12] Blessed Terek shouts: Against a barren and frozen world outside, you have set for us the strong ramparts of family and friends, of Caste and Home Stone, to shelter and warm us in community and in the joys of friendship and love. Send your blessing, Holy Ones, upon all those whose lives are closely linked with ours, that we may rejoice together with feasting and song and mirth at the Festival of Se'Var.

[12:13] Blessed Terek shouts: Yours alike are life and death, plenty and want, storm and stillness, the midwinter feast and the starving time before En'kara returns. Yours are male and female, high caste and low, slave and Free, of every City, and of the lands outside the walls. All is held according to your will within your Eternal Circle. Therefore, we pray that you send us peace and wellbeing, to prosper our just purposes and fulfill our petitions made here before you.

[12:13] Blessed Terek shouts: Let any who wish, present their petitions, aloud or in their hearts, before the altar of Priest-Kings at this time:

[12:14] Xcept Atlas whispers, "A better new year."

[12:14] Yuroki Uriza: all my enemies as new citizens of the city of dust

[12:15] Blessed Terek shouts: Now, the year turns, and Lar-Torvis strengthens. From this moment forward, the days lengthen and the world moves toward brightness and warmth. But in this winter season when the cold bites deep and hunger stalks us like a hunting sleen in the dark, hold us, your people, safe in your presence, and illuminate with your Light the path you have set before our feet to follow.. Preserve us in your mercy from your anger and the dreadful Flame Death.

[12:16] Blessed Terek shouts: And set those of the Initiate Caste, your anointed ones, ablaze here and now with the sacred fire of midwinter, that we may be as a light in this dark time to your people, until the Light returns. Send your blessing to all who call upon your name in this holy season

[12:16] Blessed Terek shouts: Hear us, Priest-Kings!

[12:17] Blessed Terek shouts: The celebrant completes the ritual by casting a handful of

incense into the second brazier, then turns from the altar and says

[12:18] Blessed Terek shouts: Go forth, all you faithful folk, with the blessing of Priest-Kings to the Festival of Se'Var!

Ta Sardar Gor!

[12:19] Blessed Terek shouts: Raises his arms in the sign of the Eternal Circle, blessing the people

[12:19] Blessed Adilokos shouts: Also raises his arms in blessing

07 A CONVERSATION

by lady Anonymous

As I sit discretely in the back of the inn, in a small port town. I tend to overhear unusual discussions. I will recount for you one I heard the other day. A conversation of a mercenary with a rich merchant discussing battles past and maybe ones to come.

"Did your city ever raid Vigo or Port Cos"? asked the plump rich merchant.

" Not as of today " replied the lithe mercenary his face bearing the marks of battle his body showing well crafted ink. A wistful grin soon disappeared from his face as he considered the prospect of Port Cos.

Leaving his dream, "Merchant It would be like the raids on Sais and Kassau. "We won with a determination and good hard gorean steel."

"The Landa fight was more of an accident but was won by strong steel and a well trained sword. The defense of our city against Landa was won by training and skill . Its was a close run thing merchant."

Then the warrior added: "You grow fatter each day from our gold, merchant."

07 DECRYPTION CONTEST [REMINDER, REPRINT OF ISSUE 85]

by Moon, HoY scribe slave

Inside the old ruins and maze of Landa, were some relics. Rarius Yuroki, the former Admin of Landa, had found that out a long time ago, the head Initiate of landa ,had also seen the relics.

Rarius Yuroki ordered some workers to put everything important, from the maze, in chest. In the past, when he had to leave Landa, because the city was almost destroyed by a tsunami, no one thought of the hidden chest, left behind.

Now by chance he opened this chest, he had ignored since that time, and he found the relic, a white rock, with a painting and an inscription. This inscription seems to be written in

a old Gorean text, but many scribes failed to decrypt what was said.

We need a cryptographer on Gor who can understand this script:

[OOC]

Prize: 1000 Lindendollar

You have time to decrypt it until the 31st of December. The Solution and the winner will be published in the NEW VOICE OF GOR no. 87, 01/01/2012.

Send the text to Yuroki Uriza, the editor of the NEW VOICE OF GOR.

08 THE HOUSE OF HOY

BANKERS / COIN MERCHANTS REQUIRED

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

THE CITY OF OLN
PORT VICTORIA ON THE VOSK RIVER

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

Apprentices accepted too.

Applications to the House of HoY (Rarius Yuroki)

09 GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

Editor: Rarius Yuroki (Yuroki Uriza)

Scribe: wendie (Lemon)

Scribe slave: Moon (spirit7moon Resident)

Correspondents: viki Raynier (Jort's Ferry), Teal Razor, slave of Siri Emerald (Olni)

OLNI GAZETTE

Editor: Janette Inglewood

FOREST PORT CHRONICLE

Editor: Ubara Nyurahlee Kai of Forest Port

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THARNA NEW TIMES SCROLL

Sirin Huszar, Rotyal Scribe
Ssamantha Fride Managing Editor
reubenfox resident sub editor (Kennel Talk)

THE TURIAN GAZETTE

Editor-in-Chief Sophia Farella

THE STAR OF VONDA

THE LIGHT OF TRUTH FOR ITS CITY
Editor unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

THE VOSK SPIRIT (FINA)

Editor: Janet Balfour

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

GOREAN CITIES

10 PORT OF OLNİ

OLNI ZAR TOURNAMENT

starts the fifth day of the Tenth Passage Hand of the month of Se'Var (01-14-2012)

City of Olni, the meadows provide a tranquil surrounding for ZAR tournament
So come join us..explore, make friends..and best of all play ZAR with a chance to win a
great prize. If you dont know the game an excellent chance learn it, you will be an addict in
no time, ZAR is played by Free and slaves alike

[OOC:]

1st Place Prize : \$5,000L

2nd Place Prize : \$2,500L

3rd Place Prize : \$1,000L

see Krista

to register or for more information or for Zar lessons

TWO WANDERERS SEEK SHELTER AT THE INN.....PORT OLNi EXCLUSIVE

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

I was coming home from the market the other evening when I heard voices at the immense gates of Port Olni. Sensing a story in the offing, I stopped, knelt down, and opened the candy bag I had among the provisions my Master had ordered me to purchase. It seems I think much better with a mouthful of sugar so I commenced to shoving fistfuls of the sweet concoctions into my open mouth hole.

The two at the front gate were one sorry sight. They appeared to be escaping the hordes of Pa-Kur. The beast the woman was seated upon seemed ill tempered and the man restraining it was haggard. Although the stranger at the gate carried a sword, it was an ill tended piece of steel and seemed more for show than as a tool of defense.

I moved closer with the bag of candy through the first set of gates and walked up to the outer gate and pressed myself close to it. "Tal Master Warrior," I told the soldier. Then I turned and looked into the eyes of the woman on the beast. I was taken aback by how young she was. Then I looked to the man holding the beast and I saw that he was considerably older than the girl. I kinda thought he was her father. It did not occur to me that this could be a May/December matchup.

These strangers were in need of food and shelter and not the ill thought out questions from the warrior. I stood looking out while listening to the drone of the warriors irritating voice. I had a look of incredulity on my face thinking... this strange man is old and weary and this girl is obviously ready to give birth while sitting on top of the beast. Who are we kidding here? The two of them would probably be dead in 20 minutes from complications of their plight or the annoyingly inane utterances of the gate guard.

I stretched my arm out through the gate as far as it would go and motioned for her to come close and take the bag that was in my hand. As she reached for it the cloak hood she wore fell down revealing a lovely head of golden hair. As she took the bag she lifted her head and smiled at me. It was then that her beauty or rather her inner light radiated from her face. I was dazzled.

Needless to say the guard, famous for his non sequiturs, chased away these desperate souls from the gates of the city. I looked at him and gave an audible sigh. "Master," I said. "This girl has something to give to the strangers. Can you just nudge the gate open a bit and I will come right back." He is inherently slow to respond so I used the time to pick up the sack of provisions I had purchased at the marketplace. I waved my hand in front of the guard to wake him and he made his usual remarks about spanking my ass if I did not come back when he called me, yadda yadda yadda.

Paying him no mind, as per usual, I ran to the strangers who were half way down the dock by now. I caught up with them and we all stopped.

"Master," I said to the old man. "Here is a sack of food for you and the lady. My Master is a generous man and will not mind you taking the food. I also would not travel on this cold and unsettled night. If you look to the right you will see a boat docked. It is a nice ship and it belongs to the Ubar of this City, Port Olni. He is known for his largesse and often lets us slaves use it to have little lingerie parties. There is a brazier there that keeps the cabin warm and a fantastic bed." (I recall some fine times on those furs with the visiting fleets of naval personnel of cities that sent them on ambassadorial duties.)

The two strangers were so overcome with exhaustion they could hardly manage a soft thank you. Well, I took them to the ship and started the brazier. I also took the blankets down from the cupboards and informed them of the location of clean running water on the docks.

The next morning dawned cold and so I dressed warmly and went down to the commons seeking my duties. There was no one in the commons but there were some angry people at the front gates. At least this time the gate guard was the commander and he seemed to be dealing with the situation using his calm head. As I walked closer to the gate I heard one of the visitors complaining loudly that a baby was crying all night and he could hear it from the cabin of his adjoining ship. I scampered past the guard and the visitors with a hurried, "Tal free," and ran down the length of the docks. I boarded the Ubar's ship and knocked on the cabin door. The old man opened the door and I looked in to see the girl and her newborn. As I came close to stroke the infant's head I looked at the neck of the girl and saw a collar. I realized that the child was born into slavery. I felt related to him in a sense. I felt we shared our bondage.

I took off my larl fur. My Master had killed the animal and had a cloak fashioned for me from its pelt. I surrounded the girl with it to keep her warm and took my leave of them, promising to come back later with more provisions for their intended journey. I found out later they were being chased by Black Caste, just as I had thought. The nature of their crimes was not evident as they do not have to be for the Black Caste to capture and kill them. Obviously, the assassins were hired by some ruler in an adjoining city to do away with this couple. I went back to the city only to endure endless tongue lashings by the commander, who thought me impudent and incorrigible, which I am.

NEW: the □

OLNI GAZETTE
Latest Issue No. 43
Editor: Janette Inglewood

11 PORT KALANA

AN ASSASSINS WORST NIGHTMARE

by Anonymous

Oh yes" They do have nightmares. Its not easy to stalk your victim and work out the best time to go for the coup de grace as they like to think of it. So when you travel from the

ends of Gor to a small port town and seemingly to have cornered your victim in his own bank, your hopes are high of earning your coin.

Then the stuff of nightmares his quarry calmly walks to the rear of the bank and hops aboard his tarn, flies to the dock and departs.

12 TARNWALD

HEAVY FIGHTING AROUND TARNWALD

by Wendie

It was a cold night with the wind whipping up the mountain passes. Hearing a clank of sword on shield alerted the guard who raised the alarm.

With alarm bells ringing the warriors came running, to the walls of the majestic city of Tarnwald. It soon became apparent by the heraldry of the attackers Landa and Middgard were attacking in numbers.

Few warriors of Gor can stand against the might of Tarnwald defending their city. and the warriors of landa and Middgard were certainly no match .

After a concerted attack by superior forces the outnumbered but well trained guard routed the attackers.

Previous to this attack Tarnwald had attacked Landa and taken a free woman and a Kajira they were bought back to Tarnwald. On examination of the woman she was found to be worthy of a collar. She was then quickly collared and shortly after branded, No doubt the kajira will train the new slave in her duties.

NEW PRAETOR

A scroll is pinned up in the city square...

By order of the High Council..

Citizens are advised of the appointment of Anarch of Tarnwald, and Randal, of Tarnwald, as Praetors of our great city.

NEW HEAD SLAVER

The High Council of Tarnwald has today, second day of the first hand of the month of Se'Var, confirmed the appointment of Donovan (Fairport), of Tarnwald, as Head Slaver of the City of Tarnwald, this appointment without prejudice to the Slave houses of Titus and Galio operating within the City.

APPOINTMENT

The High Council of Tarnwald has today, second day of the first hand of the month of

Se'Var, confirmed the appointment of the House of Yuroki bank to mint coins for the City of Tarnwald.

13 LANDA

HIGH COUNCIL ELECTS NEW LANDA UBAR

The High Council has met and elected a new Ubar of Landa. Thorn, the brother of the previous Ubar Os, has been elected Ubar by unanimous vote of those present in High Council.

Sherman Easterwood

LANDA HERALD

The eyes of Landa/ issue 02 (November 2012)

Editor:Lady Isabella

No new issue at the moment.

14 OASIS OF SAND SLEEN

KAISSA TOURNAMENT

Starting Beginning of Jan 20

Do you play Kaissa..why not enter a tournament..does not matter if you have much experience , the best way to get better is to play among friends, discuss the game, learn, practise ..

So do not wait SIGN UP TODAY for the Next tournament played in Oasis of Sand Sleen, you have a week to play each round.

Even if you loose the first match you are not out of the tournament, since it is double elimination

1st Place-\$5,000L

2nd Place-\$2,500L

3rd Place-\$1,000L

SIGN UP CONTACT Astary Pendragon, Kaissa Guild of Gor

15 THE CITY OF TEVEH

[OOO] THE GIANT MAP IS IN TEVEH NOW

A beautiful large map of Gor, with a search functions so you will not loose the place. This is well worth looking at, to find your home stone, or possibly new home stone.

Timol McMillian

City of Teveh Pass Gor BTB continuously since 2006

<http://slurl.com/secondlife/Teveh/128/128/1502>

16 TELETUS

by Anjali Regent of Teletus

I started the run back in 2008 as a fun means of training our allies on the rough terrain of Teletus. Now, it's meant to test your mettle, your patience, and your funny bone. Not the easiest thing to do, running around like a duck with a sword in hand, chasing after dozens of ladies a leaping over hill and dale.

17 FOREST PORT

FOREST PORT CHRONICLE

Editor: Ubara Nyurahlee Kai of Forest Port
Latest Issue vol. 4, No. 17

18 RORUS

THE RORUS CHRONICLE™

latest issue 62nd edition November 2012
Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

19 THARNA

THARNA NEW TIMES SCROLL

Sirin Huszar, Rotyal Scribe
Ssamantha Fride Managing Editor
reubenfox resident sub editor (Kennel Talk)
Latest Issue vol. 1, No. 15 (12/2012)

20 TURIA

THE TURIAN GAZETTE

last edition: 9th edition
10/03/2012
Editor-in-Chief Sophia Farella
No new issue at the moment.

21 JAHESA

JAHESA CHRONICLE

last issue vol.1, issue 3, November 2012
Editor: Azerbain, admin of Jahesa
No new issue at the moment.

22 THE SOARING HERLIT

THE HERLIT CRIER

Editor: Felicia Soleil

Last issue: November 2012

No new issue at the moment.

23 TREVE AND MINUS

THE TREVIAN TRIBUNE

Latest edition: July 2012. Editor: Payton999 Robonaught

<http://www.cityoftreve.com/>

No new issue at the moment.

24 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.

25 ARCADIAN MESSENGER

Latest issue No. 5, November 2012

Editor: Nephtides Resident

No new issue at the moment.

26 FINA

THE VOSK SPIRIT (FINA)

Editor: Janet Balfour

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

No new issue at the moment.

27 PORT COS

THE PORT COS CHRONICLE

Thirtieth Edition, v. 1, Issue 1

Editor: storm, slave to Mercy Riiser

No new issue at the moment.

28 GAMES

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

29 TRADE

TRUE SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

THE HOY CARAVAN ARRIVED AT THE OASIS OF NINE WELLS

by Moon, HoY scribe slave

A trip to Nine Wells was set, and ready to go, the weather was very nice. A hot soup was set out for the shoppers, as they strolled through the merchandise. Many furs were sold that day, and some wonderful birds from the south. It was a wonderful day visiting the people of Nine Wells.

The True Southern Trade Alliance has 16 full members now and two associate members from the Vosk Region. Three 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 and Sulport, 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

Katoteris

City of Ichrak

City of Tor

Karak (Kassaryan State)

Decadence Isle

ASSOCIATE MEMBERS:

City of Victoria

Port of Kalana

Unkunga regions

HONORABLE MEMBERS

House of Yuroki Companies, located in Olni Shores

Kater Winkler, former Oasis of mandara

PENDING MEMBERS:
three cities and Oases at the moment

30 HOUSE OF YUROKI COMPANIES (HOY)

APPOINTMENT

The warrior Nicco (Niccodemis Threebeards) has been appointed commander of the HoY guards and mercs.

Nicco is a former captain of Landa and was Ubar of Port Quanali, now he decided to join my house.

NEW COINS

The HoY mint has completed the coins for the Port of Victoria on the Vosk, the head quarters of the Vosk League, delivery will be carried out by a hoy caravan . □

At the moment the metalworkers are minting coins for Port Kalana.

The coins of the Oasis of Klima and of Treve will no longer be converted. The HoY banks will pay only the value of the metal for them.

Port Cos recieved new coins ((made by Badeddy Resident), we have been informed. The HoY Bank having judged the quality have decided to accept and convert them 1:2.

The base unit of exchange rates, of the coins is in the city of Imperial Ar. That means: for one coin of Ar you get two coins of Olni, Tarnwald or Port Cos.

The old coins of Olni (made by Lucy Bronet) are not longer valid, the HoY banks will accept only the new coins (made by the HoY Bank).

Reminder: the HoY bank is always looking for rare and ancient coins, we will pay with coins of Ar for them. The most rare coins are from the former city of Telnus, Isle of Cos (made by Havoc Rau). For one tarsk from Telnus you would get ten tarsk from Imperial Ar!

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)

32 ADVERTISEMENT

LADY JJ'S ART GALLERY IN OJNI

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 Ojni 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 Ojni so please come along.

Lady JJ

HOY BANK

The House of Yuroki Bank is a privately owned company. It employs its own bankers, merchants and guards, all of the highest quality. The House of Yuroki Bank has branches in Imperial Ar, Port Kanala, Tarnwald and the city of Ojni in Saleria.

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

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

THE JEWELL THEATRE

The Jewell Theatre presents 'The Vigil ', a Gorean 'holiday-inspired' themed comedy by Fake Jewell.

In the cold North, Quentin the Slaver awaits his latest delivery of stock of girls and black wine from Earth. He so wants to impress his intended Free Companion but Earth girls are no longer so easy and Quentin gets far more than he bargained for - but will he lose it all?

The Jewell Theatre has been staging original Gorean-themed plays in Second Life for over 5 years now. Supported by in-world businesses, the shows are free to attend and tour around larger Gorean sims. Landmarks will be sent the day of the performances.

Lost? Please contact Fake Jewell for a landmark to join us.

GOREAN UNIVERSITY

The Gorean University
(previously Gorean Pleasure Silk University)
Educating Gor since 2008
Dec - Jan Schedule

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

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

GOREAN LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

Thank you for your interest.

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

1) GOREAN MAGISTRATE COURSE

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

- graduation certificates for both your profile and for display (examples)
- graduates receive a Magistrate's Wand of Office

- course begins December 10th, for 8 weeks

classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.

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

Two further cases are covered as written work.

- graduation certificates for both your profile and for display (examples)

- graduates receive a Law School Advocates Ring

- course begins December 11th for 8 weeks

classes each Tuesday at:

1pm OR 5pm SLT

- To enrol in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)

- info regarding GLA self study basic scribe course

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

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

33 ROLEPLAY

[This is OOC, you dont know this in character]

HOMESTONE SWEARING CEREMONY

[14:48] Conradus: would lead them up the long stairs where rows of rarii have parted to offer them access. The priest approached the stone and bowed three times, then rose his arms up into the air and begun to mutter a prayer which echoed across the room. With it done and his gaze alight with new purpose, the priest pulled out a pouch. He then approached each individually. "You will swear and have your blood trickle upon the stone as you pledge your loyalty and life to the cause of our glorious city. Each of us, each caste, has their own way of proving loyal and of use, just as the city will prove the shield that will protect you and fertile field that shall feed you. First however we must remember that the God is watching. Their time is divided between many and we must repay and give our thanks. Your donation shall show just how much you are touched by the fact that the God is present with us today."

[14:50] Bain Menna nnoticed all of a sudden he was standing all by himself, and rapidly stepped over closer to the group to make sure he wasnt doing anything wrong atleast for

now.. He made sure he stood behind a few of them to see exactly what they did, figuring there was less room for error then

[14:51] Conradus: "Well?" he arched his brow and extended the bag to Gabriel. "Go on my son. It is not the time to be shy when asking for the God's favor."

[14:52] Gabriel Jameson smiles hearing the white caste's words and without hesitation pulls his own blade, a wicked curved dagger letting all see he Gabriel Jameson, was more than willing to bleed for this homestone stepped up, tossed a few coins onto the stone pillar his homestone sat upon and pulled his knife over his left hand. He then held his hand inside the cage's threshold and squeezes it allowing his own life water to freely flow. Waiting in his position till his crimson blood the color of his father's caste, would color the stone.

[14:52] Yuroki Uriza: draws his best dagger and scratches his finger and let the blood trickle upon the homestone, then he starts to speak in a formal tone: I, Rarius Yuroki, merchant and banker in Tarnwald, do hereby solemnly declare that I will be loyal to the Home Stone of the City of Tarnwald, promote all that will advance it and oppose all that may harm it, uphold and respect its leadership, successors and laws, and commit my life to the furtherance of the ideals and principles contained therein

[14:53] Gabriel Jameson says "May my blood and that of my family, always live, or die to protect this stone, the great homestone of Tarnwald!"

[14:55] Gabriel Jameson takes the coins he placed on the pillar and places them in the bag saying "My mistake Initiate, Kings forgive me" and gives him a short nod of his head, his own respectful bow-like motion and then stands back to the wall

[14:55] Silencer Gearz moved into the room with his daughter and turns to the left side and stands looking at the homestone remembering when he swore to the stone and made him smile. He looked over towards each person watching them, his hand slides onto his belt taking a dagger and taps his daughter on the arm with it "You know what to do"

[14:56] ReaDevon: walks forward, gazing at the stone. She then looks to the Initiate and drops several large denomination coins into his pouch, then turns then to the stone. She pulls out her small feminine blade, that she carries around her neck and slices a small cut along her palm. She then holds out her hand, making a fist and sees her blood run to mingle with the others' blood, and says in strong and proud voice, "I, Lady Rae Devon, Merchant, swear and pledge my loyalty and life to the causes of the glorious City of Tarnwald." She then steps back to take her place amongst the others who have or will swear to the homestone of City.

[14:56] Bain Menna sighed low as he stepped up like those priest kings had ever gotten him anything but trouble. However from his belt he drew a dagger placing it in his right hand. Extending his hand with the dagger inside the palm he held it in over the homestone. Pressing his fingers around the blade he drew blood from himself allowing a couple of drops to fall upon the stone. Cursing to himself as he noticed the initiate wanted coin he slipped his left hand into his pouch pulling a few coppers up placing them in the bag of the white caste "My Blood for Tarnwald" was all he said

[14:56] Conradus: smiles and raises one hand to perform a gesture over Yuroki's head. "May the all burning keep watch upon you. I sense you are a man of great honor. " he says

and regard Gabe, making a face. "It is all well know. It is the intention that matters." and he made a jingling sound with his pouch.

[14:58] Inu Kanto shook her head as he tapped her shoulder with his blade, thinking it only appropriate to use her own. She took up the small dagger that hung proudly from around her throat and took it into her hand, clasping her hand around it , balling it into a fist before pulling the blade from it without opening. She opened her palm before squeezing it shut once more, letting a few single drops fall onto the stone. "For Tarnwald."

[14:58] Lokia Spiritor began to reach into the side of his pouch and pulled fourth his red bandanna and began to move over towards Bain as the man finished his ceremony. He snuck behind him as best as he could manage and then began to tie the bandanna around the mans head, swiftly before slapping him on the back "Let us also welcome our newest scarlet, Bain! He has earned the right to join the mighty scarlets of Tarnwald, long may his cloth be colored in nothing but the blood of his weak and flimsy enemy!" he said with great bravado before he took a step back and moved back into the crowd, clapping his hands slowly and trying to get an applause for the man going.

[15:01] Conrradus: walked among all those swearing now, chanting a song that would bounce of the heavy walls within which they were enclosed. He did so with the most serious look upon his face while his pouch continued to swell. Finally he knelt to pray under his nose. "May you witness and remember all those gathered to pledge to your chosen city. May your enemies be crashed, ill doers burnt and traitors cast into the abyss of your eternal flames. Hail Tarnwald."

METAGAMING AND OOC

by Heding Offcourse

Tal All,

As an avid gorean roleplayer many of us can understand the pain of striving to find that gorean city we all feel at home in, that one place that welcomes people with open arms, and just generally makes you want to stay.

Weather it be the beauty of build of the style of characters, each of us find home in a different manner, I myself seek two things when looking for the place I choose to settle in,

The build, is it functional is it viable, is it pretty without being primmy, raidable without being one sided, does it give people a chance, and does it give people the best defence possible and most importantly can I move in it without crashing!

The people, how do they react, are they properly gorean and react with apphension, learning the trust of others can be a great challenge in RP, are they overly inviting, that is good too for the new gorean members looking for a home. How do they handle drama, or how do they handle a new commers RP?

As I said it is a drive that only you will achieve to find. However one city a new city mind you, didnt seem to be anything of the above, while the build itself is fantastic the

roleplay ...not so much.

After being invited to see the city by a slave, whom I then collared, I went to the city several times, it was always quiet of course being a new city this is to be expected so I persevered and did what I thought to be right and roleplayed in my style.

After several "dead" visits and a few "live ones" I then reentered the city to be openly accused of being an alt, by a paranoid few that I guess had been burned by alts in the past, this however was not my problem, and it left a nasty impression to have endured such.

The amount of Meta gaming and OOC brought into roleplay is of the highest proportions I have ever seen in a single city, It seemed there was no "Roleplay" but constant conversations of OOC in local chats, If you lacked to respond to there OOC comments in such a feild you would be attacked and abused.

[The NEW VOICE OF GOR deleted the name of the city which was mentioned in this article. We always try to listen to both sides.]

34 KNOWLEDGE

GOREAN WAGES AND PRICING (reprint of the landa Times)

The following prices will not necessarily apply directly to any particular city, but are given as indicative of the range of prices found throughout Gor. Actual prices may vary. It will be seen that slave prices vary widely during the course of the Gor novels, being wildly expensive in the early books to much cheaper in the later, though certain conditions may explain this. For instance, the fact that barbarian slaves were fairly new on the market in Assassins, thus artificially driving up the price, and later on, with the war between Cos and Ar, the many females captured when cities fell, flooded the market and drove the prices down. In the same way, in Savages, the large numbers of barbarian slaves on the borders of the barrens drove the prices down. Another factor was geography. A panther girl in Lydius was worth far less than one transported in chains to Ar, and a blonde, blue eyed slave worth far more in the Tahari than in the north of Gor, indeed, as is any white girl.

[HOY LIBRARY) ARE SLAVES ALLOWED TO TOUCH COINS?

Generally, slaves were not allowed to touch coin. They could be punished severely, even to the point of having their hands cut off, for having unauthorized money on their person or in their belongings. This, in other words, was touching money without authorization.

However, slaves were often given money to run errands, go shopping, to give to their owners, etc. This money could be carried in a bag tied around their necks, in their mouths or carried in their hands. (Even the free carried coins in the mouth because most Gorean clothes have no pockets). The difference between this and the previous statement is that they were authorized to have the money.

Slaves could touch coins in Gor, as long as they had the permission of their owners to do so.

QUOTES:

"I stopped a hurrying slave girl and inquired the way to the compound of Mintar, of the Merchant Caste, confident that he would have accompanied the horde back to the heartland of Ar. The girl was not pleased to be delayed on her errand, but a slave on Gor does not wisely ignore the address of a free man. She spit the coins she carried in her mouth into her hand, and told me what I wanted to know. Few Gorean garments are deformed by pockets. An exception is the working aprons of artisans."
(Tarnsman of Gor, page 133)

"Such a girl, after a dance, may snatch up dozens of gold pieces from the sand, putting them in her silk, scurrying back to her master."
(Assassin of Gor, page 86)

"Many of the people he passed turned away. The free women drew their hoods about their faces. Some of the men angrily gestured for the little fool to hurry from their area, lest he spoil the races for their women. I did note that a young slave girl, however, perhaps about fifteen, with a coin given her by her master, did purchase a small candy from the little Hup. I might have bought some myself but I did not wish him to recognize me, assuming that his simple mind might hold the remembrance of our first meeting, that at the tavern of Spindius, where I had saved his life."
(Assassin of Gor, page 135)

"At the races Relius and Ho-Sorl unsnapped the slave leashes and, though in the stands, amid thousands of people, Virginia and Phyllis were free. Virginia seemed rather grateful, and knelt quite close to Relius, who sat on the tier; in a moment she felt his arm about her shoulders and thus they watched race after race, or seemed to watch the race, for often I observed them looking rather more at one another. Ho-Sorl, after several races, gave Phyllis a coin, ordering her to find a vendor and buy him some Sa-Tarna bread smeared with honey. A sly look came over her face and in an instant, saying 'Yes, Master,' she was gone."
(Assassin of Gor, page 203)

"When she stood ready to return to the tiers she put her back to him and extended her wrists behind her. But he did not bracelet her, nor leash her. Rather he looked about on the ramp until he found the small coin he had given her to buy him bread and honey, which coin she had dropped when the four men had seized her. To her astonishment he gave her the coin. 'Buy me bread and honey,' he told her. Then he said to me, 'We have missed the sixth race,' and together we turned about and went back into the stands, finding our seats. Some minutes later Phyllis came to our seats, bringing Ho-Sorl his bread and honey, and the two copper tarn disks change."
(Assassin of Gor, page 205)

"I looked down to the shore, and saw Cara, lovely in the brief woolen slave tunic, her hair bound back with the fillet of white wool. Her feet were muddy. Near a piling, small and delicate in the mud, she had found a talender. She bent to pick it up, and fastened it in her hair, for Rim. She had been ashore to buy some loaves of Sa-Tarna bread. The girl commonly carries the coin, or coins, in her mouth, for slave tunics, like most Gorean garments, have no pockets. Slaves are not permitted wallets, or pouches, as free persons.

The baker had tied the sack about her neck, with a baker's knot, fastened behind the back of her neck. The girl is not supposed to be able to see to undo the knot. Even if she works it about to before her throat, she cannot see it. If she should untie it, it is unlikely she will be able to retie it properly. Naturally the sack may not be opened unless the knot has been undone. The baker's knot is supposed to minimize the amount of pilfering of pastries, and such, which might otherwise be done by slave girls."
(Hunters of Gor, page 69)

"Yet, yesterday, I had sent her, in the slave strap and bracelets, for bread. I wanted to see her, for the first time, walk the wharves of Lydius as a slave girl. She had stolen from me. I tied a note about her neck, reading, Two loaves of Sa- Tarna. She had been furious. 'Open your mouth,' I told her. She had done so. I had placed the coin in her mouth. 'Go, Slave,' I had said to her. 'Hurry.' She had had a sly expression on her face, as she had left the ship. It was clear to me she would try to escape. I was curious to see what would happen."
(Hunters of Gor, page 70)

"I was Judy, her house and serving slave. I kept her compartments, dusting and cleaning. I cooked and washed. I did all trivial, unpleasant and servile work for her. It was a great convenience to her to own me. Often she would send me shopping, my hands braceleted behind my back, a leather capsule, a cylinder, tied about my neck, containing her order and coins. The merchant would then fill her order, tie the merchandise about my neck, put the change in the leather capsule, close it and, sometimes with a friendly slap, dismissing me, reminding me that I was pretty, regardless of being a woman's slave, send me back to my mistress."
(Slave Girl of Gor, page 483)

"I then gave my attention to the paga, and to my thoughts. In time I sent her back for another cup. The price for the second cup, in the tavern of Pembe, was only a tarsk bit. I paid it to the paga attendant, who collected it at the table. The girls in Pembe's tavern, as in many taverns, are not permitted to touch coins. Evelyn, of course, who had come with the higher price of the first cup, was mine until I chose to leave the tavern or in some other way release her."
(Explorers of Gor, page 183)

"My hands were bound behind my back, with Gorean binding fiber. Slaves are sometimes sent on errands, thus secured. About my neck, on a leather string, was tied a small sack. It contained a note, and coins. I could not read the note, of course, for I was illiterate in Gorean."
(Fighting Slave of Gor, page 220)

"'Paga!' called the standing man. 'Paga!' A blond girl, nude, with a string of pearls wound about her steel collar, ran to the table and, from the bronze vessel, on its strap, about her shoulder, poured paga into the goblet before the seated man. The fellow who stood by the table, scarcely noticing the girl, placed a tarsk bit in her mouth, and she fled back to the counter where, under the eye of a paga attendant, she spit the coin into a copper bowl. There seemed to me something familiar about the girl, but I could not place it." (Rogue of

Gor, page 76)

"The girl did not now, of course, carry a purse. Slave girls are not permitted to carry such things. When shopping she carries the coins usually in her mouth or hand. Sometimes she ties them in a scarf about a wrist or ankle. Sometimes her master places them in a bag, which is then tied about her neck. Gorean garments, generally, incidentally, except for the garments of craftsmen, do not have pockets. Coins, and personal items, and such, are usually, by free persons, carried in pouches, which are usually concealed within the robes of a free woman, or slung about the waist, or shoulder, of a free man."

(Guardsman of Gor, page 264)

"'Thank you, noble people, splendid patrons of the arts,' called Boots. 'Thank you!' The Chino and Lecchio gathered up the coins, handing them to Boots, who took them and deposited them somewhere inside his robes, perhaps into the lining or a hidden pocket. The girls, here at the fair, were not passing through the crowd with copper bowls, perhaps because they had both been in the play. At any rate, even when they had done this in Port Kar, they had not, of course, been handling or touching the coins, only the bowls in which the coins were collected. The only female performers who customarily gather up the coins thrown to them for their masters are dancers, who usually perform alone, except for their musicians. They tuck the coins in a bit of their silk, if they have been permitted any. Given the nature of their silk, which is usually diaphanous, and the general scantiness of their garb, and the publicness of their picking up the coins, there is little danger that they could conceal a coin, even if they dared to do so. A slave girl, you see, is generally forbidden to so much as touch a coin without permission. This does not mean, of course, that they may not be sent to the market, and given coins for errands, and such. For an unaccounted-for coin to be found in a slave girl's possession, or among her belongings, can be a cause for severe punishment. She might even be fed to sleen."

(Players of Gor, page 182)

"She was shading her eyes. Her collar was close-fitting. Her dark hair fell about it. She was probably on an errand. A coin sack was tied about her neck. Some slaves are not allowed to touch money. Many, on the other hand, on errands, carry coins in their mouth. This, however, is not unusual on Gor, even for free folks. Gorean garments generally lack pockets."

(Mercenaries of Gor, page 473)

"Some girls, I had been told, sometimes try to swallow small coins but this is foolish. The coin can be produced swiftly enough in such cases by emetics and laxatives. Similarly, her wastes may be subjected to unscheduled examinations. Too, even if she is successful in recovering the coin herself, there is usually little she can do with it. There are few places to conceal such objects in a cell or kennel. Similarly, she is often under surveillance, of one sort or another, by other slaves or free persons. Also, if she should be found to be in possession of a coin or coins, for example, by a tradesman, guardsman, or any free person, she will be expected to have an excellent explanation for this anomaly, which is then likely to be checked with her master. In most cities, even the touching of money, unless in an authorized situation, is prohibited to slaves. They cannot, of course, own money, any more than any other form of animal."

(Dancer of Gor, page 256)

"I hurried back, elatedly, through the beaded curtain, fleeing, laughing, from the dancing floor. I had scrambled on my knees for the coins flung to the floor, seizing them, thrusting them hastily, so many of them, with one hand, into the lifted, bunched portion, held by my

other hand, of the dancing skirt, a lovely, swirling skirt, scarlet, open on the right, of diaphanous dancing silk."
(Dancer of Gor, page 239)

"What do you have there, in your hand?' he asked.
She clutched the tarsk more tightly.
'Open your hand,' said the leader.
'What is the meaning of this!' she cried.
'Must a command be repeated?' he inquired.
She opened her hand, revealing the silver tarsk. He walked to her, and removed it from her hand. 'Have you been permitted to touch money?' he asked.
'Please!' she said.
'We could always check with her master,' suggested a fellow.
'It is mine!' said Tupita."
(Dancer of Gor, page 298)

"Many masters,' I said, 'do not permit a slave to so much as touch money. To be sure, they might let her carry coins in an errand capsule, or an errand sack, tied about her neck, instructions to a vendor perhaps also contained within it, her hands braceleted behind her.' She looked up, frightened.
'And few masters, indeed, I assure you,' I said, 'even if so lenient as to let her venture to a market with a coin or two in her mouth, on a specific errand, would permit her to scamper about with a trove such as that which now seems to be in your keeping.'
'You do not understand,' she said.
'Kneel more straightly,' I said."
(Renegades of Gor, page 119)

"Aynur, though she was first amongst us, was nonetheless a pleasure-garden girl. Pleasure-garden girls are commonly forbidden to touch coins. Reasons for this are obvious, for example, that they might receive gratuities from guests and hide them; that they might take money from guards, or others, to further intrigues or to attempt to influence masters; that they be denied the power which coins might bring, in bribing guards or tradesmen, and so on. Indeed, slaves are commonly forbidden to touch money except under certain conditions, as when being sent to the market, and so on. In this house, as in many others, slaves, at least those of the pleasure garden, were not permitted to touch money. It can be a capital offense to do so, hands may be cut off, and such. Legally, of course, the slave can own nothing, not even as little as a tarsk-bit. It is, rather, she who is owned."
(Witness of Gor, page 717)

□

35 ONLINISMS OF THE WEEK

JOHN NORMAN AND WOMEN (reprint)

DRAFT FORM FOR COMPLAINTS: (reprint)

WARNING: BLACK JEANS CASTE

FROM THE NORTH: (reprint)

THE BEST OF THE BEST ROLEPLAY LIMITS
(stolen from a warrior's profile):

No capturing me
No shooting arrows at me
No hitting me with a sword...
No cutting my hair you can buy me a while new avi if you do...
No tieing me up
Will no Rp with slave

THE MOST STUPID THINGS IN SL GOR

- Tanned torvies with blonde hair that look like surfers who claim snow reflection sunburn to justify the color...
- People calling Physicians "Green"
- Assassins dressed in full armor instead of tunics as described in the books
- Protection collars
- limits that make a slave unpunishable
- people who refuse hair cut
- warriors dressed in black
- People using "aye" for "yes" (The word "Ai" appears in the books as an exclamation and not with the meaning of Yes)
- Lesbian militant panthers who scream death to the males like its death to the infidels, rabid zealots
- any AO that keeps the avatar in constant motion... the pacing wolverine and the "ooo-look at me preen" slave AO to mention just two
- bare chested men. Yea I get it, You got a nice skin, and ripplin' avs. Hey I like nice chests as much as the next chick, but FFS, put a damn shirt on!
- slave bells
- wandering slaves who venture into Assassins Camps

- wandering free women who venture into Assassins Camps
- people who wander into a panther camp and get upset when you shoot at them
- slaves that wander into the northern woods because "There master lets them wander when he is not on"
- too many alts roleplaying with too many alts
- Black castes with bitchy-princess slaves, FC and family all invited into Black Caste groups.
- Black castes with cold eyes, cold voice, cold touch, cold nose, cold ears, cold feet, cold, cold, cold in every post
- people who emote "going to the boat" or "sailing away" when you're like in the middle of the Turian Plains or the Voltai Mountains
- Free who approach you and thought emote/ask you why you are not kneeling when you're not servicing anyone or there's no Free present.
- Slaves who wear silks in WINTER
- Putting 'Real Gorean Man' in their profile as a reason for anything.
- Doing 'Gorean' things. "Ties off her ankles with a gorean knot. They fashions a gorean leash. And drags her way gorean!"
- generic gorean warrior number 2. (Max muscle [x] Long black hair [x] Black leather pants [x] Dark skin with darker tattoos [x] Bow with so many barbs you should not be able to hold it [x] longsword [x]) Being used by scribes
- so called male slaves, or like they are now called kajiru, in silks or grungy look, on their knees and fully armed .. called brother by their sissies.
- Panther girls/Talunas outside the northern woods or jungle, travelling all over the open thassa in their canoes to reach ... men.
- High caste free women demanding my respect while wearing a sheer veil, some giggle when i adress them as slut ... as if i would be insane and would collar them
- everyone who tries to get into my IM or to OOC me after a reaction to their action to bitch or just to give me names
- Panthers with flowers on there bows, hair and flower tattoos. I don't know rather to kill her or plant her.
- "Little one"
- people who start a sim without ever actually RESEARCHING the culture. Usually results in Epic Fail.

- Slavers who only become slavers so they have more of a variety of girls to fuck.
- Slavers who don't know shit about gor
- Slavers (or anyone) who hands a slave an NC of information and tells them to "learn it"
- Free who run across an entire sim to tell a slave who is standing to kneel
- People that cannot see this for what it is, a game. They spend hours on it, incite drama at every turn because their SL has basically become their RL.
- [22:48] Free man 1: Tal
[22:48] Free man 2: Tal
- People which do not roleplay.

36 ABOUT THE NEW VOICE OF GOR

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

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

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

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

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 1718 members)
 for members of the group BTB Goreans (about 600 members)
 for members of the group Alliance of Valkyrie Panthers (about 1100 members)
 for members of the group Gorean Information and Notices (about 115 members)

in the Gor Hub (near the map there)

<http://slurl.com/secondlife/0%200%20Acajou/191/148/3009>

in the Imperial City of Ar <http://slurl.com/secondlife/Titian/92/129/2704>

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

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

in the City of Kassau (skybox) <http://slurl.com/secondlife/Myrkvidr/163/113/1546>

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

in Port Kalana (skybox) <http://slurl.com/secondlife/Dark%20Paradise/77/82/24>

in Teveh (skybox) <http://slurl.com/secondlife/Teveh/128/128/1502>

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

in the Oasis of the Stones of Silver (Meeting hall, skybox) <http://slurl.com/secondlife/Vyper%20Vampire/13/235/1923>

in the Gorean campus (besides the gallery) <http://slurl.com/secondlife/Serena%20Pointe%20Noire/8/126/22>

in Tharnock (coming soon, under construction)

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

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

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