

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Third volume, issue No. 110

[short online version without pictures or attached notecards]

Second day of the fifth Hand of the month of Camerius 10164 Contasta Ar

Based in the City of Olni in Saleria

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

01 Content

02 Editorial

All over Gor

03 Travelling to Sardar

04 Pilgrimage

Gorean Cities

05 Port of Olni including the Slave's Corner

06 Port Decadence

07 Sais

Trade

08 SOB Turian Wines

09 Travelling Slave Caravan and Brothel from En Var

10 True Southern Trade Alliance (STA)

11 House of Yuroki Companies (HOY)

12 Currency Exchange Rates

Advertisement

Roleplay

13 An old man arrives in Voltai Viktel

Knowledge

14 Trivia

Onlinism of the week

Gorean Newspapers (Overview)

About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 110th issue of the NEW VOICE OF GOR !

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

I like rumors: Vigo dissolving the alliance with Turia? Torvaldslanders attacking Vosk cities? Genesian Port seeking an alliance with a city of Saleria although they are already allied with Hochburg? The Ubar of the Isle of Tarns stepped down and left the city angrily? I wasted a lot of silver tarsks to hire mercs to find out what is true or false, rumors or only disinformation.

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

Rarius Yuroki, merchant in Tarnwald
Editor

OOC Comment: The (non gorean) sims I had to build are almost done. I will be back to normal roleplay approximately at Thursday this week.

Rarius Yuroki

(OOO) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

You all know that Goreans use message boards to spread news, announcements and gossip.

Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

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

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

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

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

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

ALL OVER GOR

03 TRAVELLING TO SARDAR

by lady Wendie, HoY scribe and NEW VOICE OF GOR staff

While traveling to the Sadar I was lucky to have an armed guard supplied by my employer. This made an attack most unlikely. However some poor unfortunate free women the journey to the sadar will be their last as a free woman. For me the Journey was short as I traveled by Tarn.

This pilgrimage season will see many free women purchasing slaves at the fair T he treason for this Free womens hand maids are better if they have never served men slaves who have been internationally kept in this state are more expensive and only the wealthiest of women can afford them.

[OOC Have fun during your RL vacations, Wendie!] □

04 [OOC] PILGRIMAGE

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

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.
The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor.

Go !!! join the adventure, contact: Luqara Darkwatch

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

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

GOREAN CITIES

05 PORT OF OLNİ

THE SLAVE'S CORNER

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

DRUNKEN SLAVE ON TANCREĐ'S LANDING DOCK ~ a travelogue by Le Guide Teal
By Teal Razor

When I was of earth I sometimes had a fantasy about having some small fame. It might have been fun having a posse following me around, maybe having my name in the headlines (Priest-Kings forbid) for a few ahn. Now the headline on this "news" item would be enough to cause an uproar in any city. Now if this drunken slave, who ever he or she may be, was asleep on the wharf of a busy maritime hub it would have attracted attention. Passing off a drunken stupor in front of free women and panthers masquerading as free women would have elicited a call for blood by all the arriving seamen. (I did not spell that wrong.)

A portrait is worth a thousand words and below is a portrait of me on the docks, done by an itinerant artist. I would have you notice the scowl on my Master's face as he looks down upon my drunken hot mess.

My Master was off to find ancient maps to compare them with his Map of Gor project. I really should have spoken up when my Master left me on the docks at Tancred's Landing with a tarsk roll in one hand and a honey lollipop in my other. I knew better. It was not going to be enough action to keep me still.

My Master, a warrior, is in need of accurate maps to plan rescues and attacks on other cities. It is definitely maddening when you arrive at a map point, with your cadre of men to seek stolen chocolate, for instance, and in the place where this city was supposed to be, a farmer, who was outstanding in his field, tells you the city you seek is 1000 pasangs "that-aways".

He will not take me with him to the mapmakers anymore because the last time we were there, he caught me doodling, on an ancient topographical map, the words, "Harry from Treve was here". The mapmaker is a no nonsense Gorean and has a policy of "if you scribble on it, you

bought it". It cost my Master a 20 gold tarns for my tag art.

And so off he went to the map maker and probably to see the Master Yuroki, whose mapping skills are well known. Meanwhile my attention flitted about in between sucks on the lolly and chews on the tarsk roll. It was hard not to notice that Tancred's Landing is a city of quiet professionalism. Its buildings exude confidence, which is 'a good thing' as Mistress Stewart is fond of saying. It is really reassuring to see your bank account deposits housed in a stone edifice rather than a dirt floor woodsman's hut outside the destroyed city of Ko-ro-ba.

But I digress. I sat merrily on a barrel. A round boat docked and some sailors (sometimes known as seamen) hopped off of it. One of them yanked me down from the barrel and said, "Come dance for us in the tavern, slut." I could not refuse since my Master would have whipped me for displeasing a free.

Once inside the tavern the musicians started drumming and piping some dance music. It was rather lively and I gyrated to it while the sailors started ordering paga. A slave called Mahasin, who worked in the tavern, was put to good use serving and swerving to avoid the many gropings from the boatmen.

I winked at Mahasin and at a break in the music I begged to use the facilities and went back to the kitchen where Mahasin waited with two full tankards of paga. We both slaked our thirst and a bit wobbly returned to our duties, she serving and I dancing. At my next break we did the same, consuming another tankard of paga. The sailors, having consumed paga to the point of inebriation, were now sleeping. I took this opportunity to beg their sleeping forms to take leave. I weaved in and out of the tables and back out on to the docks where I promptly fell into the clutches of sleep. This is where my Master found me. I don't know which was worse, waking up with a monumental headache or explaining to my Master that nothing happened with the sailors.

UBARA THROWS A FIT IN THE COMMONS

By Teal Razor

It is really nice when a story drops in your lap instead of having to go sniff one out. I, Teal, slave witnessed the the Ubara, for reasons unbeknownst to me, in the commons coming unglued. I humbly submit this snap of her turning into a monster of sorts....?

This incident led me on a wild vulo chase trying to track down the particulars that caused her such vexation.

One person, who was not a witness to the horror, a slave known for her spurious assumptions, told me that the Ubara's blackwine was cold when she received it because the serving slut stopped to chat with a thrall she fancies. I found this to be baseless. I have served the Ubara a lukewarm mug of blackwine on many an occasion and she has only met my face with a small grimace.

No, something was wrong here. Another slave, I sought out, told me, with wild eyed abandon, that someone had put a tack on her cushion which caused the Ubara to jump up and scream. Another lie. I have tried to hit the Ubara's bottom with practice arrows during

our OOC event, Capture the Flag. The abundance and thickness of her concealment skirts are formidable to even arrows. She could have sat on a dozen tacks and not felt a thing. No, certainly these were made up stories told to me by slaves who should have heeded the maxim, yappy yips get the whip.

I finally turned my attention to myself, as I frequently do. I told my Master about the spectacle I saw in the commons and he quickly said, "Do not go blithering on. YOU have your mead goggles on."

He was correct and proceeded to force feed me bread to mitigate the influence of a couple of horns of mead.

And by the way, the Ubara was and is, very fine.

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

Dear Teal: I was washing my Master's feet a few nights ago when I noticed that his pinkie toes looked like tragic raiding victims...all mangled up and disfigured. How can I possibly keep washing his feet without that little child's ditty going through my head, 'This little tarsky went to market. This little tarsky stayed home. This little tarsky had roast bosk, and this little tarsky had none. And the last little tarsky was horribly maimed during a raid.

DEAR CLASS CLOWN: I am amazed at the juvenile antics of some slaves. I am sure your jokes went over nicely while you were in training at the slaver's house, but out here in the real world we do not allude to our Master's toes as deformed. You will suck them and like it...that is pretty funny though.

Dear Teal: My Master always seems to know when I'm not telling the whole truth. How does he do this? Do you have any idea what my "tells" might be?

DEAR DON'T KNOW HOW TO KEEP A ZAR FACE: I know you don't I? You were the slave that was perspiring profusely in the infirmary when you were being questioned about your compliance with the drinking of slave wine. Your "tells" were epic and totally transparent. I mean the blushing and perspiring was bad enough. But the longing looks at your Master were running their course because we all know you have wanted give him offspring.

And how will you support these spring-offs when he throws you all out for deceiving him. There are only two solutions. One is to heed the exhortation to live the slave truths. Remember, that it is forbidden for a girl to hide her feelings. The absolute truth must be spoken to a Gorean Master. The second solution is to learn how to make up an elaborate lie and live in it. Your Master will not be able to tell the difference between your truth and your "truth" and you will have carte blanche pushing the envelope with further prevarications. As for the perspiring. I find a few dips a day in the Olni River will have you coming out cool, refreshed, and coated with water droplets which will have the appearance of sweat. No one will notice any change in your demeanor since you will be known as the fool who swims in the Olni River.

06 PORT DECADENCE

PORT DECADENCE RE-OPENING

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

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

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

Theme: Open dance.

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

3 Judges will be invited to come judge the event.

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

Rules for the dance event

- 1) Theme: No Theme, though this is The Free Port City of Decadence Island, however you'd like to incorporate that into the dance.
- 2) The event is only open to kajira.
- 3) Dances can be solo or tandem dances
- 4) Props will be permitted but of the sort that could be carried to the pit. They may not be above 50 prims Please remember you are in a dance pit.
- 5) 8 minute time limit per dance.
- 6) The dances must be the work of the dancer herself and not to have previously been used in a dance event of any sort.
- 7) The judges decision is final and no discussion will be entered into over this.
- 8) Dancers must arrive 20 min. prior to the event.
- 9) There will be a DJ to provide the music. Deadline for getting music MP3's (and only MP3s) in will be 24th June To be send to Darellion@gmail.com. Subject: Decadence Dance Contest
- 10) Dancers will dance in opposing order as to who gets the music to the organizer first. (So first music dances last and so on.) If music is changed dancer will go into the order the new

music choice is received in.

11) In case of a tie... the organizers will use the scores of a previously agreed upon question to break the tie

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

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

a. The Broadcaster cannot start and stop the song at specific points, but will play the entire song

b. The Broadcaster cannot find another song at the event

c. If the dancer has not chosen a song, the selection by the broadcaster is random. They cannot choose one with specific traits (i.e. piano, with a fast beat)

d. The dance should be timed to the song chosen. IF the dancer requires the song to be played twice, that should be indicated on the note card. After a song is played twice, the broadcaster will talk to the audience and wait for the dance to finish.

07 SAIS

MERCHANTS OF GOR TOURNAMENT - AND THE WINNERS ARE:

1. Syl Normandy
 2. Elpida Nikolaidis
 3. Dark Kegel
-

TRADE

08 SOB TURIAN WINES

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

Tal.

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

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

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

Thank you!

Bjorg, Owner of SOB Turian Wines and Liqueur

09 TRAVELLING SLAVE CARAVAN AND BROTHEL FROM EN VAR

We are travelling from sim to sim for RP, not for combat. We try to make realistic RP! We come rezz 12 prims Wagon with auction and brothel animations and 1 prim rezz our board in a place which sim's admins allow us to. After we finish RP and continue our voyage we will remove all our items.

Rules:

1. The whole concept is pure RP, NO real money (Lindens) involved.
2. Slaves are NOT for SALE, but for RENT. It means slaves are to be rented and used for the time the wagon stays in the city. Want longer rent or purchase? Need to discuss in IM conference with You, Slaver and Slave. (Mostly because all are people in RL and all have their own schedules)

En Var slave girls

10 TRUE SOUTHERN TRADE ALLIANCE (STA)

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

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

Full STA Members:

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

Privately owned companies:

House of Yuroki (HoY) Companies
The Phoenix Trading Company

Associated members:

Tharna

MAGNA CARTA

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

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

11 HOUSE OF YUROKI COMPANIES

FACTS

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

REWARD - DEAD OR ALIVE

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

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

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

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

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

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

Agents in other cities are also required.

THE HOUSE OF HOY JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

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

THE CITY OF OLN
PORT KAR

Duties will include

Normal banking duties

Keeping of records - ledger

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

12 CURRENCY EXCHANGE RATES HOY BANK

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

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

ADVERTISEMENT

TURIAN SCRIBE LOOKING FOR A CARTOGRAPHER

As part of my scribe training to become an official Cartographer of Turia, I need to find a cartographer mentor for two weeks. I am online Mon thru Thurs from 4pm sl to 7pm sl. Due to my rl occupations, I can not be here on the weekends at all. If anyone is willing and able to assist in some manor as a mentor, please contact CarrigDargent (Resident). Thank you.

Carrig (CarrigDargent Resident)

LADY JJ'S ART GALLERY IN OLNİ

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

Lady JJ

HOA Seeking Slaves

The House of Adder is seeking skilled slaves. The HOA is very strict in their training and behaviour with slaves. We as slavers are NOT here to spend our time keeping the kennel slaves busy in OUR furs but here to train them to warm the furs of the villagers and guests. We do NOT coddle slaves. IM lost Adder for further information, or read the attached notecard.

Yes, the HOA is owned by a free woman in Gor, and, not the typical FW you find in SL Gor. I invite you to take a swing by and meet me in character.

I would be willing to train a new slaver, IF, they are knowledged in Gor somewhat. Unfortunately, I do not have time to train a Free about Gor only slaves....with that said, I will not turn someone away who is still learning Gor, or who english is not their first language, I am looking for the drive and willingness to learn.

Lady Adder Boa (Lost Adder)
Owner
House of Adder

THE QUILL AND QUARREL THEATER TROUPE ON TOUR



The Quill and Quarrel Theater Troupe
ON TOUR
May and June 2013



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

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

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

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

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

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

ACADEMY OF GOREAN DANCE

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

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

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

If interested in attending, please contact the Academy Instructors.

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

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

Emoting Workshop

Sunday, June 2, 2013 at 3pm SLT (subject to change)

Speakers:

Perle, slave of Sheikh Al Oisans

Babyepa, slave of Gunner von Phoenix

Snow, city slave of Vigo

Impromptu Dancing Workshop

Sunday, June 16, 2013 at 3pm SLT (subject to change)

Speakers:

Angel, slave of Stefania Wildrose

Sparkle, slave of RavingRob Radek and head of the Dance Pit Raiders of Gor

Story Faction:

Sunday, June 30th at 12 pm SLT

Speaker:

Kamini, slave of Bosk

Dance Faction

Sunday, July 7 at 12pm SLT

Speaker:

Mily, slave of Richard Ash

GOREAN UNIVERSITY

The Gorean University

(previously Gorean Pleasure Silk University)

Educating Gor since 2008

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

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

GOREAN CAMPUS

CASTES OF GOR LEADERSHIP COURSE

Physicians Caste of Gor is presenting a Caste Leadership Course at the Gorean Campus.

This course is designed for Mentors, Instructors, Senior Physicians and Heads of Caste. It is open to ALL CASTES. (slaves may also attend)

The first class is "Motivating People to Learn"

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

All classes will be posted on Healers Hall.
Thursdays at 1 PM & 5 PM after that..

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

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

Gorean Campus Timetable (All times in SLT.)

Classes

Monday June 10th - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday June 11th - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm

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

Wednesday June 12th - Outdoor classroom
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday June 12th - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm

Thursday June 13th - Campfire
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday June 13th - Outdoor classroom
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm - weekly

Saturday June 15th - Inn
Graduation day for Law and Medical courses - All day

Saturday June 15th - Arena
Advanced Dance (instruction in voice) - Rya - 7 pm

Monday June 17th - Arena

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

Tuesday June 18th - Arena

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

Wednesday June 19th - Outdoor classroom

RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday June 19th - Outdoor classroom

Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday June 19th - Arena

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

Thursday June 20th - Campfire

Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday June 20th - Outdoor classroom

Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm - weekly

Saturday June 22nd - Arena

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

Events

Saturday June 15th - Port Olni

Golden Quill poetry contest - 12 noon

Thursday June 20th - Cinema

Skyfall - 2:30 pm

Friday June 21st - Outdoor classroom

Poetry of Panner - 5 pm

Saturday June 22nd - Arena

Dance seminar - Tuka - 10 am

Saturday June 22nd - Arena

Dance contest - 1 pm

Sunday June 30th - Play performance - Arena

Quill & Quarrel troupe - 3:30 pm

Sunday August 18th running for 3 weeks

Gor Wide Zar Tournament

Dance contests

Dance contests

Saturday June 22nd - Arena - 1 pm
Saturday August 31st - Arena - 1 pm
Saturday November 2nd - Arena - 1 pm
Saturday January 4th - Arena - 1 pm

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

GOREAN LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

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

1) GOREAN MAGISTRATE COURSE

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

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

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

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.
It is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.
Two further cases are covered as written work.

- graduation certificates for both your profile and for display
- graduates receive a Law School Advocates Ring

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

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

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

Thank you for your interest.

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

ROLEPLAY

13 AN OLD MAN ARRIVES IN VOLTAI VIKTEL

by Mercy Riiser

The old man was dressed in black and walking with a wooden staff as he disembarked from the boat. After taking a few steps down the wharf he stopped to catch his breath. Looking up he saw a huge stone staircase to climb to enter the city. As he turned to get back on the boat and go to a city with less obstacles he saw the boat already pulling away. His wheezing and coughing got in the way of calling out for the boat to return. He sat down on a crate and after catching his breath began the long slow climb to the top.

Entering the front gates the Scarlet on duty saw little threat in the old man. In fact the warrior gazed at him for some time as he had never seen a man so old. He was still staring as the old man called out "Where is the Inn...your inn young man...where is it?" The Scarlet laughed at the old man's brashness and directed a slave to show the man the place he sought "Walk

slow old man and stretch out this day for you may not live to see another."

It took a while before the slave got him to the inn with many stops along the way. The slave led the man to a chair by the fireplace. "Sit here Master and I will get the Innkeeper for you. Perhaps she has a room on this floor so you do not need to walk any more stairs." The old man smiled and stood by the fire to warm his bones. It had been a long day and he did not think there would be many more unless he found a physician in this city more knowledgeable than the others he had visited. He sat in the chair and felt his eyes close. He knew that if he awoke in the morning he would seek out the Infirmary and either find the help he needed or die in this city whose stairs had already almost killed him.

The next day, the old man awoke and after gathering his clothes and his staff walked slowly from the Inn to the Infirmary. He knocked on the door and a voice called out for him to enter. As he entered he was met by a woman dressed in green "Tal sir, I am Lady Lyanna and how may I help you?". The old man opened his arms apart as if to say "Need I say more?" The physician was taken back by what she saw and led him to sit on the cot. After some brief conversation she drew blood from his arm for testing. "My colleague will be here shortly and together we shall see what we can do to aid you."

Lady Suki moved quietly into the room from behind the screen and looked to the bent old man having never seen a person so old before in her lifetime. "Tal Sir.. I am so glad you are still here.. " Fortas looked up to see the physician: "You move quietly....! I am indeed here and was thinking of taking in some fresh air if you were not still here."

Lady Suki nodded her head in agreement "Aye Sir.. moving quietly was something taught me by a blac... erm never mind.. Fresh air? Perhaps I will go with you.. but.. I do have some questions for you as well Sir." The physician hurried to the door to hold it open for the old one as he walked slowly towards her. As they finally exited the Infirmary, she turned and canted her head toward him. "Would you like to go with me to have some tea and visit perhaps? I would like to ask you things."

"Tea.....?" Fortas rolls his eyes "Tea sounds delightful. I will follow you Lady.....but slowly." The physician patted her hair all prim and proper "I know you are used to the paga.. but tea will be better for you.. peppermint I think for its ..um energizing properties. Fortas coughed as he looked back at all the stairs he had just taken to get to the Infirmary "Yes.....energizing is good." The physician looked doubtfully at the steps and then slipped her arm under his to help him up "Let me help you Sir." Fortas took her arm as they soon reached the bakery filled with many strangers. "Perhaps we can sit here away from nosy ears. Sir.. I will get refreshment for you myself." "You are most kind." the old man replied with a courtesy that seemed almost too practiced and rote.

As the physician went to get tea she sees one of the Merchants "Tal Lady how are you today?" as she stopped to say greetings while she inched her way to the kitchen. The merchant smiled as she hears her name "Lady Suki what a pleasure. I am doing well... and you?" Lady Suki half-turned to indicate the old man and then turned back to the merchant "I am well but finding some tea for that man there. He is in need of some tending before he falls over." The physician moved quickly to the kitchen and prepared a tray of tea things and some fruit.. "He says his name is Fortas and he is the oldest man I have seen in my life. I am going to try to learn his story and see if he can be helped in any way. He is there at the other end of

the room."

The merchant looks down to the end of the cafe and sees what looks like a shadow sitting there. "May I join you?" "Well.. I .. uh.. sure!" the physician said as she quickly added another cup to her tray.. "Come. I may have need of your merchant knowledge."

Fortas stirs at the sound of footsteps and sees the physician with a woman he has not met. The merchant takes her tankard of Bosk Milk with her as she walks down to the far table "Tal Sir!" The old man looked up and nods slightly "Tal Lady....."

Lady Suki set down the tea tray "Sir Fortas.. this is Lady H. of the Merchants.. do you mind if she joins us?" the old man chuckles and then replies "What man at my age would mind having two beautiful women sit with him...?" Lady Suki smiled at him "Thank you Sir but you are very interesting yourself! It is rare to see one as old as you here.. I do not mean to be rude but.. curiosity is something we Free Women have the luxury of.. Would you like milk? sweetener?" The old man almost growled "Milk.....? Perhaps just strong tea....as strong as tea gets that is. Well I have never met one before I saw myself in a mirror."

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

KNOWLEDGE

14 TRIVIA

These voracious water creatures are often kept stocked in pools on country estates, their meat a Gorean delicacy. Needless to say, a bound slave cast into such a pool, will be eaten alive. What are these creatures?

"Many estates, particularly country estates, have pools in which fish are kept. Some of these pools contain voracious eels, of various sorts, river eels, black eels, the spotted eel, and such, which are Gorean delicacies. Needless to say a bound slave, cast into such a pool, will be eaten alive." --Magicians of Gor, page 518

This large, brownish-skinned spherical vegetable, grown in the oases of the Tahari, is known to be served with melted cheese and nutmeg. What is the vegetable?

"In the cafes I had feasted well. I had had verr meat, cut in chunks and threaded on a metal rod, with slices of peppers and larma, and roasted; vulo stew with raisins, nuts, onions and honey; a kort with melted cheese and nutmeg; hot Bazi tea, sugared, and, later, Turian wine." --Tribesmen of Gor, page 46

"At the oasis will be grown a hybrid, brownish Sa Tarna, adapted to the heat of the desert; most Sa-Tarna is yellow; and beans, berries, onions, tuber suls, various sorts of melons, a foliated leaf vegetable, called Katch, and various root vegetables, such as turnips, carrots, radishes, of the sphere and cylinder varieties, and kortts, a large, brownish-skinned, thick-skinned, sphere-shaped vegetable, usually some six inches in width, the interior of which is

yellowish, fibrous and heavily seeded." --Tribesmen of Gor, page 35

This is a small, yellowish-white peachlike fruit, about the size of a plum. It is indigenous to the drier valleys of the western Cartius. They are often served sliced, sprinkled with sugar. What is the fruit?

"On the back of the kaiila, the black lance in hand, bending down in the saddle, I raced past a wooden wand fixed in the earth, on the top of which was placed a dried tospit, a small, wrinkled, yellowish-white peachlike fruit, about the size of a plum, which grows on the tospit bush, patches of which are indigenous to the drier valleys of the western Cartius. They are bitter but edible." --Nomads of Gor, page 60

"Lola now returned to the small table and, kneeling, head down, served us our dessert, slices of tospit, sprinkled with four Gorean sugars." --Rogue of Gor, page 139

The main business of this northern city is trade, particularly lumber and fish. It is also the seat of the High Initiate of the North. It lies on the brink of the northern woods. What is the name of this city?

"The main business of Kassau is trade, lumber and fishing. The slender, striped parsit fish has vast plankton banks north of the town, and may there, particularly in the spring and fall, be taken in great numbers. The smell of the fish-drying sheds of Kassau carries far out to sea." --Marauders of Gor, page 29

"The High Initiate of Kassau, a town at the northern brink of the forest, sat still in his white robes, in his tall hat, on the throne to the right, within the white rail that separated the sanctuary of Initiates from the common ground of the hall, where those not anointed by the grease of Priest-Kings must stand." --Marauders of Gor, page 26

"Kassau is the seat of the High Initiate of the north, who claims spiritual sovereignty over Torvaldsland, which is commonly taken to commence with the thinning of the trees northward." --Marauders of Gor, page 27

These trees grow in the tropics. The crop harvested from them are shipped to other parts of Gor, their sale proctored by the merchants of Cos. Once processed, the crop produces a product well know on Earth, but rare on Gor. What are these trees and what do they produce?

"'No,' I said. 'It is fine.' I lifted the small, handleless bowl in two hands. I was excited that she had used the word 'fetch.' She was the sort of girl who might carry or fetch for Masters and Mistresses.

'No, Mistress,' said the girl. 'You are a woman. Drink more delicately.'
I then sipped from the bowl.

'Yes, Mistress,' she said. 'That is more feminine.' I then realized, even more profoundly than before, how deeply sexuality must characterize and penetrate this culture. The differences between men and women were to be expressed even in their smallest behaviors. What a significant and real thing it is in this culture to be a man or a woman.

'This is warmed chocolate,' I said, pleased. It was very rich and creamy.

'Yes, Mistress,' said the girl.

'It is very good,' I said.

'Thank you, Mistress,' she said.

'Is it from Earth?' I asked.

'Not directly,' she said. 'Many things here, of course, ultimately have an Earth origin. It is not improbable that the beans from which the first cacao trees on this world were grown were brought from Earth.'

'Do the trees grow near here?' I asked.

'No, Mistress,'" she said. 'We obtain the beans, from which the chocolate is made, from Cosian merchants, who, in turn, obtain them in the tropics.'" --Kajira of Gor, page 62

You have been sent to the cellar to get ingredients. You are to get Ka-la-na wine, citrus juice and stinging spices. What is going to be made with these ingredients?

"Kal-da is a hot drink, almost scalding, made of diluted Ka-la-na wine, mixed with citrus juices and stinging spices. I did not care much for this mouth-burning concoction, but it was popular with some of the lower castes, particularly those who performed strenuous manual labor. I expected its popularity was due more to its capacity to warm a man and stick to his ribs, and to its cheapness, a poor grade of Ka-la-na wine being used in its brewing, than to any gustatory excellence." --Outlaw of Gor, page 58

You walk amongst the a group of Red Savage women. You watch as the take strips of dried meat, grounding it to almost a powder. To this they add chokecherries and kailiauk fat. What are they making?

"This is the Kaiila word for pemmican. A soft cake of this substance was pressed into my hands. I crumbled it. In the winter, of course, such cakes can be frozen solid. One then breaks them into smaller pieces, warms them in one's hands and mouth, and eats them bit by bit. I lifted the crumbled pemmican to my mouth and ate of it. There are various ways in which pemmican may be prepared, depending primarily on what one adds into the mixture, in the way of herbs, seasonings and fruit. A common way of preparing it is as follows. Strips of kailiauk meat, thinly sliced and dried on poles in the sun, are pounded fine, almost to a powder. Crushed fruit, usually chokecherries, is then added to the meat. The whole, then, is mixed with, and fixed by, kailiauk fat, subsequently, usually, being divided into small, flattish, rounded cakes. The fruit sugars make this, in its way, a quick-energy food, while the meat, of course, supplies valuable, long-lasting stamina protein." --Blood Brothers of Gor, page 51

What is the Kaiila word for pemmican?

"'Wakapapi,' said Cuwignaka to me. This is the Kaiila word for pemmican. A soft cake of this substance was pressed into my hands. I crumbled it. In the winter, of course, such cakes can be frozen solid. One then breaks them into smaller pieces, warms them in one's hands and mouth, and eats them bit by bit. I lifted the crumbled pemmican to my mouth and ate of it. There are various ways in which pemmican may be prepared, depending primarily on what one adds into the mixture, in the way of herbs, seasonings and fruit. A common way of

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This creature of Gor is used for several food purposes. The meat is fried or cooked in a stew with raisins, nuts, onions and honey. Even the brains are cooked with spices. Can you name this animal?

"It is the spiced brain of the Torian vulo,' Saphrar was explaining." --Nomads of Gor, page 85

"I smelled roast bosk cooking, and fried vulo. It would be delicious. I thought no more of the girls." --Hunters of Gor, page 33

"I had had verr meat, cut in chunks and threaded on a metal rod, with slices of peppers and larma, and roasted; vulo stew with raisins, nuts, onions and honey; a kort with melted cheese and nutmeg; hot Bazi tea, sugared, and, later, Turian wine." --Tribesmen of Gor, page 46

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

ONLINISM OF THE WEEK

[08:34 AM] Laura Demonista:and Tarl looked the man in the eye. The man, sweated and heavy of breath was not intimidated. He looked right back, unblinking and confident. "Well?" he said at last, drawing a huge breath so as to suck all the air from the room. Tarl pulled his last remaining strength around him and he spoke loudly and with confidence. "Pepperoni to go". ((vol 28, Domino's of Gor)

Group Chat "Cartographers and Explorers of Gor"

KNOWN GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

OLNI GAZETTE

Editor: Janette Inglewood

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER [inactive]

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

JAHESA CHRONICLE [inactive]

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

THE HERLIT CRIER

Editor: Felicia Soleil

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

Editor: shani (littleredhead Resident), slave of Master Jonathan Crane, Sword of Ko-Ro-Ba

ABOUT THE NEW VOICE OF GOR

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

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

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group BTB Goreans
for members of the group Alliance of Valkyrie Panthers
for members of the group Gorean Information and Notices

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

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

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

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

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

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

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

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

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

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

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