

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Third volume, issue No. 112

[short online version without pictures or attached notecards]

First day of the second hand of the month of En'Var (The First Resting) 10164 Contasta Ar

Based in the City of Olni in Saleria

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

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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 112th issue of the NEW VOICE OF GOR !

Unfortunately we lost three more newspapers; THE HERLIT CRIER, the JAHESA CHRONICLE and the TREVIAN TRIBUNE are no longer found on Gor. We are not sure if the editors disappeared or had been murdered or left their city. Please keep us informed when the situation will change. All the more important is The NEW VOICE OF GOR which is the only planet wide Gorean newspaper.

The NEW VOICE OF GOR is available now too at the library of Voltai Viktel.

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

Rarius Yuroki, merchant in Tarnwald
Editor

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

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

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

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

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

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

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

ALL OVER GOR

03 THE BEAUTY OF SOUTHERN GOR

by the editor and Lady Wendie, HoY scribe

The House of Yuroki company decided to send out one of the ships to trade and to increase the contact with some islands and harbours of the Vosk region.

At the same time an huge caravan left Tancred's Landing for the south intruding the southern and remote area of the dunes and sandstorms called "Tahari". This is a very dangerous but interesting area, fulls of secrets and beauty.

In the Tahari desert and the Wastes are numerous oasis communities. Each community numbers from a hundred or so people to thousands of people. They are often located hundreds of pasangs from each other. They depend heavily on caravans to provide many of their needs. Jungle birds are specially prized as pets. These caravans generally travel the western or distant eastern edges of the Tahari. Within the dune country, as the oases are small and infrequent, little but salt caravans will ply that area. The oasis communities also rely on the caravans to bring exports from themselves. The principal exports of the oases are dates and pressed-date bricks. A date palm may grow up to one hundred feet tall. A date palm takes about ten years before it can bear fruit. A palm will annually yield forty to two hundred pounds of fruit. Date bricks are long and rectangular, weighing about four pounds each.

The nomadic tribes of the Tahari desert live hard lives. There is a nearly constant hot wind that blows in the desert but it is welcomed as it makes the desert bearable. The wind usually blows from the north or northwest. The wind is not a problem except in the spring, should it blow from the east, or in the fall, should it blow from the west. But, the nights are cool and

may even be chilly. Shelter trenches may be built for protection in the desert. This is a narrow trench, four to five feet deep and eighteen inches wide. It provides shade from the sun and is much cooler as well. A trench is always dug with its long axis perpendicular to the path of the sun for maximum amount and length of shade. The sand surface can reach a temperature of 175 degrees Fahrenheit on its surface and 140 degrees in the shade. But, only a foot below the surface, the temperature can drop 50 degrees.

Sand storms in the desert seldom really bury anything. The sand is usually blasted away as soon as it is deposited in the desert. Decomposition in the desert also proceeds very slowly. Well preserved bodies have been found that were dead over a hundred years. Skeletons, unless picked by animals, are seldom found in the desert.

The conservation of water is the key to survival in the desert. One generally does not move without water on the sands during the day. One tries to move and sweat as little as possible. Their garments are loose and voluminous yet closely woven. Their outer garments are often white, a color that will reflect the sun. The looseness of the garments acts as a bellows, circulating air over damp skin, and cooling the body by evaporation. The close weave keeps moisture as much as possible within the garment, condensing it back on the skin.

A lot of oases are members of the true Southern Trade Alliance although the Kavar and the Aretai tribes will never join the same military alliance. That is the reason why Turia failed in the past to force the Tahari tribes to join the so called "Scarlets of the Shield" (SOS) which is only a front company of Turia and its allies. Taharians are always playing their own game.

04 [OOO] PILGRIMAGE

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

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

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

<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 OLN

THE SLAVE'S CORNER

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

TREVE INVADES OLNİ

By Teal Razor

I am very much for inflammatory headlines. I tried to think of a more incendiary banner for this article, but I failed. Remember, you can always write a scroll and send it to me with a few suggestions for headlines you would like to see in the newspaper, not just this one. But please, no rude drawings on the scrolls of a Gorean male's third leg. I have examined and used enough of these parts to need any more pictures.

Well this week I will not have to use exaggerations when I mention the name "City of Treve". We had visitors from Treve who came to participate in our weekly raid practice. There were two warriors and two aristocratic ladies. I assumed they were invited since the Olni warriors were slapping the shoulders of the Trevians in a male bonding display.

The bravado exhibited by the male warriors was in contrast to the ladies who sat in the neutral ground with our Ubara, sipping Bazi tea and exchanging the locations of the best dressmakers in Gor. The dashing warriors, on the other hand, were pushy but polite. These Trevians painted a colorful swath on a summer's afternoon of sparring and I was a witness to this exhibit from the get go.

Luckily, I was chosen to be a water carrier for the side the Trevians were "competing" on. Actually, all are invited to this weekly hack fest and the "all" includes Trevians. I don't think this was thought through enough, but what do I know?

The Trevian warriors had lots of energy as they ran around challenging everyone, including this slave, to spar with them. At first I was annoyed at being smacked with the broad side of a blade but then I realized that they were doing the perfect act before battle, working up an appetite for aggression. I must say that watching them rush about poking everyone with their swords was making me a little aggressive and obnoxious myself. My Master was very polite to them, although he seemed on edge.

There we were on the battleground, the lines drawn and the swords glinting from Tor-tu-Gor. I noticed we were at a disadvantage for Lar-Torvis low in the sky directly in the eyes of our warriors. It seemed everyone was fired up to the point of attack and when the bell was rung we all came at each other.

Some of the warriors concealed themselves on battlements or behind walls. I ran with the warriors who were using profanity, the thinking being that if they cared enough to hurl filthy epithets then they were mad enough to want to survive. These are the types of people that you should always stay close to.

I busied myself with giving aid to thirsty warriors. Sometimes I even gave them comfort. The whole mock war went so very well. Our warriors are a fine lot. Ready to wish all well and that is just what they did. It was an incredible sight to see warriors whose chests were puffed out, heads held high, saying a heartfelt good bye to each other.

The Trevians left to fulfill escort duties for the aristocratic ladies that accompanied them back to Treve. I tried to get a glimpse under the Trevian warrior's kilts to check out my Red Lace

Panty theory but my Master caught me looking and leashed me at that point. Later I received much correction from his golden tongue. I mean he gave me a tongue lashing, no, I mean he hollered at me for my lack of hospitality. Sheesh.

TREVE

By Teal Razor

Yes...it has come to my attention that many Goreans have not talked to a native of Treve and so have never heard the correct pronunciation of Treve. You wonder why I am championing a city whose residents I have castigated, perhaps unfairly. That remains to be seen. The fact is, the way one pronounces a word can lend so much to the flow of the beautiful Gorean language. Such a colorful language Gorean has become in a place where there are so many accents. The variety of dialects gives a dash of spice to a jaded ear.

I have been a fascinated pupil at the feet of my Master for a long while. He has taught me the short vowels of the Gorean alphabet which make for a subtle comma between syllables and for an interesting sound. He makes me repeat everything out loud in Gorean so that he can detect if I am saying it wrong.

It pains me to hear something mispronounced. Now, when I mispronounce a word, I have been know to fall on the floor and fake a convulsion to mask my faulty tongue.

So, I want everyone to know, or at least let a few know, that the correct pronunciation of the word TREVE is Truhehvvvvv, all said in one syllable. Well I know that does not help but the "E" is short. Like the "E" in the man's name Trevor or the direction opposite to "right", which is "LEFT". The last "E" in Treve is silent.

I think it is a grand name. I am a collector of phrases, names, and quotable sentences. So I would love to have a conversation with you some time about the Gorean language. I have so much to learn. And, think of this, if my Master wants to sell me I would bring a pretty penny in a private sale.grins.

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 sit

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.

TRADE

07 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

08 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 held this week in a city of the Vosk region.

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.

09 HOY 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 I

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

10 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

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

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.

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 DANCE WORKSHOP

This free workshop is meant for the non-dancer who's interested in getting started and doesn't know where to begin. This is a 2 hour 1 session class and is NOT meant to replace the multi-session classes offered by many groups throughout gor. This is a strictly technical "how-to" workshop with very little philosophical content. We will cover some basic concept in how to format and write a dance from scratch, suggestions on how to incorporate animations and a brief overview of contests and their etiquette. There will also be some posting practice involved.

Contact tuka katana (rajaa) with questions, or show up on time (she's crabby about late) June 22nd at 10amm.

Gorean Campus Timetable (All times in SLT.)

Classes

Monday June 24th - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday June 25th - Arena
New Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday June 26th - Outdoor classroom
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday June 26th - Outdoor classroom
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Thursday June 27th - Campfire
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday June 27th - Outdoor classroom
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm - Weekly

Saturday June 29th - Arena
Old Advanced Dance (instruction in voice) - Rya - 7 pm

Monday July 1st - Arena
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday July 2nd - Outdoor classroom
New to Gor - Ramagan - 6pm

Tuesday July 2nd - Arena
New Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday July 3rd - Outdoor classroom
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday July 3rd - Outdoor classroom
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Thursday July 4th - Campfire
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday July 4th - Outdoor classroom
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm - Weekly

Saturday July 6th - Arena
Old Advanced Dance (instruction in voice) - Rya - 7 pm

Events

Thursday July 4th - Cinema
Skyfall - 2:30 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 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

11 OLD MAN ARIVES IN VOLTAI VIKTEL [THE END]

THE REJUVENATION SERUM TAKES HOLD

by Mercy Riiser

It was an alarming picture that presented itself to me this day. We were to complete the last dose, but Sir Fortas presented with a fine, raised rash covering his entire body. What would this mean to our purpose?!

I was determined to withhold further serum, but before I could think of the future I must deal with the present. Quickly I pulled together a numbing ointment combined with a calming agent - a concoction I had made and one of my own secrets. I applied this to the rash and then purposed an internal agent to address additional inflammatory response. A particularly nasty tasting paste was created that has an odor not unlike drying seaweed on the sands, but he took it and then pressed me to complete the 4th and final injection. He was most insistent and

would accept all responsibility. I was as anxious as he to complete the treatment. And so it was administered...

Possible allergic reaction - but 4th injection of rejuvenation serum administered despite the risk. After all, he only has death to look forward to if this does not work!

Fortas awoke in the Infirmary feeling quite refreshed. It somehow seemed much longer than just a night's sleep that he just had. He sat up on the cot and then looked around and listened. There was not a sound to be heard. "Lady Suki..?" he called out without getting a response "Lady Lyanna?" He waited. Still no response.

He slid himself off the cot and got a glimpse of his face in the glass window as he walked by. He stopped in his tracks and was surprised at first. He smiled as he saw the face that he once had taken for granted. He reached up with his hand and felt the smooth skin of his cheek. He turned his head slightly and saw reflected in the window the long dark hair as he remembered it. He remembered the previous night when Lady Suki had decided to take the chance and gave him the last stabilization shot....or maybe it was to kill him. He chuckled and thought that he will miss the Physician. He had grown as fond of her as much as he had come to respect her skills but his sense was that it was too risky to stay in the city, not for him but for those who had aided him.

Fortas walked over to the front door of the Infirmary and opened it slowly to see if anyone was about. He saw no one and he slipped out the door to his left towards the stairs that led to the Tarn House. He went up the stairs and then walked around to the back of the building. He continued down the slope until he came upon a small area that anyone would be hard pressed to know something was buried there. He pulled back the grass and other coverings he had placed there until he found the hard shiny cover of the chest. Reaching down with one hand he pulled the chest out of the small crevice with a good deal of ease. Lifting it with both hands, he walked slowly...very slowly...carrying it back to the side wall of the Infirmary. Looking around and seeing no one he carried the chest back inside the building and up the stairs to the office of the Physician. While he felt like his old self for the first time in memory, the chest was still quite heavy. He let out a deep breath as he placed it carefully by the low table. He then reached down to release the clasp and open the chest to make sure it contained all that he had left in it. He eyed the large quantity of gold and silver coins as well as the bright stone the size of his fist he had come upon a long time ago when he had secured the release of a rich merchant's companion who had been taken by some outlaws in Schendi for a ransom. He closed the chest and sat down at the table. He found a small piece of parchment and a quill and began to write.

He thought for a few ihns about just marking the scroll with an X but laughed to himself and decided he had gone as far as he could with that. He rolled the scroll up and placed it on the table. He then went downstairs and gathered the few belongings he had making sure he left nothing behind. He walked out the door of the Infirmary and through the Courtyard out towards the main gate. He stopped at the entrance to the city and looked down at all the stairs that he thought almost killed him when he arrived almost two hands ago. He turned and then walked down the stairs and off towards one of the smaller boats.

"Tal boatsman...I need passage down the Vosk River.....almost to the end....I will tell you when we have reached the port I seek" He turned and looked up at the mighty entrance to the city

where the physicians had saved his life. He smiled at the memory of all that had occurred and then walked up the gang plank to board the boat "Let us be off....a new day calls to us.."

The Journal of Lady Suki, physician and scientist of Gor

FINAL INSTALLATION: This sadly is the final installation in my journal of the accounting of the rejuvenation of Sir Fortas. I received a note from him left in the infirmary. He expressed his need to press on away from my city, to place distance for our protection and assured me in that note that he would now complete the stabilization series of injections in whatever city he would choose.

In addition, he left me a substantial payment! I am a wealthy woman. His payment of gold and silver and a stone of amethyst, gold and silver. I may never see Sir Fortas again. The ways of this planet are difficult, and my hope is that he will follow through with stabilization as he promised.

Oh and he sent me a drawing of his new visage! What a handsome man he has become!

Earth dates June 8, 2013

Lady Natsuki Kobichenko
Voltai Viktel Physician and Physician of Gor

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

KNOWLEDGE

12 THE TAHARI DESERT

"The desert is my mother, and my father."

The Tahari is a vast and interesting area of Gor. It provides much fertile ground for creative role-play and story-lines. Delve into Earth history and culture concerning the Arabic world for ideas for your role-play. Much of it will be appropriate or adaptable. Let your creativity be your guide.

Tribesmen of Gor, the tenth book in the Gorean series, details the Tahari region of Gor, a huge desert and wasteland with surrounding villages and cities. The book concerns itself with both the city dwellers of this area and also the nomadic tribesmen of the desert. The people in this area resemble in many ways the Arabic cultures of Earth, especially the Bedouins. The plot of this novel revolves around a Kurii plan to destroy the entire planet of Gor using a mighty explosive. The explosive is hidden deep within the dune country. Agents of the Kurii try to start a war between the Aretai and Kavar tribes so that no one will enter the desert. But, Tarl Cabot is able to thwart their diabolical plans, aided by a Kur who did not want to see Gor destroyed.

People of the Tahari

☒ The Aretai are a major tribe of the Tahari, their vassal tribes are the Arani, Luraz, Ravir, Tajuks, Tashid, Ti, and Zevar. The other major tribe is the Kavar and is a foe of the Aretai. The war cry of the Aretai is 'Aretai Victorious!'.

☒ The Kavar is the other major tribe of the Tahari and is often at odds with the Aretai. Their vassal tribes are the Ta'Kara, Bakahs, Cha,r and Kashani. Their war cry is 'Kavars Supreme!'. Their mark is a blue scimitar facing outward from the body on the right forearm. Weapons include the Weapons sleeve dagger and scimitar.

☒ The major tribes were ruled by Pashas. The Pasha often resided in a Kasbah, the fortress.

Men also wear the kaffiyeh and the agal. The kaffiyeh is a squarish scarf, folded over into a triangle, and placed over the head. Two points of it are placed at the side of the shoulders. One is placed in the back to protect the back of the neck. It is bound to the head by the agal, several loops of cord. The cording indicates a person's tribe and district in the Tahari region. Some men, generally in the cities, may wear a head scarf, a wrapped turban of rep cloth. This protects the head from the sun and does not permit sweat to escape. Among lower-caste men, it can also provide a soft cushion for boxes and other burdens. You simply steady the burden with your right hand. In doors, men commonly wear soft, heel-less slippers with extended, curling toes.

Slave girls in the Tahari often wear chalwars. These are baggy pants of diaphanous silk, gathered in closely at the ankles. They are worn low on the hips, several inches below the belly button. They are similar to the harem trousers of the middle east region of Earth. They may also wear a silk vest with the chalwars.

13 TRIVIA

In most cities, what is the difference between how a domestic or "tower" slave would kneel and that of the pleasure slave?

"The position of the tower slave, in most cities, is very similar to that of the pleasure slave. The major difference is that the tower slave, whose duties are commonly, primarily, domestic, kneels with her knees in a closed position, whereas the pleasure slave, in a symbolic recognition of the fuller nature of her bondage, and its most significant aspects, kneels with them in open position." -- Blood Brothers of Gor, page 107

Upon this command, the slave lowers her hips to the floor, uncurling her legs and sliding them out as she rolls to her back. Her hands are at her sides, palms up, legs open wide. What is the command?

"Sula, Kajira!" he said.

She slid her legs from under her and lay on her back, her hands at her sides, palms up, her legs open. — Explorers of Gor, page 75

True or false: the tower slave, of course, like any other slave, is fully at the disposal of the Master, in any and every way. The distinction between a tower slave and a pleasure slave, is not really hard and fast.

"The tower slave, of course, like any other slave, is fully at the disposal of the master, in any and every way. The distinction between the tower slave and the pleasure slave, though honored in some markets, some specializing in girls sold primarily for housekeeping purposes and others in girls sold primarily for the pleasures of men, is not really a hard and fast distinction; it is not absolute; indeed, it can even be transitory. A girl who is ordered to open her knees, or who finds them kicked apart, for example, realizes that she has now become a pleasure slave. Similarly a girl in one context may function as one kind of slave and in another context, as another sort." --Blood Brothers of Gor, page 107

This way of marking a slave was said to have originated in Turia. After the fall of Turia the custom spread northward. It is now relatively common on Gor for pleasure slaves. Slavers have discovered girls with this marking command a higher price. What is the marking?

"They were pierced-ear girls. It is said that the ear piercing of slaves, on Gor, originated in Turia. Certainly it was practiced there. After the fall of Turia the custom spread northward. It is now relatively common on Gor, for pleasure slaves. Slavers have discovered that a pierced-ear girl commands a higher price." --Explorer of Gor, page 96

You see a free woman, robed in white, veiled, being carried in a sedan chair by four slaves. Beside her, on either side, walks a female. The walking females are veiled and bar-armed. Are they Free or slave?

"A free woman, robed in white, veiled, was being carried in a sedan chair by four draft slaves. Beside the chair, on either side, afoot, walked a girl. Each was veiled but bare-armed. From the fact that their arms had been bared to the gaze of men I knew they were slaves." --Beasts of Gor, page 123

This is a slave, a girl bred for beauty and passion over generations by the zealous owners of the great Slaves Houses. Their lips were a feature often bred into them; lips formed for the kiss of a Master. What kind of slave would this be?

"...I wondered if Vika might be a bred slave, a Passion Slave, one of those girls bred for beauty and passion over generations by the zealous owners of the great Slave Houses of Ar, for lips such as Vika's were a feature often bred into Passion Slaves; they were lips formed for the kiss of a master." --Priest-Kings of Gor, page 49

"She looked at me mockingly. 'Do you know what a Passion Slave is?' she asked.

'Yes,' I said.

'It is a female of the human kind,' she said, 'but bred like a beast for its beauty and its

passion.'

'I know,' I said.

'It is an animal,' she said, 'bred for the pleasure of men, bred for the pleasure of a master.'
--Priest-Kings of Gor, page 69

This type of slave is rare. They are specifically bred to perpetuate a trait, physical feature or behavior. What type of slave is this?

"There are various types of "exotics" bred by Gorean slavers, all of whom are to be distinguished from more normal varieties of bred slaves, such as Passion Slaves and Draft Slaves. Exotics may be bred for almost any purpose, and some of these purposes, unfortunately, seem to be little more than to produce quaint or unusual specimens. Ho-Hak may well have been one so bred." --Raiders of Gor, pages 15-16

"These are exotics,' said Ho-Tu.

That expression is used for any unusual variety of slave. Exotics are generally quite rare.

'In what way?' I asked. I myself had never cared much for exotics, any more than I cared much for some of the species of dogs and goldfish which some breeders of Earth regarded as such triumphs. Exotics are normally bred for some deformity which is thought to be appealing. On the other hand, sometimes the matter is much more subtle and sinister. For example it is possible to breed a girl whose saliva will be poisonous; such a woman, placed in the Pleasure Gardens of an enemy, can be more dangerous than the knife of an Assassin." --Assassin of Gor, page 107

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

ONLINISM OF THE WEEK

14 WINTERING

The slave asked Ubar Escher in autumn, if the winter was going to be cold or not. Not really knowing an answer, the Ubar replies that the winter was going to be cold and that the slaves were to collect wood and bosk dung to be prepared.

Being a good leader, he then went to his Priest King friend Scratch and asked, "Is this winter to be cold?"

The Scratch responded, "This winter was going to be quite cold indeed."

So the Ubar went back to speed up his people to collect even more wood and bosk dung to be prepared. A week later he called the Priest King again, "Is it going to be a very cold winter?"

"Yes," Scratch replied, "It's going to be a very cold winter."

So Ubar Escher goes back to his people and orders them to go and find every scrap of wood and bosk dung they can find and warns all his Ubar friends to do the same.

Two weeks later he contacts Scratch again: "Are you absolutely sure, that the winter is going to be very cold?"

"Absolutely," the Priest King replies, "the Wagon People are collecting wood and bosk dung like crazy!"

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR (Gor wide)

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

OLNI GAZETTE

Editor: Janette Inglewood

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL
KaTrina Velde, Editor

THE TURIAN GAZETTE
Editor: unknown

ARCADIAN MESSENGER
Editor: Nephtides Resident

THE RORUS CHRONICLE™
Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

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%200%20Acajou/64/85/42>

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

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

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>
[temporarily under construction]

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/>