

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Third volume, issue No. 116
(short online version)

Third day of the first Hand of the fifth month 10164 Contasta Ar

Based in Tancred's Landing

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

The proprietors reserves the right to edit articles submitted.

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

very welcome.

02 EDITORIAL

A warm welcome to the pages of the 116th issue of the NEW VOICE OF GOR !

This issue comes to you a little bit late because of a furious strike action of the sailors and rowers of the Vosk. Their collective bargaining agencies (see below) were complaining about shipping companies which use male slaves instead of free sailors and rowers on their boats. We regret any inconvenience.

Rarius Yuroki,
Editor the the NEW VOICE OF GOR

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

(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 rence 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 TRAVELING BY COMPASS

by Lady Wendie, HoY Scribe

Just a reminder: A traders most valuable instrument was the compass. To travel the gorean highways it was a necessity. The Gorean compass is divided into eight divisions giving a great accuracy to navigate the wastelands.

The main divisions of the map are Ta-Sardar-Var, and the other seven; taking the Sardar as Gor's north pole the other directions, clockwise would be, first, Ta-Sardar-Var, then, in order, Ror, Rim, Tun, Vask (sometimes spoken of as Verus Var, or the true turning away), Cart, Klim, and Kail.

04 TRADE UNIONS - COLLECTIVE BARGAINING AGENCIES

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

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

All who do skilled work in the arsenal, incidentally, are free men. The men of Port Kar may permit slaves to build their house and their walls, but they do not permit them to build their ships. The wages of a sail-maker, incidentally, are four copper tarn disks per day, those of a fine shipwright, hired by the Council of Captains, as much as a golden tarn disk her day. The average working day is ten Ahn, or about twelve Earth hours. The amount of time spent in actual work, however, is far less. The work day of a free man in the arsenal is likely to be, on

the whole, a rather leisurely one. Free Goreans do not like to be pressed in their tasks. Two Ahn for lunch and stopping an Ahn early for paga and a talk in the late afternoon are not uncommon. Layoffs occur, but, because of the amount of work, not frequently. The organizations, such as the sail-makers, almost guildlike, not castes, have dues, and these dues tend to be applied to a number of purposes, such as support of those injured or their families, loans, payments when men are out of work, and pensions. The organizations have also, upon occasion, functioned as collective bargaining agencies. I suspected that the sail-makers would, threatening desertion of the arsenal, this year or the next obtain their desired increase in wages. Brutal repressions of organization have never characterized the arsenal. The Council of Captains respects those who build and outfit ships.

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

(Raiders of Gor, chapter 6)

"Collective bargaining agencies" is "Gewerkschaften" in the German version of "Raiders of Gor", that means "trade unions".

05 THE MARK OF THE ASSASSIN ~ a Gorean short story

By Atlas Tereshchenko ~ Scarlet Caste of Port Olni

The young man moved slowly through the trees, seeming to move from shadow to shadow, as if by some conjuring his face never fully revealed to the sunlight, towards the tents pitched in the lee of the dark hill. He approached quietly, as he had been taught, and slipped to the entrance of the furthest tent, to sit cross legged until beckoned within. A deep voice whispered to him, his name spoken out loud, but the sound, like the whisking of fog through the trees, was cold and bore the weight of pure death upon it.

The young man entered, and sat again upon the floor, his final tests complete, his time to rise upon him. And yet he was troubled, and the ancient and yet powerful man before him sensed the disruption in his pupil's mind, and said "speak" in a voice that commanded a response without hesitation.

"Master, I am troubled. I understand the mark, and the purpose it serves in providing us final access to our goal. However, why openly announce our final intentions? We struggle to remain unseen or at the very least unobtrusive in our reconnaissance, and then openly announce our intent at the conclusion of the effort?" Having spoken his mind, the young man resumed a position of relaxed awareness, as he had been conditioned for.

The older man sat silent for a time, and then spoke softly, again with a deep voice filled with an immense coldness, and malice, as if time and all the blood had finally shorn all the final shreds of compassion from his heart, "The mark serves three purposes. The first is

statecraft, the second is commerce, and the third commitment".

The old man rose slowly, yet gracefully. His time upon the ground could be measured with trees, and even so he was both powerful and supple, his skills still unmatched by any that currently drew breath. He began to pace, slowly, back and forth inside the tent.

"Of all my pupils you quest the deepest into the motivations of the Black Caste. Your skill with a blade is only surpassed by your intellect. So, for that reason only will I indulge you in my own thoughts on this matter".

"Open warfare, the clash of steel and honor, is the arena of the Rariius. Blood and glory, conquest and the defeat of whole armies and cities the reward for the glorious Red Caste of Gor. Their codes dictate their glory, and yet they also demand a harsh conformance to both individual and group combat and battle. It is difficult to imagine the cost, and consequences of assailing a single individual with an army of the Red Caste".

"It is even more unlikely that their codes would be interpreted as allowing this, for it may be that one purpose of their codes is to prevent the combined forces of the Warriors descending upon a single individual. What ruler of a city would want to have a trained group of warriors in his midst that he could not control? "

"So, if an army is far too costly and dangerous to have sent against a single man, then what mechanism of statecraft can accomplish the removal of a troublesome person? This is the gap in which the trained assassin of the Black Caste of Gor exists, for we are an instrument of statecraft."

"Statecraft requires many diversions, subterfuges, feints and all of the machinations involved with running a City. It is too costly, and too difficult to wield as large and deadly a weapon as an army of Rariius against a single individual."

"However, a small and highly focused weapon, one of immense stealth and cunning, sharp beyond thought, focused upon a single goal..that is purpose of the assassin in relationship to statecraft. We are hired to excise a single individual, with focus and clarity, and when we appear with the mark upon our brow, we represent a form of statecraft within the social structure of our society".

"Those that see the mark understand that we are at work, tasked and focused upon a single individual, and that we are acting out our role in the business of running the state."

The elder assassin steps to a small chest, and removing a small bottle, drinks a small portion of the liquid, and upon inspecting the remaining contents, tosses the bottle to the younger man. "The second purpose of the mark, that of commerce, is to indicate that a contract has been struck and that its conclusion is in play".

"Almost any man or woman that see's us knows the dark fear in their bones, that when unmarked we are in to process of learning the ways of our mark, and no greater joy can be experienced then when they learn they are not the subject of our gentlest of intentions. However, the sight of a marked assassin chills all, for it may just be them that we come for, and this serves us in that it reduces the likelihood of being impeded in the conclusion of our

contract".

"Yes, we are often assailed at each city gate by the brave Rarii of the Red Caste, but they understand that we are not to be impeded in completing our contract. The larcenous hearts of merchants see only profit, and if gain is to be had by the removal of a troublesome competitor, or recalcitrant supplier, then so be it. As such, we are an instrument of commerce, in that we provide a final resolution to poor business practices, and as we are available to all, the mere possibility of a visit from us encourages most to deal somewhat fairly with his cohorts."

The Master Assassin stops in the center of his tent, summons a slave to fetch him food, and then turns to the pupil and says "The last purpose of the mark is to define commitment. It is a clear sign to all, including the one who bears it, that a contract has been accepted, and that all the work has been done but the final act, and that the bearer of the mark is now committed".

"That commitment is irrevocable, and once marked, the bearer will complete his contract or die. That degree of commitment is known to all of Gor, and it is to that commitment they give way at the gates, doors and passages of all the cities. It is in our commitment to the completion of our contract that rulers, merchants and anyone hiring us puts his or her faith, and coin, in that they expect us to complete our contract or die trying."

The great assassin steps across the tent and sits upon his cushion, plain and dark, having traveled as many pasangs as the old killer had. "So it is statecraft, commerce and commitment that are behind the mark we wear upon our final approach. It is no easy thing to accept such a mark, because it immediately singles us out for reproach, fear, anger and out right violence".

"But, that blade cuts both ways, for if we are impaired in our efforts, the merchants and statesmen know that the cost to concluding their affairs is much greater, and as such unbearable".

"We are an instrument, our services for coin are a tool of refined precision, our purpose clear and unsullied by confusing or conflicting allegiances. The mark is the defining statement of who and what we are".

"We are the killing arrow in mid-flight, the glittering dagger tumbling towards the heart of a single man, the death stroke of a razor-sharp sword caught in the final descent towards its foe, we are purpose defined, the mark the final word in our mouths calling out our acceptance of our mission."

The younger man sits silently, absorbing the words of the eldest of the caste. Finally, he nods once, and looks to his Master "I understand" and shakes his shoulders. He looks to his teacher, and says "So..what is my first mark Master?"

The teacher pauses, and tapping his chest twice with his fist, nods and finishes "And that is the story of the Mark of the Assassin. I salute and thank you for your attention, and wish you well Free and Kajirae of Gor".

GOREAN CITIES

06 PORT OF OLNİ

THE QUARTERLY GOLDEN QUILL COMPETITION OF THE CITY OF PORT OLNİ

The Golden Quill Competition was held today in the Fairgrounds of the City of Port Olni and what an amazing group of pieces were submitted for consideration! It never ceases to amaze me how gifted those who participate really are. The Audience was moved to tears, to somber consideration and to laughter as the various pieces were read aloud by the Ubara, Lucy Bronet.

It was a very tough choice for the spectators to decide which piece merited the final award of the coveted Golden Quill Pin, to proudly wear and display the fact they were awarded this singular and prestigious honor. In fact for the first five positions, there was a single point of difference between the different competitors, proving how difficult a choice it was among so many wonderful pieces! After all said and done, however, our winners were:

THIRD PLACE:

Name: Quercus Robur (Elfinstone Hellershanks)

Title of Piece: Slavery

SECOND PLACE:

Name: Janette Inglewood

Title of Piece: Square Dance

FIRST PLACE:

Name: Stridecus Swords (ThomasC Swords)

Title of Piece: The High Ambassador

With the permission of the authors participating, the pieces submitted are worth the time for you to read, truly. Enjoy the amazing talents of our brilliant authors!

Read more in the [□](#)

Editor: Janette Inglewood, High Magistrate of Olni - Chief Magistrate of the Gorean Legal Academy

THE SLAVE'S CORNER

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

WARRIOR DIES IN OLNİ ~ Funeral Pyre Set Ablaze

Wednesday of last week at 17:00 hours a warrior was borne down stream in a black round

boat sailing the Flag of the scarlets of Olni. The fallen warrior was taken from the infirmary, where his body had been lying in state, to the docks, by a group of warriors with myself bringing up the rear. I watched, with great interest and sadness, as the body was wrapped in scarlet leather and held aloft on the crossed spears of his brothers in arms. The Masters Maloverra, Dragan, Riff, Azeareus and Ty along with my Master Siri, bore their fallen comrade to the docks of Port Olni.

The boat that had been prepared the night before was waiting for them at the dock. A pyre had been constructed inside the boat and the corpse of the warrior was placed on top of the pyre. As is the custom of the warriors of Port Olni, one person was chosen to ignite the scented oils that were poured over the wood in the pyre. That person is usually a family member or close friend.

The warrior, whose name was Semper Fidelis (Patriotman), was a loner with no known family or close friends. So to provide the deceased with a glorious send off, my Master, being the most senior officer present, lit the pyre with a torch as he pushed it out to drift into the Olni River. The current propelled the burning boat down stream. It was nearing dusk and the flames that shot up from the inferno were spectacular indeed.

There was a small gathering at the docks of grieving free and slave. The ceremony was sadly moving and as I passed the assembled I noticed everyone was weeping.

I thought that my Master was going to take me to a feast in the warrior's hall in honor of Master Semper. He actually went to a warrior's meeting instead and I was put to use in the commons washing dishes while waiting for him to return.

I looked at the red and silver silks I had worn for the funeral and was glad I dressed for the occasion. The only problem was the fancy silks were becoming wet from the dishwater. I did not want my Master to be angry at me for soiling them so I took off the silks and stood naked in the commons washing dishes. There were a few catcalls from the regulars but I was in no mood to be flogged for being careless and so I put up with it.

Only three days later there was another funeral for another fallen warrior of Olni. A man named Ty and this time it was the mother of the fallen who lit his funeral pyre. It was hard to shake the death of one warrior on the heels of the other. One becomes numb with the news. Suffice to say I have been learning the burial customs of Gor. Funerals are an incredibly moving experience, whether the body is cremated or buried, the departed is honored by all who attend. Goreans feel that one should not speak at a funeral since words would mar the deceased's memory. There is no chanting, singing or the playing of musical instruments, and so the silence at a funeral speaks volumes for the deceased. At the end of the ceremony, those in attendance leave without uttering a sound.

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

DEAR TEAL:

I am a slave who is constantly being cuffed by my Master after I serve him in the commons.

He starts eating and then turns to slap me because it is always cold. I don't understand why I cannot serve food piping hot from the hearth. Help me as I have constant headaches from being struck in the head.

DEAR ASPIRING WRITER OF FICTION:

I see that the scroll you sent me your question on has an Olni postmark. I was glad to see a scroll from Olni. The scrolls I get from Sais and Thentis are always full of questions about what ointment do I use on this terrible rash between my legs. My answer them is to cease all sexual activity with the citizens of their respective cities. I have taken to burning these scrolls after I have read them. You never know what fungus could be among us.

I think I know you though. I also have the clue as to why the food you serve to your Master is always cold. Here is a "for instance": The other day I saw a slave in the kitchen, looking up at the sky as the hot bread she had just sliced lay cooling on the tray she was preparing for her Master. For some unknown reason she was talking out loud, waxing ecstatically over all the products that are made from the sa-tarna plant and the minute descriptions of each sa-tarna shaft of grain and how it was the staple of life and how she remembered standing in a sa-tarna field as Tor-tu-Gor made the grain field glow in the late afternoon and then a warrior came walking up with a bota of paga and suggested she and he get busy in the long grass and how she drank paga with him into the evening and they both watched the moons of Gor overhead and then he.....you get the picture.

Well, I looked at the scrumptious piece of bread she had carved that was all warm and begging for melted butter. Then I saw the slave put a dollop of butter on that bread but the butter would not melt since the bread had cooled while she was reciting her little novella.

Bottom line here, to avoid further blows to the head, you need to cool your verbosity in order for your Master to obtain a hot meal. It's called serve for a reason. Concentrate your whole being on the task at hand and quit daydreaming. This way you can plate and serve a meal in less than 2 minutes and do a bang up job of it.

07 SAIS

MERCHANTS OF GOR TOURNAMENT

Winner: Anna Kohl

Second prize: Xynthia Lyre

Third prie: Liam Whitesong

Congratulations!

TRADE

08 ECLIPSE TRADING COMPANY REVISED

Eclipse Trading Company is the owner of House Rogerian Fine Imports. The companies are proud members of the true Southern Trade Alliance.

09 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 next monthly STA meeting will take place in about one hour. The members of the assembly will get a sealed and encrypted message.

Full STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Shrine Valley - House Rogerian

Kasra | Karak | Kamras (Kassaryan State) (ITA)

Free City Port of Decadence Isle

City of Tor

Ukunga Region - Land of the Family Kron

Asperiche (ITA)

Kasra (ES)

Tancred's Landing

Turmus

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.

10 HOUSE OF YUROKI (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.

□

NEW COINS FOR THE CITY AND AND TURMUS AT THE VOSK RIVER

The new coins for the city of Tor and Turmus are on their way: the HoY ship Phaedra" is already sailing from the harbour of Tancred's Landing to Turma, a caravan is heading to the south.

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

11 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 OLN

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

2013 Spring Tour Coming to an End....

It's been an incredible 9 weeks of touring for the TSH Quill & Quarrel Theater Troupe. We would like to take a moment and than EVERYONE who has come to support our efforts in bringing the Arts to Goreans in SL, and those who have come from IRC to enjoy the shows as well. We offer a sincere "Thank You" to our Host Cities for welcoming us to your lands. It has been both a joy and honor to perform for your citizens. To Razi and those at GPR, another huge, huge "Thank You" for helping our Troupe to further expand our audiences and bring the dream of sharing the Arts with even more Goreans. To our sponsors and consistent supporters of the Q&Q Theater Troupe, too many to list by name, we thank you!! And of course, we thank YOU, our audience for encouraging us by your up-building support of our shows.

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

Classes

Monday July 22nd - Arena - Weekly
 Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday July 23rd - Outdoor classroom - Weekly
 Medical Triage - Darwin - 4:30pm

Tuesday July 23rd - Gallery - Weekly
 New to Gor - Krista - 6 pm

Tuesday July 23rd - Arena - Weekly
 Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday July 24th - Outdoor classroom - Weekly
 RP & Emote Course - Nephtides - 12 noon

Wednesday July 24th - Arena - Weekly
 Combat & Warrior Class - Azerbain Grey - 3 pm

Wednesday July 24th - Gallery - Occasional

New To Gor (kajirae) - Krista - 6pm

Thursday July 25th - Campfire - Weekly
Reading Hunters of Gor - Alekk Baroque - 12 noon

Thursday July 25th - Outdoor classroom - Weekly
Caste Leadership - Kaila Mahoney - 1 pm and 5 pm

Friday July 26th - Outdoor classroom - Occasional
Castes of Gor series Merchants - Katrina ladyl-Zaurak - 3 pm

Friday July 26th - Outdoor classroom - Occasional
How to play Zar - Krista - 6 pm

Saturday July 27th - Arena - Monthly
Basic Dance Seminar - Tuka - 10 am

Sunday July 28th - Outdoor classroom - Weekly
Gorean RP Essentials - Juvana Grey - 9:30 am

Monday July 29th - Outdoor classroom - Occasional
How to play Zar - Krista - 1 pm

Monday July 29th - Outdoor classroom - Weekly
Medical Series - Jerrod Moonwall - 7 pm

Monday July 29th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday July 30th - Outdoor classroom - Weekly
Medical Grand Rounds - Darwin - 4:30 pm

Tuesday July 30th - Gallery - Weekly
New to Gor - Krista - 6 pm

Tuesday July 30th - Arena - Weekly
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday July 31st - Outdoor classroom - Weekly
Basic Kajira (Spanish) - Azhar - 1:30 pm

Wednesday July 31st - Arena - Weekly
Combat & Warrior Class - Azerbain Grey - 3 pm

Wednesday July 31st - Gallery - Occasional
New To Gor (kajirae) - Krista - 6 pm

Thursday Aug 1st - Campfire - Weekly
Reading Hunters of Gor - Alekk Baroque - 12 noon

Thursday Aug 1st - Outdoor classroom - Weekly
Caste Leadership - Kaila Mahoney - 1 pm and 5 pm

Events

Friday Aug 2nd - Cinema
Amelia - 1 pm

Sunday August 18th running for 6 weeks
Gor Wide Zar Tournament

Dance contests

Saturday August 31st - Arena - 1 pm

Saturday August 31st - Arena - 1 pm
Gorean Campus Dance Competition
Date: August 31, 2013
Time: 1 pm slt
broadcaster: Gorean Portal Radio
\$15,000L in prizes

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 BEAUTIFUL SCARS

by Chronepsis

[21:16] Rorah Vella making her way toward the arena, she wasn't expecting to find anyone there at this hour, path blocked she looks up with an arched brow at the figure and the blood drains from her face. What the hell was it with this section of the city and things going horribly wrong for her. She looked at the black form and swallowed the sudden dryness in her throat. Not that it would do her any good she couldn't speak even if she wanted to, but she leveled her shoulders at him, folded her hands before her and bowed in that pani fashion.

[21:19] Chronepsis was gazing at the paintings in strange fascination when he had heard the foot steps behind him, soft steps hesitant and reserved, female he guessed though she had made no sound. No clang of metal or wood; no weapons of concern to him, and no greeting to him as a free. A free woman of some sort. He ignored the sounds for the time being and continued to study the art.

[21:24] Rorah Vella ignored, which was typical, but in this case perhaps a good thing, she glanced at the barricaded entrance to the arena and gave it a second thought. There would be a metal sound, muffled, well wrapped, coming from her hip where a fan was folded, like several small metal things ever softly scraping on one another as her weight shifted. And it did as she moved to the right of him. She wanted to get around the curtain and was just as happy not to have to explain, it was bad enough she had a few day old bruises, a cut on her lip and newly broken knuckles from her scuffle this morning. They went well with the scars across her cheek and chest, among other places, but he would only have a brief second of that view before she ducked around the corner of the curtain.

[21:28] Chronepsis heard the scrape of metal, but still very subtle, not the clanging of steel that would indicate any weapons he would take any concern with. His hood scans from back and forth as he takes in the full breadth of the painting, and in those motions he caught a glimpse of the woman, her clothes were largely nondescript and she had the look of someone who did not come from privilege. He makes note of her as she walks around the display, a little curious beside himself but as soon as she is out of his sight she is almost instantly forgotten as his attention is drawn back to the art.

[21:33] Rorah Vella pulled the pack off her back and set it aside, pulling the rope off of her hips and let the skirt fall to the side in a different place than the pack, everything she owned on her body or in that bag and so it was kept hidden when not on her person. The fan on her hip was removed, a flick of the folds unsheathed the hidden blades and she started to inspect them. The metal cleaning oil taken from her pocket with the rag and she perched on the concrete as she started to clean the blades with the scented oil. At least the giant curtain would keep most people out of here for a while. Putting her back to the stone slab she closed her eyes and let callused fingers work over the metal in silence.

[21:40] Rorah Vella the choji was used on katana, but it would do for what she needed it. She

liked the smell of the glove oil in the mix and it reminded her of her father's dojo. She continued along each blade, checked the stitch, and tightened the hold of the loose binds to be sure that each blade would perform as expected. Looking out over the arena her mind played back to the initiate that had come upon her and the men as they had brawled, she still didn't understand what she had done to upset the man but whatever it was, she made a mental note to never touch a man dressed all in white. She made the slightest of sounds, though it was no more than a sputter of breath. She had to laugh at the irony...one day a man in white, the next a man in black. What was next....purple?

[21:44] Rorah Vella once she was finished oiling the blades, she tucked the choji bottle back into her pocket and stood. She kicked off her boots. She was used to the soft ground of the dojo's but her feet were hardened from countless days barefoot and walking the docks. Glancing around the edge of the slab for a moment, just to be sure she was in fact alone, she let her fan slide along her arms and down her side, up and fell with a flutter again. So many of the pani women learned these fan dances, though her father had insisted that her dances, have a few extra steps. She started in on those steps with a careful poise. Each line practiced, rehearsed like Olympic gymnasts to their routines, or samurai to their sword play.

[21:47] Chronopsis looked from one painting to the next, examining the textures, the use of shadows and color. He knew very little about art himself but he appreciated beauty wherever it was found, and his own lack of artistic ability made him admire it all the more. He was about to turn and examine some of the other artwork when he heard the subtle ringing sound of steel slicing through air, it was coming from the arena. He had only seen one person go in that direction and she had looked completely unarmed. There was only one reason a person would carry weapons that were hidden. He walks around the display and enters the archway of the arena and watches quietly as the strange woman practices her dance.

[21:55] Rorah Vella didn't let the grace she had show much, many mistook where it came from, but here she let it flow, like water across stone, unable to make up it's mind, she flowed with some silent sound inside her head, the long legs, runners legs, arched and stretched, arms extended, body looking coiled then flowed again...the blades inside the fan, newly oiled, gave a glitter in the low light, the fan moved passive at first, her body not in a usual stance, but that of the arts her people knew. She had focused on the movements, they were careful and not paying attention gave you pretty scars like the ones across her back he would be able to make out. Eyes still closed, she wasn't paying too much attention to the world around her as such, and as she moved, bare feet on the stones were soundless but for an occasional scrape as a toe was dragged across the ground, the fan flourished, then jabbed out, her broken knuckles tight, fingers poised, and she treated the fan with full respect before coming to spin around to look eye to hood with the damn black. Jade eye twitched and the fan in her hand collapsed in a quick flick of her wrist, bringing it to rest on her side as if it was nothing but what it seemed to be. As her shoulders squared, she tried not to look as deer in the headlights as she felt.

[21:59] Chronopsis's hood fixates on her, and soon he is like a statue planted in the ground, completely motionless other than the occasional rustle of his livery as a breeze blows across it. He lets the silence congeal between them for a while before his gravelly voice finally starts to emanate from his hood, "I have always felt the best assassins are the ones who hide in plain sight, that move about without," he his hood lowers as he glances down at his own clothing, "advertising their presence. Who work on their own, without joining an organization

of their brethren."

[22:07] Rorah Vella didn't move anymore then he did as they stood there staring at one another. Her jade eyes bright and fixed on the man's darkness of a face, as if trying to ignite a spark that would flood it with light enough for her to see his face. When he finally spoke, she knew the sound of that familiar gavel. The Shinobi had often spoken like that to her, masked their real voice, masked everything they could. He would be disappointed though, they all were at this point. Her hand lifts, slowly, and she traces the scar that ran across her throat, tapping lightly. She hoped he would figure it out the problem on his own.

[22:15] Chronopsis watched her motions, noticed the seemingly unconscious gesture of poking at her scars, something he himself did often, especially the particularly memorable scars from memorable violent encounters. Though it was a curiosity, he really didn't care about her story, he was just concerned with one thing." He takes a step forward, drawing a step closer to her, his hood remains focused on her face, "I have heard of the panis, I have seen their handiwork, observed those who claimed to have been trained by them, seen what they call weapons. Even own one of their swords that I... acquired." His gravelly voice drones on, "But Port Cos is a long way from any known centers of pani civilization, and you are not a pani."

Read more: <http://www.gor-sl.com/index.php?PHPSESSID=5n1h69f8odpi1bljcbgbuhl9b3&topic=14067.0>

14 [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>

KNOWLEDGE

15 TRIVIA

"In the ground zone, and on the ground itself, are certain birds, some flighted, like the hook-billed gort, which preys largely on rodents, such as ground urts, and the insectivorous

whistling finch, and some unflighted, like the grub borer and land gim." --Explorers of Gor, page 351

The bridges of Tharna have one thing most Gorean bridges do not. What is this?

"I climbed one of the towers of Tharna, wanting to look out upon the city. I emerged on the highest bridge I could find. It was railed, as most Gorean bridges, high or low, are not."
--Outlaw of Gor, page 51

Which city of Gor is said to have no access save on tarnback?

"There was said to be no access to Treve save on tarnback and this would suggest that it must be as much a mountain stronghold as a city." --Priest-Kings of Gor, page 57

Some men feel women, particularly after they have been made slaves and despite the fact it may increase their value, should not be taught to read and write. Why?

"Some men feel that if a woman is taught to read and write, particularly after she has been made a slave, she may come to think that she is important. This delusion, of course, may be swiftly removed from her by the whip. For what it is worth, literacy commonly increases the value of a slave. It may usually be depended upon to add a few copper tarsks to her value, much like the ability to play a musical instrument or to dance, or to cook and sew. Some men enjoy owning educated slaves and some do not. " --Kajira of Gor, pages 468-469

You are passing a peasants farm. The field is filled with small, reddish, woody bushes covered in seed pods. What is this plant that is being grown?

"Rep is a whitish fibrous matter found in the seed pods of a small, reddish, woody bush, commercially grown in several areas, but particularly below Ar and above the equator; the cheap rep-cloth is woven in mills, commonly, in various cities; it takes dyes well and, being cheap and strong, is popular, particularly among the lower castes." --Raiders of Gor, page 11

You see a line of slave girls, kneeling, abreast, their hands tied behind their backs. A crowd has gathered. Amongst them you hear negotiating and the acceptance of bids. A man approaches. "Were about to begin the meat catch. Do you wish to bid?" What is this game?

"I saw a line of five slave girls, kneeling, abreast, their hands tied behind their backs. Bits of meat were thrown to them, one after the other. A catch scored two points for the master. A missed piece might be sought by any of the girls, scrambling about, on their bellies. She who managed to obtain it received one point for her master. The girls were encouraged from the sidelines, not only by their masters but by the crowd as well, some of whom placed bets on the outcome." --Magicians of Gor page 36

In most establishments, the price paid for a bath will include the sponge, oil and strigil. What else is included in this price?

"Also, the bath girl, and the sponge, oil and strigil, in most establishments, come with the price of the bath itself. The prices on the list on the wall seemed excessive, perhaps to a factor of five or more. --Renegades of Gor

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

ONLINISM OF THE WEEK

"Oh, Tarl, you are my Master, you were always my Master, and I was such a fool, I did not know it."

"Frankly, Talena, I don't give a damn. Unless, of course, you let me run your whole empire."

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 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/>