

THE NEW VOICE OF GOR

[short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 124

Fifth day of the Sixth Passage Hand of the sixth month 10164 Contasta Ar

Based in Tancred's Landing

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Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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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 124th issue of the NEW VOICE OF GOR !

Here is a gorean riddle: What is black, has eighty legs and eats gold?
We are waiting for your answers!

Rarius Yuroki,
Editor of the NEW VOICE OF GOR

HOW TO ANNOUNCE AN EVENT IN THE NEW VOICE OF GOR

Please try to add the earth date AND the gorean date to your notecard if you want to keep your announcement in character. For example:
"The mud wrestling for Initiates will take place the first day of the second Passage hand of the month of Hesius 10164 contasta Ar" [that means 05/05/2013, 2 pm SLT]

ALL OVER GOR

03 [OOC] STATEMENT OF THE MASTER ASSASSIN OF OLN I

This had been posted in the Turian STA group (oocly) by the blue caste of Turia:
"STA News: Last Thursday, Gor heard the news that Yuroki of TC Landing, was reported killed. A Scroll was passed around claiming that was not the case. However its been confirmed this weekend that the Master Assassin of Olni, after great examination, ruled that Yuroki's death was a clean kill. (OOCLY - It was ruled the time was measured from the time the assassin set foot on the sim and was over 30 minutes, and there was no OOC contamination of the kill. It was good according to Caste regs.)"

Here is the statement of the Master Assassin of Olni who allowed me to post this here:

[16:50] BLACK ICE (onyx Kerang: for your information it was not be who said your death was valid and I have just made it local knowledge I did not even know, I have also said the death is invalid as far as I am concerned

[16:52] BLACK ICE (onyx.kerang): no 3 days minimum getting to find you ic

[16:53] BLACK ICE (onyx.kerang): and if they saying its a 30 min kill then why the black mark on the forehead aas that indicates a hunt and thats minimum 3 days

[16:53] BLACK ICE (onyx.kerang): you have my blessing and I have spoken IC about it to XXX also

[OOO] Comment by the editor; Hey, folks of Turia: We are only pixels, and this is a roleplay "game". OOC lies are NOT really necessary. So please do not take yourselves too serious. Take a stress pill and think things over!

04 ROLEPLAY QUIZ FOR ADVANCED PLAYERS

- Who decides if the roleplay is valid on any sim in SL Gor?

The Lindenlabs

the majority of players who were involved

the moderators of that sim

the Head Master Assassin of the black caste of Second Life Gor, whoever that is

always the blue caste of Turia

- Which reasons to hire a killer are gorean and valid?

If a person said something naughty in a group chat

if a priestking gives the order to kill a person because the mother of the nest ran out of the blue flame

if a person on Gor declines to take off the shiny black jeans

if a person is a badass

if there is no other way to get justice

- What will happen if a killer did not respect the sim rules on any sim?

Who cares?

Everything back to zero

The black caste decides if the sim rules are valid or not

You have to ask the blue caste of Turia

[] the moderators of this sim will give him a poisoned candy or drugs

- What will happen if the moderator of any sim and a cartoon character disagree about a roleplay?

[] both players roll the dice and the loser has to commit suicide

[] the group members of the group "Cartographers and Explorers of Gor" will vote, required minimum of voters: 1800

[] the player has to start the same roleplay but using an alt

[] the blue caste of Turia will declare the sim rules for invalid

06 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

GOREAN CITIES

06 PORT OF OLN

PORT OLN 4TH ANNIVERSARY CELEBRATION

The City of Port Oln proudly celebrated it's FOURTH anniversary this past weekend. It was a happy occasion celebrating the history and dedication of our fine city.

Second day of the fifth hand of the sixth month of the year 10164 contasta Ar [Sunday, September 8, 2013, 10 AM SLT]

TOURNAMENTS WINNERS

Events for Kajirii (brooms) - Teal Razor, property of Siri Emerald, Jr.
Free Women (melee weapons) - Lucy Bronet, Chief Builder
Men (swords) - Khronos Ryu (dark.kegel)

THARLARION RACE WINNER

Lucy Bronet, Chief Builder

SLAVE DANCE EXHIBITION

Dancers from the Academy of Gorean Dance came to present a performance highlighting some of the finest dancers in Gor! Included in the dances performed was an homage to the Home Stone of Olni performed by angel, property of the Lady Stefania Wildrose, and najla, property of Kerok Himura.. The crowd watching was heard to exclaim, "I've seen a lot of dances but this is the best I've ever witnessed!"

Third day of the fifth hand of the sixth month [Monday, September 9]

SLAVE CART RACES

The kajirii were given a cart with a passenger and sent around a track, the first place winner receiving a special prize and honor to their owner. It was a madcap run with the racetrack littered with candies to divert the girls' attentions but the final winner turned out to be.....

WARRIOR RUN

Khronos Ryu (dark.kegel)

With the task of caging the Free Women and slaves of Olni, the hunt was on! The referee was astonished at the creativity of some of the hiding places that were used! It was a longer event than expected as a result which made it that much more exciting! Last one caged was the Ubara herself, seen darting away over the tops of the walls before being cornered finally and captured. Exciting fun for all involved!

FEAST OF FELLOWSHIP AND CELEBRATION

Concluding the festival was a fabulous feast of the delicacies grown and available in Olni as well as some special imports. Black wine (an expensive commodity) and paga were flowing freely. Turian wine was a special favorite of one or two of the Ladies present. Deserts were delectable as our baker is one of the finest in the realms.

Afterward, the group retired to the City Arena where a fire display was performed by the kajirus owned by the Ubar and Ubara.

OLNi ZAR TOURNAMENT

Starting September 16th

Once more we go to great City of Olni , along the shores rise the huge walls of this immense port..come join us all and explore the beauty of the buildings and meet the citizens. Or check out what ZAR is all about, even better sign up and try your luck on the board

1st Place Prize : 5,000L

2nd Place Prize : 2,500L

3rd place Prize : 1,000L

To sign up contact Astarly Pendragon

Directed by Zar Guild of Gor

THE SLAVE'S CORNER

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

DEAR TEAL
By Teal Razor

Dear Teal:

I am a slave who has a basic question about a craving that Gorean males seem to express. My Master loves to see me on a leash. It's not just my Master. When the other bonds and I get together, they also tell me of the strange fascination their Masters have with leashing them. Can you tell me why that is?

DEAR ARRIVING TO THE GAME LATE AND FORGETTING THE RULES:

You know, I can appreciate when I am sent anonymous scrolls with questions on them. It seems that, I too, take delight in an activity. That activity being, attempting to figure out who has sent me the nameless piece of parchment I now hold in my hand. Coughs. So YOU are the one who robbed me of my beauty sleep with that raucous bacchanalia in Olni Var, three nights ago? You better watch your back sister.

You may want to guard your perimeter to thwart any efforts I make to enter your radius. You don't want me around when I am suffering from sleep deprivation. And don't worry, I heard your conversations about this "leashing" thing. I WAS UP, REMEMBER?

I am not above eavesdropping. After all some of the best material I have received for this column has been "accidentally overheard". Most of these conversations should have been voiced in a magistrate's office not in a public place. I have spent many an ahn sitting behind sacks of suls in the market stalls, eating honey candy that shop owners gave me just so that they continue leering at me. It is at those happy times when a "loose-lippers" have stood in front of the aforementioned sacks and told their sad drivel to another. They, both being unaware of my cloaking device, felt it safe to exchange their spiel beyond any bugged ears.

But, I digress. So back to your question. Why do Masters like to see their slaves on a leash? You know that I know, that you know, that I know who you are, right? I have knowledge of where you were born. Torvoldsland, right, that cold and forbidding place with those big mountains, big snow, and big smelly animal pens. Slaves in that frigid clime wear copious amounts of clothing, rarely kneel, and lack sanitary facilities, like proximity to a bath everyday. You are obviously now living in Port Olni, a city in a clothing optional latitude with copious amounts of fresh hot bath water. In such places as this, the Master is inclined to leash his slave to keep her close and a Mistress is prone to the same predilection towards her boy. The leashed slaves are kept close because of their clean, oiled, and perfumed bodies. When they are easy on the eyes to begin with it just makes them that much more to be desired.

The Masters and Mistresses of Olni, and other free persons residing in a warmer, clothing unnecessary clime, delight in looking upon the nakedness of their property, since it causes those said Masters and Mistresses to be highly aroused throughout the day. Now I ask you, what is the cheapest high on this mostly conservative planet of Gor? Sexual pleasure, that is the drug of choice for millions of free people and slaves alike. So lets not rock the boat here in Olni. You are a very personable slave and I would like to continue our acquaintance. But,

if you persist in asking dippy questions about a non-existent problem....I told you before, watch your back sister. Consider yourself warned.

Dear Teal:

I am a slave. My Master, to have me learn absolute obedience, has taken my clothing away. How does taking clothes away teach me absolute obedience, especially when I enjoy strutting around naked?

DEAR SLAVE WHO WAS FREED LAST WEEK AND SHOULD NEVER HAVE TO ASK THIS QUESTION SINCE SHE IS NOW A FREE WOMAN AND WILL NEVER AGAIN SHED HER CLOTHES IN PUBLIC:

I would ask that you read the question and response covered in the first question. I think I will pen a small rudimentary booklet to be given to all slaves when they reach the age of puberty and any acquisition humans after they learn how to speak Gorean. I'll let you edit it. That way you will benefit from the constant re-reading of the material and it will be ingrained into your psyche. In other words, don't rock the boat.

Look, slaves have a good gig here. We do practically nothing. Oh come on now. Don't give me all that blah blah blah about the "chores" you do in the common area and the home environment. You know y'all spend two-thirds of your days under your Masters being twisted in all sorts of interesting positions. I would not call that "work".

What we don't need is someone inserting their long proboscis into and disturbing the rarified atmosphere of this planet. I'll keep my exhibitionism to me and you keep your kink in your own backyard.

You know, as an aside, you should try getting naked in the furs with your boy or your companion, now that you are free, and read aloud the slave paces. Read them to your fur-mate with a breathy voice, and when you come to the part that states:

A slave is always permitted the last words in a discussion. What are they?

You will answer, "Yes, Master!"

That will be the end to your personal broadcast for the night as you will have to fight off a wild animal in the form of your Master. So don't rock the boat. Go with the flow, take a chill pill, unbunch your panties (even though you don't wear any) and enjoy the freedom accorded us on this planet. And if you think for one second that the Masters and Mistresses don't know what they are doing, again, please read the first question posed at the beginning of this column.

07 GENESIAN PORT

NEW BANK OPENED?

Rumors say that a new bank had opened in Genesian Port. We do not have valid information. The House of Yuroki company will pay one silver tarsk to get to know the name of the banker and one silver tarsk more for some coins of Genesian Port. We will compensate you for these coins for sure and give you valid coins of other cities, for example Olni, Tarnwald or Tharna.

The editor

RARE DIALECTS OF GOR

08 SE'KARA IN JORTS FAEHRE

vom Herausgeber

Einen erfolgreichen Abschluss fand der Se'Kara-Markt in der Naehre von Jorts Faehre. Der Festplatz quoll ueber von Zelten, und ueberall knuepften Kaufleute Kontakte und handelten. Die House of Yuroki Handelsgesellschaft bedankt sich noch einmal fuer dieses ueberaus nuetzliche Ereignis fuer die Kaufmannskaste von Gor.

Die Gewinner des Tharlarion-Rennens sind:

1. Platz DarKchris Recrean (Enkara)
2. Platz Archon Short
3. Platz Teddy Pinion (Jorts Faehre)

09 [OOO] KRIEGER GESUCHT

Gesucht werden deutschsprachige Krieger fuer eine Soeldner-Truppe, die gern manchmal zusammen trainieren wollen und ab und zu raiden (auch im englischsprachigen Gor, Englisch ist aber nicht Voraussetzung). Jede denkbare Hilfe wird gestellt. Auch Neulinge (und auch per voice, zum Ueben)

Wir wollen euch alles beibringen, was zum Kaempfen in SL Gor gehoert.
Raschid Hassanein

10 [OOO] WOZU MUENZEN GUT SEIN KOENNEN

Wie man mit nicht-kopierbaren (prim) Muenzen das Rollenspiel intensivieren kann und wann man sie braucht und wozu

ALLGEMEINES

- Es ist unrealistisch, dass jede/r Millionär ist und jederzeit genug Geld für alles hat. Man kann aber auch niemanden zwingen, Prim Münzen zu benutzen.
- Muenzen, die nicht gerezt werden koennen, sind in Second Life Gor genau so unrealistisch wie unsichtbare Sklaven oder unsichtbare Waffen (die auf allen Sims verboten sind).
- Münzen mit dem Wappen der Stadt koennen eine gute Werbung fuer die sim sein, wenn sie woanders benutzt werden.

- John Norman schreibt eine ganze Menge ueber Muenzkaeufer und Banker auf Gor. Wieso will diese Rollen eigentlich kaum jemand spielen, obwohl das oft mehr Rollenspiel ist als Krieger, die oft nur herumsitzen und mit ihren Sklavinnen herumspielen?

WOZU KANN MAN MUENZEN IM ROLLENSPIEL BENUTZEN

- Im englischsprachigen Gor sind die meisten Assassinen dazu uebergegangen, nur nicht-kopierbare Prim Muenzen zu akzeptieren.

- Die "House of Yuroki"-Handelsgesellschaft verkauft zum Beispiel Dinge, die man nicht so einfach bekommt und die oft nicht einfach zu machen waren (wie Edelsteine und Voegel). Warum sollten wir nicht ebenso darauf bestehen, dass die Kaeufer sich ebenso etwas Muehe geben und sich gueltige Muenzen besorgen?

- Schreiber koennten fuer ihre Arbeit (Sklavenpapier) Geld verlangen.

- Heiler koennten Geld verlangen (Einige Heiler arbeiteten laut John Norman selbstaendig, als eine Art "Freelancer").

- Gefangene, die sich freikaufen wollen, sollten Muenzen anbieten. Wenn sie das nicht tun, werden sie nur Kopfschuettern ernten.

- Es gibt auch Falschmuenzer... Die sollten nicht versuchen, unsichtbare Muenzen in meinen Banken eintauschen zu wollen.

Es gibt aber immer eine Loesung im Rollenspiel. Wer zum Beispiel KOPIERBARE Muenzen hat, kann versuchen, sie im Rollenspiel zu deren "Metallwert" zu tauschen. Der Fantasie sind keine Grenzen gesetzt.

Rarius Yuroki
House of Yuroki Handelsgesellschaft
Tancred's Landing, Tarnwald, Tharna

Deutsche Gor Sims, die (auch) Prim-Muenzen im Rollenspiel benutzen: Belnend, Selnar/Port Kar (frueher: Turmus), Anango (bald auch: Oasis of Turmas, Ra-Rir, Ergaenzungen willkommen).

Internationale Gor-Sims, die Prim-Muenzen benutzen: □

TRADE

11 OASIS OF TURMAS

MARKT - WEEKLY MARKET

The Oasis of Turmas invites you to join the weekly market (every Thursday, 2 pm SLT/8 pm GMT+1)

Die Oasis of Turmas lädt nun jeden Donnerstag ab 20:00 Uhr zum Markttag ein. Wir freuen uns auf Händler von fern und nah und auf tolles Rp, natürlich auch ausserhalb des Markttag! Kommt doch einfach mal vorbei und genießt einen Tee oder Ka-la-na Wein inmitten unserer wunderschönen Oase.

Wir freuen uns auf EUCH

12 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.

Full STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Shrine Valley (formerly known as Jazirat al Khusuf)

Karak & Kamras - Ukunga Plains (ITA)

Decadence Isle

City of Tor

Ukunga Region - Land of the Family Kron

Asperiche

Rive de Bois Trading Post (former Kasra) (ES)

Tancred's Landing

Selnar (former Turmus) (GER)

Privately owned Companies:

The Phoenix Trading Company

House of Yuroki (HoY) Companies

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 Tranquility, 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.

13 HOUSE OY YUROKI COMPANIES

FACTS

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

REWARD - DEAD OR ALIVE

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

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

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

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

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

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.

[OOO] We are looking for active male role players which are able to act independent and like to follow some sophisticates story lines (some of them started 2011). Mercenaries who had been hired by a privately owned company are very common on Gor (but NOT in SL Gor), they are mostly members of the red caste.

We do NOT need pixelsex addicts, lifestylers or players who are online once weekly or play 20 alts at the same time. You need to LIKE roleplay.

You should be able to make a valid log without metagaming and OOC.

We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

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)

SELNAR
PORT OF OLN
TURMAS

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

14 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)

New: The HoY bank accepts and converts coins of Turmus (german BTB), the City of Tor, coins of Torviksburg (Torvick Burg, H.O.S.) and coins made by the mint of the Golden Larl Trading Company.

GAMES

15 KAISSA

The Besnit Kaissa tournament got off to a flying start with some interesting games in the first week.

Mistress Ash is steaming ahead as she fights on in the upper bracket of the Masters tournament and Master Stormgazer is showing his improvement by winning his first 2 games in the student section.

A game of worthy note this week was the match played between Mistress Kiara LeSabre and Jarl DarkFire Xomotron.

Mistress was happily shocked and excited this week when her first game of the Besnit tournament was played and she took a well deserved win against the 2013 Kaissa Champion, Jarl DarkFire Xomotron.

Mistress opened with her riders, Jarl making an advance at the start with his tarns, Mistress not swayed by it defended and made a counter attack with her assassin. Both players placing the Home Stone well inside the 10 move deadline.

Mistress Continued to harass Jarl with her assassin whilst also managing to take out Jarls dark square initiate in an exchange.

Jarl pressed on with his Scribe and tarn pushing back Mistresses assassin and tarn. Mistress countered an advance of Jarls exchanging her tarn for his.

The fast pace of moves never diminished the quality of either players game, Mistress proving she was more than enough of a match for Jarls quick paced decisive moves.

Mistress seemed to gain the upper hand around move 40, Jarl seeming to miss some opportunities. Was this the tunnel vision of the game showing itself???

Moves 54 - 57 proved Interesting, Jarl making an advance on the Home Stone but surprisingly not pressing it and leaving his Ubar open to attack, Mistress capitalised on it, taking the Ubar then pressing home the advantage this gave her, and pinning the Home Stone.

A wonderful game with Mistress winning on move 70 capturing Jarls Home Stone with her Ubar. A surprisingly fast game, Mistress having 27 minutes remaining, Jarl a surprising 35 minutes!!!

Congratulations Mistress!! A solid example of how a game can be won regardless of how few pieces remain on the board.

This weeks game results.

Masters Section

Master Fistar vs Master Knight (Master Knight won)
Mistress Ash vs Master Hawk (Mistress won)
Master Thunder vs Jarl Ravenheart (Master Thunder won)
Mistress Kiara vs Jarl DarkFire Xomotron (Mistress Kiara won)

16 ZAR

The Gorean Campus is steadily making its way to the final, with these games played this week.

Master Knight vs Mistress Stardust (Master Knight won)
Phaedra vs Mistress Akira (Phaedra won)
Thais vs Lilac (Thais won)
Master Ray vs Master Kyser (Master Ray won)
Master Kintradim vs Amara (Amara won)
Celina vs Shani (indira) (shani won)
Master Mark Young vs Snow (Master Mark won)

One interesting game played was the match between Masters Kysersoosie Minx and Master Ray Toxx.

Both opened with the classic central opening, and both surprisingly using the famed corner attack. Both players expertly setting up their defense and creating attacks to get them across the board.

Master Kyser with pebbles was the first to break into Master Rays defenses, preventing him from using his diagonal attack from the corner. Master Ray countered and moved into block Master Kyser.

Both continued to race their pieces over the board, it appeared as though Master Kyser had the upper hand, until he decided to strand 2 of his pieces in a defensive blocking position. This was the deciding move that changed the dynamic of the game giving Master ray the advantage.

Master Ray won the game on Move 37 with sticks, just one move ahead of Master Kyser.

Both players played excellently with deliberate and well thought out moves. An excellent example of how the advantage can be gained by one small choice.

ADVERTISEMENT

THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer
And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE (RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point. As the signs show. The GRC HALL is to the Right and through an Archway.

Best Wishes
Astarte Hubbenfluff

HOD TRADING COMPANY NOW OPEN

House of Darkfold Trading Company is now open! We are currently accepting G&S items and G&S coins, as well as RP items and coins. Eventually they will expand thier trade and start tradeing NLS items as well as GM items and coin. With two branches of the company (Tharna and Port Quanali) it is now easy to get thoes exotic items you crave or thoes items you simply have a bad harvest with. Lady Sam Darkfold, owner and head merchant of the trading company, along with her apprentice merchant Lady Missy give thier word that all trades WILL be fair and any deliveries will arrive safely.

History:

HoD Trading Company first started out as an idea given to Lady Sam by her friend Lady V. Lady Sam felt that she needed to branch off from the city of Tharna's merchant caste and go with Lady V's idea. Thus House of Darkfold Trading Company was formed. Upon the start of the build, Lady Sam was approached by Lady Missy who was a merchant in the city but was never trained and didnt know what to do. Lady Sam agreed under the condition that Lady Missy comes and works for the trade company. Upon agreeing to this, the idea grew bigger, expanding into not only Tharna.

LADY JJ'S ART GALLERY IN OLN I

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

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

- Classes

Monday Sep 16th - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Sep 16th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Sep 17th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Sep 17th - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Sep 17th - Outdoor classroom - Weekly
Medical Seminar - Darwin - 4:30 pm

Tuesday Sep 17th - Gallery - Weekly
New to Gor - Krista - 6: 30 pm

Tuesday Sep 17th - Arena - Weekly
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Sep 18th - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Sep 18th - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Sep 18th - Arena - Weekly
FW & Slaves with Weapons - Azerbain Grey - 3 pm

Thursday Sep 19th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Sep 19th - Outdoor classroom - Occasional
Roleplay in Torvaldsland - Soraya - 1 pm

Thursday Sep 19th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Sep 19th - Outdoor classroom - Weekly
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Sep 20th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 1 pm

Friday Sep 20th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Sep 20th - Outdoor classroom - Weekly
Wagon Peoples - Fawna - 5 pm

Saturday Sep 21st - Arena - Monthly
Dance Workshop - Tuka (Rajaa) - 10 am

Sunday Sep 22nd - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Sep 22nd - Arena - Weekly
Write Your First Dance - Tuka (Rajaa) - 11 am

Monday Sep 23rd - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Sep 23rd - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Sep 24th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Sep 24th - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Sep 24th - Outdoor classroom - Weekly
Medical Seminar - Darwin - 4:30 pm

Tuesday Sep 24th - Gallery - Weekly

New to Gor - Krista - 6:30 pm

Tuesday Sep 24th - Arena - Weekly
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Sep 25th - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Sep 25th - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Sep 25th - Arena - Weekly
Combat and Warriors - Azerbain Grey - 3 pm

Wednesday Sep 25th - Outdoor classroom - Weekly
Tavern Slave - Ahwi Ash - 6 pm

Thursday Sep 26th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Sep 26th - Outdoor classroom - Weekly
Tahari Culture - Carrie Islar - 2 pm

Thursday Sep 26th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Sep 26th - Outdoor classroom - Weekly
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Sep 27th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Sep 27th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Sep 27th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Sep 27th - Outdoor classroom - Weekly
Wagon Peoples - Fawna - 4:30 pm

Sunday Sep 29th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Sep 29th - Arena - Weekly
Write Your First Dance - Tuka (Rajaa) - 11 am

- Events

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

Sunday Sep 22nd - Chapel
Dainial in Concert - 1 pm

Saturday Sep 28th - Outdoor Classroom - Monthly
Poetry and Comedy Show - Panner - 5 pm

Saturday Oct 5th - Cinema
Goodfellas - 2 pm

Sunday Oct 6th - Arena
Dance Graduation - Rya - 6pm

Sunday Nov 10th - Q & Q Theatre
Quill and Quarrel - 2 pm

- Dance contests

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.

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 in Mid September 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

SCRIBE DIPLOMA COURSE self-study (version 3, 2013) Lady Janette Inglewood

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

ROLEPLAY

18 TWIN FALLS GOT A VISITOR

by Claude Belgar

After having done cooking his meal, Claude notice that he isn't alone.

[2013/09/13 04:54:28] Lady D.: Tal Sir

[2013/09/13 04:54:56] Claude raises a brow as he finish to cook his meal. "Tal Lady, and if I may, welcome to our humble village."

[2013/09/13 04:55:33] Lady D. smiles .. thank you Sir .. I'm D., I've just come upon your village and it looks very nice

[2013/09/13 04:57:30] Claude smiles "It's not as big as some, but we tried to make it agreeable" he say, putting his meal on the counter for now. "D. you said ? You may call me Claude" he add. "May I ask where you are from, Lady D. ?"

[2013/09/13 04:59:06] Lady D.: Well met Claude .. your meal smells and looks delicious .. she looks slightly sad as she says .. I'm from Trifouilly-les-Oies

[2013/09/13 05:00:46] Claude nods "Trifouilly-les-Oies... that is quite a trip from there, isn't it ?" he ask. "Maybe you would like something to eat to recover from your journey ?"

[2013/09/13 05:02:32] Lady D.: Well it's not so bad, the boat was quiet steady .. and i felt the urge to travel .. she looks at the food but just coming from the boat she would opt for just a drink .. *I'd love a warming hot chocolate if you have one please Sir .. smiles warmly

[2013/09/13 05:04:06] Claude frowns slightly, trying to remember if they have some before shaking his head sadly. "I am afraid that we don't have any he say, however I could make you some tea if you prefer ?"

[2013/09/13 05:04:53] Lady D.: yes that would be wonderful thank you Sir

[2013/09/13 05:06:44] Claude nods, motioning to the tables. "Please have a seat" he say as he start to boil some water. He wasn't an expert in tea, but at least he hadn't yet poisoned anyone when making it, so he was confident he would not start now.

[2013/09/13 05:07:36] Lady D. smiles and looks round at the tables and picks a nice one out of the draft .. thanks Sir

[2013/09/13 05:09:50] Claude checks the water , removing it just before it boils before pouring it in a cup. "Would you like some sugar, Lady ?" he ask, frowning as he think that he forgot something, but can't put the finger on what.

[2013/09/13 05:10:15] Lady D.: oh yes please .. one sugar and a drop of milk if you have any

[2013/09/13 05:13:55] Claude nods, they had sugar and milk of course. Using a pincer to take a sugar, as the last time he used his fingers for it he had to listen to their physicians for hours about how you shouldn't use your hand, he drop it in the cup, carefully to not mat the liquid spill before adding a drop of milk. Still, he had the feeling that something was missing as he brought the hot cup to his guest, but he couldn't tell what exactly.

[2013/09/13 05:17:34] Lady D.: oh that looks lovely .. she said .. then looks again .. and doesn't see any tea colour .. but doesn't wish to make a fuss so she takes a sip .. screws up her nose at hot water, milk and sugar with no tea and places it down quickly .. *that is indeed a different cup of tea to what I'm used to Sir .. maybe it's a speciality of your village .. she smiles

[2013/09/13 05:20:54] Claude frowns slightly. "Is there a problem with the tea ?" he ask. "Our slaves are missing, either on a trip with one of our physicians or recovering from an injury, so I had to take care of it by myself" he sighs. "Maybe it's too hot ? Too cold maybe ?" he ask before suddenly realizing what he had forgotten. "I did it, right ? I did forgot the tea leaves ?" he sighs heavily.

[2013/09/13 05:24:24] Lady D. grins .. i'm afraid you did forget the leaves Sir .. although that is quite amusing .. I've never had tea that way before .. but you tried your best and men don't usually have to make drinks .. you miss the slaves i expect when they're not here

[2013/09/13 05:27:21] Claude shakes his head, laughing to mask his embarrassment. "When making tea, it is obvious" he say, before taking the cup back. "I will make another if you wish, unless you think that adding the leaves now would be enough ?" he ask, wishing not for the first time that making tea would be as simple than to take a paga.

[2013/09/13 05:28:10] Lady D.: oh that's fine .. i'm happy if you just add the leaves .. it will taste lovely i've not had a drink for ages

[2013/09/13 05:31:34] Claude nods and smiles, returning in the kitchen to add the leaves. He would facepalm himself, but this would imply tossing the hot liquid to his face, and it wasn't striking him as a good idea at the time... nor at any other time either. "Here's your tea, Lady D." he say, returning with the now completed tea. "Again, I hope you will excuse this small inconvenience" he smiles.

[2013/09/13 05:33:17] Lady D. chuckles .. thank you Claude .. that looks perfect now . she takes a sip and smiles as it is indeed perfect .. puts it down and looks around at the pretty

cafe

[2013/09/13 05:36:54] Lady D. takes a few of the grapes .. finding they are very sweet she enjoys them

[2013/09/13 05:37:32] Claude nods, relieved "I'm glad you like it" he say, going to take a tankard and serving himself a paga. "Do you like our grapes ?" he ask. "We also make a fairly good wine of it"

[2013/09/13 05:38:16] Lady D.: oh yes the grapes are very nice .. but please Sir don't forget your meal .. it will be getting cold .. you seem to have a problem with memory .. she chuckles

[2013/09/13 05:40:20] Claude glances at his own meal, it was almost cold now, but hopefully still warm enough for him to enjoy it. Taking a bite of it to taste it, he sighs in relief as he find it edible, if barely. Nothing that a good sip of paga wouldn't fix anyway.

[2013/09/13 05:42:18] Lady D. smiles as he starts to eat his meal .. it's quiet here Sir but very pretty .. i did have a quick look in your library but didn't see any books sadly

[2013/09/13 05:44:04] Claude frowns "You didn't ? Last time I was there, the shelves were full. Are you sure that you hadn't the sun in your eyes, it happens sometime I noticed."

[2013/09/13 05:45:01] Lady D. laughs .. noo i'm pretty sure being the senior scribe of Trifouilly-les-Oies that i can tell if bookshelves are full or not

[2013/09/13 05:48:48] Claude frows slightly. "That... is disturbing Lady. We aren't a rich village, so losing all our books and scroll would be..." he starts before pausing "Oh wait, I remember. Our magistrate took them to make an inventory of what we had" he say. "I believe the library will be full again in a few days, when she'll be done."

[2013/09/13 05:49:50] Lady D.: oh that's a relief then .. yes books are very precious and must be well documented ..it seems you have a very fastidious scribe here

[2013/09/13 05:51:35] Claude nods. "Lady M. is indeed a reliable person" he say. "Would you like a tour of the village ?" he ask.

As I was pressed by time, the tour of the village was quick and not worthy of posting rp-wise.

taken from <http://www.gor-sl.com/index.php/topic,14243.0.html>

KNOWLEDGE

19 TRIVIA

A free woman is sentenced to slavery. The magistrate offers two options for carrying out the sentence. What would they be?

"I sentence you to slavery," he said, uttering the sentence.

She trembled, sentenced.

'It only remains now,' said Aemilianus, 'for the sentence to be carried out. If you wish I, in the office of magistrate, shall carry it out. On the other hand, if you wish, you may yourself carry out the sentence.'

'I?' she said.

'Yes,' he said.

'You would have me proclaim myself slave?' she asked.

'Or I shall do it,' he said. 'In the end, it does not matter.'

'In my heart,' she said, 'I am, and have been for years, a slave. It is fitting then, I suppose,

that it should be I who say the words.'

Aemilianus regarded her.

'I am a slave,' she said." --Renegades of Gor, pages 406-407

What legal status is afforded a slave?

"'Also,' I said, 'if you are interested in these matters, you are not simply an animal in the literal sense, in the biological sense of 'animal', but in the sense that persons, individuals with rights before the law, are distinguished from animals.'

She regarded me, frightened.

'In that sense, my dear,' I said, 'I am not an animal, and you are an animal. Yes, my dear, you are legally an animal. In the eyes of Gorean law you are an animal. You have no name in your own right. You may be collared and leashed. You may be bought and sold, whipped, treated as the master pleases, disposed of as he sees fit. You have no rights whatsoever. Legally you have no more status than a tarsk or vulo. Legally, literally, you are an animal.'" --Explorers of Gor, page 356

A man who refuses to practice his livelihood or strives to alter status without the consent of the Council of High Castes is, by definition, this. What has he become?

"A man who refused to practice his livelihood or strove to alter status without the consent of the Council of High Castes was, by definition, an outlaw and subject to impalement."

--Tarnsman of Gor, page 31

You are a merchant in the city of Venna. You have been trying to collect a debt for some time, but have finally given up. To recoup some of your money, you might decide to use the services of these men.

"I looked about, through the curtain, at the guests of the Lady Florence, other than the Lady Melpomene. The fellow from Venna, clad in white and gold, was Philebus, a bounty creditor. He was known to the merchants of several cities. Such men buy bills at discount and then set themselves to collect, as they can, their face value. They are tenacious in their trade."

--Fighting Slave of Gor, page 285

May women, on Gor, witness a legal document?

"The fourth man was Brandon. He was from Vonda. He was a prefect in that city. His certifications on certain documents would be important. The two ladies, both of Vonda, were Leta and Perimene, both friends of the Ladies Florence and Melpomene. As free citizens of Vonda they could witness legal transactions." --Fighting Slave of Gor, page 285

In what Gorean city is the caste of thieves important, even honored?

"The caste of thieves was important in Port Kar, and even honored. It represented a skill

which in the city was held in high repute. Indeed, so jealous of their prerogatives were the caste of thieves that they often hunted thieves who did not belong to the caste, and slew them, throwing their bodies to the urts in the canals. Indeed, there was less thievery in Port Kar than there might have been were there no caste of thieves in the city. They protected, jealously, their own territories from amateur competition." --Hunters of Gor, pages 342-343

If it takes longer than an hour for the thief to be captured, in Port Kar, what punishment would be expected for the male thief?

"Ear notching and mutilation, common punishment on Gor for thieves, were not found in Port Kar. The caste was too powerful. On the other hand, it was regarded as permissible to slay a male thief or take a female thief slave if the culprit could be apprehended within an Ahn of the theft. After an Ahn the thief, if apprehended and a caste member, was to be remanded to the police of the arsenal. If found guilty in the court of the arsenal, the male thief would be sentenced, for a week to a year, to hard labor in the arsenal or on the wharves... ." --Hunters of Gor, page 343

The male thief, if caught after an hour of the theft in Port Kar, can be sentenced to hard labor. What about the female thief?

"Ear notching and mutilation, common punishment on Gor for thieves, were not found in Port Kar. The caste was too powerful. On the other hand, it was regarded as permissible to slay a male thief or take a female thief slave if the culprit could be apprehended within an Ahn of the theft. After an Ahn the thief, if apprehended and a caste member, was to be remanded to the police of the arsenal. If found guilty in the court of the arsenal, the male thief would be sentenced, for a week to a year, to hard labor in the arsenal or on the wharves; the female thief would be sentenced to service, for a week to a year, in a straw-strewn cell in one of Port Kar's penal brothels. They are chained by the left ankle to a ring in the stone. Their food is that of a galley slave, peas, black bread and onions. If they serve well, however, their customers often bring them a bit of meat or fruit." --Hunters of Gor, page 343

This legal principle is clear and has been upheld in several courts throughout Gor. Without it, a slave may do what she wishes, provided her owner did not learn of it. What is the legal principle?

"'What are you going to do with me?' she asked.

'You have been an insolent slave,' I said.

'No,' she said. 'No!'

'You have not been pleasing,' I said.

'You do not own me!' she said. 'You are not my master!'

'The discipline of a slave,' I said, 'may be attended to by any free person, otherwise she might do much what she wished, provided only her master did not learn of it.' The legal principle was clear, and had been upheld in several courts, in several cities, including Ar.

I then stood.

'Lash her,' I said to Marcus." --Magicians of Gor, page 136

Sexual heat is looked upon in free women with mixed feelings. Why is passion considered dangerous to her dignity and personhood?

"Sexual heat, it might be mentioned, is looked upon in free women with mixed feelings; it is commanded, however, in a slave girl. Passion, it is thought, deprives the free woman to some extent of her freedom and self-control; it is frowned upon because it makes her behave, to some extent, like a degraded female slave; free women, thus, to protect their honor and dignity, their freedom and personhood, their individuality, must fight passion; the slave girl, of course, is not entitled to this privilege; it is denied to her, both by her society and her master; while the free woman must remain cool and in control of herself, even in the arms of her companion, to avoid being truly "had," so to speak, the slave girl is permitted no such luxury..." --Tribesmen of Gor, page 13

This is something that all slaves relish. Any woman that relishes this is considered a natural slave and most Gorean men would not think twice about collaring such a woman. What is it that is relished?

"Slave girls relish compliments. Indeed, there is a Gorean saying to the effect that any woman who relishes a compliment is in her heart a slave girl. She wants to please. Most Gorean men would not think twice about collaring a girl who responds, smiling, to compliments. It is regarded as right to enslave a natural slave." --Beasts of Gor, page 12

While holding court in Schendi, Bila Haruma heard a case of a man that had lied about his taxes. His sentence was such that if he survived, he would be more careful with his accounts. What was his sentence?

"The next fellow had lied about his taxes. He would be hung, a hook through his tongue, in a market. His properties were to be confiscated and distributed, half to be given to members of his village and half to the state. It was conjectured that, when he was removed from the pole, if he were still alive, he would be more careful in his accounts." --Explorers of Gor, page 253

Once again in Bila Haruma's court, a commoner is brought before him to be sentenced for murder. He was to be put upon a tharlarion pole in Lake Ushindi. As a sign of mercy, Bila Haruma had his fingers cut off before the sentence was carried out. Why was this a sign of mercy?

"Two murderers were next brought to him for sentencing. The first, a commoner, had slain a boatsman from Schendi. The second, an askari, had killed another askari. The commoner was ordered to have his fingers cut off and then be put upon a tharlarion pole in Lake Ushindi. That his fingers be removed was accounted mercy on the part of Bila Huruma, that he be able to cling less long to the pole and his miseries be the sooner terminated. He had slain not one of the domain of Bila Huruma but one of Schendi. His crime, thus, was regarded as the less heinous." --Explorers of Gor, page 253

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

PUBLIC EATING HOUSES AND SLEENS

I am told that in public eating houses, not brothels or taverns, slaves, when admitted, and not chained to rings outside, may kneel beside their master's bench, and while he eats from the plates, and such, on the table, if it be his will, may be given a bowl of slave gruel, which will be placed either on the bench beside him, or on the floor near his place. Should he bring a sleen with him it might be similarly fed, though with a different provender, one suitable to its digestive system. Some eating houses object to admitting sleen, but the matter is sensitive. Sleen are dangerous.
(Smugglers of Gor)

ONLINISM OF THE WEEK

[10:58] MaryShaw Resident: any store with northern clothes?
[10:59] λκηλη [AkilahNamika Resident]: male ofe female?
[10:59] Mary-Katy Zaurak [MaryShaw Resident]: female
[10:59] Anarch Allegiere: OpenCollar

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR (Gor wide)

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

(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.

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor

for members of the group Raid Messenger 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

for members of the group Goreanische Freie Presse

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

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>

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

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]

Oasis of Turmas <http://maps.secondlife.com/secondlife/BSM%20Land/54/65/22>

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena>

[%20Aquarius/68/37/25](http://maps.secondlife.com/secondlife/Aquarius/68/37/25)

Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters>

[%20XIII/14/152/22](http://slurl.com/secondlife/XIII/14/152/22)

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

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/>