

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Third volume, issue No. 128
(short online version)

Third day of the Seventh Passage Hand of the month of Se'Kara (The Second Turning) 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 128th issue of the NEW VOICE OF GOR !

Greetings dear readers: if you read one story in this edition make sure its no, 3 "ALL OVER GOR".

This is the idea of one of our readers. There are some good points in this article. I am sure you will agree with, there is no doubt Gor is not in good condition. the blue flame would be in constant use demolishing cities for the mess we have made of it.

If nothing is done to repair [SL] Gor it will die How we repair it? Is by getting the active players the land owners together and talking about it . We know this is virtually impossible with the time zones, so the NEW VOICE OF GOR opens this challenge. Comments on the article put forward your views.

The thought of doing nothing is to kill Gor. Please circulate this copy of the NEW VOICE OF GOR to the people who may not read it but please DO NOT LET COMPLACENCY kill our Gor .

Lady Wendie, Hoy Scibe and accountant
Member of the NEW VOICE OF GOR staff

ALL OVER GOR

03 WHERE TO IS GOR GOING?

by Fredrick
City of Tor

So many claims to be BTB or close to GE (or vice-versa)

We do not have statistics but there are some numbers that we can use: There are about 10.000 goreans, spread all over near 400 gorean cities. Of these 10.000 probably 50% are Alts, therefore, 5.000 active goreans. This will do about 25 citizens per City.

If each spends around 4 hours online per week we have 20.000 hours/week. Which means 50 hours to each of the 400 cities.

Having those 50 hours shared by the 25 citizens we have 2 hours/week by each there.

So:

Are we surprised that traffic is so low everywhere?

That the ones that travel around looking for busy cities find most of them empty? That after a

while they stay in their rooms waiting for something to happen? That after a while they leave to other realms of SL looking for excitement?

A direction has to be found

I understand fully the dream that each have to have their own city under their control and ruling under the feeling that they have the recipe to a city full of RP, full of interested and interesting people. I do understand that each is entitled to have a dream to fulfill as long the money lasts (that is one of the reasons for closing) or the frustration invades when sees the recipe fail.

There is not by bending the laws of Gor that success arrives.

There is not by showing to the new ones how ruthless Gor can be, mistreating most and disregarding that there are people behind the avi's therefore hurting feelings. There is not also by acting Vanilla Masters (or Mistresses) that you gain a place in gorean heaven.

How many have we found around SL frustrated and even hating Gor because of some of those experiences?

How many you find today disappointed with the course that SL Gor is taking and that left to SL other realms (or to no realms) because they do not understand what happened to the Old School of Gor?

The gorean principles have to be permanently reassured. The gorean Culture has to be seed properly so we can see it grow. The gorean knowledge has to be spread and we all have a word and action on that. There is no need to you to have read the chronicles a few times but there are not for sure a few notecards referring to specific things that gives you what it takes to be gorean.

Once one told me that when closes the PC is back on real life and forgets all about SL. Fight, Capture and War is not what Gor is. Only part of it. As slaves are not only to sex or to endless emoted serves. They are much more that that. The so called gamers do not bring any good rapport by being that exclusively.

There is the need that they also understand what is the "homestone", "honor", "slavery", "masterly", RolePlay, etc along with the bow or sword expertise (that you also have nicely on WoW).

Don't we, City owners, have a word on that?

Do we have to live under the dictatorship of numbers or should we start filtering the ones that we want inside our walls?

Don't we all know that lack of knowledge (or deep interest in learning) brings drama and that is what most cities have killed?

We do need to have a position and an attitude on that.

Gor – on my opinion – also depends on that.

Feed it with

Speaking of HomeStone:

The figures presented at the beginning of this note speak loud.

There is a need that the feeling exist and that citizens do not expect that the Ubar, the Admin or other high positioned on the city hierarchy are there to entertain you, denizen, as many do

to keep the people in.

Once you belong to a HomeStone, above the respect for the one that invest to create the place you have to feel that you have a place in the community no matter if High Caste or Low Caste, if Scribe, Green or peasant, baker, gardener, whatever, that you are part of it and that you too have to bring something into it by participating, creating plots, be creative.

A city is what its people do of it. They are the blood that circulates in each city facility, street, square, garden, etc.

No blood, no life.

Think also of this before you start building the walls to the city number 401.

Remember

The average hours that you spend online should be useful both to you and to the City that harbors you, that gives you the means to you to play.

There is not only the Owner that has to be creative to bring and keep people in the City.

You too.

Each is representative of its City, therefore an Ambassador.

Am I seeing this wrong?

Isn't this a direction to Gor?

Are we going to lose our identity by being cooperative?

Will we be less by paying back with respect, cooperation and participation which is given to us to play?

Let's take some steps towards the smiling future.

Please note that this is my perspective and that no one should take this as a negative critic since the bottom idea is to be constructive.

I wish you all well

Safe paths towards the gorean ideal that is being lost

GOREAN CITIES

04 PORT OF OLN

THE SLAVE'S CORNER

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

DEAR TEAL ~ Dubious Advice to Goreans

By Teal Razor

DEAR TEAL:

I am a slave. The name I was given is Voluptia. My Master, as of late, has been taking the other beast to the furs and not me. I don't understand. Why does my Master not choose me instead of Cuntia?

DEAR

IN FOR A SURPRISE:

I know everyone's name, slave and free, in the town of Port Olni. I do not recognize your name or Cuntia's. You are probably a slave of a citizen of Treve of the type who sneaks scrolls into Port Olni for me to answer. It is a wonder that you can find the Voice of Gor within 500 pasangs of Treve. Do you all get one paper and pass it covertly from slave to slave and slave to Mistress, and then Mistress to Mistress and in some cases Mistress to Companion and then from freeman to freeman. Why don't you all come out of the closet and read the Voice of Gor openly. I can have a news dispenser set up at the gate of your city. We'll talk.

You give me so little to go on. There are some questions that one would want answered. For instance, how old is your Master?

If he is young, he would be looking for a good time no matter what.

If he is middle aged think he would take to the furs most anything that moved. But not for the same reason the young Master would. This feverishness on the part of the middle aged Master, arises out of his uneasiness with his vanishing youth.

You see the middle aged Master sees the "chase" as an exhausting game that he wants to be declared the winner. He wants merely to carry off his spoils, and enjoy her. Just one spoil. This way he has a smile on his face everyday and boundless energy that comes from not running from one set of furs to another.

If he is old, at least over 200, he will be an accomplished lover who lives to please as much as be pleased. No problem here.

Your question actually begs for a solution and not just speculation. I present to you a single answer to curry favor in the eye of a Master of any age. It will take practice on your part to become the beast that he chooses. After you perfect this practice, you will find yourself in need of a new Master since you will have to practice on your present Master and he now will be toughened to your ways. But practice makes perfect and someone has to be sacrificed so that we can learn to serve with heart.

You will start by always having smile on your face when you are in your Master's presence. People should see you with your Master exhibiting the most enigmatic of smiles. The smile must say, "I am desired by this Master" and in turn smiling up at the Master as if to say, "I am honored that you chose me Master".

You will pay close attention to your hygiene. I know that is not easy to do in Treve. You will find a way I have no doubt. You must exude the most delightful of scents. The Master should be able to perceive your scent much before he spies your visage. This is much like imprinting for the olfactory areas of the brain. You know what they say, the fastest way to change what you are thinking is to physically inhale a fragrance we have been associated with in the past. In that way he will immediately think of you when he smells your fragrance and if he is with the other beast, he will forget her for a time as his thoughts will be not be with her.

You will tell him frequently of his good points and tell him how much his body excites you.

Now many will say that the way to a man's heart is through his stomach. While this phrase

could be taken literally. I have seen women, free and slave, who have gone figuratively for the poor Master's guts. They then proceeded to tear his heart out by way of his intestines in some vengeful romp through the Master's emotions.

Generally, the "way to a man's heart" thing is an acceptable way to garner favor in your Master's eyes. Just make sure you aren't feeding him too many carbs or your time in the furs will be curtailed do to the lethargy of your Master.

You will make him see that he still "has it". Our silly Masters never realize that the men of Gor always "have it". I say that is job security...

DEAR TEAI:

I am a free woman who has labored in the cast of the Scribes. I have worked in my profession for countless years. Since reaching advanced age I feel the need to retire and give my mind a rest. I would like to do something that will entertain me and bring in a small pension. What do you suggest?

DEAR

GORMART GREETER:

It is hard to say actually. I know so little of you. I am not sure what could be out there for you after retirement. If I were retiring as a scribe, I think I would want something to do that kept me on my feet moving. As a scribe, of course, I would be sitting on my behind all day writing in scrolls. It is the only way to write on scrolls. I mean you can't write on the run with a parchment, quill and pot of ink in hand and produce a legible manuscript.

I would envision being a street sweeper in the market place. I would bargain with the stall owners to pay me for keeping the street tidy and welcoming to customers that came by their stalls. I would ask that I be paid in whatever specialty the shop owner purveys. So if I swept up for the baker, I would ask for cream cakes. If I swept up in front of the perfumery, I would be remunerated with delicious scents. If I sweep up in front of the metal workers shop I would ask to be paid in copper tarsks. It is difficult enough to sweep up all the cinders and also be subjected to withering hot blasts from the open forge. Only metal coin will do for payment in that situation

But you see, the job has it's perks. You are fed by the shop owners, you get to hob nob with the shoppers, and you get some exercise. Let's face it, it is an entertaining job and though the pay is but a pittance, the coin will buy small luxuries that may have stretched your pension a little much.

So now that I have revealed to you what I would do...it is your turn to come up with something like that for yourself. We'll talk.

—

05 [OOC] AMHAS CAIRN

A BLUBBER SURPRISE

by Anonymous

An early winter began at Amhas preluded by howling winds that soon dropped blankets of snow with a vengeance upon rolling emerald and jade hillsides, turning them into mounds of pearl and diamond lustre. This caused great unease amongst the people. Winters were hard enough in Torvaldsland when they came on time, so to be caught off-guard by an early beginning was cause for mild alarm. The people gave up offering and made haste in preparations but still, despite prayers for relief and the sun's hot grin upon Amhas after the initial scream of icy change, the mountains and ground refused to give up newly found habiliments as stubbornly as the Jarl and Head Merchant refused to give up their drive to gain more goods for the winter. Their well-kept secret of Amhas' dire situation was weighing on them as heavily and darkly as a thick inky shroud of death, quite in contrast to the white wonderland surroundings. It were these stark realities that kept the two men in a sour moods and put an extra chill in their bones.

The Jarl and Head Merchant kept sourcing from every southern port imaginable and knocking on doors of friendly Torvaldsland neighbors, the search growing more frenetic to secure the welfare of the people through the tide of winter. A race against time as the water would slowly freeze thicker and deeper - a race in which success is paramount before travel is choked off and hunger chokes the life from young and old alike. While waiting word by merchant and pirate ships, it came to pass the gods found ways to answer Amhas Cairn's needs in a most unconventional manner: Kurii.

Those fiendishly enormous furred beasts lumbered in through the long pass of Axe Fjord to the hills of Amhas where the most feared band of mercenaries call home. Mercenaries who don Kuri pelts upon their backs as badges of honor. It was said both sides were lucky that death were not the order of the day, that day.

The Steel World Kurii came with a warning to the people: "We're here, we will not be ignored, and we do not fear you cattle." As one can only imagine, with the gauntlet thrown down a skirmish broke out fur and flesh flying, blood flowing; a new chapter opening for both parties. Valiantly did the monsters and men clash until alas the Kurii took their leave with all members accounted for, in the wake of this "greeting," battle scars, blood lust, and a fresh killed whale were left behind. All were normal but the whale - it had not rhyme or reason.

Was it a peace offering, a taunt to say they know the fears of the hold for the upcoming season? Regardless of the message or lack of, one thing was certain, the whale would help put a dent into the needed sundries. Blubber, blubber everywhere as the villagers began their carving of the large mammal. What comes next?

SCHEDULE

Every Monday and Friday @ 11 a.m. and 5 p.m. slt
Amhas Cairn - Torvaldsland and Gorean Classes
Cave classroom at tp point. All welcome to attend.
Removes meters, weapons, and take a seat in a
chair.

Every Thursday @ 4 p.m. slt
Trothfjell
Alekk Baroque reading
Contact: Stjorn Zun

Every Saturday @ 11 a.m. slt and 6 p.m. slt
Amhas Cairn
This is a time for feasting, announcing news, pledging
fealty, bringing up matters of local law, etc. It's an IC
event that visitors too, are welcome to attend.

Every Sunday @ 1 p.m. slt Story
Trothfjell
Story Teller and Poet
Contact: Stjorn Zun

Every Sunday @ 6 p.m. slt
Rorus
Capture the Flag
Contact: Joseph Surface

Read more: <http://www.amhascairn.com/events-calendar.html>

<http://slurl.com/secondlife/Amhas%20Cairn/149/117/1001>

06 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.

[Growls. We are publishing this since three hands now. Where are you, mercs? Only furring, drinking Paga and doing nothing? Counting the birds?

The editor

RARE DIALECTS OF GOR

07 OASE DER ZWEI SCIMITARE

DIEBSTAHL DES STEINS

von Charis [Chreth Resident]

Es ist kalt und sie weiss nicht wie spät es ist aber findet einfach keine Ruhe. Das Gespräch mit ihrem Vater und ihrem zukünftigen FC liegen schwer auf ihren Nerven und lässt sie keine Ruhe finden. Will sie doch beide Seiten im Guten wissen

Nur langsam quält sie sich aus dem Bett und setzt sich auf die Bettkante, die Oase liegt im tiefem Schlaf, man hört nur vereinzelte Nachtvögel die sich in der Oase über die Zeit eingeknistet haben. Durch das Fenster weht der kalte Wind der Wüste.

Plötzlich kommt ihr eine Idee. Niemand würde merken wenn sie sich nun hinaus schliche und versuche den Stein an sich zu nehmen. Schnell zieht sie sich das Nötigste über und schleicht aus dem Haus. Wie ein Dieb huscht sie von Hausecke zu Hausecke bis sie den Palast erspäht. Niemand würde vermuten das sie ihn stiehlt und sie könnte sich jederzeit aus dieser prekären Lage rausdiskutieren da der Pascha immer noch kränkelt.

Mit rausgestreckter Brust und erhobenem Kinn nickt sie nur beiläufig den zwei Wachen, die am Haupteingang postiert sind, zu und geht ins Palast innere.

Mit leisen Sohlen schleicht sie geradewegs zum Schlafgemach und vernimmt schon aus der ferne ein Schnarchduett des Paschas und der zweiten Heilerin Lady Blue.

Schmunzelnd öffnet sie langsam die Türe und huscht zum Bett.

Der Stein liegt ruhig auf und abwiegend auf seiner Brust, die Heilerin Lady Blue schläft tief und fest.

Sie reibt ihre kleinen Finger kurz zusammen, sodass sie warm sind und greift mit Fingerspitzengefühl nach dem heiss begehrtem Schmuckstück.

Ihre Augen strahlen, als sie diesen wunderschönen Stein nun endlich in ihren Händen hält, das Artefakts des Friedens. Erleichterung ist in ihrem Gesicht zu lesen und sie steckt in vorsichtig in ihre Rocktasche. Lauscht noch einmal dem freundlichen aber intensiven Atmen der beiden, welches sich gesund anhört und verlässt auf den gleichen leisen Sohlen wieder das Zimmer.

Vor den Türen holt sie noch einmal tief Luft, richtet sich auf und tritt durch die Türe. Murmelt den Wachen nur zu " Alles in Ordnung, der Pascha schläft, weiter machen" und geht schnellen Schrittes zurück in ihr Haus.

Noch einmal holt sie ihn hervor und beschaut sich seinen Glanz der sie ganz und gar einnimmt. Wahrlich dieser Stein hat magische Kräfte und sie wird ihn dorthin zurück bringen wo er hin gehört, in die Hände ihres Vaters.

MARKT - WEEKLY MARKET

The Oase der zwei Scimitare invites you to join the weekly market (every Thursday, 2 pm SLT/8 pm GMT+1)

Die Oase der zwei Scimitare 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 Markttagess! Kommt doch einfach mal vorbei und genießt einen Tee oder Ka-la-na Wein inmitten unserer wunderschönen Oase.

Wir freuen uns auf EUCH!

<http://slurl.com/secondlife/BSM%20Land/52/62/22>

08 [OOO] WIEDEREROEFFNUNG DER SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht interessierte Spieler/ Spielerinnen mit/ohne Gorerfahrung.

Unsere Gruppe ist klein, aber wir organisieren Feste und nehmen an IC Events und Turniere von anderen teil.

Wir glauben an die Pristerkönige, sind aber weder Norden noch Süden und nutzen als RP Unterstützung das G&S.

Es gibt kleine kostenfreie Zimmer als Wohnraum, Ausbildungsmöglichkeiten für Sklaven und SKlavinnen in der gut organisierten Sklavenschule. Freie können sich in der Kriegerakademie an den Waffen und auch in anderen Wissensbereichen ausbilden lassen, die heute nach der Sommerpause wiedereröffnet wird.

Uns ist es wichtig, daß neue Spieler ins Team passen, wo jeder Spieler sich zu Hause fühlt. Es sollte Dir, genau wie uns, Freude machen, Dein Wissen zu teilen und anderen auf Ihrem Weg zu helfen. Hier lernt jeder von jedem.

Du findest uns auch im Internet unter: www.gegenerde-verbund.de oder klick in unseren Blog: <http://www.dawnbringer.de/blog/>

Wenn Du, genau wie wir, daß Rollenspiel nicht nur als bierernste Sache siehst. zum Lachen nicht in den Keller gehst und Du Lernwille, Zeit und Einsatzbereitschaft hast..solltest Du uns OOO und IC kennen lernen.

HaniBaal Mohr
Statthalter von En´Kara, der Stadt der 11 Türme

Die Akademie für Freie oeffnet nach Umbau wieder ihre Pforten.
Kurs- und Seminarplan, sowie Einschreibung ab dem 06.Okt.2013 in EnKara.
Die Veranstaltungen finden soweit moeglich IC statt und legen neben dem Kampf auch viel Wert auf Bildung.
Ansprechpartner bei Fragen rund um die Akademie: HaniBaal Mohr.

<http://slurl.com/secondlife/fellglanz/246/55/24>

TRADE

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.

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)
Kasra / Karak of the State of Kassarya (ITA)
City of Tor
Ukunga Region - Land of the Family Kron
Asperiche
Tancred's Landing
Port Kar (GER)
Umland of Ra-Rir (GER)
Isle of Sulport (GER)

Privately owned Companies:

The Phoenix Trading Company
House of Yuroki (HoY) Companies

Associated members:

Tharna
Rive de Bois Trading Post (ES, former Kasra, associated member)

Pending member: Oasis of Klima

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.

10 HOUSE OY YUROKI COMPANIES

COINS FOR THE CITY OF TOR

The HoY Company delivered coins for the city of Tor.

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.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region/Saleria) 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 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 OR PORT KAR
PORT OF OLN
ISLE OF SULPORT

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)

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.

ADVERTISEMENT

VERR FJORD GOREAN BASIC TRAINING ACADEMY

(special note to experienced roleplayers of Verr Fjord and of any other group in Gor. We invite you to come to our Verr Fjord Basic Training Academy for storytime. It is a scheduled event for newcomers to hear experienced roleplayers speak of their role, their character, or their group. You are allowed to set up freebies in our academy, a notecard giver with landmark, laws and note to newcomers so they may decide for themselves once done with their basic training how they wish to participate in their own roleplay. Maybe they want GE or BTB or North or South or a certain character. We show them the options then they are guided by those that take the time to come share their experience and wisdom of Gor. This is a good recruiting tool especially since we take care of the basics of Gorean roleplay. Once finished with our Academy they may go with the group (including our own Verr Fjord fishing village) to

more advanced training. Contact Samanya Seetan if you wish schedule an appointment to do a one hour storytime with the newcomers of Verr Fjord Basic Training Academy.)

Welcome to the Verr Fjord Training Academy. We are free of charge only accepting donations which are optional. If you can't donate lindens once you have benefited from our program and are ready for roleplay maybe you can give tours of our facilities or help recruit. We all try to contribute in what way we can to the life of the sim.

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

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 Oct 14th - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Oct 14th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Oct 15th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Oct 15th - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Oct 15th - Arena - Occasional,
GPR Radio Broadcast - Tabi - 1 pm

Tuesday Oct 15th - Arena - Occasional
GPR Radio Broadcast - Gorm - 3 pm

Tuesday Oct 15th - Outdoor classroom - Weekly
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Oct 15th - Gallery - Weekly
New to Gor - Krista - 6: 30 pm

Wednesday Oct 16th - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Oct 16th - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Oct 16th - Arena - Weekly
Combat & Warriors - Azaereus Meridian - 3 pm

Wednesday Oct 16th - Outdoor classroom - Weekly
Tavern Slave - Ahwi Ash - 6 pm

Thursday Oct 17th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Oct 17th - Outdoor classroom - Weekly
Tahari Culture - Carrie Islar - 2 pm

Thursday Oct 17th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Oct 17th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Thursday Oct 17th - Outdoor classroom - Weekly
FC Series Scribal Training - Yoda Mactavish - 6:30 pm

Friday Oct 18th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Oct 18th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Oct 18th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Oct 18th - Outdoor classroom - Weekly
Wagon People - Fawna - 5 pm

Saturday Oct 19th - Arena - Monthly
Beginners Dance Workshop - Rajaa - 10am

Saturday Oct 19th - Chapel - Monthly
Live Music Concert - Dainial - 1pm

Sunday Oct 20th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Oct 20th - Arena - Weekly
Write Your First Dance - Rajaa - 11 am Enrollment closed

Sunday Oct 20th - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Oct 21st - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Oct 21st - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Oct 22nd - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Oct 22nd - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Oct 22nd - Arena - Occasional,

GPR Radio Broadcast - Tabi - 1 pm

Tuesday Oct 22nd - Arena - Occasional
GPR Radio Broadcast - Gorm - 3 pm

Tuesday Oct 22nd - Outdoor classroom - Weekly
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Oct 22nd - Gallery - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Oct 23rd - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Oct 23rd - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Oct 23rd - Arena - Weekly
Combat and Warriors - Azaereus Meridian - 3 pm

Thursday Oct 24th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Oct 24th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Oct 24th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Thursday Oct 24th - Outdoor classroom - Weekly
Scribal Matters - Yoda Mactavish - 6:30 pm

Friday Oct 25th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Oct 25th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Oct 25th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Oct 25th - Outdoor classroom - Weekly
Wagon People - Fawna - 4:30 pm

Saturday Oct 26th - Outdoor classroom - Weekly
How to play Kassia - Tikanni - 12 pm

Sunday Oct 27th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Oct 27th - Arena - Weekly
Write Your First Dance - Rajaa - 11 am Enrollment closed

Sunday Oct 27th - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

- Events

Saturday Oct 19th - Chapel
Dainial in Concert - 1 pm

Saturday Oct 19th - Cinema - Bi-Weekly
OOC film, Animal House - 2:30 pm

Sunday November 3rd - Arena
Dance Class Graduation - Rajaa - 11 am

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

13 SOME OOC THOUGHTS ABOUT THE BLACK CASTE SIM RULES

The roleplay of the black caste causes OOC drama sometimes because cartoon characters do not like to be killed.

We compared the black caste rules of several sims which have some traffic to get some basic points and proposals. Here we go:

1. Age of an avatar who plays a Gorean Assassine: mostly required - no arguing needed.
2. OOC rules are mostly onlinisms: Norman did not mention "certificates" or "training papers" or membership of (OOO) groups.

But how to decide if a member of the black caste is not an alt who did never play before and does not have any background? The BC rules of Sais offer a reasonable solution: " Prior to hunting in Sais, the Assassin is required to seek out and have an IC meeting with the Master Assassin."

QUOTE: In Thentis, for example, sleen are used to smell out contraband, in the form of the unauthorized egress of the beans for black wine from the Thentian territories. They are sometimes, too, used by assassins, though the caste of assassins itself, by their caste codes, precludes their usage; the member of the caste of assassins must make his own kill; it is in their codes.

Slave Girl of Gor, Chapter 8

But what if there is no Master Assassine and who appoints a Master Assassine of a city? Ar had a master Assassine, but Ar was a very big city and would have several killers anyway.

QUOTE: "More effective than the Assassins of Ar," she said. "Pa-Kur, Ar's Master Assassin, was dispatched to kill you, but failed."

Tarnsman of Gor, Chapter 8

Perhaps the OOC log of a valid kill could be a proof for moderators if the Assassine is experienced. And he could have made this kill as a "seeker" who got his order from an experienced member of the black caste.

QUOTE: The training of the assassin is thorough and cruel. He who wears the black of that caste has not won it easily. Candidates for the caste are chosen with great care, and only one in ten, it is said, completes the course of instruction to the satisfaction of the caste masters. It is assumed that failed candidates are slain, if not in the training, for secrets they may have learned. Withdrawal from the caste is not permitted. Training proceeds in pairs, each pair against others. Friendship is encouraged. Then, in the final training, each member of the pair must hunt the other. When one has killed one's friend one is then likely to better understand the meaning of the black. When one has killed one's friend one is then unlikely to find mercy in his heart for another. One is then alone, with gold and steel.

Beasts of Gor, Chapter 30

QUOTE: The books never specify that they would not, but most likely they would only for a very logical reason. It would not be logical for an assassin to kill another assassin for assassinating someone else, due to the fact that an assassin is only carrying out his caste duty. The real danger lies with the person who hired the assassin and therefore should be the one sought after. The assassin, however, may do something outside his duty to provoke someone else to pay for his death. I also think it is possible that an assassin would hesitate to kill a caste brother because it would hurt the caste itself. An assassin would definitely be sought after by the caste, however, for violating caste codes, attempting to leave the caste, or dispersing caste secrets. (Garian Vidor)

EXAMPLES:

BLACK CASTE RULES TREVE:

Members of the Black Caste must follow the laws of Treve. Black Caste will be treated as any

other stranger regarding access to the city, UNLESS they carry the seal of Treve. This seal of approval will be given in RP IC at their own risk of seeking such. This process is to ensure that spies masquerading as Black Castes do not gain access to Treve and it gives you the feeling of down to earth "red tape" that Gorean Assassins had to deal with. Only Black Caste carrying the official seal of Treve will be granted access to the city. Of course, all BC bearing the mark of the black dagger on their forehead tracking down a mark need to follow the Unified BC Guidelines for tracking down and killing people as well.

BLACK CASTE RULES AMHAS CAIRN:

No special rules for the black caste.

BLACK CASTE RULES SKOLLDIR:

No special rules for the black caste.

BLACK CASTE RULES GENESIAN PORT

Avatar age: 6 month.

OOO rules:

"If asked, you must be able to provide either training papers or references from two certified Assassins stating you are qualified to RP as an Assassin. We will attempt to keep a list of those Assassins who have previously entered the Port with proven records."

Information of admin or mods in advance: not needed, but recommended.

Logs:

It is asked that you organize your role play for the mark. The RP required to be able to assassinate someone in Genesian Port will take at least 3 days, preferably longer

- i) RP of hiring (no OOC reasons for hiring an Assassin will be accepted)
 - ii) Arrival RP in Genesian Port
 - iii) Spend Time Role Playing in the Sim. Show that you're interacting.
 - iv) Show that you have validly identified your mark.
 - v) Study your Mark and interact within chat range of them.
 - vi) Kill your mark (Include Combat Logs, must be wearing full black, no disguises) You will be required to write at least one descriptive, three line emote describing the act of killing prior to making the attack, followed by further emotes during the 30 second wait period.
 - vii) You are to have Time Stamps labeling your time RPing here and to have the days you spent here labeled accordingly to show what date you did what RP. 3 days Minimum.
- 30 minute Role-play rule before they strike: not needed

BLACK CASTE RULES SULPORT

Avatar age: 90 days

OOO rules:

"the proper training by one of the official Assassin Groups. Training will be checked and confirmed before an Assassin is allowed to hunt in the Port"

Information of admin or mods in advance: Yes

BLACK CASTE RULES SAIS

Avatar age: three months

OOO rules:

"A copy of one's training records OR a letter of reference from at least three recognized and active Master Assassins stating the petitioner is qualified to roleplay as an Assassin must be submitted to the Master Assassin of Sais for review." - "Prior to hunting in Sais, the Assassin is required to seek out and have an IC meeting with the Master Assassin. Once given his approval the Assassin may begin his hunt. "

Logs:

After the Assassination attempt, the Assassin will be asked for a copy of his logs, including, but not limited to, logs of the IC hire, the tracking and identification of the target, the kill phase, and the attempted escape (...) Logs may be altered to expunge the name of the client in order to maintain privacy if needed.

BLACK CASTE RULES RORUS

Avatar age: three months

OOO rules:

ANY Assassin seeking to carry out a hunt in Rorus WILLbefore any rp is begun....contact Cinder {Corvus Blackcinder} and prove his training as a true Assassin before any rp of the hunt will be considered valid.

BLACK CASTE RULES VOLTAI VIKTEL

OOO rules:

"The Assassin must provide evidence of their legitimacy to the sim Assassin Mods; if not known, must upon request provide a form of certified training papers or a letter of reference signed by at least two or more recognized Master Assassins.

KNOWLEDGE

14 THE FACILIATOR

by Quintius [QuentinWolf Resident]

Only one man remained near the smoking wood. He wore a black robe with a stripe of white down the front and back. Kuurus knew that it would be this man, who wore the black, but not the full black, of the Assassin, who would deal with him. Kuurus smiled bitterly to himself. He laughed at the stripe of white. Their tunic, said Kuurus to himself, is as black as mine.

When the man near the smoking wood turned to face him, Kuurus descended the hill. He was now welcome. Kuurus smiled to himself. The man did not greet him, nor did Kuurus lift his hand to the man, palm inward, saying "Tal." The man was a strange man, thought Kuurus. His head was totally devoid of hair, even to the lack of eyebrows.

Perhaps he is some sort of Initiate, thought Kuurus.

Without speaking the man took twenty pieces of gold, tarn disks of Ar, of double weight, and gave them to Kuurus, who placed them in the pockets of his belt. -- Assassin of Gor

The man gestured with his fat hand and a white bosk, beautiful with its long, shaggy coat and its curved, polished horns, was led forward. Its shaggy coat had been oiled and groomed and colored beads were hung about its horns.

Drawing a small knife from his pouch the Initiate cut a strand of hair from the animal and threw it into a nearby fire. Then he gestured to a subordinate, and the man, with a sword, opened the throat of the animal and it sank to its knees, the blood from its throat being caught in a golden laver held by a third man. -- Priest Kings of Gor

These are the Facilitators: men chosen from within the ranks of Initiates to be the "bridge" between the White and the World. Referred to as "Subordinates" in seemingly an effort not to notice their existence, they perform the necessary tasks. They are the slaughterers of sacred bosk and verr, the gaolers of the Caste who bind and imprison.

Held to the same Vows as mainline Initiates, save for the Purity Codes, they are the bleakest of the bleak Caste. Facilitators are seldom, if ever seen, outside the temples, save by the Caste of Assassins, or Tuchuk torturers, whom they are empowered to hire.

They cannot shed human blood or offer unnecessary violence (an important distinction) they are enabled to handle weapons, swords, knives and the like, and touch unclean things, women and slaves when they must.

Facilitators or Subordinates must adhere to the rest of the Codes. They cannot eat meat or beans, partake of alcohol, touch women or break the Vow of Celibacy. They serve for a term of years, and if they succeed, they may return to the regular ranks of Initiates. If they perish during their term of office, they are condemned to the Cities of Dust as unclean things.

Initiates may become Facilitators by several ways. They may volunteer as an act of martyrdom. They may be highly paid and use the money they earn to aid their families that they have left. They may be sentenced to the post as punishment for violations of Caste Codes, or they may be slaves, offered their freedom to join the Order as a full Initiate when their term (generally much longer) has expired. Some, a rare few, actually enjoy their role and volunteer and remain Facilitators for life, within the White Caste.

Most Initiates understand the necessity for them, but also want nothing to do with them. Theirs is the lonliest of tasks.

ONLINISM OF THE WEEK

"The only good Red Savage is a dead Red Savage."

From: Further Adventures and Last Stand of George Armstrong Custer on Gor, page 1876

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

Available in character:

Amhas Cairn: <http://slurl.com/secondlife/Amhas%20Cairn/134/138/1001>

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>

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

Available OOC:

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena%20Aquarius/68/37/25>

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

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/>