

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

[Short online version]

PUBLICARE ET PROPAGARE!

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Based in Tancred's Landing

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About the NEW VOICE OF GOR

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 133rd issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR is the oldest newspaper on Gor now.

What it told us is that message boards or scrolls like THE NEW VOICE OF GOR have a staying power, despite those who choose to tell us otherwise.

The NEW VOICE OF GOR has been providing readers with the best in gorean news for more than two and an half years, and we see no end to that commitment.

Our staff is here each day, all days, providing readers the best in gorean information. And our dedicated carriers make sure that newspaper is delivered to you on time even the roads are muddy very often.

What has been a constant, however, is we are the local news readers have grown to trust.

The NEW VOICE OF GOR is here because of you, our readers. And we thank you for being loyal to us as we have been to you.

The NEW VOICE OF GOR is all about the community in which it operates. We celebrate our communities.

And we know we wouldn't be here without our readers. We thank you for your continued loyalty.

As mentioned we have adapted to fit your needs throughout the years, and it's our desire to continue to seek ways in improving what we do being the best alternative for your community news.

Rarius Yuroki

editor of the NEW VOICE OF GOR

ALL OVER GOR

03 WAR IS IN THE AIR

by Lady Wendie, HoY staff ☐

It is rumored by messengers that Isle of Tarns lost a bloody battle against northerners from Amhas Cairn and their standing army was reduced to a few rag tag soldiers. Here is what we heard:

[11:03] Rarius Yuroki [Yuroki Uriza]: but you are in war with the Isle of Tarns, right? My Intelligence Agency told me that...

[11:03] [A Torvaldslander]: Yeah, they sided with Turia and attacked us last week, so we wiped out their standing army.

It is also rumored that their pact with Turia might not be thought a good idea by some of the resident . The NEW VOICE OG GOR will keep its ears open and report the developing story.

04 [OOO] LIST OF ACTIVE PANTHER / TALUNA BANDS ON GOR

made by Mani [Manwa Pastorelli]

If you know of any changes which need making please let me (Talra Audeburgh, Sa'Vella panther girls) know and I will apply them on the next update. There is a list of all changes at the bottom of the list.

GOREAN CITIES

05 PORT OF OLN

THE SLAVE'S CORNER ~ A Satiric View of Life on Gor

By Teal Razor ~ slave of Captain Siri Emerald Jr ~ Port Oln

DEAR TEAL ~ Dubious Advice to Goreans
By Teal Razor

DEAR TEAL:

I am a free woman whose companion is exhibiting an alarming practice. His slave, who says she is from a well known place where barbarians live, has bewitched him into thinking the eating of meat is a wicked aberration. As a consequence, he no longer craves the roast bosk

and braised vulo as he once did. I see him with his slave in the market, both of them drooling over parsnips and suls. He tends also, to looking over his shoulder from time to time and grinning hoping that others will notice his abstention from flesh. How can I help my companion out of a dream world.

DEAR THROUGH THE LOOKING GLASS:

By all that is holy, I think I know your companion! It has to be him. He is this local official. I see him and his slave in the market, just as you said. They are both pawing each other in front of the vegetable displays. She always seems to be practicing fellatio on a carrot. The shocking thing is the body of your companion. His arms and legs are thin enough to be strung as bows. He is literally wasting away. His body consuming itself for nutrients. You must stop this soon to be corpse.

I know that Goreans say nothing at funerals, but I suspect at the death of this man an obituary should at least be posted on the boards. It should warn everyone of the perils of refusing the flesh of animals. It will ultimately lead to a wasting disease of it's own.

I have been mulling over your question though. How to help this Alice out of his wonderland. The conclusion is, that you can't. You see, you are the sound of one voice. Of course to him it sounds like a nagging voice. In my few tender years I have never known a male to respond to nagging...I have also seen some who succumb to the bleating of the female. You don't want to be with a male who is covered by a harpy.

You must encourage your companion on his new gustatory leanings that are free of meat. Say nothing to him and on the side, mount a local campaign against these "veg-heads". Construct posters that denunciate vegetable eaters as spreaders of death who are thumbing their noses at an evolutionary norm. Play up the illogic of not eating meat. Send these posters out on the ships to be delivered up and down the Vosk. It would be no use to send this poster to Treve, they impale all people who refuse to eat grilled mountain verr.

You could pay local children to paste up these posters on every open wall in Port Olni. Make sure they are told not to reveal who made the posters or you will have a lot of explaining to do. Pretty soon Goreans from the tributaries of the Olni River to the end of the mighty Vosk, will be looking at all vegetables as contagion. Your companion and his slave will be shunned every time they pull out an ear of corn in public. He soon will be back demanding his roasts and stews. You will be happy because his renewed energy from the consumption of protein will permit him to take both you and his slave in the furs. Your companions legs and arms will once again be large enough to surround you in them. It is amazing what a host of change a proper diet can bring a person. I will know when your campaign against greenery of the dietary kind succeeds. The proof will be when the round buttocks and muscled legs of your companion are once more seen by me in the market place. Until then, good luck.

DEAR TEAL:

On Saturday last I was in Port Olni to participate at the Festival of Steel. I made a decent showing in the matches and came away with a prize. While there, I renewed my acquaintance with two females of Olni. One female is a physician by caste and the other a casteless slave. Never the less, the slave engaged me in the subject I prefer to all others, conversation about my own self. The slave distracted my thoughts when I was with the physician's apprentice. They are both of equal visage. I found myself milling around the

slave to engage her in conversation and stare at her luscious breasts.

My dilemma stems from my wanting to take this slave with me when I left the city of Olni. I informed her that she should be warned to expect capture at any moment. She laughed merrily at me. "You will have to slay my Master for me to go with you. He will never let me go." She said this with a pre-destined resolve. I will stop at nothing to acquire her. What do you think my chances are? I will spend all of my money to get her.

DEAR PLAYING WITH FIRE:

But, are you willing to pay with your life? I fear the slave speaks the truth about her Master. You will have to kill him to grab her. If you are prepared for that eventuality, I say, it couldn't hurt. I hear that she is unrestricted though so maybe you can have part of what you desire from her.

DEAR TEAL:

I am a free woman without a companion. In the last three years I have lived in three different cities trying to find the one that is a match for me. I'll establish a residence in one city and when the inhabitants prove to be truculent I move along.

I prefer to live in a city with services like hot food in the commons as I do not cook and do not have my own personal slave. I also need a city bathhouse that has girls to wash and groom me. Where can I find such a city where I can be set free of working with my hands and instead use my mind?

DEAR GEOGRAPHICALLY CHALLENGED:

It goes without saying that I have a very nice, semi-cosmopolitan city that might suit your needs. Just for starters, try Port Olni. They have the most handsome warriors. Doubtless, you will be fighting with your elbows to push aside other free woman who will be searching through the bins for a bargain. But if the pursuit of sex is to be worth it, you have to be good at the hunt.

I use my city as an example of one you might like to call your Home Stone because it has a reputation for treating free women with respect. The warriors here are quick to drop a person who says an untoward word to a lady. You still can't order a mixed drink in the commons and the piano player only performs on Saturday night in the tavern. (Sorry, I get carried away with thoughts of earth and some of the greatest cosmopolitan cities there. And, actually the larger and more grand a city, the easier it is to find the less savory places to venture into.)

I think Olni is the right size for a lady of your distinction. We have a lovely bath house in a park off of Olni Var. All you need do is ring for a girl and they will send the best groomer in Port Olni. Even nicer, it may be a kajirus they send. In that case, happy endings are in order.

The commons serves hot food, fruit, cheese, fresh bread, morning pastries, black wine, tea, and sometimes real cake with cream in it. And of course ladies may drink what they will of the alcohol kept there or just partake in a glass of juice. I could go on and on. The library is a magnificent repository of goean information. I could spend hours there and once did behind the stacks with a very "studious" Master...coughs. Suffice to say, the top floor, where the scrolls are housed is open to all and provides an excellent view of the tops of the city and the great Olni River beyond.

There are so many wonderful things about the city, like the corner high hedged garden with splashing fountains. Perfect for grabbing someone and planting a big one on them. The romantic looking city kennels is a delightful place to purchase a slave. The steps from the park to the cylinder complex are good to develop leg muscles as you bound up and down them. The passage ways inside the city walls are perfect for escaping from a man intent on catching you.

Yes, all of these are fun. And look at me, I have turned this answer into an advertisement for the city in which I live. Well so be it. My favorite thing to do is to go out the back gate, run down to the clear water beach by the assassin's lair. As an aside, I find it curious that the temple complex is kitty corner to the killer's abode.

When down on the sandy beach I jump in and swim all around the walls of Olni to the docks. It is amazing, the things I have seen and done on the docks. There was a time, between Masters, when I slept down there all night in a variety of moored boats.

I know there are many cities that would appeal to you on the planet. You did not mention what three cities you have found yourself in. I hope one was or is not now Treve. But to each his own.

If any reader has a city they would like to recommend to the poor woman, please send me a scroll with the particulars and I will forward it on to her.

SCHEDULE

Capture the Flag every thursday at 5:00 pm

06 TRAVELS OF CAPRUS SCRIBE - THE NEW FOREST PORT IS FOUND

by Caprus Anago [CaprusAnago Resident], Scribe in Forest Port

Seven Ahn aboard this ship riding the Mighty Vosk, the banks and towns slipping past a long way away to our sides as my Companion and I pass the time talking, writing and sometimes playing Kaissa.

We left Ven on the Third Hand of the Eight Month having found a ship heading up river. The Captain had room for us and our baggage, coins exchanged hands and we left on the morning tide. We were pleased to rest having journeyed from the Market of Semris, a long road indeed. Each morning the mists hung low over the water and the air was damp which did not agree with my companion.

Each day we stopped and traded at various Ports. Yesterday a trade boat came along side and we bought fruit and Tarsk, the ship's slave, a Kajirus well trained as a cook, brightened the meals although I contributed coin to the purchases to ensure we ate well. The Captain, Tendik, had told us he intended to make trade at Forest Port and we would have

perhaps 2 Ahns in which to find the baths and fresh eating.

I replied in surprise that Forest Port had gone to the dust having been burnt in raids by Pirates. Tendik informed me that there was a new port being built financed by a wealthy Merchant, news of which caused me some pleasure as many places once gone tend not to arise to their former glory. At this giving of the tale my interest was indeed fired and I told Tendik that if I could find rooms, my Lady and I would stay in this port to see the evidence with our own eyes.

Having returned to my lady's side I explained my plans, Kyla's face showed relief as it had been a long voyage and I could see that she was not enduring well even though she made light of it.

The next morning having been woken by the cry of a hunting Tarn somewhere to the south I came on deck to see the ship nosing towards a place on the left bank of the river. "Forest Port" Tendik shouted to me over the noise of the sails, I raised my hand in answer and went to wake Kyla and hailed the Kajirus for something to eat.

For what seemed like an Ahn we stood at the rail and watched the Port grow ever nearer noting the completed docks and the part built houses, some just frames, others being roofed.

"A new Port indeed" I commented to Kyla. And so we stood, her hand covering mine on the rail as the ship slid up against the pilings of the docks, watching as the the crew slung the ropes to make us fast.

The next Ahn was a mixture of much confusion and noise as the ship was unloaded and reloaded, the Captain talking with a Man on the dock of prices and such. Kyla and I stood a while until our baggage was placed beside us and following a hearty clap on my back from Tendik he made ready to leave wishing us well and safe lodgings.

So there we stood, the water lapping the docks, our ship heading out to the distant middle stream of the Mighty Vosk. I looked at my beloved, she smiled wanly in return, come said I, it is time to find rooms. As I turned a sound bade me place my hand to sword hilt until I spied a slim girl walking to us, head down, wearing red silks. She sunk to the dock and greeted us, so, thought I, they have Kajira enough to meet travellers, and a red silk too, a good sign of a growing port perhaps.

I told the girl, named Bell as I found later, to take us to a place where we could eat, drink and find rooms, and instructing the man at the dock as to our baggage followed her to what seemed to be a Tavern.

We sat and ate, drank Blackwine and enjoyed the peace of the place which after the noise of the ship was indeed a pleasant respite. The Port was filled with the background sounds of the Builders at work and the lowing of Bosks in farm not far from us, pleasing sounds and it filled my heart to see this place being rebuilt by the citizens, a proud and worthy people as we later found out.

<http://slurl.com/secondlife/Untouchables/68/61/24>

07 TARNWALD

HOY WAREHOUSE AND BANK IN TARNWALD REOPENED

by Lady Wendie, Hoy scribe

Two of the House of Yuroki vessels slowly came through the mist, the majestic walls of Tarnwald were gone, the eerie call of the tarns was gone all the hub hub of the city was gone. A sadness hung over the ruin of this once proud city

The first to reach the city of Tarnwald after the cataclysmic events which befell the city. Yuroki stepped lightly ashore and wondered what has irked the priestkings to do this.

Luckily most of the residents had safely fled by tarn before the city was totally destroyed. Only the trading post and village outside the walls remained. Yuroki claimed one of the rough built huts and re-established a trading post where the bank will continue to trade. The house of Hoy assures customers that the coinage of Tarnwald will be honoured at all its banks. Messages can be left at the bank and will be forwarded to the citizens where possible:

08 THE KASBAH OF THE GUARD OF THE DUNES

Saran, the Pasha of the Kasbah of the Guard of the Dunes, and lady Anastazia renewed their free companionship recently. Saran's girls prepared a special dance called "The Rise of Tahari" [see section "roleplay" below]. The Festival lasted until late night... An unknown artist painted some impressions:

09 [OOO] AMHAS CAIRN [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 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.

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

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

10 RORUS [SCHEDULE)

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

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

11 TROTHFJELL [SCHEDULE)

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

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

<http://slurl.com/secondlife/Rose%20Garden/40/44/3501>

12 ASPERICHE [SCHEDULE)

OOO DANCE THEMES

Always at 6pm slt on friday nights
DJ Rezz plays our Music
1000L Prize to best in theme for the night Splodder

Walk Like an Egyptian	11-08-13
Pajama Party	11-15-13
Super Heros	11-22-13
Cats!	11-29-13
Greek Gods & Goddesses	12-06-13
Mad Scientists	12-13-13
Santa Claus is coming to town!	12-20-13
Holiday Masquerade Ball	12-27-13
Alice in Wonderland	01-03-14
Sailors	01-10-14

Tattoos	01-17-14
Firemen	01-24-14
Cold as Ice	01-31-14
Scottish Kilts	02-07-14

<http://slurl.com/secondlife/Asperiche%20Island/128/128/2>

RARE DIALECTS OF GOR

13 TAHARI-TREFFEN IN DER OASE DER VIER PALMEN

by Anonymous

Das jaehrliche Tahari-Treffen erfreute sich regen Zuspruchs. Von weither kamen Delegationen, auch der Generalsekretaer der Suedlichen Handelsallianz (STA) reiste an. Er wurde jedoch mit Misstrauen empfangen, die ihn niemand kannte und seine Bewaffnung und sein Leibwaechter auf viele einschuechternd wirkte. Der Emir der Oase der vier Palmen gab sogar den Befehl, Rarius Yuroki nichts aus den Augen zu lassen.

Es ergaben sich interessante Gespraechе und neuen Kontakte. Allein schon deshalb war der Besuch es wert. Ob aber die Oase der vier Palmen, wie es sinnvoll waere, der STA beitritt, steht noch in den Sternen. Es wurde, so Beobachter, viel Ueberzeugungsarbeit noetig sein, da die konservativen Bewohner der Oase jedem Neuen gegenueber sehr misstrauisch seien.

14 TOURNEE SAMARA ROMANO

Die geplante Tour erstreckt sich momentan vom 10.11.13 - 12.12.13.

29.11.13 Kasra
12.12.13 Jorts Fähre

Die Reisegruppe wird ein bis zwei Tage zuvor am Ort eintreffen. So bleibt etwas Zeit sich um die nötigen Waren zu kümmern, die für die Weiterreise gebraucht werden. Wer sich dieser Reisegruppe anschliessen will sollte mir eine Nachricht zukommen lassen, oder in die Botengruppe der Sängerin eintreten.

Anreise an den Orten:

27.11.13 Kasra
11.12.13 Jorts Fähre

Samara Romano... Sam, Sängerin aus Lydius

GAMES

15 KAISSA - MASTERS FINAL

Sunday came and the Masters final was played, again there was a good turnout for the final between these two Masters.

Master Hanes and Master Thunder were ready to see who could take first place.

With Master Thunder having no losses, he needed one game to win, while Master Hanes required 2 games to take first place.

Both had the Home Stone placed by move 4, Master Kaibur using a very well known opening favoured by some of the Grand Masters, especially Master Darkfire and now also Master Kaibur. The central opening giving an early Home Stone placement and a strong defense when used with a good placement of spearman and scribes.

Master Thunder opted to offset his Home Stone between the Ubar and Ubars Scribe. bringing out his scribes and tarns to form a strong defense.

Master kaibur took an early material advantage when he took the Tarn of Master thunder, sacrificing his scribe.

Master Thunder instantly took the fight to Master Kaibur, never relenting as they exchanged material. Master Thunder tried to keep control of the board, however, Master Kaibur was just too strong and once he had the upper hand in the material exchange, it was just a matter of time before Master Thunder fell to his strength. Master Thunder, realising he could not win, resigned on move 47.

Master Kaibur took the first game, needing one more to win and take first place.

A strong game from both, and a strong battle to the end.

The Second game began after Masters had exchanged sides..

Master Kaibur opened the same in game 2 as game one, Master Thunder opting to place his Home Stone on ubara's scribe 1.

Master Kaibur made an aggressive move on Master Thunder in the early stages of the game, taking out his assassin while sacrificing his builder, The aggressive stances continued, with Master kaibur losing the most Material at first, until he was able to make a threat on the Ubar's builder, whittling down Master Thunders Ubar side. Master Thunder adeptly defended the threat from the red Ubar, forcing Master Kaibur to retreat with no material loss. He continued to force the Ubar to retreat when his spearman advanced to defend, then tides turned when Master Thunder took the red Ubar on move 28.

Master Thunder took the fight to Master Kaibur, forcing him to defend, and fight off the attack and constant threat.

The latter part of the game became a jostling for position and trying to gain the upper hand

once the material exchange had dwindled.

Both threatened each other and countered the threats, until Master Thunder managed to slip his Ubar behind the defending ranks of Master Kaiburs pieces and took the Home Stone on move 51.

A well fought match with the battling lasting to the very last move.

Congratulations Master Thunder!!! an amazing display of sheer genius to the end from both players.

The final winners for each section were:

Students

1st Place Master Bull (Now Crystal)
2nd Place Master Stormgazer (Gavyn Bluestone)
3rd Place Mistress Myst

Masters

1st Place Thunder Wheatcliffe (tikaani)
2nd Place Kaibur (Hanes Himmel)
3rd Place Kaira LeSabre

Congratulations to all of the players and a very big congratulations to those who took the prizes.

We will publish weekly with all the news of the past week events, Tournaments and Guild happenings. This Newsletter is for the Gor community, we encourage and welcome all to contribute, so if you have suggestions or would like to contribute an article, please drop me a Notecard for consideration. Anyone wanting to put an article about their Games, MOG or Sword Contest etc can submit an article also.

TRADE

16 TRUE SOUTHERN TRADE ALLIANCE (STA)

DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara (The Second Turning) 10164
Contasta Ar

To: All Gorean Merchants
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the

Salt Ubar ibn Saran

CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor
5. Kasry at the Fayheen river
6. Oasis of Klima

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all Gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

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.

STA Members:

The Kasbah of the Guard of the Dunes
Oasis of Nine Wells
Oasis of the Sand Sleen
Oasis of Klima (FR, EN)
City of Tor
Kasra - Fayheen river (GER)
Kasra - Tyros
Ukunga Region - Land of the Family Kron
Asperiche
Tancred's Landing

Selnar auf Cos (GER)
Umland of Ra-Rir (GER)
The Phoenix Trading Company (privately owned company)
House of Yuroki (HoY) Companies (privately owned company)
Tharna (associated member)
Rive de Bois Trading Post (ES, associated member)

MAGNA CARTA

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this Alliance.

This Southern Trade Alliance was forged for the lands and sands to band together, build trade, and unify the southern lands of Gor. The Alliance encourages mutual trade investments between the member's ports, cities, caravans and oasis. All transactions will be withheld to the highest regard. Any disagreements shall be brought to the attentions of the Southern Trade Alliance, to be worked out by it's members. Merchant caste law will be followed, due to the expanse land territories and mobility of the caravan's.

[Comment by the editor:] This new version of the Magna Carta needs to be confirmed by the assembly of STA members-

17 HOUSE OY YUROKI COMPANIES

FACTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region) 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

RA-RIR

OASIS OF SAND SLEEN

PORT OF OLN

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

ADVERTISEMENT

THE GOREAN WHIP RADIO

"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

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 story time. 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.

<http://slurl.com/secondlife/Verr%20Fjord/126/20/31>

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.

<http://slurl.com/secondlife/Hastings/95/161/1011>

Best Wishes
Astarte Hubbenfluff

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

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

- Classes

Monday Nov 18th - Campfire - Weekly
Panther Girls - Minx - 12 Noon

Monday Nov 18th - Outdoor classroom - Weekly
Metal Worker Apprentice - Nephtides - 1 pm

Monday Nov 18th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Nov 19th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Nov 19th - Outdoor classroom - Weekly
Initiates Course - Holiness Runyn - 1 pm

Tuesday Nov 19th - Outdoor classroom - Weekly
Medical Seminar: Shock- Jerrod - 3 pm

Tuesday Nov 19th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Nov 20th - Gallery classroom - Weekly
Pleasure Slave Course - Ahwi - 6 pm

Thursday Nov 21st - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Nov 21st - Gallery classroom - Weekly
Pleasure Slave Course - Ahwi - 1 pm

Thursday Nov 21st - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Friday Nov 22nd - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Nov 22nd - Outdoor classroom - Weekly
All About the Kurii - Lord Primal - 3 pm

Friday Nov 22nd - Outdoor classroom - Weekly
Wagon People - Fawna - 4:30 pm

Friday Nov 22nd - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 6 pm

Saturday Nov 23rd - Outdoor classroom - Bi-Weekly
Sword Wounds - Jerrod - 5 PM

Sunday Nov 24th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Nov 24th - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Nov 25th - Campfire - Weekly
Panther Girls - Minx - 12 Noon

Monday Nov 25th - Outdoor classroom - Weekly
Metal Worker Apprentice - Nephtides - 1 pm

Monday Nov 25th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Nov 26th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Nov 26th - Campus Courtroom - Occasional
Initiates Course - Holiness Runyn - 1 pm

Tuesday Nov 26th - Outdoor classroom - Weekly
Medical Seminar: Bruises & Sprains - Jerrod - 3 pm

Tuesday Nov 26th - Gallery classroom - Weekly
New to Gor - Krista - 6: 30 pm

Wednesday Nov 27th - Arena - bi-Monthly
Beginners Dance Seminar - Raaja - 4 pm

Wednesday Nov 27th - Gallery classroom - Weekly
Pleasure Slave Course - Ahwi - 6 pm

Thursday Nov 28th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Nov 28th - Gallery classroom - Weekly
Pleasure Slave Course - Ahwi - 1 pm

Thursday Nov 28th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Friday Nov 29th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Nov 29th - Outdoor classroom - Weekly
All about the Kurii - Lord Primal - 3 pm

Friday Nov 29th - Outdoor classroom - Weekly
Wagon People - Fawna - 4:30 pm

Friday Nov 29th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 6 pm

Sunday Nov 31st - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Nov 31st - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

- Events

Saturday Nov 30th - Lounge - Bi-Weekly
OOC Film - The Long Kiss Goodnight - 2:00 pm

Saturday Dec 7th - Arena - Occasionally
Dance Pit Raiders - 1 pm

Saturday Dec 14th - Classroom - Monthly
Live Comedy & Poetry Show - Panner - 6 pm

- Dance contests

Saturday January 11th - Arena - 1 pm

Saturday February 15th - Arena - 1 pm - Beginners Dance Contest

Saturday March 15th - Arena - 1 pm

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 jewelry, are awarded upon successful completion.

- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht intessierte 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 OOC 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>

ROLEPLAY

20 A DANCE CALLED "THE RISE OF TAHARI"

[12:46] ilanah [Issa Mauer]: Think of the great Kasbah of the Oasis of the Guards of the Dunes.

A secret, unknown oasis lost in the Tahari. No one knows the exact location or the actual name of its leader. Only today, the doors of the Tahari and the kasbah are open for the celebration of the renewal of the companionship between sayedy and sayedda. All the girls in the Kasbah will interpret a dance Tahari, a dance called "The Rise of Tahari"

[12:47] ameenah [Aneesh Breil]: music on! [http://www.youtube.com/watch?v=_Sb7ZTd2N_E&list=PLFBDD8B7C88CD3DBA]

[12:47] ilanah [Issa Mauer]: All the girls feel a strong hand on their arm and feel propelled forward. They stumble in the center of the dance pit, then slowly begin to dance to the sound that fills the air of the kasbah. Their green and sparkling eyes and look to sayedy sayedda who threw these animals to celebrate the renewal of their union. They threw him a fleeting glance without too linger. They shiver in the eyes of fear or excitement, then the one who ordered it. Almost shyly, they lower their eyes and head, and swing their arms from left to right, maneuvering with their delicate feet on the sand.

[12:47] ilanah [Issa Mauer]: They stand almost motionless on the track. Only their feet and hands move slightly, like the wings of a windmill, turning in space. They listen to their own heartbeat and the gentle rhythm that begins to build and grow in them. A gentle breeze flies through an open window and rustles on their chaldard who marry their beautiful curves. They swing their hips slowly while they raise their thin arms, the firelight softly lick their soft, creamy flesh while their body arches gently.

[12:48] ilanah [Issa Mauer]: They move slightly on the sands, swaying their hips to the beat of a drum that echoes the beating of their heart. They raise their arms, hands delicate intertwine to their face while their fingers tease invisible piano keys. Then drift into their hair to play with their dark curls that frame their sweet expressive face.

They turn and move Sayedy and Sayedda in this wonderful day. They observe a moment behind their veils covering their faces.

[12:48] ilanah [Issa Mauer]: they sway their hips slowly bend their backs showing their hind cheerfully. Their long black hair flying around them, and sway in a haunting rhythm. Their large dark eyes and fiery look almost defiantly in the eyes of Sayedy. Their small hands move on their bodies. Slide their fingers to their round belly and gently move over the soft curve of their hips, pass on their sizes back up their bodies and come gently tickle the swell of their breasts.

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breasts.

[12:49] ilanah [Issa Mauer]: They dance in front of the fire, his back has Sayedy. They gently smiling behind their veils. Slowly, they loose the knot that holds their top, leaving float on their shoulders. Then gently slid over their shoulders and look to fabrics gently roll their feet in the sand, while their arms like the waves on the thassa, fluttering up and down and their feet move slowly on tile.

[12:50] ilanah [Issa Mauer]: Soft and slow tempo music fills the kasbah

They glide slowly across their bare feet lifting one foot, then the other following the pace set by the musicians. They caress their long black hair while waving their thin arms to the dome of the kasbah. They arch their backs, and swell their breasts, exposing their big breasts that beg to be touched. Their hands slide over their heated increasing erotic sensations of the skin slaves.

[12:50] ilanah [Issa Mauer]: They kneel on the floor with all the grace of a kajira.

Their hands and fingers travel through the air gracefully, as they lie on the ground, exposing their bodies to thank you for free. They offer a bold smile Sayed and sayedda during this wonderful day. A hot look, filled with promises that they pray to keep secret.

Their eyes look eyes sayedy and sayedda, eyes filled with happiness and joy. They move them again, their bodies swaying challenging. They caress their sweet slave curves, showing the gestures their lush silhouette made to reach and serve ..

[12:51] ilanah [Issa Mauer]: Lost in the soft and sensual that musicians talk about their musical instruments, they continue to dance with passion, showing their complete transformation during his last months of barbaric calendar. They remember their debut, unable to dance and serve.

Oh! they whisper Commes does not professional dancers. Then they smile towards Sayedy and Sayedda. bow their heads as a thank you while they rear up on the floor of the kasbah.

[12:51] ilanah [Issa Mauer]: Their breathing becomes labored. They feel the fire in their belly and crawl to sayedy and sayedda, while the music has stalled. They advance towards him, their arms up to three moons imploring look at these poor slaves, and they offer slightly arching their bare to the eyes of breasts free. They dance and Sayedy Sayedda. Every movement, every expression of their desire and their need they wear his collar - oh an old necklace, rusty They feel trapped, held captive in full bondage

[12:52] ilanah [Issa Mauer]: They stop, then start their movements on the ground. They move away furiously swirling in a rattling bells. Their bright eyes, their head up to him, as they fight the feelings that course through it. They dance furiously, looking him over their shoulder. Their eyes are dark and filled with tears of rage. Their bodies are thin and tanned by the sun Tahari, they sparkle as they twirl and spin in the light of torches and the frenzy of the slave bells.

[12:52] ilanah [Issa Mauer]: They swing the body half naked. They turn on the dance floor, their eyes pierce the darkness of the kasbah, seeking Sayedy and Sayedda through some claretés lamps oils tharlarions.

Their dance is softer and lighter, their steps are slower, but their actions are more erotic. Their hands slide over their silky skin, touching here and there, waking every nerve and sensual end.

[12:53] ilanah [Issa Mauer]: They shake their heads, their black hair whipping their bare flesh as they dance. They move faster, making travel their hands and arms around them as if they were trying to fly as large tarns. They smile at the thought of being a big bird, then suddenly blushed noting how they are naked, wearing only their pants, their beauty and their slave bells tinkling in their every step. They moan and feel a new emotion exceed, then turn to a tortured Sayedy look.

[12:53] ilanah [Issa Mauer]: They moan softly, sliding their hands along their bellies, their fingers on their hot flesh, their pleading to his sayedy again offering his body and soul eyes .. The rhythm of the music slows down, The body of the slaves tremble gently, they bow their heads in surrender. The forehead touching the ground, arms outstretched in front of him, they listen to all that his heart told him. They bow, kneel on the floor and slowly they raise their arms above their head and in a last gasp, they whisper.

[12:54] ilanah [Issa Mauer]: La kajira Sayedy

KNOWLEDGE

21 QUOTES ON FREE COMPANIONSHIP

She replied proudly, "My bride price would be a hundred tarns."
I whistled softly to myself--my ex-slave would have come high. On a Warrior's allowance I would not have been able to afford her.
Tarnsman of Gor; p. 71

Read more:

ONLINISM OF THE WEEK

A Warrior walks out of a paga-den, stumbling back and forth with a tarn bridle in his hand. A Praetor on the beat sees him and approaches, "Can I help you, Warrior?"
"Yesss, sssshombody stole me tarn!" the Warrior replies.
The Praetor asks, "Well now, where was your tarn the last time you saw it?"
"It was at the end of this bridle."
About this time the Praetor looks down to see that the Warrior's member is hanging out of his

breeches. He then asks, "Are you aware that you are exposing yourself?"
The Warrior looks down woefully and moans, "OOOH, Priest-Kings! ... they got me kajira too!!!"

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER

Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in Landa
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: 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 (entry point): <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 (HoY warehouse) <http://slurl.com/secondlife/Tancreds%20Landing/126/185/23>

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

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

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/>