

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

[Short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 134

Tenth day of the ninth month 10164 Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 134th issue of the NEW VOICE OF GOR !

People were complaining about the tarn rules of several sims, for example Rorus: "No melee attacks will be conducted from the back of tarns. We are not Treve. Only arrows will be shot from the back of tarns." The quotes of the knowledge section (22 "Tarns and spears") proves that spear attacks from tarns were common on Gor, not only by Trevians.

By the way: Brett Bertolucci, the owner of the Gorean Whip Radio, will include Teal's stories ("The slave's corner") on the air on a special segment.

Rarius Yuroki
editor of the NEW VOICE OF GOR

ALL OVER GOR

03 DIAMONDS AND GOLD ARE A JARL'S BEST FRIENDS

by Lady Wendie, HoY scribe

The NEW VOICE OF GOR reported in issue no. 133: Isle of tarns lost a bloody battle against northerners from Amhas Cairn and their standing army was reduced to a few rag tag soldiers. Because of an unknown reason the Isle of Tarns did not resist the warmongering of Turia.

Information has been received now that men from the far north are buying siege weapons, cordage and other military hardware. The spending has all been paid for in gold coins and the finest gemstones. Some Jarls loot to further his aims of military conquest. Buying siege equipment can mean but one thing a walled city is to be the target. The thought by our military strategist is that, the amount spent was far too great for one Jarl and must have come from a collective.

The NEW VOICE OF GOR will keep you informed.

GOREAN CITIES

04 PORT OF OLNİ

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

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

DEAR TEAL ~ Dubious Advice to Goreans

By Teal Razor

DEAR TEAL:

I am a young female slave living in a small village north of the Vosk . At first glance, it seems like everything is fine here: great friends, wonderful Master, satisfying work and plenty of food. But no matter how well it seems things are going, all I can think about is how much I want to leave and get out of here! I am just so restless. The last time I left the city to satisfy my wanderlust I wound up hiding in the hold of a ship in our docks in between barrels full of black wine beans. As luck would have it, the ship was boarded by 50 warriors who were headed to another city to help defend it. I feigned sleep so as not to appear to have deliberately run away. They gave a young woodcutter at the dock 2 coppers to lead me up the steps and past the gate guard. I am determined to leave for good but I don't really know where I would go. Do you have any advice for my globe-trotting ways?

DEAR ITCHY FOR CHANGE:

I would say you are an excitement junkie. This is usually something to be outgrown. If you had a city in mind where you have always wanted to live, that would be one thing, but you say you don't even know where you'd go. Perhaps you are unaware that something in your life has become boring to you. I have two suggestions. The first one is illegal but it works for me in a pinch. The second one is a totally legal suggestion which will be better for your health.

I do have a city in mind that you could run to if you were desperate enough. I say this because a slave would have to be half crazed to seek out sanctuary in this place. I am talking about Port Kar. I always pictured towns on Thassa to be gleaming jewels with an abundance of goods to be pawed over and exotic foodstuffs to savor. Port Kar hasn't any of those qualities. It is squalid, pestilential and full of men who have the brand of the Caste of Thieves on their right cheek. Also, lots of those same men are missing an ear or hand due to the occupation of the Caste. Their motto might be thievery at any cost so they will have to suffer the consequences for subjecting other Caste's to their purloining their goods.

The advantage to being among this lawlessness is that, should you run there, you will not be dealt the dreaded punishment for runaway slaves, hobbling. You also will not suffer the ultimate punishment of impalement. This town welcomes those escaping a past. They are

much like an earth town called Venice. In the 17th century in earth time, residents of that city would go out into the streets wearing masks to hide their unscrupulous ways. These people were not prosecuted. You can't put a whole city in jail since it seemed everyone had "blood" on their hands. No, rather you will be taken in by some free man in Port Kar with delusions of grandeur. He probably will run a small fiefdom full of the most disreputable individuals this side of the Voltai.

So before you go to Port Kar, stop and think. Where ever you go, there you are. You take your thoughts with you and your perpetual tourist attitude will not be squelched. Then what town will you go to? You may, by that time, look like you have been chewed up and spit out by the local larl.

It might be better if you instead formed a club of sorts for all your slave friends. Maybe a cooking club where you all bring some food you have cooked for everyone to sample. Discuss the recipe and the methods you used to prepare this. You will all learn to cook from each other. Your Master will be pleased. When he is in a good mood, beg him to take you on shopping trips to other cities where you will help him select wonderful goods to bring home. Tell him that you want exotic ingredients for a delightful repast that you want to prepare for him. Gor runs on it's belly and your Gor man is only too willing to indulge in savory and sweet tastes.

There is no harm done in this, really. You will be going to the bustling markets of distant places. That is really the most exciting thing to do in any city. You will be bumping into interesting Goreans and spending your Master's coin while he looks on approvingly. I urge you to think about this for if you don't get a handle on your peregrinations now, nothing will ever feel right.

DEAR TEAL:

I am a free woman My situation is, I am not happy. My three adult sons are all still living at home. The middle one is of the Scribe Caste. He took my caste instead of his father's. He is the youngest and wants to move on his own. The costs are prohibitive and so he is at home for the duration. The other two have taken their father's caste and wear the scarlet of the Warriors. They both show no ambition to practice their swordsmanship or bow work. These skills are crucial in order to be advanced to another pay grade. They show no signs of moving out. Meanwhile, their constant need for money is draining our funds from the Bank of the House of Yuroki. This situation is very frightening for my companion and me. We would love to be empty nesters, but I don't think it will happen anytime soon.. my companion and I haven't had any physical contact for four years. When I try to talk to him, he shuts down the conversation. I feel lonely, neglected and fearful about the future. How can I deal with all this?

DEAR FEARFUL:

I am not sure how the two questions relate. You don't indicate that your companion is sticking one to some slaves in the tavern and is exhausted by the time he gets home. This leaves you cut outta the deal.

Well I can't go there right now so lets deal with another problem that is easier to solve. You say your sons are of the Warrior Caste? Put on your thinking cap. As soon as they recruit

they are given a small room in the barracks. It has a nice bed and not much else. But, they will be getting a pay check. Since they won't have to pay for clothing, meals, or lodging they can use their pay to buy paga and tavern sluts. This is a no brainer. March them down to the recruiter today.

They will have to learn to practice and spar everyday. They need to make a game out of it. Contrary to what some believe, practice DOES make perfect. Now for this other "thing" that is not happening between you and your husband.

The three adult sons at home may be contributing to the lack of intimacy, but they are clearly two separate problems. Until you get this worked out, I would tell your offspring the bank is closed except for necessities. As for your companion closing down the subject of the furs, you need to tell him, "We are in this difficult situation together," and that reclaiming your former intimacy would be a tonic for you both. Do not accept his refusal to talk about it. Tell him whether it's a physical problem or an emotional one, you can solve it together. Tell him you are going to improve your life ... one way or another.

Redecorate your sleeping room, make it a Kasbah of love. Redecorate yourself. Get groomed, oiled, perfumed. Cook his favorite foods and make sure you have enough Ka-la-na on hand. Your companion is a Gorean male and I have not seen a Gorean male who will not respond to these wiles. You waited four years....you can wait one more month.

DEAR TEAL:

I am a free woman. My companion and I have been together nearly five years. Even when we were not companioned, his family welcomed my children by my former husband, a warrior that was killed in battle. They also accepted me with open arms. My problem is, my companion's former companion and her current relationship with his family.

My companion and his ex have been parted for several years and have two adult children together. She and my companion's parents act like nothing's changed. She has been "in the family" for over 20 years, and her relationship to them has never been better. She accepts invitations to family get-togethers and sometimes stays overnight at her ex-in-laws house because she lives several ahns away. She's never shown me any disrespect or ill will, but how can I get them all to move on? My companion and I are not comfortable with this family dynamic, but it's not my place to complain, and he never will for the sake of keeping peace.

DEAR ANGRY AND FRUSTRATED:

I can see how having the old companion around would bother you, but it is not uncommon, when warm relationships have been established, for the rest of the family to continue down the path of friendship and good will to the de-companioned woman. Peace is better than war any old day. I would say try to be cordial. But if I were in your situation I would commence to sabotaging this cozy clique.

When all are gathered around the food trough, make sweet but startlingly blunt statements so that everyone can hear them and wait for the response from the ex. Start sending invitations out to all the family giving each member of the family an invitation but not the ex.

I am the jealous type though. It would not occur to me that killing her with kindness would really "kill" her. I like to use a more direct approach like a dagger to the throat. I really don't

know what to tell you that might solve your problem.

Making a stink would just make you look petty. The important thing for you is that your companion shares your feelings. You could always "boycott" the gatherings if they're really tough for you, but what's-her-name isn't going anywhere. My suggestion would be to kill her with kindness. Using the word "kill" would be satisfying enough, and she might faint from the surprise.

SCHEDULE

Capture the Flag every thursday at 5:00 pm

05 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>

06 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>

07 TROTHFJELL [SCHEDULE)

Every Thursday @ 4 p.m. slt
Trothfjell
Alekk Baroque reading

Contact: Stjorn Zsun

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

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

08 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

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>

09 VILLAGE OF RAVENSCAR [SCHEDULE)

DANCE COMPETITION

Where: Village of Ravenscar
When: December 8th
Time: 1-3pm SLT
Contact: Saarah Riler
Broadcaster: bluebird benelli

YULE TIDE BALL

WHEN:December 14th
Time:1PM SLT TIME
Place in the Air take the LM Then the TP Placed ?
Dress Code: Tux's and suits for men,Ball Gowns and Formal Dresses

AXE TOURNEY

Where:
Ravenscar
When:
Sunday January 5th
Time in SLT:
1pm slt time

<http://slurl.com/secondlife/Laura%20Village/118/253/24>

10 TARNSPORT [SCHEDULE)

Beginning Monday, November 25, 2013
Get ready for Dancer Dash!

What's that, you say? Based on the Daily Dash, the Dancer Dash is a 15 minute window to simply WRITE, using the prompt supplied for that day (either a word, a photo, or perhaps a quote at times). Don't edit, don't overthink, don't fret about music or animations at this time. The point is to simply write. Write whatever comes to you - whether the basic ideas or outline of a dance, or the emotes themselves. The key is to get the words on the page first, and you can worry about appeasing that nasty little inner editor later!

At the end of the 15 minutes, you will have the opportunity to share what you've written if you'd like. It's by no means required, so don't feel as though you have to! Just it can be good at times to get feedback from others, including that wonderful pat on the back that we all tend to need.

So please consider joining us in the Village of Tarnsport, in our own little writers' grove. We'll begin our schedule on Mondays, Wednesdays, and Thursdays, 11am SLT. If you can't make it at those times, please let us know - we are more than happy to shift the schedule a bit to accommodate everyone!

We hope to see you soon, and remember:

"No time spent writing is ever wasted. If you only spend twenty minutes, and find only a sentence or two flowing, you will still have done something important - you will have written today."

<http://slurl.com/secondlife/Betson%20Ranch/17/12/25>

Juls (Julienn Sands)	Sage Betsen
Head Dashwood	Supporting Dashwood

11 SAIS [SCHEDULE)

CALLING ALL SLEENS!

Finally, it's happened! The most exciting thing to spring on the Sleen Scene in decades, a veritable rhapsody to our six legged friends! I refer of course, to two upcoming events, to be held at the Sais Village Fete on Saturday 7th December.

First off, at 12 noon, we have Sleen Judging, four prizes in total, complete with complimentary rosettes. These are as follows:

Best bred sleen - we want the looks, the shape, the most majestic beast in Gor, sleek lines and strong haunches

Responsiveness - How well can your sleen obey? How much attention does it really give you?

Speed - One slave, several slaving sleens. Which will get there first?

Best in Show - Which sleen has impressed the most, indeed GIVEN the most, made her owner proud? This sleen will take home the Sais "Champion Sleen" trophy

Then at 5PM SLT we have sleen wars, a tournament solely for our magnificent monsters, not a fight to the death but certainly a bloodied snout or two.

More details to follow... [aks mab [Mab Chau]]

RARE DIALECTS OF GOR

12 MARKTTAG IN THORSTEINN

Von Rarius Yuroki, House of Yuroki Handelsgesellschaft

Der Markttag in Thorsteinn erfreute sich einer grossen Besucherzahl. Zahlreiche Kaufleute boten ihr Waren an. Besonderes Zuspruch fand eine Theatergruppe aus der Oase der vier Palmen, die Zauberkunststuecke darbot.

Als Sekretaer der echten Suedlichen Handelsallianz (STA) habe ich alle Staende kontrolliert, aber niemand verkaufte gelbes oder rotes Salz. Das Salz-Dekret der STA wurde also respektiert.

13 BELNEND

AUFGEMERKT!

Ich, Caius von Belnend, meines Zeichens Schriftgelehrter von Weltruf, suche meinen leiblichen Sohn Neal.

Neal war zuletzt an einem Ort namens Sagheerah und hat dort die Festung abgefackelt, ausserdem ist er kandasuechtig. Er soll gen Torvaldsland geflohen sein und bei einem Manne namensThalan oder so aehnlich Unterschlupf gefunden haben.

Sachdienliche Hinweise seines aktuellen Aufenthalts betreffend werden von mir entlohnt.

Hinweise sind entweder direkt an mich oder die Krieger Belnends zu erstatten.

gez. Caius von Belnend

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

TRADE

15 TRUE SOUTHERN TRADE ALLIANCE (STA)

MAGNA CARTA

revived by Saran, The Kasbah of the Guard of the dunes

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 Aalliance.

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.

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. Kasra 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)

16 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

GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor, to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

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>.

TOPAZ'S BAND RECRUITING

"Membership in such a band did not come easily. Most often such candidates, particularly if slight and attractive, found themselves stripped, bound, and sold. Others, thought to have promise, were sent naked into the forest with a spear, to kill a panther, and return with the bloodied skin about their shoulders. Most, I had been told, do not return."
~ SMUGGLERS OF GOR

HIGH AUTHENTICITY – TOGETHER

We gain fun from in-depth, long and immersive stories, and strive for the highest degree of Gor & Panther Girl authenticity, plausibility and realism - in details, behavior and look & feel - together as a team of players!

A SOCIETY OF ITS OWN – IN ITS DOMAIN

We have a high degree of group internal interaction, respect the risks and dangers of our role, surroundings and environment, and enjoy to play with visitors thrilling stories rich on mutual consequences!

THE COMMON TURNS INTO ADVENTURES

We generate story lines from and with visitors, wilderness requirements and daily life realism, supported by imagination and game-mastering. We keep the rare rare, the special special and turn the common into thrilling adventures!

Fort Laurius (BTB) <http://slurl.com/secondlife/Alamut/58/140/680>

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 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 - Outdoor classroom - Weekly
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 (Full) - Ahwi - Postponed for Thanksgiving

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

Thursday Nov 28th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - Postponed for Thanksgiving

Thursday Nov 28th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - Postponed for Thanksgiving

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 - Postponed for Thanksgiving

Friday Nov 29th - Outdoor classroom - Weekly
Wagon People - Fawna - Postponed for Thanksgiving

Friday Nov 29th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - Postponed for Thanksgiving

Sunday Dec 1st - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Dec 1st - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Dec 2nd - Campfire - Weekly

Panther Girls - Minx - 12 Noon

Monday Dec 2nd - Outdoor classroom - Weekly
Metal Worker Apprentice - Nephtides - 1 pm

Monday Dec 2nd - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Dec 3rd - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Dec 3rd - Outdoor classroom - Weekly
Initiates Course - Holiness Runyn - 1 pm

Tuesday Dec 3rd - Outdoor classroom - Weekly
Medical Seminar: Sunburns & Burns - Jerrod - 3 pm

Tuesday Dec 3rd - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Dec 4th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Dec 5th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Dec 5th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Dec 5th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Friday Dec 6th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Dec 6th - Outdoor classroom - Weekly
All About the Kurii - Lord Primal - 3 pm

Friday Dec 6th - Outdoor classroom - Weekly
Wagon People - Fawna - 4:30 pm

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

Saturday Dec 7th - Outdoor classroom - Bi-Weekly
Medical Seminar - Jerrod - 5 PM

Sunday Dec 8th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Dec 8th - 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 January 18th - 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 jewelery, 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

KNOWLEDGE

21 TANRS AND SPEARS

by Tarn Lady [Adoveea Rau]

"The tarnsman commonly carries, strapped to the saddle, a Gorean spear, a fearsome weapon, but primarily a missile weapon, and one more adopted to infantry." (Assassins of Gor, pg. 366)

"Far away, through the sky, from the east of Laura, following the forest line, there came a flight of tarnsmen, perhaps forty of them, mounted on the great, fierce, hawk like saddlebirds of Gor, the huge swift, predatory, ferocious tarns, called Brothers of the Wind. The men seemed small on the backs of the great birds. They carried spears, and were helmeted. Shields on the right sides of the saddles. (Captives of Gor, pg. 84)

"I mounted my tarn, that fierce, black magnificent bird. My shield and spear were secured by saddle straps; my sword was slung over my shoulder. On each side of the saddle hung a missile weapon, a crossbow with a quiver of a dozen quarrels, or bolts, on the left, a longbow with a quiver of thirty arrows on the right." (Tarnsman of Gor, pg. 64)

Spears & Lances used on a Tarn in Battle **marking accent on spear/lance part**

***I saw a warrior on a tarn passing me, thrusting out with his spear. He surely would have struck home had not my tarn veered wildly to the left, almost colliding with another tarn and its rider, *** who fired a bolt that sank deep in the saddle pack with a sound like slapping leather. The third of the warriors of Ar was sweeping in from behind. I turned, raising the tarn goad, which was looped to my wrist, to ward off the stroke of his blade. Sword and tarn goad met in a ringing clash and a shower of glittering yellow sparks." (Tarnsman of Gor, pgs. 74-75)

"Ubar of the Skies reared back, talons raking, screaming. I saw tangles of intestines torn from the body of a tarn. ** I turned the stroke of a lance with my small shield.** I heard a man scream, his arm gone. The disemboweled tarn fell away from us, fluttering, spinning downward. With a shake of its mighty head my tarn flung the shield from its beak, a hundred feet away, the arm still inserted in the shield straps. Then the tarn was climbing, climbing. Tarns swirled about us, below us. Some struck one another. I gave the tarn his rein. Four tarns began to follow us. Still did my tarn climb. Through clouds, such bright, lofty fogs, did we ascend. Below us, like birds springing wondrously from the snow, tarns and their riders emerged from the clouds, following us." (Blood Brothers of Gor, pg. 436)

Assassins of Gor Chapter 22:

I whipped out the Tuchuk bow and in the instant, found myself wheeling and fighting in the midst of more than a dozen tarnsman, while many others whelling about attempted to press in upon me. Ubar of the Skies suddenly uttered a scream that terrified even me, raising the hair on my neck and arms; it was not simply the challenge scream of his kind; it was a scream of pleasure of horriying eagerness, of the tarn's lust for blood and war; steel talons grasping, screaming, beak tearing, Ubar of the Skies, his black eyes blazing with delight hurled himself on odds that pleased him, odds which even he, that magistic carnivore could accept as worthy.

Again and again, the small bow, swift and vicious, fired, twenty barred arrows in half an Ehn, **tarnsman struggling to reach me with their swords, thrusting with their heavy spears, ***and all the the time Ubar of the Skies, tearing and ripping his beak and steel shod talons engines of fierce carnage; **I felt the blood along the side of my neck as a bronze-headed spear seemd to flash in my face*** and then I saw to my horror the arm that had thrust the spear, seized in the beak of my tarn and wrenched from teh hideous body torn screaming from the saddle of the tarn, the safety strap parting like twine.
(Assassins of Gor Chapter 22 page 337)

Beasts of Gor Chapter 11 page 203:

"Beware!" she cried, as soon as the gag was cut from her mouth. "One remains! One remains!" But I do not think he heard her. She screamed, and he spun back, falling from the platform to the turf. At the same time I, casting the bow aside, began the race for the tarn. I leaped into the saddle and dragged back fiercely on the one-strap. The winged monster screamed with rage and reared upward, wings cracking like whips at the air. I leaned to one side as the raking talons of a second tarn tore downward for me. I dragged back again on the one-strap, almost throwing the bird on its back, bringing its talons high. I almost lost the saddle as my bird, struck by the next tarn, reeled buffeted, twisting backward, some forty feet in the air. Then, both birds, screaming, talons interlocked, grappled in the air. The bolt of a crossbow sped past my head. Another tarn closed in from my left. I tore the shield from its saddle straps and blocked the raking talons that furrowed the leather. ***The fourth tarn was

below us. I saw the man thrust up with his spear. It cut my leg.*** I wheeled the tarn to the left and it spun, still interlocked with its foe. The tarnsman to my left drew back on the one-strap to avoid fouling straps with his ally. The fellow whose tarn was tearing at mine drew back, too, on his six-strap, and the bird swept upward and away, from my right. A bolt from a crossbow skidded ripping through the saddle to my left. Then he who had fired it swept past behind me. My tarn was then loose. The four of them, now grouped, in formation, ascended in an arc some hundred yards from me. I took my tarn higher, swiftly, to be above them. Then the sun was behind me and they were below me. They broke apart and began to circle, separately. They had no wish to meet me falling upon them from the tarn's ambush, the sun. I kept them generally below me. I fastened the safety strap now: I examined the shield. It was torn deeply but still serviceable. **There was a spear at the saddle. I loosened it in its straps.*** A crossbow hung to my right. A sheaf of bolts was behind the saddle. I saw the girl, suspended from the ring, far below. Suddenly I laughed with elation. I pulled back on the one-strap again. I would wait for them in the clouds.

ONLINISM OF THE WEEK

Twig [intiment Resident] passes out funny scroll with big words above, "WANTED" then below, or MOSTLY Alive.

Drawing of bad Tali slave is below the funny words. below that is more strange words "For stealing, Impersonating a Free, shooting at Free, annoying Free, lying to Free, Carrying Weapons, being generally Annoying.

If Found, deliver to Black Pearl Merc, who contracted to deal with this slave.

Bottom signed with Twig's hand print

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 rence paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry.

Those who control the public boards, it is said, control the city.

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

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

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/>