

# 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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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.

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## 02 EDITORIAL

# A warm welcome to the pages of the 135th issue of the NEW VOICE OF GOR !

Please note the new section of the NEW VOICE OF GOR: "Sim Advertisement". Whatever you want to tell us about your place: here is the space to do that. Please do not mix "our of character" and "in character". Put everything in a notecard and pass it to the editor (must be modify). Please do not forget sim rules and landmark.

Rarius Yuroki

editor of the NEW VOICE OF GOR

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## ALL OVER GOR

## 03 TRAVELS OF CAPRUS THE SCRIBE

Scribe & Magistrate of Forest Port

A new beginning

A sound wakes me, I stir and see my companion sleeping soundly beside me wrapped in the warm furs. Slowly the events of the day before come back to me as I lift my head and look to the window in the far wall where the light of the early sun shines through the glass to brighten the room. I rise from the bed slowly so as not to disturb my companion from her dreams and walk to the window. Opening the pane I breathe in the air, the scents of new wood and river water mingle in my nostrils as I inhale deeply. Ah the pleasure returns.

Noises from the docks and the streets come to my keen ears and the smell of cooking from the kitchens below cause my stomach to hunger for food and a cup of fresh Blackwine. A tradesman walks by carrying lumber and nods greeting to me as I look down, I nod in return

and returning to the bed see my lady has awoken. Come, I say, let us rouse and go to the kitchens to seek food.

Kyla smiles at me and makes herself ready to descend the stairs. I pull on my garments found in one of the packs, a little rumpled but, well good enough, I reach down to buckle on my sword but decide it is not needed here and so leave it lying on the table. I gaze at it a while, it is an old friend, bought in the markets of the Tahari it has defended this Scribe on occasions when a blade was needed more than my quill and ink. I wait with growing impatience as Kyla ready,s herself, the ways of women in these matters of dressing remain a constant mystery and sometimes annoyance as my hunger grows with the smell of fresh bread inviting me to eat.

We finally make out way to the table where we ate the evening before and sit. A girl comes to us and takes our order and walks gracefully into the tavern to prepare our meals.

Sitting outside the newly built tavern, the smell of wood stain heavy in the air with my lady sitting on the cushions furthest from the doorway so as not to expose her such goings on inside. Yet the sounds pleased me as once more I reflected on the warm feelings given to me by this place and our luck in finding a place for the night. Travel brings me more knowledge each day yet is tiring on the feet. I saw coming towards us from the direction of the docks, a woman clothed in the green colours of the Physicians what what I could make out through the dust and mist drifting from the building and the water.

As she drew closer her face became familiar to me, ah I cried out loud to my Beloved. "it is Arian"! She saw us in the same instant and rushed over with joy. I jumped up and took her hand in mine, Arian, what a wonder! I cry, It is a small world indeed and what brings you to this place?, Arian laughs and tells us she is to be the Companion of the Admin of the Port, Scar Scarian and how much she has come to love this place. Of this news I am so pleased, this Lady was a dear friend of ours and much respected in her caste. Of her Companion to be I have heard, he was a visiting warrior to our village when I last met him. I ask her to sit if she has time and we swap tales of the goings on since our last parting and the time passes swiftly. Soon the eating is behind us and refreshed I explain our coming here and that we rest a while in this fine Port. Arian bids us to stay and make this place our home, it is with surprise and joy that Kyla and I look at each other and I see in her eyes that Kyla wishes me to accept. Yes I say and feel that I have done right by Kyla and Lady Arian who is overjoyed by my words.

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## GOREAN CITIES

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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

DEAR TEAL:

I was the Ubar of a city that was known as a bright ornament on the Vosk River. My city was charming, perched on a high outcrop over the river. The architect, I hired to execute the plans, was truly a visionary. I thought all was well in my city. I even felt relaxed enough to court and companion a woman who was, for all intents and purposes, a complete unknown to me.

I courted her for a few months. Each time she came to our meetings, she was dressed in the finery of a free woman of her station. Keeping with the custom, she wore a veil. Her robes of concealment left me wondering what was under them. I was quick to find out on the night of our companionship. I won't go into details but what I saw caused me to lose my reason. I walked out the front gates and abandoned my Home Stone. She then assumed power in the city for a while. But, without the support of my gold, the finances of the city went into the outhouse. She could not pay the warriors to protect the populace and so anarchy ensued and little by little, the city collapsed from within.

I think of my old Home Stone every day. I have become a wanderer, afraid to alight in any one place. I see that you have given some excellent advice to free and slave alike in the past. Do you have a diagnosis and a cure for what I suffer?

DEAR HE WHO HAS FALLEN FROM GRACE:

With a cursory glance at your scroll, I get the impression that you are a shallow person. But let me think on it a moment. First off, I remember your city. In fact I remember it well. You don't remember me do you? You bought me from the city kennels in Olni. From there you took me to your city, that breathtaking city on a bluff above the river. It made me think of the Isle of Capri back on my home turf of earth. You left me there for 3 days, alone, not knowing a soul, the city devoid of warm bodies. The only people there was a skeleton crew of self important potentates and their slaves who were accomplished in the art of mimicry. Those slaves parroted everything their owners said. If they had pooled all of their brain power, they would have not had enough sense to get out of the way of a charging bosk.

I was extremely bored and so I looked through the magnificent weaponry in your palace arsenal. As I was admiring a group of short swords hung on a wall, one came crashing down to the stones. As the blade hit the floor, it made a clanging sound unmistakable to a man. Two or three came running from who knows where and took me away in chains to the jail. They could not determine if I had touched the sword since it fell off of a wall at the end of the room. They decided to wait for your return to tell you what it appeared I was guilty of. In the meantime I was then put on a long leash in the tavern and told to serve. I was in terror wondering if you would slay me for something I did not do.

On the third day, when you were supposed to have returned to your Home Stone, word was received that you had gone berserk and fled the region. I have not heard anything from you since save a scroll penned with a madman's hand. You told me I caused your psychosis. Your administrator was left with the job of liquidating your estate and, since I was property, he took me back to Olni and sold me to an interested party at the gate, the warrior who is my current Master.

Well all is well that ends well, to quote the playwright, Master Shakingspear. Still I wish you ill will for the rest of your days on this planet. Notwithstanding, I will inform you of my diagnosis and cure.

Robes of concealment are just that. Look, it has the word "conceal" in there. I point to my Gorban Dictionary, on sale for 3 silver coins. I found out how delusional you were when you dumped me in your city and left. Your senility has led you down the path of caring about a woman's comeliness before checking out her brain.

I heard your story later from a former slave of yours who, to this day, blames me for your insanity. She said your companion was a few hundred years older than what she had led you to believe during the courtship.

So, your diagnosis is delusional. The cure? Making amends to those you have harmed. I know you feel like you are the harmed one, but let's look at it this way. So what if this woman was not your type. You could still give her children and she would have to put up with your paltry lovemaking. At least you would get your jollies. But, what of her? Free woman are admonished not to go cavorting around wiggling their booty to obtain sex with just anyone. They risk being collared. Once they are companioned, that is pretty much it until the companionship is revoked and they must seek another.

So once again you come out on top. Who knows if you go back and talk sincerely and gently to her, you might wind up with a staunch ally who will have your back, no matter what.

DEAR TEAL:

How large is your Master's penis?

DEAR MIND YOUR OWN BUSINESS:

That is for me to know and you not to find out.

DEAR TEAL:

I am a free man who has moved to three cities. My Home Stone is and always will be Port Cos. Since having to move for my merchant business, I want to make the right decision as to which place I should live.

One city that I went to was absolutely not the place for a free man to live. Coming and going from the gates of that city made you susceptible to attacks by panthers. The city itself bordered a panther forest. Warriors were needed for safe passage from the docks.

The last city in which I made my abode, was an inland place. I had to hire caravans to get my merchandise back and forth. These were prone to being stolen by thieves and other unsavory types.

I now live in a city with a deepwater dock on a wonderful river. The ships are fast and I have not had any problems with pirates since I have hired mercenaries at a good salary to be loyal to my merchant house. The problem I have is that this new city, although perfect in every way,

has an abundance of free woman who accost me on every street corner and in the commons. They are very forward in their intentions toward me. They have sent slaves to my house with colorful edibles. Then the slaves inquire as to my position in the community, companioned or not. These women have even taken to winking lasciviously at me in the city meetings and blowing kisses in my direction.

I am a shy man given to my ledgers and store houses. How do I combat this onslaught of unwelcome attention?

DEAR PUZZELED BY YOUR GENDER:

I feel for you. I also think I know what city you speak of. It is a lovely place and a town with a large phalanx of females on the hunt. There are many more women than men in that city. Why that does not bring in more men, I have no idea. I would certainly want to be in a place with less competition. It would make one seem more shiny and new than one would appear should they be just another face in the crowd.

I wonder at your distaste for this female attention. I think your scrolls have caused you to be slightly myopic. If you don't start looking around for a companion straightway, your shelf life may expire. That is the solution to this flood of industrious women who seek your presence. Get companioned. It matters not who you choose. After all she is only for status and children.

If you want to have your baser instincts satisfied, which I question, there are slaves willing to supply your needs in the taverns.

I urge you to stay in your present city. Send me a scroll and tell me how it works out.

DEAR TEAL:

I am a free woman who finds herself mired in committee work. When I join one committee, it seems to splinter off into sub committees of which I always find myself the head of.

I do love my committee work. There is a problem with scheduling time for my companion and my governing of the slaves in our house. How can I still serve my Home Stone and keep up my life?

DEAR POWER JUNKIE:

What? Your companion is not the focus of your life? Who died and made you Tatrix? Mistress...wake the hell up. I have never seen a committee that will satisfy your needs in the furs. Those household slaves are certainly taking your place there.

What is more important, your station in the world of committees or the station you fulfill in your household? I think a good rodgering in the furs beats pounding your fist on a table surrounded by other power hungry infiltrators who want nothing more than your position.

# OLN I SCHEDULE

Capture the Flag every thursday at 5:00 pm

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## 05 GENESIAN PORT

### THE SCARLET BLOTTER

by Commander Gabe

#### [OOC] THE GOREAN WAR OF AGGRESSION - EXPLAINED

A while back I was contacted by a group of sim owners and admins about a new map game they wanted to play. This is not the first time we have done this, but it has been a while. The idea is to give everyone some chance at a Role Play story line. But I need to be clear to you all about a few things before we make trouble for ourselves.

Sims involved are:

Turia  
Sulport  
Besnit  
Olni  
Tafa  
Genesian port  
Vigo  
Rorus  
Amhas Cairn - Pass of Tancred (vassal)  
Vigo  
Isle of Tarns  
Axe fjord  
Treve

It is a map game, not unlike risk, where the playing cities jockey for position, and take cities under their control to gain advantage. Any city that is not active is treated as an NPC (non-player city). for example, Genesian Port has been actively trying to consolidate its position on the Tambor gulf. We have taken Brundisium with diplomacy, Rarir and Port Kar by force. These attacks were resolved using Risk like die rolls. This weekend Amhas Cairn and Turia will have a real battle, using meter combat, to resolve a fight up north. Only when active player cities meet will there be a fight involving real men fighting. In order to attack our city directly, any enemy would have to first of all take out our outposts, and the cities I have mentioned first.

Genesian Port is maintaining a strict policy of neutrality for the time being. We are a merchant port, and not a conquering city. We need some people willing to play ambassadors so we can keep the other players at bay, at least while we build up.

It is Essential that we remember who is active in this game. Any city that is an NPC, but exists as a sim will not respect any RP that comes out of this game. So, while in the game Rorus has taken Sais, it would not be good to go to Sais sim and Role Play that since they did not agree to play. They would not see the humor in it, and would probably just eject you. So take care when you want to go out and RP this.

That said, here are a couple of things that you CAN Role Play:

⊖ Taxes were raised a bit to pay for more troops. This may go up further. Our tax rate now is 20%

⊖ Physicians will see wounded men coming in to be treated.

As of yet, this RP has not started, but it will. Warriors  
downed in the fights will be asked to go get some treatment.

⊖ War supplies will be in higher demand.

We need scribes or warriors that are interested in being diplomats. Please contact me at once if you want to do this, as right now I have to do it myself. Great opportunity for RP here.

If any of you want to get a story going out of this war, then do it! I am happy to answer your questions OOC, and soon we will have a map you can see that will keep you apprised of events.

At this point, late October, Rorus has spread out all over the Vosk Valley inland. They had Torcadino, but Vigo attacked them and drove them out. The North is encroaching southwards, and Turia is aggressively engaging them to hold them back. Many of the cities have formed an alliance, but GP as yet remains neutral. We are negotiating with Treve for possible mercenaries, and trying to talk to the other active cities as well.

I hope we can all glean some fun out of this and do what we all love best...ROLE PLAY!!

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## 06 TURIA

~~~It's Celebration Time in the City of Turia. 3RD ANNIVERSARY OF OUR UBARATE OF TURIA!~~~

### THE AR OF THE SOUTH CALLS

It's the 3rd Anniversary of the Reign of our Ubarate & High Council in the City of Turia.  
(12 Gorean Years!)

To celebrate this event, a week long activity schedule was in order. From Monday 9th December, 2013, starting with All Day Market Day Week long Merchant Fair.

Anniversary Week starts on - Monday 9th December, 2013.

Official Anniversary Event will be on Thursday December 12th to Sunday December 15th, 2013.

ALL Events are open to ALL of GOR to attend. Open to ALL Free & slave.  
Remember: To help with lag, Keep Scripts Low.



## City of Turia Anniversary Schedule

Turian Anniversary Events are as follows:

# Monday 9th December to Friday 13th December, 2013

- Starting 10:00amslt to 12noonpmslt AND/OR 4:00pmslt to 6:00pmslt.
- Turian 3rd Anniversary All Day Market Day Week long Merchant Fair

Stalls can be placed from MONDAY 9th DECEMBER, 2013

- All Day Market Week - Stalls would be around the center of the City

Open to ALL Merchants in Gor - set up a stall & peddle your goods

Storytellers, merchants, fortune tellers are welcomed!

Contact Ehnnanola Bogbat for a stall

# Thursday 12th December, 2013 - Starting 5:00pmslt to 7:00pmslt

Turian 3rd Anniversary Party & Feast Day - Under the Tur Tree of Turia

HAPPY ANNIVERSARY TURIA

This day is the 3rd Anniversary of Turia

This event would be broadcast LIVE from the City of Turia by Gorean's Portal Radio (GPR).

Everyone, it's time to Party! Party in the City of Turia

Dress code: Gorean Formal - Come as you Are - KEEP SCRIPTS LOW.

# Saturday 14th December, 2013 - Registration starts at 12noonpmslt.

Tournament starts @ 1:00pmslt

- Turia Anniversary Tournament of Blades Championships- In the Arena of Turia.

# Sunday 15th December, 2013 - Starting at 5:00pmslt to 7:00pmslt

- Turian 3rd Anniversary Feast Day - Under the Tur Tree.

The Largest Feast ever witnessed in Gor.

A great time for Free Companions or Free with their slave.

Open to ALL OF GOR!

Dresscode: Gorean & Formal

Welcome Goreans to the City of Turia, the Ar of the South.

"Turia the high-walled, the nine-gated, was the Gorean city lying in the midst of the huge prairies claimed by the Wagon Peoples. Never had it fallen."

"Nomads of Gor" page 1

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07 PIEDMONT

MERCHANTS OF GOR TOURNAMENT

1. tournament at Piedmont Saturday, Dec, 1st.

1st winner Hina Barber

2nd winner Solaris ghostraven

3rd winner alexus Baxton (punkin)

2 tournament at Piedmont Sunday, Dec. 2nd

1st winner Burke Hawker

2nd winner Liam Whitesong

3rd winner Darien Ghostaltar

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## 08 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>

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## 09 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt (NEW)

Rorus

Capture the Flag

Contact: Joseph Surface

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

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## 10 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

|                                |          |
|--------------------------------|----------|
| 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>

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## 11 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>

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## 12 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... [ask mab [Mab Chau]]

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## ## RARE DIALECTS OF GOR

### 13 TOURNEE SAMARA ROMANO

Die geplante Tour erstreckt sich momentan vom 10.11.13 - 12.12.13.

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:

11.12.2013 Jorts Fähre 21 Uhr

20.12.2013 Oase der zwei Scimitare 21 Uhr

Samara Romano... Sam, Sängerin aus Lydius

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## ## TRADE

### 14 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)

15 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

## 16 CURRENCY EXCHANGE RATES HOY BANK

The base unit of exchange rates are the coins of the city of Tharna.

NEW The HoY bank accepts and converts coins from Ra-Rir. (1:1)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-

Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

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## ## MISCELLANEOUS

### 17 LYRICS

#### What Will Matter

Ready or not, some day it will all come to an end.  
There will be no more sunrises, no minutes, hours, or days.  
All the things you collected, whether treasured or forgotten, will pass to someone else.  
Your wealth, fame, and temporal power will shrivel to irrelevance.  
It will not matter what you owned or what you were owed.  
Your grudges, resentments, frustrations, and jealousies will finally disappear.  
So, too, your hopes, ambitions, plans, and to-do lists will expire.  
The wins and losses that once seemed so important will fade away.  
It won't matter where you came from or what side of the tracks you lived on at the end.  
It won't matter whether you were beautiful or brilliant.  
Even your gender and skin color will be irrelevant.  
So what will matter? How will the value of your days be measured?  
What will matter is not what you bought but what you built; not what you got but what you gave.  
What will matter is not your success but your significance.  
What will matter is not what you learned but what you taught.  
What will matter is every act of integrity, compassion, courage, or sacrifice that enriched, empowered, or encouraged others to emulate your example.  
What will matter is not your competence but your character.  
What will matter is not how many people you knew but how many will feel a lasting loss when you're gone.  
What will matter is not your memories but the memories that live in those who loved you.  
What will matter is how long you will be remembered, by whom, and for what.  
Living a life that matters doesn't happen by accident.  
It's not a matter of circumstance but of choice.  
Choose to live a life that matters.  
(Michael Josephson)

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## ## SIM ADVERTISEMENT

### 19 LAKE OF SIN

Sa 'Anu means daughters of Anu. Anu, pronounced an-oo, is the Celtic Mother Goddess. She is the Mother-Earth Goddess and the flowering fertility Goddess. She is the goddess of cattle, health, fertility, prosperity, and comfort.



We are a small panthertribe, living in the beautiful land of Lake of Sin's. Being close in our tribe is more important then growing fast, for that we wont grow to a big tribe.  
First of all we want to have fun and RP in our tribe is more important then shooting arrows.  
We try to play BTB as close we can.

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## ## 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>.

## # SINEFUL BODY ART

by Sin (Sinead Moonites)

Designer of unique brands and tattoos.

Specialized in Gorean brands, custom brands, custom tattoos and roleplay tattoos

Sinfull Body Art: the place for your unique tattoo, your group/club tattoo.

Customer satisfaction guaranteed.

## # 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 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  
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  
Treating Weapon Wounds - 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

Monday Dec 9th - Outdoor classroom - Weekly  
Metal Worker Apprentice - Nephtides - 1 pm

Monday Dec 9th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Dec 10th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Dec 10th - Outdoor classroom - Weekly  
Initiates Course - Holiness Runyn - 1 pm

Tuesday Dec 10th - Outdoor classroom - Weekly  
Medical Seminar: Surgery & Transfusions - Jerrod - 3 pm

Tuesday Dec 10th - Gallery classroom - Weekly  
New to Gor - Krista - 6: 30 pm

Wednesday Dec 11th - Outdoor Classroom - Weekly  
Iskanders Draft - Carrie Islar - 1 pm

Wednesday Dec 11th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6pm

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

Thursday Dec 12th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Dec 12th - Outdoor classroom - Weekly  
Leadership - Kaiila Mahoney - 5 pm

Friday Dec 13th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 12 noon

Friday Dec 13th - Outdoor classroom - Weekly  
Wagon People - Fawna - 4:30 pm

Friday Dec 13th - Outdoor classroom - Weekly  
Philosophy of Gor - Gorm Runo - 6 pm

Sunday Dec 15th - Outdoor classroom - Weekly

Free Women of Gor - Juvana Grey - 9:30 am

Sunday Dec 15th - Outdoor classroom - Weekly  
Gorean Assistant Healers Course - Darwin - 4:30 pm

- Events

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

Saturday Dec 14th - Chapel - Monthly  
Live Christmas Concert - Dainial - 2 pm

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

Saturday Dec 21st - Lounge - Bi-Weekly  
OOC Film - Christmas with the Kranks - 12 noon

Saturday Dec 21st - Temple - Monthly  
Religious Ceremony - Runyn - 3 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](http://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>

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## ROLEPLAY

20

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## KNOWLEDGE

21 HIRING KILLERS AS MERCS

"They wish to take custody of the prisoner," said the officer. "I am sure of it."

"It will be a brief custody, I am sure," said the pit master.

"He is to be removed to Cos," said the officer.

"He will never reach Cos," said the pit master.

"I have heard he is to be removed to Cos," said the officer, firmly.

"Why Assassins?" asked the pit master. "Why those of the black caste?"

"Efficiency, anonymity," said the officer.

Witness of Gor, Chapter 30

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## 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

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## 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/>