

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

[Short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 137

First day of the month of Se'Var (The Second Resting) 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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## Advertisement

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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 137th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR would like to hear your thoughts for (BTB) travel arrangements within Gor. How safe was a free woman entering another city? Not all free could afford to hire Guards.

Wendie Lemon  
Hoy scibe and accountant, NEW VOICE OF GOR staff

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## ## ALL OVER GOR

### 03 TANGRA'S BLADE - A GOREAN SHORT STORY

By Lieutenant Atlas Tereshchenko ~ Port Olni Scarlet Caste

The ringing of metal on metal resounded through the lower market. This was the Square of the Metalworkers and here was the forge of Hamdrid. There were many smiths, all working diligently, scattered about the square at forges and anvils. It was at the back of the square one could find Hamdrid, laboring at his art. Warriors milled about this part of the square, speaking as men of war always do, a jest or jibe between friends, the passing of a bota of paga, and the latest stories of glory and honor from far afield. It was to Hamdrid that all manner of men at arms would bring their swords to be reforged, and a few would bring a desire for a new blade, and a considerable sum, to seek the efforts of Hamdrid at his forge.

That night, when all the other forges were cooling, Hamdrid was to be found next to his. Hamdrid was an immense man, stronger than any three other men combined, with a chest, shoulders and arms grown massive from driving hot metal into the shape he wanted. Beside him stood a youth, tall and strong, formed much like his father next to him. The youth worked the bellows, to fire the wood and charcoal in the forge.

"Lanmar, a bit more heat if you would son, this piece is almost ready to come to my embrace." The young man pulled even harder against the yoke, the flames burning blue from the intense heat. Hamdrid drew the sliver of steel from the forge, and began to sing as he began to form the metal. This occurred several times throughout the early evening, Hamdrid's companion bringing him and her son water and small bites of food. She knew better than to try and feed either of them when they were working so late. The effort consumed both of them, a son so much like a father, a father so much like his own.

Long into the darkening night the two labored over the blade, forming, folding, and drawing the steel into a form and length the young man had never seen before. "Father, this blade, for whom is it forged?" Hamdrid took the glowing shape from the forge, having tempered it once and now was busy preparing the edge "It is for Tangra, the First Sword. It is a gift to him from the Ubar himself, for his part in rescuing the Ubar and Ubara's daughter." Lanmar nodded, and fell back into rhythm, his Father's hammer on the steel, matched his pull on the yoke for the forge.

The blade sat quietly, nestled in Hamdrid's hands, where he slowly worked progressively finer and finer stones against the edge, bringing the blade to a sharpness of unequalled quality. "The effort for this blade is even beyond your normal exacting standards Father, can you tell me why? Why is this one blade so worthy of so much of your skill and heart?"

Looking up, the giant smith said simply, "It is for Tangra, and that is reason enough." The stone began its painless journey along the edge again, and a few ehn later, Lanmar voiced another question. "You say it is for Tangra, and that is enough, but I must admit I am more a fool than I had imagined, as I cannot comprehend why that is a sufficient answer." The young man looked at his Father, and watched as the stone slowed, then stopped. The blade glittered in the dull red light of the dying embers in the forge, and it was several ehn more before Hamdrid spoke.

"Tangra is the finest swordsman in our City, and perhaps all of Gor. Yet you will never hear him brag, or lay claim to his title out loud. No, you will find him on duty my son, or in the training arena, and nowhere else. Remember that the will to win is nothing when compared to the will to prepare." Hamdrid turned the blade in his enormous hands, and then looked back at his son "There will come a time my son, when Tangra will face a situation where there are no options, and only one choice. On that day, when he holds this blade, he will see fear flee and courage rise, because like himself, I have placed all my effort and knowledge into this blade, it is the best of me, it possesses all the honor of my name and caste." Lanmar sat quietly, and nodded at his Father's words. Standing, he was about to begin cleaning the shop, when his Father's voice rumbled through the stones.

"We may be of low Caste my son, but that does not mean we are any less honorable men." Pointing to the forge, Hamdrid continued, "The fire heats the metal, and we temper it. Men are no less different. Some will find the fire too hot, and withdraw, while others find they are strengthened by the heat. Honor is not a cloak, nor a crown. It is nothing you should be able to take on or put off at will. Honor is our last defense, and our finest weapon. Against the edge of our honor, must we run the deeds of others, and judge if they hold as dear their honor as we hold ours." The great smith paused, and laid the deadly blade onto a fine cloth, and wrapped it carefully.

"Tangra is a magnificent warrior. He does not require a shiny blade, but one that will not yield, will not break, will not fail when he needs it most. He needs a blade with as much honor in it, as is in him. That is why I have poured so much of myself into this sword, because Tangra fights with my honor."

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## ## GOREAN CITIES

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### 05 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

#### GORITECHTURAL DIGEST ~ Reviews of Homes, Cities, and Bedrooms Around Gor.

By Teal Razor

#### THE ROAD TO ISFAHAN

Last week I made good use of the new gate and dock guards we have in Port Olni. All citizens in the city have been cautioned to use these new escorts when going to and from their homes in the country and from the docks to the gates and back again. Olni counts the protection of their citizens in the upmost quadrant of their balance sheet. These "security guards" at the gate are not highly informed of the personalities and proclivities of the current residents. This I have used to good advantage. They have not gotten my "number" yet and so accompany me where ever I need to go without playing twenty questions.

This has always annoyed me in the past as one of my Master's sergeants or lieutenants would grill me to the point of tears...their tears....trying to find out where I was headed and for what reason I had to visit outside the gates of our fair city. Now I can sneak out with head held high to discover new places to review for this column that I am permitted to write.

I made my journey to the Port Olni docks in the company of a rather doltish fellow. He spoke not a word and seemed to be doing a cross word puzzle in his head. Gorean cross word puzzles are fun and mind numbing all at the same time. This "escort" seemed to be doing a mind numbing puzzle since I had to steer him away from the edge of the wharf as he walked ahead of me. He was so preoccupied he almost fell off into the Olni River. If someone asked him on his return, who it was that he just accompanied to the boat he would reply, "Uh, I don't remember."

I have my opinion that the Ubara of Port Olni hired these security guards so she could not be sneaking off three evenings a week to play Zar with her free women friends. I have seen them in the captain's cabin in the Ubar's boat that is tied at the dock. Seemed as though the paga was flowing into awaiting mouths. But, to each his own.

Leaving behind the blank mind of the escort, I got on the boat. The captain of the ship was

very happy to see me. He loves to tell me his stories and I write them down for him on scrolls that he keeps. I hope one day he will circulate them throughout the planet for all to be informed and entertained by. I would have a goodly amount of time to devote to the writing down of his narratives as this trip was going to be a long one.

My Master joined me in time for the boat to pick up anchor and leave. My Master does all kinds of business around Gor. He loves to travel and return to Olni to regal the residents with his adventures. I actually think he is sent out as the avant-garde by the Ambassador Caste to feel out the possibility of constructing a treaty between the places he visits and Port Olni.

It took us months to travel to Isfahan. After the boat from Olni to Port Ar. We got on a caravan going south on the salt trail. My Master took his maps out every day to make corrections and new calculations on the distances between cities.

In Torcadino we proceeded south on the northern silk road to Kasra. We stayed there two days, refurbishing supplies and enjoying the baths. After that it was another boat trip on the Upper Fayeen to Isfahan which is on a plateau in the Voltai range, north of the Tahari.

I am eternally grateful to the Ubarat of Port Olni that they give my Master sufficient funds to support his clandestine travels. We journeyed in comfort and I must say in style too. One day I will describe our trip in more delicious detail.

I am writing this piece for the Goritechtrual Digest from a boat back down the Upper Fayeen on our long trek back to Port Olni. I will have to stay out of my Master's way for the extensive journey going back. He has been rather short with me of late. It may be his annoyance at me for leaving the furs in the middle of the night to go who knows where.

In Isfahan, I met the Khan who took an immediate shine to me. His lovely companion, Lady Zeralia, was amused by my serves and kept me around while my Master was off doing who knows what. I was given the grand tour of Isfahan and I am excited to report back what I saw.

The entrance faces east, the arrival point in Isfahan. From there it is a quick trip up the stairs to the main courtyard. There is an ancient tree in the courtyard said to have been planted by the first Khan. This first ruler of Isfahan. The current Khan is an earth enthusiast. There is a rumor that a man from earth lived in Isfahan once and interested the Khan in his country on earth called Hindustan. This was evident to me looking at the reconstructed images of Buddhism, Hinduism. I hid my chagrin as I took in, Buddha's, deities of Hinduism, and prayer flags. It was all quite charming and very peaceful.

I was shown, the scribery, infirmary, private residences, merchant alley, the view of the Khan's family residence, the red guard next to it, the city kennels and a stunner of a view to the indoor outdoor baths.

He told me that the architect, Master Stari Khron, had completed the city and now was only involved in enhancement projects. The Khan, Duryodana, led me to his throne room which is the highest point of the city. It seems the city grew up around this tower for it was the best vantage point to scope out trouble that might be approaching the tents below.

There are no tents now, just stones that are magnificently hewn in that rough way stones can

be. I was delighted with what I saw and really enjoyed the musicians playing around the city. They made me want to dance. The one problem was that I was too tired to dance. You see, Isfahan progressively extends upward, a fact that becomes evident as you walk up and down stairs everywhere. Every time I thought we had arrived at a landing on a stairway, we had to keep climbing. I fear that my calve muscles now look like the legs of the log lifters in the sawmill of the Ubar in Port Olni.

After three days of this leg lifting boot camp, my Master concluded his business and we are, as I said on the boat going back down river. At this moment I am sitting across from my Master playing Zar with a thrall. His glowering and silence tell me I am in for a tongue lashing later if not more.

I cannot wait to arrive at the gates of our beautiful city of Port Olni once more. I say this because it is only there that I will be able to lose myself in the crowd and escape the glares of my angry Master.

## # OLNi SCHEDULE

Capture the Flag every thursday at 5:00 pm

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### 06 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.

Saturday, December 21  
Pass of Tancred  
Winter Solstice OOC Dance  
Contact: Ravija Resident

Saturday, January 11 - Monday, January 19  
Frith's Landfall  
Yletide Festival For Torvaldsland  
Contact: Hrimwulf Resident or Eyrec Resident

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

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

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07 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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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

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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09 VILLAGE OF RAVENSCAR [SCHEDULE)

# 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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## RARE DIALECTS OF GOR

10 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:

20.12.2013 Oase der zwei Scimitare 21 Uhr

Samara Romano... Sam, Sängerin aus Lydius

## 11 1. HANDELSBLATT DREI MONDE

Morgen ist der 1. Se`Var,. Bran macht sich morgen in aller Frühe auf dem Weg ins Sardar. Auf dem Sardarmarkt will er so viel Ware wie nur transportierbar aufkaufen.

Im Se`Var werden auf dem Sardarmarkt die besten Waren angeboten auch Saatgut und Jungtiere zur Zucht stehen auf dem Einkaufszettel des Händlers. So eine Reise dauert ungefähr 2 Hand, wenn es keine Zwischenfälle gibt. Für die Dauer der Reise wird Sherley die Sklavenhändlerin das Handelshaus führen.....

<http://slurl.com/secondlife/Province%20Rarn/199/40/36>

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## ## TRADE

### 12 TRUE SOUTHERN TRADE ALLIANCE (STA)

The monthly meeting of the true Southern Trade Alliance will take place in about two hands on an Island of the Thassa. The assembly will have to decide about the price of verified red and yellow salt and to vote about new members. The place and date are confidential, all members will get a sealed and encrypted invitation.

### # 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.

## SALT PRICES AT THE MOMENT

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver

2 stone yellow salt = 18 silver

2 stone red salt = 1 gold, 14 silver

# 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) (temporarily closed)

## 13 HOUSE OF 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, the banker must be citizen of that city)

SELNAR

OASIS OF SAND SLEEN

PORT OF OLN

KASRA/TYROS

KASRA/FAYHEEN

Duties will include

Normal banking duties

Keeping of records - ledger

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

## 14 CURRENCY EXCHANGE RATES HOY BANK

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

NEW The HoY bank accepts and converts coins from the City of Victoria (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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## MISCELLANOUS

16 LYRICS

by HoY slave Blanca

My Master Rarius Yuroki

What qualities he has:

He is like a fine Turian Wine  
He is like a rare Scroll  
He is like a precious Coin  
He is a rare Gem of timeless quality.

His silence is like a Crescendo of waves crashing against the docks. His look can frighten the strongest of warriors. The point of his finger can sink a thousand ships.

He loves a faithful and fast Tarn  
He loves a finely cut sword  
He loves palm wine in a fine polished goblet  
He love fine architecture, a city to admire.

A slaves love is eternal and only death can make her love go away. Her Masters voice is one she obeys and loves deeply. He can show affection as she lays craving at his feet He cuts her a look and she scurries away.

She lay in her kennel  
She dreams of his touch.  
A smile touches her lips.  
My Master

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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>.

## # 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 16th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 noon

Monday Dec 16th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - Cancelled for Christmas Holidays

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

Tuesday Dec 17th - Outdoor classroom - Weekly  
Medical Seminar: Sunburns & Burns - Jerrod - 3 pm

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

Wednesday Dec 18th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Dec 19th - Campfire - Weekly

Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Dec 19th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Dec 19th - Outdoor classroom - Weekly  
Leadership - Kaiila Mahoney - 5 pm

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

Saturday Dec 21st - Arena - Bi-Monthly  
Beginners Dance Seminar - Raaja - 10 pm

Saturday Dec 21st - Outdoor classroom - Bi-Weekly  
Treating Weapon Wounds - Jerrod - 5 pm

Sunday Dec 22nd - Temple - Monthly  
Se'Var Religious Ceremony - Runyn - 2:30 pm

Monday Dec 23rd until Monday Jan 6th 2014 - Classes postponed for Christmas Holidays

- Events

Saturday Dec 21st - Lounge - Occasional  
OOO Film - Christmas with the Kranks - 12 noon

Monday Dec 23rd - Lounge - Occasional  
OOO Film - A Christmas Carol - 12 noon

Saturday Dec 28th - Lounge - Occasional  
Fatboy Slim in Concert in Brighton - 12 noon

- 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/OInI/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

## 24 DO'S AND DON'TS (IN GOREAN CHATROOMS)

Unlike any online chat rooms, Gorean role-play rooms, (HTML among other formats), are about taking on a persona and role-playing out the life of that character you've taken on. You could loosely compare this to the way some of you may have one taking on a persona in Dungeons and Dragons as one example. When you take a character into a chat room you become that character and type out what your character would say and do in the environment of the room. HTML chat rooms for example have location pull-downs to identify where in the

room you are. By this I mean, a room may represent a city, a camp, an area of wilderness or a combination thereof. So you choose the most likely location to enter the territory represented in the room and start living your alter ego's life in Gor.

There are also name pull-downs to choose from so your text posts can be directed at another character directly. With a combination of the two, you are able to create a vibrant and entertaining role-play session.

Once you put your imagination to work and get into the flavor of the room, you will find your time in Gor very enriching.

It is important however that you know and understand the nature of the room you've entered when you do give it your first try. For instance, some rooms are considered safe for all and no harm can come to your character by entering the room. This is the best type of room to enter initially as there are many subtle mistakes a person can make. These rooms will typically be called a Fair, Marketplace or something similar. Every role-play room will have a description at the entrance page, that description will also tell if it is a safe zone or a kill/capture zone.

Should you enter a room that is considered a Kill/Capture Zone, you are accepting that you may be attacked, captured, enslaved or killed by another character once you enter.

As a Free Man, you face the possibility that another Man may challenge you and want to fight you. Once in the room you must abide by the rules of the room so you are fair game in such rooms and if you don't know how to defend yourself it can get tricky fast.

As a Free Woman you could find yourself captured or enslaved if the room is not safe for Free Women to travel to alone. Life is very dangerous for Free Women on Gor and the slightest wrong behavior can cause unwanted situations to develop.

As a slave, you can pretty much count on someone capturing and collaring you and making you their property or the property of the camp, city or individual community represented in the room. Slave's seldom enter a room uncollared and leave it the same way unless its a safe zone where they are not be force collared.

Sound confusing yet? We've only scratched the surface so find a safe room or a friend who is willing to help guide you in another room and get started.

Do's:

Add realism to your posts, the more you think out your actions, the more it lends to realistic role-play.

Be descriptive - again, the more detail offered the better others can respond to you and your actions.

Become the Gorean you are playing. Don't be limited by the rules that govern our society, you're in Gor once you enter the chat room. Be a Gorean.

Respect other people in the room. Many have been playing the character you see for years and value both their character and the role-play/storyline they are in. Don't treat your time in the chat room like you are playing an arcade game. Once a character is killed or lost to an unwanted fate, it is done. No do overs!

Don'ts:

Don't Rush into role-play till you are ready to take part. Many rooms will let you use an -o- or observer tag to watch and learn.

Don't disrespect the room you are visiting. Read the rules before entering and be prepared to follow them.

Don't Gender-bend - Meaning if you are a man, play a man, if you are a woman, play a woman. Gender bending will get you banned from a chat site.

Don't play more than one character at a time. That is considered dueling and is strictly forbidden by all Gorean Chat realms. Once you retire a character or it is killed, you may take on a new character, not before.

Don't treat others disrespectfully. Read about relations between Goreans. Slaves were cherished and valued, Free Women were given respect as such, Free men were given respect or your faced their wrath. Behind every Gorean is a real person from Earth, with feelings and emotions.

Don't use Gor as your place to vent your real life issues. We are not here to be beat up cause you want vengence on the bully that beat you up. We are not here to suffer for all the bad stuff that happens in your life in any way. Nor can we be expected walk on egg shells cause you have issues, come for fun and fantasy, and leave the issues at home in your real life.

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## KNOWLEDGE

19 GOREAN TOURIST OFFICES DO NOT EXIST (Reprint of the landa Times v.1 Issue 15)

Goreans are suspicious of strangers.

Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native walls. Indeed, in Gorean the same word is used for both stranger and enemy.  
(Outlaw of Gor)

Wanderers and travellers of Gor are outlaws. Men wearing black jeans are outlaws:

I now dressed myself in the scarlet garb of a warrior of Gor. I was puzzled that the garb, like the helmet and shield, bore no insignia. This was contrary to the ways of Gor, for normally only the habiliments of outlaws and exiles, men without a city, lack the identifying devices of which the Gorean is so proud.

(Outlaw of Gor)

Drama is normal in gorean cities:

Strife is common among Gorean cities, each tending to be belligerent and suspicious of others.

(Captive of Gor)

Unlike the men of Earth, the Gorean had little sensitivity to race, but much to language and city. Like ourselves, he finds his reasons for hating his fellow-men, but his reasons are different.

(Outlaw of Gor)

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## ## ONLINISM OF THE WEEK

### 22 QUICK FLOOR

There are so many dangers in the untamed, dry desert. Insects, animals, sand storms and quick sand. There has apparently come a new danger in the desert! QUICK FLOOR!! ☐

### 23 SILLY JOKES

Two scarlet caste are hunting in the woods when one is bitten on the ass by a snake. "Ill go into town for a green," the other says. He runs ten miles to a small town and finds the towns only green, who is delivering the ubaras baby. "I cant leave," the green says. "But heres what to do. Take a knife, cut a little X where the bite is, suck out the poison and spit it on the ground." The scarlet runs back to his friend, who is in agony. "What did the green say?" the victim asks. "He says you're gonna die."

Two thrall are toiling in the fields when a larl crashes out of the bushes and eyes them hungrily...

The first thralls starts to limber up, stretching and running on the spot

The second thrall gives him a puzzled look and says, "What in the world are you doing?"

He replies, "I figure when the larl gets close to us, we'll jump down and make a run for it."

The second thrall says, "Are you crazy? We both know you can't outrun a full-grown larl."

The first thrall says, "I don't have to outrun the larl, I only have to outrun you!"

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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> (temporarily under construction)

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>