

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 139

[short online version]

15th 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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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 139th issue of the NEW VOICE OF GOR !

in most cities, the Gorean New Year begins with the Spring Equinox. Since most Gorean cities use the Spring Equinox as the beginning of the New Year, the most popular conversion calendar will begin with the corresponding Earth day of either March 20th or 21st. This is because the Spring Equinox does not always fall on March 21st.

Nevertheless the NEW VOICE OF GOR wishes you all a new year on earth filled with peace, joy, health and happiness.

Rarius Yuroki, Wendie Lemon and Teal Razor
NEW VOICE OF GOR staff

ALL OVER GOR

GOREAN CITIES

03 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

'T WAS THE NIGHT BEFORE SOLSTICE....

By Teal Razor

'Twas the night before solstice and all through the house,
Not a creature was stirring, not even a louse.
My stockings were hung near the fire with care,
In hopes a stray cinder would not burn the pair.

The neighbors were nestled all snug in their beds,
As log fires burned brightly, all flaming and red.
My Master was giving me all sorts of crap,

So I asked him to settle for a long winter's nap.

When in front of our door there arose such a clatter,
I sprang from the furs to see what was the matter.
I was stopped by my Master who threatened the lash,
He got up and grabbed his fine sword in a flash.

The moons on the drifts of the new-fallen snow,
Cast three shadows off of each object below.
When what to our wondering eyes should appear,
A warrior from Treve with a cut off left ear.

We looked on in wonder for he carried a stick,
A poor choice in weapons for even a hick.
His bracers were dirty, his tunic a shame,
His red panties showing his embroidered name.

I noticed his boots needed shoemaker's fixin',
He shouted and weaved like a tavern coin vixen.
"To the top of the roof, to the tops of the walls",
He entered our house with a whole lotta gall.

My Master stood ground as the tension it grew,
I felt a bit feisty as I'm sure you would too.
I shouted that he should look down at his fly,
He saw through my ruse, middle finger stuck high.

I stifled a laugh thinking he was a goof,
My Master was chuckling at this laughable spoof.
He slashed and stabbed at a large side of meat,
That hung by the hearth near some sa-tarna wheat.

The Trevian was seen to turn 'round and around.
The darkness concealing the target he downed.
We laughed as he drunkenly fell down on his back,
Missing the neat rows of our suls in a sack.

We wondered how this warrior, who seemed rather merry,
Had arrived at the docks on the last scheduled ferry.
He had not a quiver or a long wooden bow,
But, used his stick sword even though it was faux.

My Master was tiring of this drunken thief,
And looked him all over as he gritted his teeth.
He aimed his fine gladius straight at his belly,
The Trevian screamed out, "I think you are smelly."

My Master, offended by this attack on himself,
Retorted that, "You're not such a bargain yourself."
I eased my position of looking in dread,
And saw that my Master did not want him dead.

He spoke no more words, but went straight to his work,
Of binding this mess of a Trevian jerk.
The Trevian was lead by his neck with a leash,
He sang all the while a melodic pastiche.

He was led to the dock and thrown over the side,
The Trevian fought to stay up in the tide.
My Master shouted to him so corrupt,
"Don't ever come back here till you sober up!"

ASK TEAL ~ Dubious advice to Goreans
By Teal Razor

DEAR TEAL:

I am a slave who has committed a blunder and I need to know how to come out of it smelling like a rose. It concerns my Master's signet ring. This ring was passed down from his Great Grandfather, to his son, my Master's grandfather and subsequently to my Master's father, who, at one point in his life was held captive in Port Kar. He knew that if his captors in Port Kar found the ring, it would have been confiscated and melted down. The way his Father looked at it, this ring was his son's birthright. He'd be damned if any pirates were gonna put their greasy hands on his boy's birthright, so he hid it, in the one place he knew he could hide something: his ass. Five long years, he wore this signet ring up his ass. Then, before he died, he gave the signet ring to my Master.

I was playing with this ring and dropped it. An urt ran out and picked it up in its teeth and off he ran to I know not where. Help me.

DEAR CLUMSY OAF:

Your whole question smacks of another time and place. I am recalling a movie I saw on earth that had a segment in it that gave a similar recounting. It matters not that you know what a movie is, but just take it from me....this will not be easy to solve without using a grand set of prevarications.

When you think about it, the urt could have jumped up on the table and taken the ring just on principle. Since for every warm body on Gor, there exists at least two urts, the possibility of having an urt problem in one's abode is very real. Your urts are rather bold to surface in the light of day.

What I am going to give you is a series of plausible lies that can be used to cover your own rear end. Yes, yes, I know that slaves should never lie and this one will not quite be a lie. You will just have to leave out the part of the story that set you in the middle and close the gaps.

How about you start crying profusely when your Master returns, telling him you were cleaning when an urt jumped up on the desk and ran off with the signet ring. This first scenario totally absolves you from blame and your Master's wrath will be turned against the filthy, furry thief.

My second scenario includes you taking the ring to the local gemstone dealer for a good cleaning. This will give you time to set up traps inside and outside the house to try and catch the obnoxious creature. Of course, you have no ring to take to the jeweler so you

will have to concoct a story of believable magnitude to prevent him from going off to the jeweler to reclaim his precious piece.

But let's get back to the trapping of the disgusting filth that absconded with the ring in the first place. If you tell your Master and urt ate it or that you took it to the jeweler, it does not matter since either way you can still put out traps everywhere in the house further implicating the urt and covering your proverbial ass.

I would use as bait that smelly comestible known as bosk milk cheese. Urts are crazy about it and no doubt the ring itself was perceived to be a smelly treat by the urt since Master's are not given to frequent hand washing. Hence their hands smell like moldy cheese. Once you catch the vermin, you will know what to do, namely deprive it of the life it almost cost you. The ring should be inside its intestines as I don't think an urt's anal opening is big enough to pass a ring of that size. It might be shrewd of you to enlist the help of another slave. Just make sure the other does not know of your ruse since they would be punished for your transgression also.

Good luck with the ring. If you find it, ask your Master to keep it firmly wedged in between his buttocks for safekeeping. Except if he is captured in Treve, the ring will definitely be discovered straightway.

THE OLNİ GAZETTE

OLNI'S GOLDEN QUILL COMPETITION

This prestigious contest was held in the Fairgrounds of Olni this past Saturday, December 14, and was extraordinarily well attended by dignitaries from all the realms of Gor. All submissions for the contest were read aloud by the Ubara of Olni to a rapt audience. There was laughter, tears and awe on the faces of all by the time the readings were concluded. The judging was a very close one and each of the winners was very well deserving of the accolades for their remarkable contributions to the culture of Gor.

Third Place was shared by Gavyn Bluestone and Angelus Marksman
Second Place winner was the Warrior, Atlas Tereschenko
AND
our First Place winner and recipient of the coveted Golden Quill was
Lady Elspeth, Physician from Windsong!

OLNİ SCHEDULE

Capture the Flag every thursday at 5:00 pm

04 AGRHI IS LOOKING FOR AN ACTIVE SLAVER

The Wayward Larl kennels is currently looking for an active, btb slaver. They located in Agrhi, the last stop before you enter the northern forests.

Please see the notecard on Agrhi and IM Ceist (alenanoelle) with any questions.

Agrhi is on the southern border of the Northern Forests. Glossu Albans laid a Homestone, something small for himself and those close. Soon, it became a thriving village filled with trade and has continued to grow as more people join. As there is a mixing from both north and south, It follows the southern caste system with many northern influences.

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.

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>

06 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>

07 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

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>

08 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>

RARE DIALECTS OF GOR

09 ARETAI - EINE PERLE IN DER WUESTE

Nachdruck THE VOICE OF GOR v.2 issue 58 (21.07.2010)

von Raschid Hassanein

Den Paravaci-Reitern der Steppen oestlich von Turia war ich entkommen. Sie schienen nicht an mir interessiert zu sein. Ich trieb mein Kailla nach Osten, bis ich die ersten Duenen der Tahari vor mir sah. Ich war vorsichtig, denn ich musste das Gebiet unserer Feinde durchqueren, der Aretai. Wir Kavar haben sie zwar besiegt, aber sie sind nicht unterworfen. Die beiden grossen Staemme der Tahari konkurrieren immer noch miteinander um Macht und Einfluss.

TRADE

10 TRUE SOUTHERN TRADE ALLIANCE (STA)

THE HISTORY OF THE TWO SOUTHERN TRADE ALLIANCES OF GOR
[October 2011 -December 2013]

CHAPTER I: THE BEGINNING

CHAPTER II: THE WAR TURIA – LANDA

CHAPTER III: THE SOUTHERN TRADE ALLIANCE – WHAT YOU SHOULD BUT YOU DONT' KNOW

CHAPTER IV: LANDA DECLARES WAR AGAINST ALL CITIES OF THE SOUTHERN TRADE ALLIANCE

CHAPTER V: THE GREAT BATTLE OF LANDA

CHAPTER VI: FOUNDATION OF A NEW AND TRUE SOUTHERN TRADE ALLIANCE

CHAPTER VII: THE DECLINE OF THE FALSE SOUTHERN TRADE ALLIANCE

CHAPTER VII: THE SO CALLED GOREAN TRADE COMMISSION

CHAPTER XI: THE FIRST MONTHS OF 10164

CHAPTER XII: THE TRUE SOUTHERN TRADE ALLIANCE BECOMES THE MOST IMPORTANT POWER IN SOUTHERN GOR

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.

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)

Isfahan

Tabuk's Ford

The Phoenix Trading Company (privately owned company)

House of Yuroki (HoY) Companies (privately owned company)

Tharna (associated member)

11 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.

REWARD - DEAD OR ALIVE

A messenger arrived at the HoY headquarters delivering this scroll, sealed and encrypted:

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

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

12 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)

MISCELLANOUS

14 A TIME OF JOY, A TIME OF REMEMBRANCE

by Mithquessir

The Holidays are a time of joy and being together. It is also a time for remembering those who wait for us in the City of Dust.

YukiYanagi Lilliehook
Terry Darkes
Freja Asp
Kiki (Kaleki Snoodle)
Fallon Palen
Xenon Axon
Geni Morane
Mystx Aeon
Billy Alcove
bythos Flux
Eva Rookwood
Bebby Feiri
Marcus Spire
Mitra Lok
Edward Mayo
Baldr Gunnbiqrn (obdaman)
Aaliyah Markman/Imari
Red Mounier
Rockin Babii

FAREWELL

Farewell My Friend
It was beautiful as long as it lasted
The journey of my life.
I have no regrets whatsoever
save the pain I'll leave behind.
Those dear hearts who love and care...
And the strings pulling at the heart and soul...
The strong arms that held me up
When my own strength let me down.
At every turning of my life I came across good friends,
Friends who stood by me,
Even when the time raced me by.
Farewell, farewell my friends
I smile and bid you goodbye.
No, shed no tears for I need them not
All I need is your smile.
If you feel sad do think of me
for that's what I'll like when you live in the hearts
of those you love, remember then
you never die.
(Rabindranath Tagore)

SIM ADVERTISEMENT

15 CARTIUS RIVER WAGON CAMP (BTB)

Are you a wagoner currently living in some other region, but NOT in the wagons?

Don't you miss the bosk, the clear skies, the rolling grass on the plains?

If this describes you, come visit the Cartius River Wagon Camp.

We are a BTB Wagon camp based on John Normans Book 4 Nomads of Gor. We are a newly gathered group of dedicated rpers with great story lines. Our sim is beautifully based on the plains, we also do g&s.

Pack up your wagon, mount your Kaiila and gather your herd, Make your way to the plains!

16 OASIS OF TWO SCIMITARS (GE)

Hassan, the legendary bandit of the Tahari, rode out of the Oasis of Two Scimitars in search of a steel tower, and tried to prevent a desert war engineered by the kurri that would have been the beginning of the end of Gor.

Two Scimitars has changed since Hassan's departure. The wells, broken by imposters posing as Aretai Warriors in order to foment the conflict, have been repaired, and the city has become a center of mining and trade, remote as ever, but thriving.

Visitors and residents immigrate from all corners of Gor to trade goods and slaves and to make use of the the library, one of the finest on Gor, or to be treated at the hospital or the Tahari spa. The oasis conducts vigorous trade in Scimitar golden salt, the Ubar's Blend premium sa-paga, dates and olives, and desert veminium cleaning oil, all of which are exported throughout Gor.

The Warriors of Scimitar protect the oasis and the trade routes, and defend the city from bandits and nomads, extracting prompt revenge upon outlaws and thieves who would try to steal citizens and property.

Still, there is a seamy side to Two Scimitars.

As the Head Merchant of Scimitar explained to Hassan during his visit, the oasis welcomes bandits and smugglers to conduct their business here. Men such as Hassan are welcome by night in Two Scimitars, even if they are hunted by day, and the slums of the city are populated by criminals and low life.

"Welcomed by night and sought by day," said Hassan. "I think that I shall never understand honest men."

"We are complicated," admitted the merchant.

"I wish that the men of other oases were so complicated," said Hassan. "In many of them they would pay high to have my head on a lance."

"We of Two Scimitars," said the merchant, "cannot be held accountable for the lack of sophistication in such simple rogues."

"But to whom do you sell the goods I bring you?" asked Hassan.

"To such simple rogues," smiled the merchant.

"They know?" asked Hassan.

"Of course," said the merchant.

So come to the oasis. Two Scimitars awaits you, be you a criminal or an honest man, gay or straight, experienced or new to Gor. Come create the stories of the Tahari.

Oasis of Two Scimitars ~ Honest Men are Complicated.

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 "Tumblr" 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 30th until Monday Jan 6th 2014 - Classes postponed for Christmas Holidays

Monday Jan 6th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 noon

Tuesday Jan 7th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Jan 7th - Outdoor classroom - Weekly
Medical Seminar: - Jerrod - 3 pm

Tuesday Jan 7th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Jan 8th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Jan 9th - Campfire - Weekly
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Jan 9th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Friday Jan 10th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 1 pm

Friday Jan 10th - Outdoor classroom - Weekly
All About the Kurii - Lord Primal - 3 pm

Saturday January 11th - Arena - 1 pm
Campus Dance Contest

Sunday Jan 12th - Outdoor classroom - Weekly
Origin of Kaissa - Alfie - 11 am

- Events

Saturday January 18th - Lounge - Occasional
OOC Film - Fight Club - 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/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.

1) GOREAN MAGISTRATE COURSE

~ eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.

~ graduation certificates for both your profile and for display (examples)

~ graduates receive a Magistrate's Wand of Office

~ next course begins
mid January 2014 (TBD)
for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

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

17 PILGRIMAGE

The pilgrimage is a role-play (rp)-tool that allows players of SL Gor visiting different places in relative safety with reasonable role-play background.

"Each gorean has to visit the Sardar mountain before he reaches the age of twenty-five years . The white caste keeps lists who travels and who does not."

Your journey will take you through many places, through forests and sometimes you ll have to find a small camp or another accommodation for the night. The staff takes you to the places alongside the pilgrimage route. In most places you ll be most welcome but not in all ...

Beside the roleplay background offers the pilgrimage some quite good oppertunities for sim owners and players .

Based on the idea of the pilgrimage players can get to know other people and new SIMs. New players have the opportunity to look at lots of places before deciding on where they will play in the future.

SIM owners and city leaders get the opportunity to present "their" cities and regions.

Pilgrims travel to new places and get to know with local players. Give them a warm welcome to raise the popularity your own place.

Some cities that offers accommodations for the night for the pilgrims, city tours and invite them to report themselves at the tavern or at the campfire about their journey.

TheSecond Life group “ pilgrimage to the Sardar mountain” is a platform on which pilgrims can exchange their positive and negative experiences and Sim owners can get a fee back of their sim.

Furthermore the group is the first hand resource for infos about Peregrinus ceremonies, new sims in the route or technical changes.

Go !!! join the adventure, contact: Luqara Darkwatch

<http://www.ta-sardar-gor.net/index.php/en/>

ONLINISM OF THE WEEK

19 THE NIGHT BEFORE CHRISTMAS (GOREAN VERSION)

(copyright) Martyr Magnifico

Twas the night before Christmas, and Gor was so slow,
Not a pixel was active, just a few lame AO's.
The badasses furred their FC's in the hay,
With everyone else in IM's marked away.

The slave girls were nestled all snug in their kennels,
Save the one OOC drama queen going mental.
And I on my poseball, arms wrapped round my lady,
About to create an in character baby.

When out on the docks there arose such a ruckus,
I was sure that some huge group was coming to fuck us.
I ran to the wall, the lag dripped like molasses,
I blew the raid horn, 'Now get off your dead asses!'

Some raiders are coming! Some scurrilous bastards!
Let's get in position or it will be a disaster!
The commander just laughed. "I know you want to pewpew,
But cam down to the docks, it's just a fat little dude!"

He's wearing a red suit, he's ancient and portly,
He's a bearded old sot, or a gluttonous Torvy.
Just look at that rig, and those healthy tabuk!
We should ambush him there, and pillage his loot!

But no sooner had those bold words passed from his lips,
Than the fat little man disembarked from the ship.
He grinned as he settled his butt in a sleigh,
And motioned his minions to take him away.

He rose with the wind, wicked gleam in his eye,
Then readied his weapons as his sleigh cruised the sky.
"Come Dancer, come Dasher, fly swift, straight and narrow!"
Why the senile old coot, he had names for his arrows!

His darts pelted on down like a harsh acid rain,
One in line with the next, like the cars on a train.
And before we could rise up to fend off this odd trouble,
We found ourselves fallen, encased by the bubble.

Then he landed his craft in the midst of the fort,
With a loud belly laugh and just a hint of a snort.
"You fools need to work at the fine art of war!"
He pulled out some ropes "Are you really of Gor?"

He tied us off quickly, and with captivity looming,
Our commander grew angry, his face was just fuming.
"You attacked without reason, you attacked with pure malice!
I'm afraid that your actions are all quite invalid."

"Your prowess with weapons is truly misleading,
You broke all our rules, you clearly were cheating!"
"We don't allow aimbots, enhancements or tarns.
Your dress and behavior is great cause for alarm!"

He guffawed like a madman and poked with his boot.
"Shut up you dumb bastard, and give me your loot.
I addressed your concerns before I ever came in,
When I bribed all the mods and then purchased the sim."

He lined up the women, and then hogtied the men.
"You've seen me before, and you'll see me again."
My name is St. Nick and I've come for some nookie.
I grow ever weary of the same milk and cookies!"

He regarded the women as though at a buffet,
Took the commander's FC as the perfect entree.
She protested and squirmed, but he stashed her inside
"Now get ready my pretty for an awesome sleigh ride!"

He grinned as he planted his flag at the dock,
Rescue's in one hour, so start watching the clock.
Then he rose in his sleigh and vanished into the night.
"A merry Christmas to all... and to all a good fight!"

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER
Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in

Landa

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

OLNI GAZETTE

Editor: Janette Inglewood

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Tala Winterwolf

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

Editor: shani (littleredhead Resident), slave of Master Jonathan Crane, Sword of Ko-Ro-Ba

ABOUT THE NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This newspaper is available IN CHARACTER at message boards in several cities. But it has OOC parts and IC parts which can be identified although many people mix both. We try to keep the two separate. But if you start a storyline based on an IC article of the NEW VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

The NEW VOICE OF GOR can be true or false, propaganda or journalism like on earth. There is no freedom of the press on Gor. Why let the truth get in the way of a good story?!

"Goreans were not always fooled by posts on boards.

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

But I was not sure of this.

Goreans are not stupid.

It is difficult to fool them more than once. They tend to remember."

(Magicians of Gor)

Why is "publicare et propagare" the motto of the NEW VOICE OF GOR?

You all know that Goreans use message boards to spread news, announcements and gossip. Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The NEW VOICE OF GOR is a collection of renece paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group Raid Messenger of Gor
for members of the group BTB Goreans
for members of the group Alliance of Valkyrie Panthers
for members of the group Gorean Information and Notices
for members of the group Goreanische Freie Presse
for members of the group Marktverbund

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://slurl.com/secondlife/Serena%20Aquarius/76/16/25>

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>