

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 140

[short online version]

22nd 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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01 Content

02 Editorial

## All over Gor

## Gorean Cities

03 Port of Olni

# The Slave's Corner

# The Olni Gazette

# Schedule

04 Amhas Cairn [Schedule]

05 Rorus [Schedule]

06 Asperiche [Schedule]

07 Sais [Schedule]

## Rare dialects of Gor

08 Abschied von Selnar

## Trade

09 True Southern Trade Alliance (STA)

10 House of Yuroki Companies (HoY)

11 Currency Exchange Rates of the HoY Banks

## Miscellaneous

12 Old Pictures

## Sim Advertisement

13 Village of Mjolnir (BTB Torvaldsland)

14 Thentis (BTB)

15 Wandering Nomads Wagon Camp (BTB)

16 Fina (BTB)

17 Insel der Charakterdarstellung (German, OOC)

## Advertisement

Mentioned: Dark Rose Creations, Goreans Portal Radio, Gorean Whip Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean Legal Academy, Schwertakademie zu En'Kara

## Roleplay

18 Pilgrimage

## Knowledge

19 Amhas Cairn Economy System

## Onlinism of the week

19 The Night before Christmas (Gorean version)

## Gorean Newspapers (Overview)

## About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

# A warm welcome to the pages of the 140th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR offers advertisement for your sim, but it would be useful if you pass us your notecard and landmark. We are not in the mood to work hard and check all groups to find out who wants to recruit. If you do NOT pass us your advertisement it will NOT be published. Just sayin'.

Rarius Yuroki  
NEW VOICE OF GOR staff

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## ALL OVER GOR

## GOREAN CITIES

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## 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

ALL IS NOT QUIET ON THE NORTHERN FRONT

By Teal Razor

This week I felt compelled to pen this observation. I will not reveal the name of my source. I will not reveal any information even close to sounding like a name. And, it is my fervent hope that the people who recognize themselves, in this story, take heed. They will be secure in the fact that I will never expose them. For in the end, we all eventually expose ourselves.

I must say that I always have a case of "the nerves" when I am needed for serving in the commons. It is not that I dislike serving, for I am commanded to serve all free by my Master, a most generous and kind Master. The fear of displeasing my Master though, by displeasing a free person is not a situation I care to experience. This guilt by proxy is

unnerving to say the least. My Master's sense of justice is swift and fueled only by his certain knowledge that a transgression has taken place. He is none too kind with the use of the lash at this point. So, on the whole, I would say, I will not, under any circumstances, cause a constipated look on my Master's face. He will only have relief of his constipation when he beats the shit outta ME.

Well, that is neither here nor there. The fact is, there are many things I love about serving. One is the view you are afforded. It is a view that most never experience inside the city. Where else can you see the latest styles as worn by the free women and the new weapons purchased from the metal workshops around Gor.

If I may digress for a moment, it is inherent in me to ogle the swords and bows that men carry. I am spellbound by tales of weapons, combat and war. There are certain reasons for this but that is another story.

But, then again, I am just as fascinated by the rich materials that the beautiful free women use to adorn themselves. The fabrics and decoration are just as mesmerizing as the sharpened steel blades.

The commons is also a place where there is food cooking, fruits on display, casks of strong drink and bottles of sweet Turian wine. And, the prime mover for serving in the commons, the proximity to cake. It is here also, that a variety of Gorean life parades in an ever changing tableau of dialects, colors, customs, and personalities.

Everyone who is anyone comes through the gates of Port Olni. Only the riff raff, for example, Trevian raiders on tarns, fly down from the walls.

So the gates being in front of the commons offers you a changing view of Goreans in various modes of undress.

The commons is the hub of any city. Visitors bring news of other neighboring and faraway places they have traveled to. It is also an amusing place where the free and slave gossip and flirt. These stories make ripe telling when a Master is bored and commands you to entertain him.

I always strive to please the free. It is actually a win win situation. I please them, they feed me. Sometimes I get candy and cream cakes.

Now because the commons is the heart of the city and the cross roads of the town, it is fitting for this important place to have an air of quiet and professional dignity. Craftsmen, even now, are drawing up new plans for the transformation of this port city. I am told that broad plaza's of stone and tile will be set down shortly.

I believe the architectural firm of Buildem and Pray has been engaged once more to edit and reedit the city's monuments. They may be having problems choosing which edifices, built by past architects who have "bit the City of Dust", to eradicate from the skyline.

It was within such a scene that I overheard the most flagrant disruption of the space time continuum as ever there was.

A merchant who does business trading in the northern forests was elaborating about his recent encounter with a panther tribe. He has done commerce with this tribe on his trade

route and makes it into their lands about every six months. There is no wonder that he is not captured and made a thrall but his rotundity makes him ill equipped for waiting on a panther hand and foot.

The merchant was giving a warning to all present and even asked to have an audience with the Ubar and the Commander of Port Olni. He wanted one and all to hear of a warning he brought back from the north. It seems this panther tribe he deals with has gone rogue. Their members have become true man-haters. This misandry was spreading like a disease through the tribe. Former panthers who were mainly interested in honing their hunting skills and capturing hapless males who wandered past their borders, were now crying for blood. They were planning a full scale attack on a large city on the Olni River. Their plan was to kill as many men as they could and then capture the free women and slaves. Only the Priest-Kings would know what could ensue then.

As ludicrous as this sounds coming from the Falstaffian merchant, the man was unnerved enough to quaff his libation with a shaking hand. He told of a horrific scene he witnessed when two free persons were brought into the panther camp. The captured free man was assaulted by derision and stripped naked. His companion was tied and made to watch the disgusting display of misanthropic vengeance. After much abuse and punches to his genitalia, the man's throat was cut. His companion looked on helpless. Her wails were heard all through the forest. The merchant, not having weapons or the authority to stop this, fled the scene.

It seems that there were just a few rotten apples in this panther camp that were causing the psyches of the others to wither and rot as theirs had. The merchant stopped in Olni to entreat the administration to send warriors and a magistrate to put down this dangerous uprising. He was begging anyone who would listen to help him arm himself and put together a battalion of free men and warriors to bring the murderous women to justice.

I was chilled to my core after hearing this and sat closer to a brazier to warm myself. When most of the commons cleared out except for a warrior and a slave who were feeling each other up in a corner, I ran home and waited for my Master's return.

When the door opened I set about helping him remove his gear and when he was relaxed I related the story of the merchant in the commons. I could see the anger in his eyes. He told me if it was a true story, the warriors of Olni would wipe that tribe off the face of Gor. After saying this he put his heavy cloak on and took off for the Ubar's office in the admin cylinder.

I smiled because I could feel safe in the knowledge that retribution would be swift. To sum it up for the poor panther's who brought this on, "payback's a bitch."

## # OLNi SCHEDULE

Capture the Flag every thursday at 5:00 pm

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04 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>

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#### 05 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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#### 06 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

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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## 07 SAIS [SCHEDULE)

The village of Sais cordially invites you to a "Merchants of Gor" tournament, to be held Sunday 19th January at 10am SLT (Sign-up from 9.30am SLT).

Any "FREE" or "SLAVE" may enter & play, though we are a full immersion BTB sim so please respect that while you are here. This will be fully IC, therefore there will be no TPing in, and entrants will be expected to be in gorean attire.

Location of event: The village inn

There will be prizes for the first three places:

1st 1,500L

2nd 1,000L

3rd 500L

We look forward to seeing you here!

mabs xx (mab.chau)

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## ## RARE DIALECTS OF GOR

### 08 [OOO] ABSCHIED VON SELNAR

Zu aller erst wünschen wir Euch allen ein frohes und gesundes neues Jahr und weiterhin viel Spass im zweiten Leben. Was sich bereits seit einiger Zeit abgezeichnet hat, ist nun für uns unvermeidlich geworden. wir werden die Sim Tensho mit Selnar auf Cos in den nächsten Tagen auflösen und räumen. Der Abschied von Gor, von unseren Spielern und unseren Spielcharakteren fiel uns zugegebenermassen nicht leicht, aber letztendlich sehen wir im Augenblick kein Zurück mehr.

Danke für Eure Treue, Eure Ideen, den Rückhalt den wir immer wieder erfahren durften. Beric und Nea

<http://www.gorean-forums.com/?p=1096>

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## ## TRADE

### 09 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 Alliance.

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

## # 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)

## 10 HOUSE OF YUROKI COMPANIES

### # FACTS

The HoY Companies are currently located in Tarnwald (Votai 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.

His name is unknown but the description is very accurate:

## # SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Votai 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

## 11 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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## ## SIM ADVERTISEMENT

### 13 VILLAGE OF MJOLNIR (BTB TORVALDSLAND)

South Western Torvaldsland with a dock on Thassa, about 50 passangs from Ax Fjord allowing relatively good weather and the ability to sail and trade almost all year round. We allow jobs that are relevant to the genre and we do not mind more than one person doing the same job. All jobs are up for grabs. We try to keep track of RP'd stocks (food/raw materials) to keep availability of goods realistic.

For questions or information please contact:

+ Kamras Folkhvatr (Damadge Resident)

+ Roxy Folkhvatr (Roxy Viera)

### 04 THENTIS (BTB)

#### # THENTIS SEEKS WARRIORS

The city of Thentis is looking for warriors with skills in both combat/raiding and creating engaging roleplay. We have plenty of opportunities to raid and train within our city and with our allies. We also offer FREE housing to active RPer's in the city. Both Warriors and Tarnsmen are welcome, and there are RP opportunities for your slaves and companions

as well. Other castes and slaves always welcome too! Contact Marcus Galbreus or Jimmi Mikado for more information. Or just stop by and visit us.

## # HOUSE OF DOMINION

The House Dominion, located in the beautiful and vibrant city of Thentis, is currently seeking all manner of kajira and bonds. We are not a city kennel. The House Dominion is a privately owned and run slave house located within the city itself. With a recent remodel and expansion, the House Dominion is seeking dedicated role players to fill its kennels.

If you seek a home and a place to serve, the House Dominion in Thentis awaits you.

## 15 WANDERING NOMADS WAGON CAMP (BTB)

The third rider placed himself, reining in suddenly, pulling the mount to its hind legs, and it reared snarling against the bit, and then stood still, its neck straining toward me. I could see the long, triangular tongue in the animal's head, behind the four rows of fangs. The rider, too, wore a wind scarf. His shield was red. The Blood People, the Kassars.

Nomads of Gor page 14

Ready to live wagon life to the fullest? In the spirit of the books is the new sim The Wandering Nomads Wagon Camp.

Currently accepting all wagon tribes to live under one banner. Come live and play under the infinite sky, bosk as far as the eye can see. Tales of the Hooded ones\*, keep slaves and free women in check. Must be BTB or at least the spirit of the books. Please read attached NC and laws and come visit us.

Outriders, Free Women, Slaves, haruspex, year keepers, all are welcome.

Please Contact:

Severus Deanimator or Caspian Harcourt for more details

## 16 FINA

Glorious Fina is back--strict Gor at its best.

Seeking leader (administrator) for the city and all castes. Low and High castes, slaves of different learning levels. Slaver for the slave house wanted. Farm area looking for farmer and Merchants of all kinds.

If interested in a strict based Role Play sim, Fina is seeking you

<http://slurl.com/secondlife/Kahlo/147/113/4002>

## 17 INSEL DER CHARACTERERSTELLUNG (GERMAN)

Eine neue Art, deinen Weg nach Gor zu finden:

Auf der Insel 1 erwartet Dich eine Einführung in die Welt des Rollenspiels. Hier wird Dir erklärt, was Du beim Erstellen eines Rollenspielcharakters beachten und wissen musst.

Auch die Fettnäpfchen zeigen wir Dir!

Auf der Insel 2 findest Du Wissenswerte Dinge über den Planeten Gor. Dir werden

anschaulich Fakten zu: Entstehung, Bevölkerung, Geografie, Geld, Flora und Fauna etc., vermittelt. Auch ein Modell des Sonnensystems kannst Du bewundern.

Auf der Insel 3 erwarten Dich die drei Grundpfeiler der goreanischen Kultur: Kaste, Heimstein, Sklaverei. Bebilderte Erklärungen zu Kasten und Rollen zeigen Dir, wie Du als Anfänger starten kannst.

Einfache Startersets und eine kurze Erklärungen zum Gorean Meter und Observer bekommst du ebenfalls.

Die durchnummerierten Bilder-Slideshows kannst du mit den Pfeiltasten vor und zurück blättern. Mit Start beginnst Du von vorne. Die bebilderten Charaktere geben Dir eine Notecard mit einer Kurzzusammenfassung der jeweiligen Rolle.

<http://slurl.com/secondlife/fellglanz/180/188/1504>

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## ## ADVERTISEMENT

### # DARK ROSE CREATIONS ADVERTISEMENT

Port Olni Market Place is the home of Dark Rose Creations. Dark Rose is the purveyor of clothing to all of Gor. Her designs for free women meet the test of by the book cities and her garments for free men are worn by males of distinction and taste. Look through her racks of slave silks and everyday livery. The fabric colors and flow will delight the most discerning, free or slave. Lady Rose is expanding her store in the coming months. She has hired a cobbler to fabricate her shoe and boot designs. She has some complete garments with shoes now. Please use the Land Mark to arrive in the Port Olni Market

### # 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.

Read more:

<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 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 - 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

Monday Jan 13th - Outdoor classroom - Weekly  
Kaissa the Pieces - Alfie - 10 am

Monday Jan 13th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 noon

Tuesday Jan 14th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Jan 14th - Outdoor classroom - Weekly

Medical Seminar: - Jerrod - 3 pm

Tuesday Jan 14th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Jan 15th - Outdoor classroom - Weekly  
Baker Apprentice - Caecilla - 3 pm

Wednesday Jan 15th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Jan 16th - Campfire - Weekly  
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Jan 16th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Friday Jan 17th - Outdoor classroom - Weekly  
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Jan 17th - Outdoor classroom - Weekly  
All About the Kurii - Lord Primal - 3 pm

Saturday Jan 18th - Arena - Bi-Monthly  
Beginners Dance Workshop (2 hours) - Raaja - 10 am

Saturday Jan 18th - Outdoor classroom - Bi-Monthly  
Medical Seminar - Jerrod - 5 pm

Sunday Jan 19th - Outdoor classroom - Weekly  
Kaissa Play - Alfie - 11 am

- Events

Saturday January 18th - Lounge - Occasional  
OOO 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](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

18 PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor.

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

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

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## ## KNOWLEDGE

### 19 AMHAS CAIRN ECONOMY SYSTEM

Purpose of the economic system: REALISM

\*Note\* See our current accountant, Mary Odaar,

(Autumnbalor Resident) for anything to do with pay.

Items just don't materialize because you rp that they do. We use and run out of things and have to buy more things so things can be the things. Right? Right! You offer a service? CHARGE FOR IT! You want something done? PAY FOR IT! This helps keep the realism. Once you get into the habit, it's easy. I promise.

So here is the meat and potatoes of what you need to know in as simplest terms as possible:

100 Copper = 1 Silver

10 Silver = 1 Gold

Think of your tithes as rent. You don't pay it, stuff happens. Think of pay day as getting your check: you work, you want money - go to the boss to pick it up.

#### Dates to Remember

Tithes Due: 1st of the month

Warrant Issued: 8th of the month

Weekly Pay Day: Every Saturday during Jarl's Court that's 11 a.m. and 5 p.m. slt and one other day of the week to be announced in-world.

Note: You can delegate someone to pick up your pay for you or pay your tithes; slave or Free. It will be documented who picked it up or paid, just in case there are issues.

#### Special Notes For Winter

No tithes are paid from October through March.

WAGES DURING WINTER MONTHS (October - March) WILL BE HALF OF REGULAR PAY TO CONSERVE COIN IN CASE WE NEED TO MAKE PURCHASES IN OTHER LANDS.

#### Pay and When You Get It

Sons of Fenris: See the accountant on pay days; just show up and get paid. You don't have to pay tithes as half of your looting goes to Torolf. If you have loot to pay in coin, you can pay at this time. On tithe day, please help keep the coffers from getting robbed by assisting with standing guard. (Coins are the monthly total.)

Jarl                      8 gold

Jarl's Woman      4 gold

War Chieftan	4 gold
Spy Master	4 gold
Quarter Master	4 gold
Captain	3 gold
Scout	1 gold 2 silver
Field Medic	1 gold
Mercenary	8 silver

Village Servants: These are the people that get a legitimate wage from the Jarl. Slaver, Healers, Hall Mistress, etc. See the accountant on pay days and on tithe days to report your earnings to pay your 25% tithe.

Hall Mistress	4 silver (Plus 1 gold for stipend)
Hall Assistant	2 silver
Head Healer (Physician Caste)	6 silver (Plus 1 gold for stipend)
Head Healer (Northern Trained)	4 silver
Healers and Vets	2 silver
OverSeer	3 silver
Assistant OverSeer	2 silver
Jarl's Accountant	1 gold
Head Merchant	1 gold
Assistant Merchant	2 silver
Rune-Priest	4 silver
Logmadr	1 gold

Villagers: This is everyone else, mostly. See the accountant upon first joining the sim. You'll receive a supplement of 1 gold to get you started with goods on the sim. Make sure to keep up commerce by buying and selling goods.

If you run out of coin for some reason, you can see the accountant IC'ly for a loan, but the loan has consequences if not repaid, so use this option sparingly.

See the accountant on tithe day, keep your ledger and pay 15% of your earnings. Same thing for ledgers too. Keep it on paper or in your brain. Either one works.

Remember, if your numbers aren't accurate, you may get a knock at your door by the Sons. They system is pretty realistic. It's just like getting your paycheck, going to the grocery store, then telling the IRS what you made and giving them their piece. You don't have to calculate the tithe.

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## ## ONLINISM OF THE WEEK

The webmaster and his assistant added the words "kolar, karta, urth, and rask" to the website and wondered, "Will people now believe that they are really supposed to use these words"? The web master asked, "or will they know better"?. The assistant laughed and shook his head. "It's on a webpage. They will believe it because we know so few read the books." The webmaster nodded agreeing. "Thats great. Then we'll also add that they are to send us \$5.00 each time they log on".

(How Bill Gates made his first million, Page 52)

The slave looked up at him with her shiny new ruby collar glittering off of the tavern firelight. She looked so beautiful as she spoke. "Alright Master, now if you want permission to talk to me you will allow me to design the website as I please and I will decide who I will serve" What else could he do? He had never read a Gor book and had no idea if her actions were permitted. If he wanted to own her he must surrender to her demands and hand her own leash over to her, so of course he did.  
(Witless of Gor, Page 10)

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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 rence paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

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

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

# THE NEW VOICE OF GOR is available:

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