

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 164

(short online version without pictures, attached notecards or landmarks)

Fifth day of the first Hand of the month of En'Var (The First Resting) 10165 Contasta Ar

Based in Tancred's Landing

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

# A warm welcome to the pages of the 164th issue of the NEW VOICE OF GOR !

In this issue your will find a "Special Edition" about the Black Caste of Gor (knowledge section)

[OOC] Do not miss to read about: Linden Lab is working on a next generation virtual world. The new worlds will be closed sourced, and not backward compatible with content from SL (Miscellaneous section).

Rarius Yuroki, editor of the NEW VOICE OF GOR

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## ## GOREAN CITIES

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### 03 PORT OF OLN

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

ASK TEAL ~ Dubious advice to Goreans

By Teal Razor

DEAR TEAL:

I am a free woman. I recently travelled to another city to visit a friend. My friend is also a free woman. She has a male slave. Her slave is quite attractive. I found myself wanting to get in the furs with this slave and so I asked my friend if I could use him. She looked at me in shock and said, "Certainly NOT, and besides in this city the Couching Laws are in effect." I just

nodded and changed the subject. Truth is, I do not know what the "Couching Laws" are. I am too embarrassed to ask anyone here in my city. Could you give me the information on these "Laws"?

DEAR FAILURE TO "HIT" THE LAW BOOKS:

Oh I am right there with you on that one. It is awkward to not be aware of the laws of a city. And, I have heard it said that ignorance of the law is no excuse for breaking it. I have never advised a free woman or slave on this subject and so I myself, "hit the books" in the great library of Port Olni to do some research on your question.

At first I thought it was a group of laws, you know like two or more people sitting on a couch? I started to think in the direction of sofa's, settee's, living room suite's, big comfy chairs. Then my musings took me to psychiatric couches where some of us wind up when we have enough money to pay Master Freud or Master Jung to help us come to grips with the planet.

After a couple of afternoons of sneezing from the dust, hauling scrolls off the shelves of the library, I found your answer. In the simplest of explanations here is the Couching Law that some cities adhere to.

A free woman, if she owns a slave, may take him or her to the furs. After all, that slave is the property of the free woman and she should be accorded the total use, display, and punishment (if needed) of that property. A free woman must be discrete in her use of her slave for those reasons. In other words, you can't make a public display of sexual congress in the commons area, the front gates, or the arena. Heaven forbid that a free woman would lower herself to make use of a slave at the front gate. Yes, it would be acceptable for a free woman to take her slave to the furs in her own domicile away from prying eyes.

Now, the Couching Laws state that a free woman may not take to her furs, the slave of another. It would be an unwise choice and dangerous.

I have here, copied onto this scroll, a quote from the Couching Laws of Port Olni.

"Any free woman who couches with another's slave, or readies herself to couch with another's slave, becomes herself a slave, and the slave of the slave's Master."

I think the law speaks for itself. It would be advantageous to curb your sexual appetites and save them for a free man. Now, if that is not possible....well it just has to be possible or your friends will soon see you naked, whipped, and collared.

DEAR TEAL:

I am a free man. My companion and I have just moved to another city. This new city is much nearer the caravan trade routes and allows me to buy merchandise for my stall much more cheaply. My companion and I were both born in the city which we just left. We have a fondness for the city of our birth. When we left we packed our flag which has the city crest on it. In our new city we are fond of flying this insignia over the stall where we sell goods in the market place. I was asked by the landlord of the stall rentals, to take down the ensign of my old city.

He said we lived in the town of "Ramberry" and he felt it was disrespectful to display the ensign of another city in the market stalls of "Ramberry".

I am really irked by this man. I told him, "Perhaps I will, Sir and perhaps my Mother will turn into an ost next waiting hand." I know I have to give him an answer as he is harassing us. What should I do so as not to cause a war between the two cities over my need to fly this banner?

DEAR STARTER OF WORLD WAR 3:

Hmmmm...I think I have seen your stall in "Ramberry", the last time I was there. You sell a lot of glittery things, right? You know, nothing says "love" like receiving a present that glitters. It seems the more "love" you want to express to the recipient the more glittery the gift has to be. I remember my Master stopping by that stall. He purchased a small perfume amphora. The glass was exquisite, delicate, glittery. I hoped he was buying it for me but alas he bought it for the Ubara. He said she deserved nice things more than me. He could be right.

But I digress. Yes...I saw that flag waving in the beautiful breezes of En'var. The flags colors were brilliant against the sky. You should be proud of your former ensign. Now about the Keeper of the Stall Rents, if he is not satisfied you will continue to be accosted by him.

To avoid these frequent confrontations...you could use this flag debacle as a "marketing moment". I would be a liar, and woe betides the slave who lies, if I told you my Master and I were not attracted to the colorful flag flown from your stall. It is a fabulous way to generate interest in your stall and its contents. I noticed that not one of the other stalls flew a banner.

I am sure, that in the market, there are diverse populations of shopkeepers, not all of whom were born in "Ramberry". You might suggest to the Keeper of Rents that he permit all stall owners to fly the flags of the cities they are now or formerly from. Have them place a professional and tasteful display of his or her flags on their stalls. It would be surprising to learn that maybe the stall owner next to you from your old city.

This would be a civil way of solving this predicament. The market could sport a more cosmopolitan look. Also the citizens of your old city would be more apt to shop at a stall that was flying the banner of their city.

Once again, a win win situation. By the way, do you have any more of those perfume amphora? I am pestering my Master to buy me one.

# [SCHEDULE]

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt

Olni

Sword Tournament

Contact: Lucy Bronet

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## 04 THE SOARING HERLIT [SCHEDULE]

### A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

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## 05 CITY OF AGRHI SCHEDULE]

City of Agrhi Sword Tournament

Monday Nights @ 7pm SL

Sign-up begins @ 630pm SL

L\$6000 purse

L\$2500 - First Place

L\$1500 - Second Place

L\$1000 - Third Place

L\$1000 - Last man standing Battle Royale

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## ## RARE DIALECTS OF GOR

## 06 [OOC] DEUTSCHSPRACHIGER RP HUB IST UMGEZOGEN

Hallo Freunde des Rollenspieles...

Der Hub der deutschsprachigen Rollenspieler ist umgezogen. Ein bisschen mehr Prims, weniger Miete.. und ein neues Setting. Entdeckt die verschiedenen Welten, entdeckt die Hilfe-Ecke. Wenn es Euch gefällt..

## 07 DONNE LIBERE:OLTRE QUEL VELO, C'E' DI PIU'

[reprint Voice of Gor, Volume 2 Issue 60, 08/04/2010]

un articolo di Celestial Pleides

“It’s a men’s world”, la frase più icastica per parlare di Gor. E di fatto sarebbe così, se ci limitassimo ad un’analisi superficiale della società goreana.

Chi conosce la saga, chi ha letto qualche libro, sa benissimo quanto la figura femminile sia indispensabile e vitale, sotto ogni aspetto dell’intricata trama sociale goreana.

Essere donna su un pianeta come Gor, già l’ho accennato nella scorsa rapida incursione , non è una cosa facile, aspetto , questo, che a mio avviso, dovrebbe rendere estremamente stimolante il gioco.

Mi sorprende invece come sostanzialmente si sia cercato di banalizzare il ruolo femminile, conformandolo a stilemi appartenenti ad altri mondi e ad altre culture.

Nel mio ruolo di free woman cerco di essere davvero rigida. Anale, qualcuno mi ha definita (concedetemi il termine, per quanto estremamente triviale). Mi piace inacidirmi al primo commento inopportuno, ignoro volutamente ogni possibile complimento, adoro essere sgarbata con le schiave. Risultato? Personaggio impopolare, fastidioso, odiata dalle kajirae ed ancor più dai loro padroni, sbigottiti dal fatto che ohibò qualcuno si sia messo a dar ordini alle loro bamboline. Il tutto, raggiunto da rappresaglie di ruolo dal sapore terribilmente OOC.

Quello che mi turba maggiormente, in questo primo, timido tour delle città goreane italiane, è la rassegnazione alla dispersione totale delle vere tradizioni goreane, dispersione causata – anche inconsapevolmente- da un RP affrontato con leggerezza e stupidità. Farò un esempio. In occasione di un viaggio, ho scelto di vestire di scuro, il blu - quello della mia casta di appartenenza - ed un'aggiunta di nero, per accentuare il mistero, per dar meno nell'occhio, e perché, banalmente, mi piace. I capelli coperti, il viso velato per non tradire emozione, per non lasciar adito a civetterie. Bene, sono stata scambiata per una outlaw. Ora, dato di per sé che donne outlaw non hanno proprio proprio proprio ragion d'essere – e non mi dilungo oltre sull'argomento, chè sarei pedante -...da quando risulta così inusuale vedere in giro una free woman bardata 'tradizionalmente'? Parte della colpa potrebbe nascere dal proliferare di un gusto modaiolo più fairy medieval che \*veramente\* gorean. Così, via libera ad abiti strizzati in vita ed ampie, generose scollature. O lunghi capelli vezzosamente sciolti sulle spalle o raccolti in vezzose trecce.

Benissimo, facciamo chiarezza sul glamour goreano:

Punto primo: le donne libere vestono i robes of concealment, che - tanto per tradurre terra terra – sono proprio 'vesti da nascondimento'. Strati e strati di broccato, gonne, sottogonne, veli, foulard, drappi.

Lo so, la vasta gamma di produttrici modaiole SL per Gor scarseggia in fatto di esegesi gorean fashion, ma molte di noi conoscono chi è nel giro e potrebbe suggerire propositivamente un nuovo corso per la moda da RP. Nell'attesa, sbizzarrirsi di fantasia e vivacità potrebbe portarvi a giocare con forme e colori di kimono o sari, da mixare ai gonnellini fantasy cui si è tanto affezionate. Insomma, improvvisiamo..ma rendiamoci più credibili...anzi, soprattutto, crediamoci

Punto secondo: Per i capelli...che dire. E' cosa rinomata, citazioni alla mano, che le acconciature elaborate siano appannaggio esclusivo delle caste più elevate, da sfoggiare anche e soprattutto nelle grandi occasioni di rappresentanza della propria Home Stone, naturalmente a capo scoperto, perché, sì, tra le fideate mura cittadine, si può stare tranquilli (ma quando si viaggia...no, no, e poi no!).

Le chiome fluenti evocano immagini lussuose: quelle, meglio lasciarle a chi fa della lussuria la propria ragion d'essere.

A volerlo, si può osare e svelare anche il volto, se le costumanze di casa lo consentono e soprattutto se ritenete che il vostro personaggio possa sentirsi a proprio agio.

Una donna libera, perciò, brilla di splendore proprio senza ostentare di sé null'altro che lo sfarzo di casta, o l'esercizio della parola e del pensiero. Le spesse vesti che la separano dalla schiava – creatura che essa disprezza dal profondo, perché nefasto simbolo di decadimento - sono il suo orgoglio, e la sua forza: la forza dell'irresistibile mistero che le circonda, la forza ,

la capacità di attrarre l'attenzione di un uomo anche senza mostrare un solo centimetro di pelle scoperta.

Il trend che assimila le donne libere a creature deboli, inermi, pavide e soggiogate al velo nasce perciò filtrato dal gioco approssimativo di cui parlavo poche righe sopra, un gioco affidato agli esempi e alle notecard che girano senza sosta di inventory in inventory, dalla notte dei tempi. Ammettiamolo, il 90 % dei 'giocatori goreani' non ha letto oltre i tre libri. Ed è per questo che girando di sim in sim, ci si trova di fronte ad uno stuolo di personaggi 'confusi', senza arte né parte, poco convinti persino essi stessi di quello che stanno facendo.

Mostrate loro che sa fare, una vera donna libera. Siate forti, arroganti, se necessario. Disprezzate apertamente le cattive abitudini delle altre donne, argomentate le vostre idee, battetevi per il rispetto delle tradizioni. Insegnate Gor, come essere goreani, e se qualcuno solleverà obiezioni, tenete a portata di mano un arsenale di citazioni ad hoc, e ricordatevi di apostrofare il "confuso" con queste parole "a differenza della maggioranza, seguo Gor seguendo ciò che è scritto, non quello che ti sei inventato"

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## TRADE

08 TRUE SOUTHERN TRADE ALLIANCE (STA)

# [OOO] The Port of Alsium has moved, please update your landmarks: □

# MAGNA CARTA

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

We vow 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.

# The true Southern Trade Alliance is a trade alliance of southern Gorean cities and oases only and has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

09 HOUSE OY YUROKI COMPANIES

# FACTS

The HoY Companies are currently located in ancred'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:

## # 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/FAYHEEN

CITY OF JASMINE

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

## 10 CURRENCY EXCHANGE RATES HOY BANK

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

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)

NEW: The Hoy Bank accepts and converts coins of Carida.

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## ## MISCELLANEOUS

### 11 DO NOT PANIC - LINDENLAB IS WORKING ON A NEXT GENERATION VIRTUAL WORLD

Most of Lab's development resources are already working on it

The new worlds will be closed sourced, and not backward compatible with content from SL

Official from LL;

Linden Lab is working on a next generation virtual world that will be in the spirit of Second Life, an open world where users have incredible power to create anything they can imagine and content creators are king. This is a significant focus for Linden Lab, and we are actively hiring to help with this ambitious effort. We believe that there is a massive opportunity ahead to carry on the spirit of Second Life while leveraging the significant technological advancements that have occurred since its creation, as well as our unparalleled experience as the provider of the most successful user-created virtual world ever.

The next generation virtual world will go far beyond what is possible with Second Life, and we don't want to constrain our development by setting backward compatibility with Second Life as an absolute requirement from the start. That doesn't mean you necessarily won't be able to bring parts of your Second Life over, just that our priority in building the next generation platform is to create an incredible experience and enable stunningly high-quality creativity, rather than ensuring that everything could work seamlessly with everything created over Second Life's 11 year history.

Does this mean we're giving up on Second Life? Absolutely not. It is thanks to the Second Life community that our virtual world today is without question the best there is, and after 11 years we certainly have no intention of abandoning our users nor the virtual world they continually fill with their astounding creativity. Second Life has many years ahead of it, and in addition to improvements and new developments specifically for Second Life, we think that much of the work we do for the next generation project will also be beneficial for Second Life.

It's still very early days for this new project, and as we forge ahead in creating the next generation virtual world, we'll share as much as we can.

If we had one message to share with Second Life users about this new project at this point, it would be: don't panic, get excited! Again, Second Life isn't going away, nor are we ceasing our work to improve it. But, we're also working on something that we think will truly fulfill the promise of virtual worlds that few people understand as well as Second Life users.

taken from: <http://www.hypergridbusiness.com/2014/06/linden-lab-to-users-dont-panic/>  
<http://www.sluniverse.com/php/vb/general-sl-discussion/97035-linden-lab-working-next-gen-5.html#post1963179>

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## SIM ADVERTISEMENT

(draft)

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12 NORTHERN LIGHTS OUTLAWS

GE RP with a BTB flavor. We love to fight and have some very good bows, but our primary focus is great RP.

### 13 ABYDOS: THE VILLAGE OF ABYDOS RETURNS

After weathering an incredible storm, our village has been rebuilt, back up and running, and better than ever imagined !

Welcome back, VILLAGE OF ABYDOS !

We are located on an island on the sw coast of Lydius. A busy port , mostly known for it's active trading between the North and South , our village enjoys all four seasons - yet favors a warmer climate thanks to the warm stream .

We are currently accepting applications for many roles . Come and check us out !

### 14 ASGARD FOREST (GER)

Germa BTB Village, German Pirates and Spanish Panthers.  
a nice SIm and they looks for al roles.  
Most wantet are: Slaver and Blacksmith

### 15 L'ISOLA DI TELETUS (BTB, ITA)

This island is based on the first city 'of Port Kar it exists in the council of captains and live by trade and all that it offers the piracy.

### 16 VONDA

Tired of having the city government or sim owner decide your caste leader?

Feel like you cannot 'move up' in your caste?

Would you like to have a say in who is your representative on the High Council?

Tired of being forced to work for the whole city?

The City of Vonda is a different kind of city. We believe all caste leaders should be elected by members of their caste. We believe you have the choice to work in a municipal capacity or work for a private employer. We believe you have the choice to work for yourself. The City of Vonda is a BtB sim where YOU define your role.

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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.

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>

Schedule - Calendar ([group.calendar.google.com](http://group.calendar.google.com))

All times and dates correct at time of publication, but please check the schedule boards on the Campus docks for any last minute changes.

## # Classes

Monday June 23rd - Amphitheatre - Weekly  
Kajira Review - Lady Amari - 1:30pm

Monday June 23rd - Arena - Weekly  
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday June 24th - Gallery classroom - Weekly  
New to Gor - Lady Lynn - 10 am

Tuesday June 24th - Meet at the docks - Weekly  
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday June 24th - Gallery classroom - Weekly  
New to Gor - Lady Lynn - 6:30 pm

Wednesday June 25th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 Noon

Wednesday June 25th - Maproom classroom - Weekly  
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday June 25th - Arena - Weekly  
Philosophy of Gorean Dance - Raaja - 4 pm

Wednesday June 25th - Maproom classroom - Weekly  
Path of Luther - Thais - 6 pm

#### # Events

Sunday July 5th - Amphitheatre - Occasional  
Poetry & Comedy Show - Panner & Alekk - 2 pm

#### # GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/Olni/127/8/507>

#### LEGAL COURSES

Magistrate & Advocate Courses  
Lady Janette Inglewood  
Olni High Magistrate  
Head of School, Gorean Legal Academy

~ 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  
June 2014  
for 8 weeks  
classes each Monday at:  
1pm OR 5pm SLT

## 2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.

Course 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 (examples)

~ next course begins,

June 2014

classes each Tuesday at:

1pm OR 5pm SLT

## 3) SCRIBE DIPLOMA COURSE

~ 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 jewellery, are awarded upon successful completion.

~ To commence this course, please contact me, Lady Jan (janette Inglewood) or my girl Krista (krista1k resident).

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## ## KNOWLEDGE [SPECIAL EDITION: BLACK CASTE]

### 17 THERE IS AN ASSASSIN AT THE GATES

by Xaz Elephas, MA of Rorus

I made this for Rorus, as a warrior I med me to ask how should they be treated, Credit goes out to Garain who made the BC Guide NC where I took the quotes from. I am posting this here in hopes it helps someone. I also added a bit on how one would act around an Assassin:

Like anyone else who comes to the gates of Rorus, they must state there business:

An Assassin will come for a few reasons:

One to Hunt. They must be wearing the dagger mark on their foreheads. As a Messenger. And also to deliver a prisoner:

Lets begin by what does an assassin wear:

Tunic (For SI Gor that would be a kilt and a shirt):

Scarcely a quarter of an Ahn had passed and the men who drank in that room had forgotten, as is the way of men, that a dark one sat with them in that room, one who wore the black tunic of the Caste of Assassins, who silently drank with them.”  
Assassin of Gor, Chapter 2

Kuurus stood up and stretched. He picked up his short sword in its scabbard, his helmet and his shield. These he slung over his left shoulder. Then he picked up his spear, and stood there, against the sky, on the crest of the hill, in the black tunic.  
Assassin of Gor, Chapter 1

The blacktunicked men are trained to kill for a purpose, and to think as little of it as others might of the cutting of wood.  
Witness of Gor, Chapter 40

And some will wear a helmet:

I had noticed that there was among the crowd one tall, sombre figure who sat alone on a high, wooden throne, surrounded by tarnsmen. He wore the black helmet of a member of the Caste of Assassins.  
Tarnsman of Gor, Chapter 11

His weapons will be:

Crossbow:

Our discussion terminated abruptly. There was a rush of wings outside the window of my apartment, and the Older Tarl flung himself across the room and dragged me to the floor. At the same moment the iron bolt of a crossbow, fired through one of the narrow windows, struck the wall behind my chair-stone and ricocheted viciously about the room. I caught a glimpse of a black helmet through the port as a warrior, still clutching a crossbow and mounted on his tarn, hauled up on the one-strap and flew from the window.

There were shouts, and, rushing to the window, I saw several answering bolts leave the cylinder and fly in the direction of the retreating assailant, who was now almost half a pasang away and making good his escape.

'A member of the Caste of Assassins,' said the Older Tarl, gazing at the retreating speck in the distance. 'Marlenus, who would be Ubar of all Gor, knows of your existence.'  
Tarnsman of Gor, Chapter 4

Spear:

Kuurus, of the Caste of Assassins, crouched on the crest of the small hill, leaning with both hands on the shaft of his spear, looking down into the shallow valley, waiting. He would not yet be welcome.

## Assassin of Gor, Chapter 1

### Sword:

Pa-Kur approached warily, confident in his superior swordsmanship, but, as I expected, determined to take no chances.

Tarnsman of Gor, Chapter 19

### Shield:

Kuurus stood up and stretched. He picked up his short sword in its scabbard, his helmet and his shield. These he slung over his left shoulder. Then he picked up his spear, and stood there, against the sky, on the crest of the hill, in the black tunic.

Assassin of Gor, Chapter 1

### Messenger:

I dyed my hair black and acquired the helmet and gear of an Assassin. Across the left temple of the black helmet I fixed the golden sash of the messenger.

Tarnsman of Gor, Chapter 16

I had expected to be fired on immediately but suddenly remembered that I still wore the garb of the messenger. No Assassin would fire on me, and no one else would dare.

Tarnsman of Gor, Chapter 19

### Kill Contract:

Generally an assassin bearing the mark does not encounter interference with guards for entering city gates:

Kuurus, of the caste of assassins, entered the great gate of Ar. Guardsmen did not detain him, for he wore on his forehead the mark of the black dagger.

Assassin of Gor, Chapter 2

But some difficulties in proper arrangements may be brought about :

We cried out, and shrank back, and might have run, but there was nowhere to run. Men were all about. One fellow took me by the hair, to hold me in place.

"Hold!" said the pit master. "Know that these women are the property of the state of Treve! You are within the walls of Treve. You are sheltered by her Home Stone. You cannot deal with the property of Treve with impunity."

"You have delayed us long enough," snarled the leader of the black-tunicked men. "We came yesterday to the pits, and you put us off with some absurd technicality."

"We have our regulations, Master," said the pit master.

"That technicality was cleared this morning," said the leader of the strangers.

Witness of Gor, Chapter 31

But you would let him in:

Yet none would stand in the way of Kuurus for he wore on his forehead, small and fine, the sign of the black dagger. When he of the Caste of Assassins has been paid his gold and has

received his charge he affixes on his forehead that sign, that he may enter whatever city he pleases, that none may interfere with his work. There are few men who have done great wrong or who have powerful, rich enemies who do not tremble upon learning that one has been brought to their city who wears the dagger."

Assassin of Gor, Chapter 2

There is sure to be certain necessary resistance when an assassin performs a kill:

Our discussion terminated abruptly. There was a rush of wings outside the window of my apartment, and the Older Tarl flung himself across the room and dragged me to the floor. At the same moment the iron bolt of a crossbow, fired through one the narrow windows, struck the wall behind my chair-stone and ricocheted viciously about the room. I caught a glimpse of a black helmet through the port as a warrior, still clutching a crossbow and mounted on his tarn, hauled up on the one-strap and flew from the window.

There were shouts, and, rushing to the window, I saw several answering bolts leave the cylinder and fly in the direction of the retreating assailant, who was now almost half a pasang away and making good his escape.

'A member of the Caste of Assassins,' said the Older Tarl, gazing at the retreating speck in the distance. 'Marlenus, who would be Ubar of all Gor, knows of your existence.'

Tarnsman of Gor, Chapter 4

To Escort a Prisoner: A group of assassins declared they were hired for transportation of a prisoner, although the pit master thought it deception, and it was:

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

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

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

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

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

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

"Efficiency, anonymity," said the officer.

Witness of Gor, Chapter 30

On Others Claiming to be Master Assassins:

From the books there are three ranks in the caste:

Lieutenant Captain and Master:

"More effective than the Assassins of Ar," she said. "Pa-Kur, Ar's Master Assassin, was dispatched to kill you, but failed."

Tarnsman of Gor, Chapter 8

"We can kill every male prisoner in the depths," said one of the fellows in black, a lieutenant.

"You have no authorization for that," said the pit master.

"You know whom we seek," said the leader of the men in black tunics. There were twenty-

three in their party, the leader, a lieutenant, the fellow called 'Gito', and twenty men. Each of the twenty men carried a sword, a dagger, and a crossbow. Some had their bows set.  
Witness of Gor, Chapter 31

"But Captain," said the lieutenant. "Should we not call Gito?"  
Witness of Gor, Chapter 31

What we have been able to define from the books is that Master Assassins were over a City/Village but there was not ONE Master Assassin over the whole caste. Thus I am Master Assassin of Rorus. When I leave Rorus I am just Xaz, Assassin of Gor.

An Assassin can show up in disguise:

I thought him now of the assassins for the trick with the canvas was but a variant of the loosened door trick, left ajar as in flight, a lure to the unwary to plunge in his pursuit into the waiting blade.

Beasts of Gor, Chapter 4

"I see you now wear the red of the Warrior," said he, "rather than the black of the Assassin."  
I said nothing.

"I know disguises are useful," said he, "in hunting." He grinned at me. "I liked what you did at the game, when you gave the double tarn to the Player."

"He did not accept it," I said. "To him it was black gold."

"And so it was," said the Tarn Keeper, "so it was."

"It will buy as much as yellow gold," said I.

"True," said the Tarn Keeper, "and that is what must be kept in mind."

Assassin of Gor, Chapter 13

If an Assassin shows up at the City gate and he is not marked or wearing the helm as a Messenger (Which this would mean he has a message for someone in Rorus) He is to be treated as any other Visitor to Rorus. No where in the books does it state an Assassin wore a mask of even a hood. As per the quotes from the books above it clear states what an Assassin would wear. If marked he would clearly state so unless in a disguise which he then would play that role and treated as any other visitor.

Others towards Assassins:

One refers to an assassin by the title of "killer":

"Welcome, Killer," said the man, addressing the Assassin by what, for that caste, is a title of respect."

Assassin of Gor, Chapter 2

They can be, when thought of in a good light, a means to provide justice:

At a gesture from the proprietor, the grimy man in the tunic of white and gold, one of the serving slaves, with a flash of her ankle bells, hurried to the Assassin and set before him a

bowl, which she trembling filled from the flask held over her right forearm. Then, with a furtive glance at the girl chained at the side of the room, the serving slave hurried away.

Kuurus took the paga bowl in both hands and put his head down, looking into it. Then, somberly, he lifted it to his lips and drank.

Assassin of Gor, Chapter 2

Although fear surrounds them, so does fame. They are known to be very skilled in hunting:

"Those of the black caste are famed for their prowess in hunting," said the officer of Treve. Witness of Gor, Chapter 37

Many fear Assassins especially if they bear the mark of the dagger, for they may be who the assassin is after :

The men looked at the Assassin, who regarded them, one by one. Men turned white under that gaze. Some fled from the tables, lest, unknown to themselves, it be they for whom this man wore the mark of the black dagger.

Assassin of Gor, Chapter 2

To Slaves:

Slaves serve no different and an assassin wouldn't expect them to unless they had proper reason to be paranoid.

At a gesture from the proprietor, the grimy man in the tunic of white and gold, one of the serving slaves, with a flash of her ankle bells, hurried to the Assassin and set before him a bowl, which she trembling filled from the flask held over her right forearm. Then, with a furtive glance at the girl chained at the side of the room, the serving slave hurried away.

Kuurus took the paga bowl in both hands and put his head down, looking into it. Then, somberly, he lifted it to his lips and drank.

Assassin of Gor, Chapter 2

Also, Assassins would have no problem killing a slave:

"But perhaps," said he, "we have no intention of taking you from the city."

"What?" she said, frightened, lifting her head again with difficulty and regarding him.

Her eyes went to the dagger at his belt. His fingers were upon it. "No!" she said. "Surely you are not assassins!"

He merely looked at her, his hands on the hilt of the dagger.

"Surely you do not intend to kill me!" she cried.

He regarded her, not speaking.

"Do not kill me!" she wept. It was not irrational on her part, of course, to fear an assassination plot. Even if she believed herself generally popular within the city, perhaps even much loved within it, she would realize that these sentiments might not be universal. For example, the increasing resistance to Cosian rule in the city, the growing insurgency, the actions of the Delta Brigade, would surely have given her cause for apprehension, if not

genuine alarm. "Surely," she said, "I have not become a slave, simply to be slain?"  
Magicians of Gor, Chapter 26

On assassins taking time to kill:

In Tarnsman, Tarl just got on Gor and Pa-Kur attempted a quick assassination. In Assassins of Gor, however, Kuurus took his time, although he didn't know who his intended mark was. Assassins wouldn't take chances, so usually they would take a bit of time to gather data and plan, unless they judge they can do it swift and immediately.

As for the process of death, it would be unlikely that they'd torture or lengthen death.

I hope this helps in how to interact with my caste.

taken from <http://www.gor-sl.com/index.php/topic,14554.msg130450.html>

## 18 BLACK CASTE GUIDE

by Garian Vidor, 2007, supplemented by Rarius Yuroki (Yuroki Uriza) 2012, (german translation included)

Contents:

Introduction

Codes

Training

Ranks

Killing

Personality

Items

Assassins from the Chronicles

Speculations

Onlinisims about the Black Caste (by Solomon Voss)

Leitfaden der Schwarzen Kaste (this guide in german, by Rarius Yuroki)

## 19 ASSASSIN CASTE FROM THE LUTHER SCROLLS

In Assassin of Gor, Tarl Cabot disguises himself as Kuurus, an Assassin, to discover who tried to kill him in Ko-ro-ba. He dyes his hair black and dons the black clothes of an Assassin. This book excels in showing how most Goreans view Assassins, usually with fear and hate. It also shows that Assassins may be hired by a House in a general capacity almost akin to a bodyguard or trouble shooter. Kuurus is hired by the House of Cernus as a Sword even though he has taken fee for an assassination. No one questions his superb ability with a sword.

## 20 THERE IS AN ASSASSIN AT THE GATES, RELOADED

### HOW TO AVOID BEING KILLED IN SL GOR

A killer is in town and you are in charge of deciding what to do?

That is simple:

- Order a bunch of slaves to stand near him at all the time and to report everything he says and all of his moves. Everywhere, at all the time.
- A killer needs to identify his mark and has to roleplay that. So YOU will be able to identify who he is. Keep all the logs. Put a message at the message board of the town in character and order the citizens to observe the killer until you know his mark (KEEP ALL LOGS OF WHAT HE IS DOING.)
- Do not let warriors or free women walk alone through the streets when the killer is in town.
- Let your warriors provoke the killer. If he has drawn a weapon you and others can attack him. A killer has only one attempt.

### HOW TO KILL MARKS WHO TRY TO AVOID TO BE KILLED IN SL GOR

You are a killer and a bunch of slaves are standing around you and all citizens avoiding talking to you?

That is simple to solve:

- Do not talk. Do not ask questions. Just listen carefully if a person in chat range speaks out the name of the mark (SL Goreans often have the memory of a Drosophila. One person WILL greet the mark by speaking out the name)
- Suggest in roleplay that you are hunting another person. Ask for the Ubar/Administrator if you are looking for a merchant and ask a merchant if you are looking for the Ubar/Administrator.
- Killers in disguise are "by the books". You dont need to wear a black tunic (except you are wearing the dagger already on your forehead).
- Do not show the killer groups in your profile.
- When you know who your mark is, make some nice roleplay where you are hiding (SAVE THE LOG FOR THE MODERATOR) and log in there when the mark comes online. (Do NOT "hide" when the sim is empty. Be arrogant and let others listen that you are roleplaying to hide - they cannot complain later)
- Be patient. You have only one attempt.

### HOW TO AVOID TO BE KILLED IF A KILLER IS AFTER YOU WHO KNOWS THAT YOU ARE TRYING TO AVOID TO BE KILLED

- Well, that's a bit of a problem.
- Killers wearing a mask are NOT dangerous. They are schoolboys sitting in the armchair of their parents. It is COOL (they spell it CEWL probably) for them to scare people with black

clothes. Just attack them and take them down. Tell the moderators that no gorean killer would wear a mask and that this man is an outlaw. (grins)

- THIS will happen if the killer will attack you: <http://tinyurl.com/kopvqxx>
- Killers with cold eyes, cold voice, cold touch, cold nose, cold ears, cold feet, cold, cold, cold in every post are NOT dangerous but only frozen. They will move slowly. Just attack them and take them down.
- The most dangerous people are men who show a modest attitude, who are friendly, wearing a low caste tunic and carry few tiny weapons. BEWARE!

Written by Rarius Yuroki (who has a killer alt but does not play him at the moment...so don't worry)

## 21 PREPARING LOGS FOR A MODERATOR

Kills, attacks ("raids"), taking captives or escape from a sim are NOT valid until a moderator made a decision. You will find a list of moderators in the sim rules normally.

How should a log look like? Please do not drive moderators nuts. Prepare a log like that:

## 22 FIGHTING SCHOOL

The Fighting School is good for :

- When you need your warriors trained
- When you like to have your armed protector skilled
- When you are a kajirus and afraid to fight
- When you ooc think you will never be a good fighter
- When you like to compare your skills with other levels and skills
- When you like to have a 'real fight game' once a while ( fight events and matches )

You surely want to know more about this.

Contact Charoa Kron (Assassin) ( sl name is : Charoa.Resident)

## 23 WEBSITES ABOUT THE BLACK CASTE

GBC <http://www.freewebs.com/petricia/>

Black Caste Assassins of Second Life Gor <http://www.blackcaste.co.uk/>

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## ## ONLINEISM OF THE WEEK

What women think they look like after their latest makeover: <http://tinyurl.com/nx9enyc>

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## ## ABOUT THE NEW VOICE OF GOR

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011.

Forerunners were the "Vonda Voice" (since 03-26-2009, issues 1-56, editor Verona Lorgsval), the "Voice of Gor" (since 07-14-2010, issues 1-133, editor Verona Lorgsval), the Ianda Times (since 2011, issues 1-71, editor Rarius Yuroki [Yuroki Uriza])

## # (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 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  
for members of the group - Neu auf Gor -

Available in character:

City Port of Olni (gate house) <http://slurl.com/secondlife/Olni/127/8/507>

Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>

New Tancred's Landing (new library) <http://slurl.com/secondlife/Hunters%20Cove/128/128/2>

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

The Soaring Herlit (docks) <http://slurl.com/secondlife/The%20Soaring%20Herlit/165/231/100>

Living Gor (library) <http://slurl.com/secondlife/Fini/128/128/42>

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/165/171/1501>

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>