

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 172 [short online version without pictures and attached notecards]

First day of the first hand of the sixth month 10165 Contasta Ar  
[Earth date: 08-18-2014 ]

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 172nd issue of the NEW VOICE OF GOR !

The rape of a free woman with whom one shares a Home Stone, on the other hand, is a very serious offense. Fellows have been tortured, and publicly impaled, for that sort of thing. Read more in the knowledge section of this issue.

Rarius Yuroki, editor of the NEW VOICE OF GOR

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## ALL OVER GOR

## 04 THE HOUSE OF YUROKI JOB OFFERS

### BANKERS / COIN MERCHANTS REQUIRED

The House of Yuroki Bank is a privately owned company. It employs its own bankers, merchants and guards, all of the highest quality. The House of Yuroki Bank has branches in Tharna and in Tancred's Landing (Vosk region/Saleria). More branches are under construction. The House of Yuroki Bank is the oldest and most important bank company of Gor. [since 2011]

Specialising in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

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)

EMPIRE OF AR   
OASIS OF SAND SLEEN   
PORT OF OLN I   
KASRA/FAYHEEN (GER)   
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 (Yuroki Uriza)

[Example of an older storyline]

Bank of Reginald in Vonda  
He grinned and lifted before her eyes the bank draft, drawn on the bank of Reginald in Vonda, certified, and signed by the Lady Florence, for one thousand, four hundred and twenty tarns of gold.  
(Fighting Slave of Gor)

Various banks of Schendi  
From the sea bag I drew forth the notes for fortunes, made out to Shaba, to be drawn on various of the banks of Schendi, and the false ring, that which he was supposed to carry to the Sardar in place of the true ring.  
(Explorers of Gor)

Bank of Bemus in Venna  
These papers are certified by the bank of Bemus in Venna, and are witnessed by the signatures of two citizens of that city.  
(Fighting Slave of Gor)

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## GOREAN CITIES

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05 PORT OF OLN I

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

## GORTECHTURAL DIGEST ~ Reviews of Rebuilds and Home Remodels

### IT AIN'T EASY BEING CHEESY

By Teal Razor

I usually do not use second hand information without checking it out myself first. But, after talking with an old friend, who recently made a visit to a city I am no longer welcome in, I decided to consider his report on recent construction activity there. I am always excited by the erection of a new structure. I, in turn, like to share that excitement with free and slave alike in the hopes that they too will visit the particular city where these buildings are being done and "check them out".

My friend is a talented artist and brought back sketches of this city as it now stands. It seems the dust has cleared, at least in the air. I must say I was impressed by the changes made to the city he visited. As I looked at these sketches, I was puzzled as the city seemed much smaller than the city I had visited some time before. I hoped that vicious rumors that the city in question was experiencing an exodus at its gates was not true. The thought, that ANY city was being neglected or in need of some repair on the perimeter walls, made me nervous, fearful, and sad, very very sad. The thought that maybe I was being fed lies regarding this and any other city that was allegedly proceeding "to dust", also depressed me. Thankfully I seldom hear of disastrous remarks that are false in anyway. I grant kudos to all who impart the truth for quashing nasty rumors and speaking out in the name of accuracy. And I pray for a city that may be experiencing the upheaval that a city is prone to, stay in business, so to speak, and stick around for the total enjoyment of all.

As I listened to this friend about his visit to the rebuilt city and mulled over the drawings he gave me, I was struck by how this grand reorganization and use of sturdy materials made the city seem clean, practical, organized, and strangely beautiful. Although it seemed smaller, the buildings erected inside the walls suited the area nicely.

My friend's only confusion came at the disembarkation point on the docks. There, against some rocks, were waves crashing atop the stones. He was not aware that this city was anywhere near roaring white water. But, none the less, he thought the sounds thundering from the fresh water waves were reassuring. The wharf area was nicely laid in limestone giving a polished touch to an area usually associated with shabby buildings. I was, thought, disheartened by the approach to this city. I could not remember from the last time I was there, if the entrance from the docks proceeded straight from the wharf as you look up to the city on the hill, but I could be wrong. The drawings now show a pathway that zig zags to the main gates. To be sure the path created is a lovely one set in limestone blocks that conduct you to the main entrance.

I am convinced that the main portal into a walled city should be impressive, clean, direct, and decorated with the best the city planners can incorporate into their steps and ramps. It also should be armed "24/7" with guards or at least a video surveillance camera. Disregard the remark about a camera, it would take too long to explain it. I cannot think of any city that I have visited that has put a massive and easily found entrance to the portals of their turf. I wondered why such easily placed ingress was not designed. Then I came up with the realization that if raiders were about, a convoluted entryway would slow them down and

create time for a defensive response to an intrusion. It still would be nice to have a more imposing façade of stairs facing the docks or entry points to a city. What comes to mind is the famous steps to the capitol building in Washington, D.C. on the planet earth. For those not in the know, there is a butt load of stairs on either side of that building to ascend. Impressive but now closed to the public because of raiders that could enter the structure and damage it.

It seems that most cities have this zig zag approach. The reason for this type of construction could also be the lack of land to build a direct approach to the metropolis. Either way, I prefer cities that use limestone or granite in the path to the city. Therefore, this city I am talking about should be applauded for it's good taste. The entryway sees sturdy from the drawings although not quite as rococo as my taste would have it. I had to remind myself that this city was not designed by the Waniyanpi but by a member of the Gorean Builders Caste. The city interior was nicely arranged on a grid.

It is difficult to give directions when a city is laid out in a mish mash of buildings. There are times when I have asked directions to a place and have been told, "Just wander on down to the market and when you see the stall with household goods, turn left." These are very unhelpful because many a time the citizen with the household goods stall has moved to a kiosk down the road. It helps when things are laid out on a logical progression of squares and you can say, "the dressmakers is at the corner of 3rd and Main." It was comforting to see that this city was laid out on this type of grid.

As I carefully examined the renderings my friend made and asked questions it seemed that the city was more compact but nicely maintained inside and out. He mentioned the continuity of design and use of material. He showed me a very nice coliseum on a promontory overlooking the river. It seemed a spectacular place for an arena. He mentioned the requisite housing area outside the walls of the city and also mentioned a rather chi chi area on a cliff above the city and housing area. There were no buildings to speak of, only a group of tents. Now, tent materials can vary from exquisite to cheesy, these particular tents were all constructed of quality black fabric, pitched in an imposing way. I am a slut for organization and my friend assured me that the tents matched and were smartly arranged. I think, if I were an assassin, I would want to live in portable housing, on a cliff overlooking any approach by an enemy, but be able to do it in style.

The only misgiving I have is not being able to revisit this city once more. I guess I shall have to content myself with second hand information regarding any more structural changes within its walls.

# OLNI ZAR TOURNAMENT

Beginning August 18,2014

Directed by the Zar Guild of Gor

Read more: [□](#)

# [SCHEDULE] CAPTURE THE FLAG  
every thursday at 5:00 pm

Contact: Lucy Bronet

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06 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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07 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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08 GOREAN FALLS [SCHEDULE]

Gorean Falls: Clash of Swords Tournament

Gorean Falls Weekly Clash of Swords Tournament every Monday night at 7:00 P.M. SLT. The board will open at 6:30 PM SLT. Come early and get in some friendly sparring. Come One, come all! Gorean Portal Radio will be broadcasting the event! Prizes are: 1st place: 3000L. 2nd place 2500 L 3rd place 1500 Battle Royal: 1000 L Special Event: 1000L. Point system for the tournament. If you wish to attend, please IM jaden-akia (jadenM Samas) and a tarn will be sent.

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09 THARLARION RACES

# RACES

We hope that you will join us at the Tharlarion Racers of Gor Grand Circuit Races held at various tracks during each month. This Season's Circuit runs from July 1, 2014 to Sept. 30,

2014 with a Champion Racer and team named at the end. All riders are welcome, free and slave (with permission of their owner).

Every week we hold Division races. These divisions are based upon the improved level of G&S Tharlarions and are:

Division 1~~Levels 0-9 or a maximum of 12 improvement points

Division 2~~Levels 10-14 with a maximum of 17 improvement points

Division 3~~Levels 15 and above with no restriction of improvement points

Registration fee: 10 \$L per race.

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## ## RARE DIALECTS OF GOR

### 10 LULAHS VERSCHWINDEN

Nach Einbruch der Dunkelheit stieg ich auf mein großes Handelsschiff. Die "Nemo" sollte mich in Richtung Kasra bringen.

Nach drei Ahn voller Fahrt stiessen wir auf aufziehende Nebelschwaden. Die Navigation in diesem Gebiet der Thassa stellte sich - bei immer dichter werdenden Nebel - als recht schwierig heraus.

Das voll beladene Handelsschiff kollidierte wohl mit einem Riff, denn es lief voller Wasser und sank binnen kuerzester Zeit.

Einige von der Mannschaft und auch ich banden einige Faesser und Bretter zusammen, um mit den Selfmade-Flossen wenigstens den Nebel abzuwarten und irgendwo Land zu sichten.

Das Schiff liegt nun tief in der Thassa, vielleicht sieht man bei unruhiger Thassa den hohen Masten mit der Flagge Mark javiks, doch die zerstreute Mannschaft wird der Wind in alle Richtungen getrieben haben.

Lulah (Frankah Zero)

### 11 [OOO] GOR-ROLLENSPIEL-PARTY

Nun ist es endlich soweit. Wir starten am 20. September 2014 im SM-Club BMH die erste Gor-Rollenspiel-Party. Damit sie für alle ein unvergessliches Erlebnis wird brauchen wir ein paar Regeln um die Rahmenhandlung einhalten zu können.

Die Grundidee

Wir wollen mit euch gemeinsam nach Gor und einen goreanischen Abend verbringen. Dazu gehört es, das jeder von euch einen Charakter für den Abend ausarbeitet – wir geben auch gerne Hilfe dabei – und ihr an diesem Abend in die Rolle eintaucht und ihr Leben einhaucht. Hierzu gehört auch die passende goreanische Kleidung. Freie Männer sollten ihrer Kaste (bitte nicht nur Hohe Kasten) entsprechend gekleidet sein, ebenso die Freie Frauen, wobei

hier auch an den Schleier gedacht werden sollte. In den „privaten“ Räumen besteht jedoch keine Schleierpflicht. Die Kajiri sollten entsprechend ihres Standes an der Kette, bekleidet und „weiße Seide“ sollte gut erkennbar sein.

Bedenkt bitte, das es nicht sehr viele Kajirus auf Gor gibt, die ihre Besitzer auf eine Festlichkeit begleiten.

Aktuelle Informationen immer unter:

<http://www.gor-party.de/>

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## ## LONELY HEARTS

### # LOOKING FOR A COMPANION

I am looking for a companion, I am more interested in the possibility of being sold into companionship than having being courted. I am looking for someone to bring intriguing and fun roleplay. I was born in the north but more recently lived in the south, so I can live anywhere and neither mind either north or south. Thank you so much for the inquiries. I look forward to your IM.

Katea Endsleigh

### # SEEKING A SON

Tal I am seeking a Son that will take the role of A Mercenary and also he will be a tuchuk like his father.... Your name will be changed to Dietrich though once we meet in rp, you also have a twin sister. Any one that wishes to play the role of my son Dietrich send an IM to me Kazrak((chaossammy)) Commander of skjern.

### # LOOKING FOR MOTHER AND FATHER

looking for a family

looking for mother and father in rp i have blond hair and any color eyes as good to me . i can change my name , btb please , i am not a full green yet , al i need to do is get fc and get my bracelets removed . please take me as i am . i am shy and quite . i have passed both my skill test . just want a fun rp that btb . love have a twin bother or sister and things im if that you,physician mother and father be good but open

adarbeowulf

### # NEED A RELATIVE

I am looking to join a family as any relative. I can be your Daughter, Sister, Mother, Cousin and so on.

I am semi-para and I am familiar with ways of both North and South. I can change the appearance of my avatar if needed. I'm EU timezone and online daily.

If you are interested IM Adielle Kabila and lets talk!

#### # LOOKING FOR A SON

Both me and my companion are looking for a son who was born on August 4,2014. We both have black hair and blue eyes. We live in Port Cos. I am working on being the Caste of Players and my companion is a Scribe. So if anyone is interested in playing our son they can IM ZachryShawn Sinister or Letitia Whitesong. Attached is the Birth Certificate .  
Zach Sinister

#### # LOOKING FOR A FREE COMPANION

Fayroz Thorkveld a Barbarian FW Rorus is her home stone, was brought from earth, she was smart not to last in slavery when her mistress freed her. Fayroz is a green (physician) after a hard work and long hours of study to shine at my caste.  
Fayroz is now ready to have a companion she prefer him loyal, caring and looking for a long term relation. if you are interested you can always ride your tarn to see her at Village of Rorus and see her in her busy day at the infirmary. her time SL+1  
Frojya Resident

#### # LOOKING FOR OUR SON

The Commander of Abydos and his Companion, Magistrate of Abydos are seeking a son. We would like you to live in our community and possibly be of the red caste. For more information contact Ender Octanu (enderoctanis) or Alana Octanus (Alana Tinamou)

#### # SEEKING A FC OR MATE

Hello everyone im looking for a FC or a Mate im of a high caste I dont belong anywhere as of yet but i am looking for a place. i have down both north and south BTB. I know my role and I play it well as well as my place. Im est also.  
NylaDestiny Resident

#### # LOOKING FOR L0ST DAUGHTER

Looking for a Pani daughter willing too teach role if you wish or can be adopted caste is of no importance can work around it can speak where too Live para or semi or less all is fine if your interested please do im me Snowtora/orochi

#### # LOOKING FOR A DAUGHTER?

IM me! Looking to start a new story line  
XmanolyaX resident

## # LOOKING FOR MY LOST TWIN SONS

Looking for my two lost twin sons Amin and Saluman (born 2009). I play southern and central BTB mostly, (Vosk harbour sim owner). Because of the storyline my sons could be red or black caste too. (Erratic) online times gmt+1.

For more details ask Rarius Yuroki (Yuroki Uriza).

## # LOST SLAVE LOOKING FOR HOME

Im lost and alone wondering gor alone. Looking for a Master or Jarl BTB ONLY. please im me if want to know more Frost Artful

## # Para RPer

I am searching for two Rpers to join my family in Ar. I am seeking One FW. It would be my character's younger sister that is coming to live with them as an ward of the household. I am also hoping to find one slave, to serve all members of the household: Master, Mistress and their family. Para and experience in gor would be highly preferred. If you would like to join our family, kindly send an NC to Callulai Resident.

## # FREE WOMAN SEEKING MALE COMPANION

My name is Talia Love. I am searching for my mate. He can be the man i was to be companioned to in Port Kar or he could just be a random guy. I have Red hair, green eyes. Living in SOR now but willing to move but will always be there ally. I will only be in GE sims NO BTB. Someone who will want me to be the mother to there children. I am unclaimed and uncompanioned. if you are interested in the role to be my companion please IM me.

## # SEEKING A KAJIRA

Looking for a loyal, dedicated kajira. I live in the Oasis of Sand Sleen, a BtB sim based on Tribesmen of Gor. I travel frequently to see my family. I am also expecting my 5th child. Must be familiar with Tahari rp or willing to learn. Please IM me for more details.  
Eleonora bint Saran (bellatrix latour)

## # SEEKING FOR A CHILD

I am lady Clavdia Mint your father is Marwin Mint , he a blacksmith i am an artisan of Gor. At the moment we call the city of Jahesa home . we do not require you to move here , only that you visit offen. we do wish that are are willing to mod your avi to look like us to a point. we are your parents after all. We are searching for the second child of our set of twins that we just

found out that we were having , girl or boy it doses not mater to us, we are night owls we do not come on sl to late hours.

Evelyn Xstar

#### # SEEKING FOR A BTB MASTER

Tal, Im seeking a Master thats btb that has a sense of humor loves to rp and someone to build a story with im DjDorian String for more info please

DjDorian STring

#### # LOOKING FOR A SLAVE

I am looking fora slave. They can be old or new as long as they are loya l. I am a mother of one soon to be three. I am a scribe so they need to be able to do scribe work to help me out. I am companioned and they will be unrestricted. Male or female

Contact Lady Aya Vantelli Harley (masterdstally)

#### # THRALL

Thrall seeking an owner. Not the typical storyline sought. NOT a silkie male robot slave. Want a MAN in steel then please message me

ExpiredRelic Resident

#### # SEEKING A THRALL

Im seeking a Thrall for my mate. For when she travels and for her protection for when im not on. If interested do Im Me thank you

Caus Resident

#### # SEEKING FAMILY IN AR

Hoping to start a new storyline with the new Empire of Ar when it opens. I am an experienced para-rper hoping to find family that is the same. Never been a slave, no interest in ever being a slave, but I would like a traditional, somewhat overbearing family.

My character is youngish, sheltered and very proper.

Open to just about anything BTB, willing to change my name, any caste is fine except physicians.

Available during almost all timezones, able to adjust as needed for the most part.

Maddison Whelan

#### # SEMI-PARA RPER LOOKS FOR

a place to rp. i can play free and slave ( even if i would enjoy playing a specific type of slave ).

My character will be dark-skinned with black hair. ( eyecolor is negotiable ). I am very experienced in gorRP and i do know MUCH about gor. I would like to find a family to join or a companion. Maybe a forced companionship story would be cool. my Timezone is SL+9. IM LittleBlackLamb resident. :)

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## ## TRADE

### 12 TRUE SOUTHERN TRADE ALLIANCE (STA)

# Southern Trade Alliance members: The Kasbah of the Guard of the Dunes, Oasis of Nine Wells, Oasis of the Sand Sleen, Oasis of Klima, City of Tor, Kasra - Fayheen river, Ukunga Region, Asperiche, Tancred's Landing, Tabuk's Ford , City of Jasmine, Port Alsium, Island of Naath, The Phoenix Trading Company, The Hoy company and the associated member Tharna..

The next montjly STA meeting will be in about one hand. Members, candidates and guests will get a sealed and encrypted message.

### # 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.

# 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.

### 13 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.

### 14 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)

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## ## SIM ADVERTISEMENT

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### 16 THE GREAT LIBRARY

"Scholars from distant lands came to study, to teach, and to share their inventions. Poets, astronomers, physicists, mathematicians, zoologists and doctors of many different races lived together at the library. They ate their meals in one gigantic dining hall, and the high ceiling reverberated with echoes from the lively debates ...

The chambers of the great library were spacious and bright. Visitors sat on luxurious couches to enjoy the lilting voices of the poets and to listen to the melodies played by musicians. Across the hall, doctors carried out research in vast laboratories and dissecting rooms. In still another chamber, inventors gathered to assemble their new contraptions ...

Day and night the library pulsed with activity. At dusk, astronomers met on the rooftop observatory to map the constellations. At dawn, botanists could be seen ambling through terraced gardens where they observed new varieties of fruit trees and crops. Behind the library walls, animal keepers tended the world's first-known zoo."

~ Anne Nolting, "The Ancient Library of Alexandria"

### INTRODUCTION

Welcome to the Great Library of Gor!

Here, what first began life as a simple menagerie has developed into a Gorean approximation of the historical Library of Alexandria.

Our primary goals are to provide a reliable resource for learning about John Norman's world of Gor, as well as something a bit different from the usual city-based roleplay of SL Gor.

The library itself does not aim to be comprehensive. There are many libraries in SL Gor that have a recycled notecard for every caste, culture and slave position you can think of - complete with the usual Luther scrolls and transcribed Gor novels.

Instead, we have aimed to compile content which we find to be of the most interest or amusement, with a fair number of original pieces thrown in.

### 17 THE EMPIRE OF AR

Finally... The Great City of Ar has returned.

Para RP oriented, Mesh build.

Apply today with an ultra-short 60 second Application. Start the Opening Weekend as a

Citizen of Ar!

For the Glory of Ar! For the Glory of the Empire!

[Read more in the "Roleplay" section]

## 18 PORT BAZI

We really need to get some new people here asap.

- 1) Any men who can fight are much needed. HOC for reds is still open.
- 2) Merchants HOC is open for grabs if you show your active.
- 3) Our kennels has one slaver but we would like another and as many slaves as want to come for a true gor experience
- 4) Greens We have one apprentice green and we need a HOC green

## 19 WISMAHI TRIBE - RED SAVAGES OF GOR

"The Wismahi, Or Arrowhead and of the Kaiila. Holds the more Northern Lands in and below to some extent, The fork of The Kaiila " - Blood Brothers Of GOR- Page 24

RP Category: GE

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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>.

## # HERLIT RADIO

How to Listen to Herlit Radio

Herlit Radio can be heard 24/7 on our SIM

If you'd like to listen on your SIM

In About Land  
in Media  
in Music URL: [216.155.128.202:8039](http://216.155.128.202:8039)

In WinAmp, open the following URL: <http://216.155.128.202:8039>

In Windows Media Player, open the following URL: <http://216.155.128.202:8039>

## # 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> □

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

### NEW TO GOR Classes

Gorean Campus presents "NEW TO GOR" series of classes, that run in continuous rotation

Tuesdays @ 10 AM & 6:30 PM

in the Campus Gallery classroom

Classes are a basic introduction to SL Gor for those that are new, and a valuable review for the more experienced.

Although geared toward the Free.. kajiri will find them beneficial & valuable as well.

Gorean Campus is a safe, independent, non-commercial, non-aligned academy.

Cities sending students, have no fear of their citizens being 'recruited'.

Classes cover the (by the books) basics of Gorean behaviour, dress, deportment... and the 3

pillars of Gor, Home Stone, caste system and natural order/slavery.

Discussion leaders:

~ on Tuesdays

Lady Lynn (10 am)

Krista (6:30 pm)

Gallery Classroom

Classes

Monday Aug 18th -Main Classroom - Weekly

Medical Seminars - Lady Sanny - 10 am

Monday Aug 18th - Lounge - Weekly

The Gor That Is (WHIP radio show) - Lady Rose - 6 pm

Tuesday Aug 19th - Gallery classroom - Weekly

New to Gor - Lady Lynn - 10 am

Tuesday Aug 19th - Meet at the docks - Weekly

Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday Aug 19th - Gallery classroom - Weekly

New to Gor - Krista - 6:30 pm

Wednesday Aug 20th - Campfire - Weekly

Panther Girls Discussion - Minx - 12 Noon

Wednesday Aug 20th - Maproom classroom - Weekly

Preparation of Medical Herbs - Lady Lynn - 4 pm

Thursday Aug 21st - Maproom classroom - Weekly

Intermediate Scribe - Victor - 1 pm

Thursday Aug 21st - Lounge - Weekly

Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Aug 21st - Amphitheatre - Weekly

Gorean Trivia - Felicity - 5 pm

Thursday Aug 21st - Lounge - Weekly

Creating Role Play - Jacob - 6 pm

Friday Aug 22nd - Main classroom - Weekly

Scarlet Caste - Saxon - 1 pm

Friday Aug 22nd - Main classroom - Weekly

All About the Pani - Orochi - 3 pm

Friday Aug 22nd - Main classroom - Weekly  
Scarlet Caste - Saxon - 6 pm

Saturday Aug 23rd - Amphitheatre - Weekly  
Kaissa: What You Didn't Know About The Game - Tikaani - 11 am

Sunday Aug 24nd - Main classroom - Occasionally  
Free Women Basics - Juvana - 9 am

Sunday Aug 24nd - Zoo classroom - Weekly  
Bem-vindo ao Gor (in Portuguese) - Lua - 11 am

Monday Aug 25th -Main Classroom - Weekly  
Medical Seminars - Lady Sanny - 10 am

Monday Aug 25th - Lounge - Weekly  
The Gor That Is (WHIP radio show) - Lady Rose - 6 pm

Tuesday Aug 26th - Gallery classroom - Weekly  
New to Gor - Lady Lynn - 10 am

Tuesday Aug 26th - Meet at the docks - Weekly  
Guided Tour of the Great Gorean Zoo - Dani - 12 noon

Tuesday Aug 26th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Aug 27th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 Noon

Thursday Aug 28th - Maproom classroom - Weekly  
Intermediate Scribe - Victor - 1 pm

Thursday Aug 28th - Lounge - Weekly  
Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Aug 28th - Amphitheatre - Weekly  
Gorean Trivia - Felicity - 5 pm

Thursday Aug 28th - Lounge - Weekly  
Creating Role Play - Jacob - 6 pm

Friday Aug 29th - Main classroom - Weekly  
Scarlet Caste - Saxon - 1 pm

Friday Aug 29th - Main classroom - Weekly  
All About the Pani - Orochi - 3 pm

Friday Aug 29th - Main classroom - Weekly  
Scarlet Caste - Saxon - 6 pm

Saturday Aug 30th - Amphitheatre - Weekly  
Kaissa: What You Didn't Know About The Game - Tikaani - 11 am

Sunday Aug 31st - Zoo classroom - Weekly  
Bem-vindo ao Gor (in Portuguese) - Lua - 11 am

Sunday Aug 31st - Amphitheatre - Weekly  
Northern Studies - Adira - 5 pm

## # Events

Saturday September 6th - Arena - Occasional  
Dance Contest - 1 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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## ## ROLEPLAY

### 20 STORYLINES OF THE EMPIRE OR AR

#### # ABOUT THE CITY OF AR

Ar is the largest and most populous city in Gor. The advanced city was known to be the center of civilization and culture in Gor, and its military might was written about extensively in the books.

To read more about Ar, consult the following for quotes:

<http://thegoreancave.com/>

## # SIM TIMELINE

The Empire of Ar is a Gorean RP sim set four hundred years after the Ar in the books. It incorporates storylines of Dyce Boucher and Melisande Moisant's Imperial Ar sims, as well as introduces Theoden's Ar storylines played out in the Fortress of Kaelus (vassal city to Ar) and Fort Laurius: Territory of Ar sims. Picking off where Fort Laurius left off, the Empire of Ar is set two hundred years into the future.

## # STORY

Weakened by the Nest Wars and the Kurri, the Priest Kings could no longer involve themselves in limiting Ar's hegemonic power. The Empire of Ar reigned once more, even conquering their ancient enemies, Cos and Tyros, holding them as occupied territories. Through long wars of conquest, the Empire spreads itself throughout central Gor: as far west as Cos, as far east as the Voltai, as far north as the Hrimgar mountains, and as far south as Torcadino. Outposts and forts dot the landscape of Ar's control over the world, but there were still a few remaining cities and villages left alone, some still putting up resistance and some deemed not worthy of conquering. Eventually, the Empire's wars ceased, the Ubar stepped down, and power was returned to the High Council. In midst of a city flourishing in prosperity and tribute from the Empire, a new chapter begins in Ar's history.

## # HISTORICAL ARCHIVAL WRITINGS ON FORMER UBAR THEODON

The following is an excerpt written from the Grand Archivist of Ar, Deckard Canicus:

"It has been four hundred years since the time of Marlenus and the occupation of Ar. Since that time, Ar had gone through many cycles, from the Moisant Ubarate overthrowing the Cosians, the sudden return of Marlenus, and the overthrow of the corrupt High Council. Subsequent wars of expansion were waged throughout the years, and different Ubars sat on the throne in the Central Cylinder. However, it was not until the start of Ubar Theoden's reign did the empire truly start controlling its vast empire. A former Regent of Kaelus and Governor of Fort Laurius, sent there to rule on the Empire's behalf, Theoden only returned to Ar when his son was born and the Ubar of Ar granted him a final retirement. The retirement did not last long. The Ubar of Ar, Ovidius Gavius, was assassinated through an attempted coup d'tat of military officers, backed by Cosian gold. Taking control, the then High General immediately rooted out the traitors and had them impaled.

Though the islands of Cos and Tyros were long conquered and occupied, there had remained remnants of resistance, spread throughout the cities and smaller islands. The Empire had grown as vast as it did during the wars of expansion, in which High General Theoden personally served and had a role in. Much of northern Gor was conquered, up to the mountains of Hrimgar. The Empire held vast holdings to the east in the Voltai mountain range and administered regions as far south as Torcadino. And finally, after many years, Ar had struck down its arch-nemesis, the twin Ubarates of Cos and Tyros, spreading the Empire as far west as Cos. This relatively rapid expansion of the Empire, however, meant that initial

control over the huge swaths of territories were very loose. Indeed, due to this very reason, rebellions like what occurred in Cos and in some cities in the Voltai all led to the death of the Ubar of Ar himself.

Once High General Theoden was declared Ubar, Theoden made it his life mission to right the wrongs done against Ar. Having served as the late Ubar's consultant and advisor, the man was close to him and the death wounded him deeply. The fury that became of it was only matched by the sheer brutality of the wars of control under Theoden. The only safety for Ar, the only way to peace... was through power. Theoden's eternal mantra led to occurrences in what some critics have named atrocities. Though the typical gorean conquerer would only have a around a tenth of the men slain in the sacking of a city, he had half of them put to the sword. Crushing rebellions with merciless resolve on the islands of Cos and Tyros, Theoden came down the hardest on one of the island holdouts that had resisted occupation for many years. Every single male from adolescence upwards had been put to the sword and the free women were forcibly bred to create a new generation of Arians.

Amidst this unprecedented ethnic cleansing, there was also the ordering of an entire city in the Voltai being burned to the ground through endless bombings of tarn-thrown thalarion oil. Every single inhabitant of that city was caught in the blaze, trapped in the inferno as their flesh melted from their bones due to the utter searing heat. What remains of that city today is barren black rock, melted stone and walls turned to rubble, with murmurs of the place being haunted by nearby ignorant peasants persisting to this day. Onward the march of victory went, and the Empire of Ar tightened its grip on its territories throughout the world. With an ever increasing network of outposts and fortifications spreading throughout the empire, Ar's iron grip of control continued. There was nothing to stop it. And on it went, throughout the long years until one day, Theoden stopped at a plateau, having personally made the trip to the outer reaches of the Empire, and looked over a clearing. What went on in his head that day would forever be unknown to all of us. All that is known, is that while gazing into the distance with glazed eyes, he dropped his sword and said the words, "The beast has been slain, and the sun rises anew."

Debates within the libraries of Ar continue to this day to debate whether he was talking about Ar's enemies and a new chapter for the Empire, or whether he was referring to something darker within himself, some inner turmoil only he could see. For it was on that fateful day that he left the purple robes and announced a return of power to the High Council. The Empire of Ar, the hub of civilization of the world, bathes in the prosperity and decadence that the territories of the Empire flushed it with. Even today... in this day and age, among intellectual discussions of Ar's citizens, the legacy of Ubar Theoden continues to be controversial. But supporters and detractors both agree.... Ar would not be the same without him. The plethora of statues of Ubar Theoden throughout the city is a reminder of that."

## # THE EMPIRE OF AR - BLACK CASTE STORYLINE

Many years have passed since the failed attempt of Pa-Kur, Master of the Caste of Assassins, to take the seat of Ar for himself. Since then those of the Dark Caste have wandered Gor, some choosing to remain in hiding while others boldly wore their caste colors out in the open.

Since that ill fated coup, the Black Caste has not been welcomed openly in Glorious Ar...until now.

Fast forward to present time. New voices in the high council of Ar urge a break from the past and once welcome the Black Caste into Ar's walls to ply their dark trade.

The inner struggle between the different political factions and Caste is on the rise. The forever out casted Black Caste is believed to have penetrated the ranks of political strong hold in Ar. The forever danger of the an imminent take over the rigid unforgiving memory of the past yet again haunts the streets of Ar.

Still, many have not forgotten what happened in the past at the hands of Pa-Kur and the black helmeted men's arrival in the city has been met with a great deal of suspicion and anger. Why are they there? And why now? How will the Black Caste integrate into Ar? Who are these voices who speak up for their presence? Do they have other agendas?

The infiltration is unknown the demands unknown. The fear of the Black gab haunts the living and dead memories of the past, present and future. Will they rise again? Will they walk in the streets of Ar? Will they stand at the Gates of Ar demanding passage, Marked seeking a throat to soak their Dagger in?

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## ## KNOWLEDGE

### 21 RAPE ON GOR

Whereas one speaks commonly of "slave rape," that usually means little more than using them as one wishes, unilaterally, peremptorily, forcibly, and such. Technically, it is not clear that one can rape a slave, any more than one could rape a verr or tarsk. In a legal sense, a slave cannot be raped, no more than any other domestic animal.  
Mariners of Gor Book 30 Page 124

The rape of a free woman with whom one shares a Home Stone, on the other hand, is a very serious offense. Fellows have been tortured, and publicly impaled, for that sort of thing.  
Mariners of Gor Book 30 Page 124

Read more:

### 22 [OOC] WEBSITES OF ACTIVE GOREAN CITIES

[City of] Jasmine: <http://city-of-jasmine.jimdo.com/>

[City of] Thentis <http://thentis.com/> (?)

[Oasis of] Klima <http://klima.unblog.fr/>

Omen Valley <http://omen-valley.jouwweb.nl/>

Sands of the Tahari - Home of Sand Sleen, Nine Wells and the Black Dagger Mercs  
<http://sands-of-the-tahari.jimdo.com/>

Ukunga region - the family Kron <http://www.familykron.com/>  
The Soaring Herlit <http://tsh.phlsystems.com/>  
Arcadia <http://buccaneer007.wix.com/arcadia>  
Forest Moon <http://lunacaleengpanthers.wordpress.com/>  
Isle of Hellenos <http://hellenos.wordpress.com/>  
Isle of Tarns <http://isleoftarns.weebly.com/>  
Tancred's Landing <https://www.facebook.com/pages/Tancreds-Landing/1433226383591759>  
United Continent of Gor <http://united-continent-of-gor.ga-weblog.com/>  
Valkyrie Panthers <http://www.valkyriepanthers.com/>  
Jorts Faehre (GER) <http://jortsfaehre.wordpress.com/>  
Kasra / Fayheen (GER) <http://feuerkrug.blogspot.de/>  
Oase der vier Palmen (GER) <http://oase4palmen.de/>  
Verr Fjord <http://verrfjord.wikifoundry.com/>

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### ## ONLINEISM OF THE WEEK

<http://whatthegor.tumblr.com/post/94613220650/what-i-am-thinking-when-people-im-me-to-ask-what-the>

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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 landa 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 Alliance of Valkyrie Panthers  
for members of the group Goreanische Freie Presse

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>

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/54/198/1011>

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>