

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

[Short online version]

Fourth volume, issue No. 151

Fourth day of the first hand of the month of En'Kara (The First Turning) 10165 Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 151th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR staff wishes all readers a prosperous new gorean year 10165 contasta Ar!

We are happy that our correspondent in Olni, Teal Razor, Slave of Siri Emerald Jr., recovered [in another world] and is able to write her famous column "The Slave's Corner" again.

Siri Emerald Jr. and his slave Teal Razor visiting the NEW VOICE OF GOR library and archive in Tancred's Landing:

Rarius Yuroki, editor

Wendie (Lemon), HoY scribe and NEW VOICE OF GOR staff

JUST MY 20 COPPER TARSK BITS

I don't know why it is so difficult for some people to distinguish "in character" (IC) and "out of character" (OOC) articles? THE NEW VOICE OF GOR prefers IC articles!

If you use the words "sim", "notecard", "landmark", an earth date as "20th of March": all this is OUT OF CHARACTER! If you use quotes of John Norman's books: this is OUT OF CHARACTER! Or did Normen mention that Goreans are selling his books on counterearth - made by renece paper? He did not as far as I know.

And by the way: We do not treat a "nest mother" who is writing something as "in character" but OOC. Sorry, nothing personal.

The editor

THE NEW VOICE OF GOR IS NOT AMUSED

...that we did not get the announcements of the Re-opening of Katoteros and Vonda to publish them in the NEW VOICE OF GOR just in time. Perhaps they are not interested to get readers of our newspaper there? I am wondering why some places are still boycotting the biggest newspaper of Gor - Sais for example. Or their blue caste is illiterate and not able to write articles - or nothing happens there!?

We also apologize that we did not get any story about the opening of Abydos although the blue caste of Abydos had announced to write something.

The editor

ALL OVER GOR

03 THE RETURN OF NADIMA

by Eipida Nikolaidis

[reprint from the VONDA VOICE vol. 2, issue 40, 03/17/2010]

Dominus Hydraconis, nadima Khandr and me (elpida Nikolaidis) had a marvellous roleplay with a panther this week.

Marvellous because its not easy to have a smooth roleplay when more people are involved. My compliments to the Koo Fasal Rebelz Outlaws. An organized group of top-class fighters and roleplayers!

Elpida:

Seems a Panther likes Port Cos and she visited us a few times this week, everytime taking a slave or a woman with her.

First Jack's girl selene.

The next day she took me with her and i saw selene in their camp. I was perplexed seeing she served the En so well, although her kind of serving made me...blush....

And again the next day the panther came back.

I was sitting in the Overlook with Dominus and i heard something outside the city and asked Dominus to take a look.

Dominus:

Drawing my bow, I went for a quick tour of the city. On leaving the city gates, I saw a panther with our slave Nadima. Losing no time I took aim and let my first arrow hit her! She left the slave and began running through the docks. Very agile, and clearly prepared to an attack, she evaded me and responded to my arrows, finally besting me.

Nadima:

Seeing the warrior down, I hid behind the laundry so I could gather any possible information.

She spied me and called me to her. I wanted to make sure Warrior was not injured so I came closer. I asked permission to get my healer's bag from the infirmary and she gave it. So I ran back for the bag and left a note there for anyone to see and then I ran back. Although not a decision a slave should make, I offered myself in exchange for the warrior so the City would not be without protection. The panther agreed, bound me tightly, hid the Warrior near the docks of Port Cos and took me to her camp.

Elpida:

Now we had to get nadima back. this girl works so hard in the infirmary, our city can not do without her, so me and Dominus went to Firestorm looking for help.

I saw two familiar faces, one of them is Enrique Rang, Commander of the Fatalz Outlaws, willing to help us as he owes me a favor. He ordered five or six other members of his camp to go and get nadima back, and i showed them the way to the Panther camp.

Dominus:

Entering the camp was not easy. besides various traps, there were sleens to be reckoned with, and a tall wall to be climbed. Once in the camp, it was difficult to find the panthers, hidden. But soon I could hear the shouts and the cries of battle, as the first outlaws began to fire on the panthers. A very effective and efficient group, within ehns we were again in possession of our slave, as well as of the panther that stole her from us in the first place.

Nadima

During the commotion of the raid, I was told to go with one of the slaves to their cave, but I hid in the bushes and refused, tearing loose from the slave I clamored up the hill and climbed a tree to look for a route of escape. I shimmied down the trunk and scurried to a ledge...dodging the fray and arrows as best I could.

I was able to jump down to a lower ledge then onto a bridge, but running across it, I was mistaken for a panther and knocked unconscious myself, bound and dragged to the boat where Mistress Elpi identified me and then brought be home to Port Cos.

Thank you to those who worked so hard to return me to our City!

04 [OOC) GAY GOR [SCHEDULE]

On the Schedule we have:

Monday, March 24	Reopened Klima!
Tuesday, March 25	TBA
Wednesday, March 26	Nyundo - Gorean trivia
Thursday, March 27	TBA
Friday, March 28	Ukunga - open air concert
Saturday, March 29	Cretus - TBA
Sunday, March 30	Asperiche - Final night of En'Kara

Read more:

GOREAN CITIES

05 PORT OF OLNİ

THE SLAVE'S CORNER

By Teal Razor ~ slave of Siri Emerald Jr ~ Captain Olni Scarlet's

SPRING AND I AM ALIVE

By Teal Razor

The time of En'Kara came in on a kur's back and commenced to spawning a battalion of evil. One may say, "What's got Teal's panties in a wad?"

With all I have been through at the beginning of the Gorean New Year, I must look back and say how grateful I am. I am still here. I am able to once more serve my Master and all free. I am permitted to go on with my purpose in life. Back on earth there is an expression, "Into every life a little rain must fall." The wording makes you think that travails are experiences that are nothing more than going outside on a warm summer's day and being sprinkled by a passing shower. This cannot be further from the truth.

Platitudes have never been my cup of Bazi tea. I would prefer someone smile and nod and not utter a single word rather than pollute the air with the breath from their lungs with a banality. Before this escapes me, I must say that recently I have heard the most incredible words out of the mouths of citizens and slaves of Port Olni. It all has to do with my five weeks in the infirmary cylinder in my Master's city.

I contracted what I thought to be the of Bazi plague. The Physicians of Olni, some of the finest healers around, noticed that there was a twist to this "so-called" Bazi plague that I appeared to have. I had very high fevers but no pustules (yuck!). I did have a yellowing of the whites of my eyes but the head physician chalked that one up to my paga drinking, which most have witnessed, sad to say.

I lay in fevers for six days in my Master's home in Olni Var, before he decided to take me to the infirmary. When he delivered me into the capable hands of our smart physicians, he was chastised for not bringing me in sooner. I should have been the one verbally flogged since I was petrified to leave my Master's side to be cooped up in the infirmary and begged him not to take me there.

My diagnosis at one point looked grim and I drifted in and out of hallucinations. Every time I opened my eyes I was greeted by my Master sitting by my bedside holding my hand. He told me of the free and slaves in Port Olni stopping by the infirmary to leave food, funny scrolls to read to me, and flowering plants that I might enjoy. In fact, when I came home to my Master's house, the front veranda was awash with blooming plants that the concerned had left. No, these were not platitudes that I received; they were positive and loving thoughts being expressed in my direction. Pretty heady stuff for me since I am only a slave and do not deserve anything.

My only regret is that I can't properly thank each Gorean that sent positive thoughts and love

my way. In the infirmary I kept drifting in and out of consciousness...things that were not there appeared real, and I began living in two worlds, reality and delusion. In this altered state I could not remember what was real and what wasn't. I saw and talked to many in Port Olni, although I now realize there was no such meeting with anyone. But that was how I felt the unfeigned concern of good citizens and slaves.

It is quite nice that I now have my mind back, although my Master would debate you on that one, and I am pushing forward. I hope to serve you in the commons if you are free and I hope to help you serve and clean if you are a slave very soon.

[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

06 SAIS [SCHEDULE]: MERCHANTS OF GOR TOURNAMENT

The village of Sais cordially invites you to a "Merchants of Gor" tournament, to be held Sunday 30th March at 10am SLT (Sign-up from 9.30am SLT).

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

Location of event: The village inn

There will be prizes for the first three places:

1st 3,000L
2nd 2,000L
3rd 1,000L

We look forward to seeing you here!

mabs xx (mab.chau)

07 ISLE OF TARNS [SCHEDULE)

From Celina, Chaos' slut

ISLE OF TARNS LUSCIOUS SLAVE DANCING

Isle slaves get together in group dancing for the pleasure of the Free

Every Friday Eve

4-5PM SLT

Dance pit behind the Chatterbox cafe

ISLE OF TARNS ZAR TOURNAMENT

Matches daily through Finals on Sunday, March 23 with traditional Gorean RP

Sponsored by Zar Guild, Master Azerbain and Master Astary

Take Teleporter at Docks to IoT Zar Tent

08 KATOTEROS [SCHEDULE)

The Island of Katoteris formally invites you to join us in a week long celebration in honor of our new Administrator. There will be contests, tournaments , games and a grand feast! Come join us and enjoy the peaceful, friendly atmosphere that our Island has to offer. We hope to see you here!

Monday March 24

6pm slt

Tea Room Brawl! Think you are a slave or Free Woman who can take on another with just a spoon or a frying pan? Prove it and maybe win a 500L gift card to Icing!

Tuesday March 25

6pm slt

Free Man Drinking Contest- Think you can hold your liquor? Are you brave enough to show the world what you are made of? Prove it and maybe you can be taking home some famous cherry and blackberry meads!

Wednesday March 26

6pm slt

Girl Catch (aka Warrior Run) -Come on men and catch you some slaves and maybe a Free Woman or two? If you catch the most you can walk away with 1000L!

Thursday March 27

6pm slt

Slave Mud Wrestling- Who doesn't like seeing two slaves going at it and getting all dirty? I think we all do secretly and the winning slave gets a 500L gift card to Icing!!

7pm slt

Free Man Rumble in the Slums-Think you are the baddest man in Gor? Well now you can show everyone and beat the crap out of other men! The winner gets free custom ink courtesy of Niallan!

Friday March 28

5pm slt

Merchants of Gor Tournament-Your chance to take home 1000L!!

6pm slt

Katoteris Feast- Come one and all to enjoy the foods and wines and meads that Katoteris has to offer. We open our tables to one and all for the glorious feast with entertainment by Andreas Ghostaltar

Saturday March 29

12 pm slt

The Game of Favors-Be the first Free Woman to give away her favors to the Free Men and make it back a shiny new gift card can be all yours!

6pm slt

OOO Dance-We finish the festivities with a Carnival/Masquerade Dance with DJ Ophy. It is a party you cannot miss! Be there or be square!!

Take the attached ship and come on over!!

09 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt

Rorus

Capture the Flag

Contact: Joseph Surface

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

RARE DIALECTS OF GOR

10 JORTS FAEHRE GROSSE NACHFRAGE NACH EXOTISCHEN TIEREN

Die House of Yuroki Handelsgesellschaft (HoY) erreichte kürzlich Jorts Faehre am Vosk Fluss. Mit einiger Muehe gelangte der Bosk-Karren mit Waren und Handelsguetern den Markt, der etwas oberhalb des Hafens liegt. Mit grossen Laerm wurde die Ankunft angekuendigt, als die Staende aufgebaut worden waren. Die Bewohner liefen schnell zusammen und staunten nicht schlecht. □

Besonderes Interesse fanden die Voegel und die Affen aus dem Schendi-Gebiet. □

Rarius Yuroki wurde aufgefordert, das massige Tier, das wohl eine unbekannte Affenart war, aus dem Kaefig zu lassen. Das erwies sich als ungefaehrlich, da das Tier angebunden und, wie der Kaufmann glaubhaft versicherte, ohnehin nur ein Pflanzenfresser war.

Der grosse Affe wurde dann doch verkauft, an einen Krieger von Jorts Faehre. Die HoY Handelsgesellschaft war mit dem Handelsprofit mehr als zufrieden.

11 ZERTIFIZIERTER HAENDLER VON GOR

Die ersten beiden Seminare "Die Haendler- oder Kaufmannskaste auf Gor - Regeln, Prinzipien und Gesetze" und "Die goreanische Wirtschaft (Optionen im Rollenspiel)" haben schon stattgefunden.

Teilgenommen haben:

[12:28] Cieva [NataschaVilnius Resident]: ich hab angefangen auf den ami sims als sklavin in der arena, wilde tiere usw.... dann wurde ich frei gelassen. bin dann bei den bandulos, meinem tantchen iris vom blutigen eimer zur see gefahren.

[12:28] Cieva [NataschaVilnius Resident]: dann hab ich ich schlösser und nachschlüssel verkauft. diebin....

[12:29] Cieva [NataschaVilnius Resident]: als ich genug münzen zusammen hatte habe ich einen getränkehandel in jorts aufgemacht und hab das verhalten einer lady von der schreiberin tiana dort gelernt.

[12:29] Cieva [NataschaVilnius Resident]: ich denke ich kenne mich halbwegs gut mit dem handel und dem recht aus.

[12:32] Tasca [TascaSkyline Resident]: also cieva ist meine schwester. ich bin musikerin und spiele verschiedene instrumente und singe dazu. leider kann man davon nicht gut leben. ich lebe in vakur und will ein kontor für getränke aufmachen. die getränke beziehe ich dann von icieva. von handel hab ich null schimmer.

[12:37] xSophiax Aycliffe: ich bin sophia, ich spiele seit kurzem eine Freie die leider ihr gedächtnis verloren hat, da ihr dorf Skjaldar in brannt gesetzt wurde, jetzt bin ich in Torvalds markt, da möchte ich als schneiderin fuss fassen und a ich irgendwann auch stoffe anschaffen muss, ab ich mir gedacht das etwas grundwissen über den handel nichts schaden würde

[12:38] Dein Himmel: *Mein Name ist Sir Clark, Sklavenausbilder und Mädchenhändler con En`Kara, der Stadt der 11 Türme.

Geboren und aufgewachsen bin ich in Thentis, wo meine Eltern als Mitglieder der blauen Kaste als Schreiber in einer Silbermine arbeiteten.*

[12:38] Dein Himmel: *Mein Vater erkannte früh, das mein Wesen sich nicht eignet, daß Leben eines Schreibers zu führen. Dennoch beendete ich die Ausbildung, haute aber in den Sack und machte mir als Kopfgeldjäger einen Namen. Auch das Interesse dafür war nicht von Dauer, aber das angehäuften Geld reichte mir, um ein Sklavenhaus in Thentis zu gründen.*

[12:38] Dein Himmel: * Aber es zog mich in die Ferne und so verkaufte ich mein Sklavenhaus in meiner Heimatstadt und nahm ein Angebot an, die Sklavenschule in En`Kara, der Stadt der 11 Türme zu übernehmen. Seit vielen Märkten lebe ich dort, verkaufe Sklaven und bilde sie aus. Viele Bewohner Gors bringen mir Ihre Sklaven zur Ausbildung, aber nur die, die ich für geeignet halte, bekommen Unterweisungen von mir.*

[12:15] Sabina [Tremlays Resident]: Gerne, Ich bin Sabina von Vigo, einer Stadt am subäquatorialen Cartius unweit von Kasra.

[12:16] Sabina [Tremlays Resident]: In Vigo besitze ich eine Parfümerie,handle mit Parfüms, Seifen, Badeölen und Veminiu.

marcblack [marcblack1986 Resident], Leiter der Akademie von Enkara

Vierteiliges Seminar in Tancred's Landing:

3. Unterkasten der Haendlerkaste - Kaufleute im "barbarischen" Gor - Sklavenhaendler
Ort: Tancred's Landing, grosse Halle, Donnerstag, 27. Maerz, 20 Uhr

4. Muenzen und Preise auf Gor
Abschluss und Verleihung der Urkunde "Zertifizierter Haendler"
Ort: Tancred's Landing, grosse Halle, Freitag, 28. Maerz, 20 Uhr

Nur Teilnehmer, die an allen vier Kursen teilgenommen haben, bekommen die Urkunde. Das Seminar wird wiederholt (April und Mai), also muss man in einem Durchlauf nicht alle Seminare belegen.

Alle Teilnehmer bekommen die Inhalte des Seminars auch als Notecard. Dauer jeweils ca. 1 Stunde - 90 Minuten. Maximal 15 Teilnehmer pro Kurs. Natuerlich ist das Seminar gratis und offen fuer alle.

Sprache: deutsch

Leiter: Rarius Yuroki (Yuroki Uriza), Kaufmann und Bankier

TRADE

13 TRUE SOUTHERN TRADE ALLIANCE (STA)

MAGNA CARTA

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

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this Alliance.

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

DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara (The Second Turning) 10164
Contasta Ar

To: All Gorean Merchants
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the Salt Ubar ibn Saran
CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor
5. Kasra at the Fayheen river
6. Oasis of Klima

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all Gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

SALT PRICES AT THE MOMENT

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver

2 stone yellow salt = 18 silver

2 stone red salt = 1 gold, 14 silver

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

14 HOUSE OY YUROKI COMPANIES

FACTS

The HoY Companies are currently located in Tarnwald (Votai region), Tancred's landing (Vosk region) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

REWARD - DEAD OR ALIVE

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

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

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

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate

ADDENDUM:

[09:20:07] Διμήτρη Σ SKYTOWER Διμήτρη Σ SKYTOWER from the ferry he sailed, toward the destination in hand. Information may have been scarce, but it was information he still hand. Without a word he would pull the small boat along side the larger one, and proceed to clip the nets, climbing from the side fo the ship to the main deck, clear up the mast to the vulture's row. From there he climbed over to the pulley, and then to the top of the building where that opening was. He shimmied himself passed that and then into the office, clinging to the shadows calmly and then headed inside where the man was seemingly sleeping. He had a contract on this man himself, but instead of carrying it out, he would simply place a dagger on the fool's desk, and then leave the wanted poster on the desk jammed into it with a single message to him. "Challenge accepted."

[09:28:26] Διμήτρη Σ SKYTOWER Διμήτρη Σ SKYTOWER once that was done, he would simply head back out the same way he came in, diving off of the side of the building to the water below, and swimming back to his boat, before the beasts became akin to his presence

in their dwelling. Once he was secured back in his boat, he would simply sail himself back off toward his next destination further down the vosk.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region/Saleria) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

The House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the merchants.

Remuneration is by the 4 Hands ranging from 1 silver to 1 gold depending on the work required.

Merchants are also required to further the interests of the house of HoY remuneration is negotiable.

Agents in other cities are also required.

[OOO] We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

THE HOUSE OF HOY JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of" Banker" and (coin) merchant in the below listed cities (these cities have a bank building but no banker, the banker must be citizen of that city)

OASIS OF SAND SLEEN

PORT OF OLN

KASRA/FAYHEEN

ABYDOS

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

15 CURRENCY EXCHANGE RATES HOY BANK

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

NEW The HoY bank accepts and converts coins from the City of Victoria (1:1)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

GAMES

16 GOREAN TOURNAMENT GUILD

The GTG is an independent affiliation of all Gorean Sims or groups that are working towards improving and promoting the tournament experience for all. By the Books, Gorean Evolved, or something in-between, that does not matter. We are simply Gorean, and there for all Goreans.

What you get by joining?

Sims & Groups:

- We promote your tournament contests.
- We offer you opportunities to join with other Sims into tournaments that continue from Sim contest to Sim contest, over a full season, ending with individual and team scoring. (example: Blades of Steel)
- We assist you in the logistics and planning of such tournaments and contests.
- As a Host member you partake in the setting of rules and deciding of tournament styles to be offered.

Sponsors:

We offer you the opportunity to show your weapons, to a large and experienced audience, in real-time usage situations.

Individuals:

- You get specific information on times, dates, locations and styles of tournaments ongoing all over SL-Gor.
- Once you have contested and placed at an event, you are listed in the seasonal scoring and can compare yourself overall to all other contestants in that tournament. Scoring is done for individuals plus their respective team/city/group. (example: Tarl Cabot is listed 1st in Blades of Steel BtBs rules, and Ko Ro Ba Reds are listed 4th in overall city/team scores.)
- Lastly, you get a chance at winning some real L\$s.

How to Join?

Cities, Teams or Groups contact:

- Zane Kanze
 - Khgøiøøø Rγц (Dark Kegel)
 - Sahiela Lavendel
 - Rei Nori
-

SIM ADVERTISEMENT

18 STARKHJARTA (BTB TORVALDSLAND)

First Axe and warriors, Seamstress, Blacksmith, Ship wrights, Farm lead ((G&S)), Overseer, Traders, Healers

19 GENESIAN PORT SLUMS

In the back of the port there are the fallen from stoic society, low caste, drunks, gamblers, pirates, and urts... if you are seeking this sort of roleplay of the dredges of Gor please take time to come visit (we are looking for btb pirates, tavern slaves, urts) but of course all are welcome, or Please Contact me for more details.

20 WHITE WATER TRADING POST

Are you tired of living in huge cities? Are you bored of normal btb city life in gor? Want a smaller more familylike comunity? Come join White Water trading post. A great sim. G&S stuff available and always optional. We need all castes. COme join us

Map attatched and a cute slut ready to give a tour!!

(slaver, green and merchants really needed)

21 AGRHI (BTB)

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

We are currently growing and are accepting all roles and timezones. We encourage you to stop in and check us out...see if you feel we are a good fit. Worst case senario...you have some good roleplay. Best case you may have found a new home.

Raids happened in Gor and we get that. However, we very much follow in line with the books. Agrhi is a trade port and is largely neutral. Find a roleplay reason that makes sense and we

will happily follow the story line and raid.

OOClly, we value each and every one of our players. Though someone plays a role...we do not allow people to push those boundaries OOCly. We never treat a slave less than the admin ... unless we are in RP...and then expect to be treated as any Gorean slave might. We have hit a balance of low drama between members and would like to keep it that way.

22 PIEDMONT

Greetings from the Village of Piedmont, the northern Outpost, and the Tre'Sha Jerag!

Piedmont is a merchant town located off the cusp of the mountains to the south of the Northern Forest. known as a place where everything North moves South, and from the South to the North, Piedmont offers a wide variety of cultures as people come and go for trade and adventure. If you are looking for a chance to roleplay a in a town where you walk to a destination instead of teleport.... if you want to roleplay your way through life in a BTB culture... if you want to be with people who value a great community... come check us out!

We are seeking active role-players from the following all castes, but are particularly seeking:

SLAVERS
MERCHANTS OF ALL TYPES
PHYSICIANS
WARRIORS
BLACKSMITHS
SCRIBES
INITIATES
NORTHERNERS FOR THE OUTPOST
PANTHERS FOR THE TRIBE

23 GREAT SARDAR TEMPLE RAISES AGAIN

Work is going forward on the new Initiate Resource areas in the sim Shrine Valley, also known as Jazirat al Khusuf.

New areas will include the Great Sardar Temple rebuilt on its former floorplan, but revised and redecorated. Nearby will be the Library

The Great Temple Library, housing easily the largest collection of notecards devoted to and useful to the Caste of Initiates in SL. With sections on law, history, liturgy, ceremonies, lesson plans, curricula and individual writings of Initiates, it also features a section with many languages included so that all may use its services. Wish to add articles of your own? Send them to Mother (Vixyn Felisimo).

The Temple Emporium, the largest store in SL catering exclusively to the Caste of Initiates. The Emporium features altars, temple furnishings, railings, artwork, incense burners, daises,

even carrying chairs and (soon) wearable processions and guardsmen for traveling Initiates.

The Sardar Palisade is the destination point for pilgrimages. It features the Palisade (rebuilt on a far better surround), the Pilgrim Hostel where people may stay overnight, a fair, selling pilgrim robes, prayer beads, food, incense, souvenirs, medicines and more, the Sardar Windlasses (now inactive) and a viewing stand where people may stand and gaze into the vast distances of the forbidden Sardar Mountains.

The Nest is the underground home of the Priest-Kings Enlarged, it is populated by life-sized Priest-Kings going about their daily routines, scanning Gor, guarding the Nest, making Gur, tending the nursery and other duties. The Nest features Mul housing, a genetics laboratory, the Nursery (with babies), the Mother's Chamber, the Beetle Tunnels, the Reactor (which powers the Nest) the Supreme Home Stone, Priest-King Housing, the Fungus Gardens (huge!), the Decontamination/Cleansing Area (go there first, humans!), Scanning Room (with monitors and scent screens), Mul bathing areas, hidden tunnels and chambers and more.

Priest-King roleplayers who wish to live in a functioning Nest, contact Mother Vixyn Felisimo. You may live in the Nest free of rent! Ditto muls wishing to live with Priest-Kings as the books state is now possible.

Shrine Valley is a peaceful secluded valley set some distance from the sardars, but on the way to the Palisade. The small stone home of Blessed Edred, the Initiate, plays host to tired Pilgrims on their way to the Palisade. The serene forests beckon one to the Shrine, atop the hill, or the cave beneath it. Don't miss the Hermitage or the nearby First Temple... built thousands upon thousands before, it is now no more than some stone rubble and a fallen altar. A sacred site.

High Council Chamber of the Initiates. A place where the highest caste of Gor can make decisions and plan caste activities.

The sim will also, as always, be host periodically to the Voyages of Acquisition / Abduction to Gor roleplays run by Nephtides and the scurvy band of Arcadia Pirates we love so much.

Work is also going forward on building a White Caste Cathedral in the city of Turia (largest temple in SL, complete with mausoleum) AND an actual Archaic Gorean translator to be used by Initiates!! Initiate classes are ongoing at the Gorean Campus with a Certificate of Completion at the end. New Initiates are being trained even now.

Stay tuned. Big things happening. Announcements and landmarks will go out when the sim is ready!

Vixyn Felisimo
Nest Mother

ADVERTISEMENT

GOREAN HERALD MAGAZINE

The Gorean Herald Magazine is an offworld, PDF format magazine aimed at both Role players and Life-stylists. The goal behind it is to provide helpful information and tips to all Goreans. It is approached in an out of character by the book stand point, with articles written from the perspective of the author and not that of the magazine itself. Complete with a classified section to help get word about your sim, event, or other needs (life-stylists).

The release date of the first issue is set for the first day of the first hand of the month of En'Kara (March 21). If you would like to advertise your sim, or an event that is scheduled there after, or any services offered/wanted (both IC and OOC) contact Zyke Dragoone, or send an email to thegoreanherald@gmail.com.

There is also a group here in sl all set up for the announcement of release.

Ettore Bladesong ((Zyke Dragoone))
Editor of the Gorean Herald Magazine

VELOX DELIVERY SERVICE - TANCREDS LANDING

Velox Delivery Service takes cargo all over Gor. We make it our mission to get your items where they need to go by the fastest way possible. Whether it is by land, water, or air, we do our best to guarantee the security of every package. Although the service is based out of Tancred's Landing, our couriers will pick up packages from any city, village, or port.

Terms of our delivery service:

- Our couriers will accept all forms of cargo; letters, food, livestock, materials, and people.
- We accept all forms of payment monetary as well as trade (expect when in Tancred's Landing where we will only accept prim coins and not hud or other types of coins)
- Prices vary depending on weight of cargo, length of journey, and other details
- We will not KNOWINGLY transport any illegal goods.
- We have scheduled routes and can be easily located in Tancred's Landing at the docks. For security reasons we will not disclose our routes but we will let you know if a place is located on one of them.
- Lost or stolen cargo will be reimbursed only when agreed upon before delivery. Depending on the circumstances Velox Delivery Service or the couriers of said cargo will make adequate restitution.
- Velox Delivery Service remains neutral in any and all wars and disputes regardless of the home stone or background of its couriers.

DARK ROSE CREATIONS ADVERTISEMENT

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

GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor, to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

THE GOREAN WHIP RADIO

"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer
And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE (RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point. As the signs show. The GRC HALL is to the Right and through an Archway.

<http://slurl.com/secondlife/Hastings/95/161/1011> □

Best Wishes
Astarte Hubbenfluff

GOREAN UNIVERSITY

The Gorean University
(previously Gorean Pleasure Silk University)
Educating Gor since 2008

Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>
<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

GOREAN CAMPUS

<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2>

- Classes

Monday Mar 24th - Amphitheatre - Weekly
Gorean Basics - Amari - 1:30 pm

Monday Mar 24th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatz - 6 pm

Tuesday Mar 25th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Mar 25th - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 2:30 pm

Tuesday Mar 25th - Outdoor classroom - Weekly

Medical Seminar - Jerrod - 3 pm

Tuesday Mar 25th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Mar 26th - Campfire - Weekly
Kajira Emoting - Nova - 10 am

Wednesday Mar 26th - Outdoor Classroom - Weekly
RP in Different Gor Regions - Soraya - 12 noon

Wednesday Mar 26th - Arena - Weekly
Write your First Dance (Full) - Raaja, Baby, Kira, Ceist - 4 pm

Wednesday Mar 26th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Mar 26th - Maproom classroom - Weekly
Intermediate Scribe - Paul Florent - 6 pm

Thursday Mar 27th - Campfire - Weekly
Kajira Review - Illuminous - 11 am

Thursday Mar 27th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Mar 27th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Mar 27th - Maproom classroom - Weekly
Slave Assistant to Ambassador - GAA - 4 pm

Thursday Mar 27th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Mar 28th - Outdoor classroom - Weekly
Understanding Slavers Caste - Jonathon - 1 pm

Friday Mar 28th - Maproom classroom - Weekly
Gorean Ambassador - GAA - 4 pm

Friday Mar 28th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 5 pm

Sunday Mar 30th - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Mar 30th - Outdoor classroom - Weekly
Basic Initiates - Runyn - 1 pm

Sunday Mar 30th - Outdoor classroom - Weekly
Assistant Healers - Darwin - 4:30 pm

Monday Mar 31st - Outdoor Classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday Mar 31st - Inn - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday Mar 31st - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Mar 31st - Outdoor Classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30pm

Monday Mar 31st - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatz - 6 pm

Tuesday Apr 1st - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Apr 1st - Amphitheatre - Weekly
Club Kaissa - Alfie - 12 noon

Tuesday Apr 1st - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 2:30 pm

Tuesday Apr 1st - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Apr 1st - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Apr 2nd - Campfire - Weekly
Kajira Emoting - Nova - 10 am

Wednesday Apr 2nd - Amphitheatre - Weekly
How to Play Kaissa - Alfie - 12 noon

Wednesday Apr 2nd - Arena - Weekly
Write your First Dance (Full) - Raaja, Baby, Kira, Ceist - 4 pm

Wednesday Apr 2nd - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Apr 2nd - Maproom classroom - Weekly
Intermediate Scribe - Paul Florent - 6 pm

Thursday Apr 3rd - Campfire - Weekly
Kajira Review - Illuminous - 11 am

Thursday Apr 3rd - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Apr 3rd - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Apr 3rd - Maproom classroom - Weekly
Slave Assistant to Ambassador - GAA - 4 pm

Thursday Apr 3rd - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Apr 4th - Outdoor classroom - Weekly
Understanding Slavers Caste - Jonathon - 1 pm

Friday Apr 4th - Amphitheatre - Weekly
All About Tanning - Ama Galaxy - 2:30 pm

Friday Apr 4th - Maproom classroom - Weekly
Gorean Ambassador - GAA - 4 pm

Friday Apr 4th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 5 pm

Saturday April 5th - Amphitheatre - Occasional
Poetry & Comedy Show - Panner & Quercus - 1 pm

Sunday Apr 6th - Outdoor classroom - Weekly
Initiate Law - Runyn - 1 pm

Sunday Apr 6th - Outdoor classroom - Weekly
Assistant Healers - Darwin - 4:30 pm

- Events

Saturday Mar 22nd - Inn and Arena - Occasional
GLA Graduation Day - Janette - 12 noon - 4 pm;
Party 4 pm - 6 pm

Sunday March 23rd - Chapel - Occasional
Live Concert - Dainial - 2:30 pm

Monday April 5th - Amphitheatre - Occasional
Poetry & Comedy Show - Panner & Quercus - 1 pm

Saturday April 12th - New Surprise Location

Grand Opening Event - Lady Jan - 1 pm

Saturday May 3rd - Arena - Occasional
Pleasure Slave Graduation - Ahwi - 1 pm

Monday May 5th - Games Pavilion - Occasional
Kaissa Tournament - matches to be advised

- Dance contests

Saturday April 26th - Arena - 1 pm

Saturday May 17th - Arena - 1 pm - Beginners Dance Contest

Saturday June 28th - Arena - 1 pm

- INTERMEDIATE SCRIBE COURSE

instructor: Master Paul

starts: Wednesday March 12th 6 PM

Maproom

classes each Wednesday at 6 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
January 20th 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)

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).

ONLINEISM OF THE WEEK

25 IVANHOE OF GOR

by Rhaven Fredriksson

It was with a great interest that I read the results of recent SecondLife polls which provided some very intriguing numbers concerning the average role playing Gorean.

According to those polls, approximately 51% of the role players asked, admitted they had never heard of Gor before discovering it in SecondLife, and that 69% of the players tallied

admitted to having no “formal” education in Gorean values, customs, or traditions other than what they had learned by watching other players in the game, because they were simply interested in it from the stand point of a game.

This perhaps, provides an answer to why so many people believe themselves to be proper Gorean’s without having either read the novels, or having done any research into them into the subject of Gor.

A great number of beginning players believe they can learn how to behave Gorean just by watching other people engage in what they perceive to be Gorean role-play, and then modeling their behavior on the person they have picked out to watch. If they have picked a properly educated and knowledgeable “Gorean” to model themselves on then this is fine and can indeed be an effective method of learning.

The danger of this is however is the forming of a propagating loop in which people with no knowledge of Gorean behavior, are trying to learn their Gorean behaviors by watching a population in which over half of the people involved, 69% by average of the poll, secretly admitted they don’t really know what they are doing either, they just do it because they saw someone else do it that way, or that’s how they ‘think’ it should be done.

Because the people involved haven’t educated themselves using the books, they have a tendency to pick one word in a sentence, and then reference that one word to something they believe has similar values, completely ignoring any other words that might have just as much importance in trying to explain or describe a concept.

A prime example of this is the word Chivalry.

Chivalry is defined as; “the sum of the ideal qualifications of a knight, including courtesy, generosity, valor, and dexterity in arms.”

The code of chivalry encompassed such areas as prowess with arms, justice, loyalty, courage, humility, generosity, and the defense of weaker persons, in particular any flower of womanhood that called for their assistance.

The code of chivalry could in fact be referred to as the set of rules which noble gentlemen, in a not so noble age, used to define the differences between themselves and the peasant masses which they believed themselves to be superior to by virtue of birth, and to use in civilized contact with other noble gentlemen and ladies.

Many people are familiar with the concepts of chivalry, because most people in modern culture around the globe have heard the story of, or seen a movie adaptation of, or read a book which involved either King Arthur and the Knights of the Round Table, or perhaps Ivanhoe.

In the Gorean novels, the Warrior Caste is bound by a set of rules and guidelines which is most often referred to as the Warrior’s Code, and which is often described or referred to as “a rudimentary form of chivalry” which is “harsh but with a certain gallantry and sense of honor”.

Since the exact contents of the Gorean Warrior’s Code are never written out by Norman anyplace in any of the 26 novels, there isn’t a list of ‘warrior rules’ available for people to read, so rather than reading the complete set of 26 books to get a grasp and understanding of what the behaviors of a Gorean warrior following his code would be, people fixate on the word ‘chivalry’ and try to apply the knightly virtues of a middle age chivalric code, to a Gorean society which is founded on completely different social, personal, and ethical principles.

The people are in fact focusing on the word ‘chivalry’, and ignoring the qualifying words of ‘rudimentary’ and ‘harsh’. This lack of understanding on their part of the underlying concepts is what has resulted in a large portion of the SecondLife Gorean population believing that, if they are role-playing a Gorean warrior they should behave like Ivanhoe.

Now while it can be entertaining to see the role-playing kajira slave girls of Gor roll their eyes and sneer at the Ivanhoe's asking them to do favors instead of commanding the slaves to serve, and while it can be entertaining to watch free women, thinking of themselves as Guinevere, suddenly looking in wide eyed amazement when a warrior tells her to fetch him a drink as if she were a serving wench, it also has an extremely detrimental effect on the "environment" and "atmosphere" of a SIM which is trying to operate as a "By the Book" Gorean community would.

The main difference between the Chivalric Code and the Warrior's Code begins in the difference of the basic outlook on life between a man of Earth and a Gorean. Knights were taught to defend the weak, Gorean's are taught that strongest survive and that the weak end up as slaves because that is what they deserve. The Knights were taught that they were 'born' superior to the common masses by virtue or bloodline, while Gorean's are taught that the caste system is an upwardly mobile social system where people can achieve, or even loose, any status by proving ability regardless of their starting point at birth.

While a Knight is taught to practice Humility, a Gorean warrior is taught, "A warrior takes what he wishes." (Outlaw of Gor, p.28).

While a Knight is taught to uphold the laws of his king, a warrior is taught,

"Be strong and do as you will. The swords of others will set you your limits." (Marauders of Gor, p.10)

Finally while a Knight is taught to be virtuous and honorable when dealing with any woman, warrior's of Gor, as part of their training in the caste, are taught how to capture free women of rival cities, enslave them, and then to handle and think of them as nothing more than slaves.

With just these simple examples, it should be extremely evident that Ivanhoe doesn't fit into Gorean culture. And if he wouldn't fit into Gorean culture, then he has no business being represented on a "By the Book" Gorean role-play SIM, as his presence there is a disruptive interfere with the justifiable Gorean actions and activities of rational Gorean's attempting to role-play a justifiable Gorean culture.

So perhaps, if the Ivanhoe's and Guinevere's in SecondLife Gor wish to feel less ridiculed and hated, they need to read and research more of the culture they have chosen to role-play in, so they can role-play in it more accurately.

And if after having done the research they discover that the chivalry of the Gorean warrior is just too rudimentary and too harsh for their personal beliefs, they should vacate Gor and spend their role-play time on one of the many medieval SIM's which are populated by the knights of Camelot, and which are easily located in SecondLife by entering the word 'medieval' on the search panel under the Places tab.

ABOUT THE NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

ICly.

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

"Goreans were not always fooled by posts on boards.
Those who control the public boards, it is said, control the city.
But I was not sure of this.
Goreans are not stupid.
It is difficult to fool them more than once. They tend to remember."
(Magicians of Gor)

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

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

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

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
for members of the group 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:

Village of Abydos (in front of the Borgin Herbs & Spices store)

<http://slurl.com/secondlife/Saints%20Row/189/44/651>

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>
Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>
City of Victoria (caste tower) <http://slurl.com/secondlife/Wakame/216/114/32>

Available OOC:

Gorean campus (Library) <http://slurl.com/secondlife/Serena%20Aquarius/76/16/25>
Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>
The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

If you want to have a dispenser of the NEW VOICE OF GOR (6 prims, not transfer) on your sim, please contact Yuroki Uriza

The NEW VOICE OF GOR <http://www.gorean-forums.com>