

THE NEW VOICE OF GOR
(short online version)

PUBLICARE ET PROPAGARE!

Second Edition, v. 3 No. 100

Second day of the third hand of the month of En'Kara 10164 Contasta Ar

Based in the City of Olni in Saleria

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: Though the NEW VOICE OF GOR is based in Olni it is not associated with the city. 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 100th volume of the NEW VOICE OF GOR !

Thank you to the contributors to the NEW VOICE OF GOR without the news from other cities and people no newspaper can exist. The NEW VOICE OF GOR has been a gorean wide news paper for 100 editions no mean feat for its staff and contributors.

Gossip and chat from cities and ports is always most welcome as are advertisements. Give us your backing and the newspaper will be here for another 100 editions.

To our readers: Please keep turning the pages! Without readers The NEW VOICE OF GOR would only be good for lighting fires in the hearth instead of fires of love, passion and in just a few anger .

Lady Wendie, scribe of HoY (Wendie Lemon)

A WORD FROM THE EDITOR

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.

Rarius Yuroki
editor of the NEW VOICE OF GOR

LETTERS TO THE NEW VOICE OF GOR

FROM THE WHITE CASTE OF ARCADIA

May the Priest-Kings watch over this newspaper, the people who produce it, the lands that it
si read in, and the people who read it.

May the earnest endeavor of all who labor be blessed and accounted worthy by the Priest-
Kings who rule over us all.

Ta Sardar Gor

Adilokos
High Initiate of Arcadia
Assistant to the High Initiate of the Sardar Temple

FROM OLNi

I have been a reader and contributor to the VOG since its very early days in Vonda. Always
fun and sometimes controversial i think it is a great way of sharing this wonderful Gorean
community of ours.

~ Lady Jan

((Janette Inglewood) High Magistrate of Olni, Chief Magistrate of the Gorean Legal Academy,
Member of the Owners of the Blue Caste of Gor Group, Qualified Magistrate, Senior Advocate
and Scribe (available for all types of Gorean law issues), Scribe, Magistrate and Advocate
course tutor, Editor of the Olni Gazette

FROM TOR

Greetings fellow Goreans,

The NEW VOICE OF GOR is 100 editions old:

Not many succeed in their endeavors and is good to see when a project takes dimension as
the New Voice of Gor.

The City of Tor supports all those projects that are directed to th spread of knowledge of what
SL Gor is such as this one, so we thank you for the effort of keeping up.

Is an old saying that "knowledge not shared is wasted" as also the one that says "when a
elder dies is a Library that burns"

Taking the sayings to what happens here, longevity is something that has to have a high

praise by defending the ways and principles, from all that take Gor as a Second Life.
Tor and its Sultan congratulates the New Voice of Gor.
Fredrick
(FredrickLordSavannah Nightfire), Sultan of the Sands of Tor

FROM LANDA

Congratulations to Yuroki and his team for publishing 100 Issue of the "Voice of Gor".

I remember fondly when Yuroki worked tirelessly to publish the news through the "Landa Times" and how he continued later with the "Voice of Gor".

He and his team work with unwavering dedication and give of their time selflessly to bring us as much of the gorean news as possible. I know it is not an easy feat. I wait every week for the new issue. Reading what is happening in Gor and what is the latest gossip or online-ism.

I look forward to the next 100 issues.

Lady Dez (Dezire Sciarri)
High Scribe of Landa

Congratulations To New Voice of Gor

I would like to send my regards and congratulations to the NEW VOICE OF GOR newspaper. It is no small feat to publish 100 editions. It shows the dedication and commitment of the publisher, editor and staff.

I was privileged to work with the Editor and Publisher Rairus Yuroki (Yuroki Uriza) as co-editor of the Landa Times. In the time we worked together his commitment and determination to get the story was never questioned. He was always professional, with me and his work ethic never questioned.

I look forward to the next 100 editions and know as long as Yuroki remains Editor and Publisher of the NEW VOICE OF GOR it will continue it's proud tradition of bringing the news to all of Gor.

Sherman Easterwood
Praetor and Magistrate of Landa

(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)

I want this clearly structured layout for my "notecard newspaper"!

Look here: <http://www.headstar.com/ten/>

ALL OVER GOR

03 A COMMON MISUNDERSTANDING - GREEN ANGELS OF GOR?

NOT. STAND DOWN PHYSICIANS OF GOR

Upon the stones of Home there was a grievance. Why oh why, women of Gor, physician's of Gor, do you think you have the right to pass so freely from place to place including places your Home Stone is at war with? What on this planet gave you the right to think you are so High among men? Did men grant you such freedoms as a queen?

Did you forget, we are not among those of peace making peoples? Did you think yourself above the rule of men that you are still at risk and even more so without weapons you refuse to carry? Oh why, people of Gor, who know that it is war-ridden, did you think you hold a card of all excuse to slip into any place you wish, you could be just as a spy dressed in the colour of green robes excusing yourself to a physician.

If anything, a woman or man wearing the robes of the green caste coming through any ones gates would be even MORE suspicious than a lowly peasant with a bread basket. High Caste woman and men traveling alone without weapons, what are you to them? Still a stranger, still a could be victim of war, what others feel as a granting of a all access green card, others feel it is a welcoming to a hostage situation.

To those on Gor who wish such a role, I suggest looking to more of a role towards the role of the Priest Kings themselves. Or perhaps learn more about the world around you and understand, sticking to the basic conception of this:

A man goes to war with a region or place, anyone who goes over there freely, even on the

most innocent of missions, could be considered a traitor. A person that goes over to an enemy Home Stone, even a person of high ranking caste, such as a green, can still be taken down, YOU are still a WOMAN or MAN you still bleed, shit, piss like the rest of us.

So I say to my fellow physicians. Step the fuck off your high "Kaiila" and get the fuck back down to ground level and remain with a clear head. You make me sick to think we are in the same caste, to think you can just gallivant around like a copper piece whore. Should I see such in my days, I will behead you for your ignorance... Might as well give the caste a proper cleansing... be well physicians, safe travels...

Comments? Thoughts? You know how to get a hold of me!#

Taken from the FOREST PORT CHRONICLE
written by Ubara Nyurahlee Kai of Forest Port

04 [OOC] WHAT WOULD MAKE PEOPLE MORE LOYAL TO SIMS?

By Danika Stenvaag

Valkyrie Forest sim owner - En of the Valkyrie Torva Panthers

What would make people more loyal to sims? This question has been asked more than a few times on Gorean Forums, inside Second Life Gor and various other roleplay sims. Who hasn't gone to a sim with great expectations, only to find a sim devoid of life for hours and hours? How to keep them coming back?

* Be realistic in your expectations. As sim owner of Valkyrie Forest, I'm aware through hard experience that people can be fickle. No matter how much time and effort you put into your sim, things have a way of slipping through your fingers. This is the nature of the beast in a fluid environment like Second Life. More so in a roleplay environment like Gor. As either a sim owner or a roleplayer, give to the sim and your roleplay what you would want to see in return. But be realistic in your expectations while maintaining your personal roleplay standards.

* Build a beautiful sim or a place with the right ambient tone... Who doesn't want to visit or live in a sim that is at once striking and yet true to the character and setting of the place, be it a city or forest?

* Make your sim roleplay friendly... Provide places for people to gather and roleplay... For example, on Valkyrie Forest, I set up a large combat free, safe zone in the great old Inn in the Torvie outpost village east of the docks. The Inn is comfortable, filled with eye candy suggesting the far north, and it is roleplay friendly. People love to gather there to meet, interact, share some mead and talk trade and other matters. Some go upstairs to the bedrooms for secret liaisons * wink *

* If you're a roleplayer, and things are slow, don't sit and wait for roleplay to come to you. Make roleplay happen. Be the change you want to see on your sim.

* If you're a sim owner, don't be insane, don't be mean and petty, don't lose your temper, don't be power hungry, don't be an idi amin style dictator. Be consistent. Follow your own sim rules. Never self mod. Listen to your visitors and residents. How you as a sim owner treat those that can do nothing for you goes a long way toward showing your true character. People will remember that.

Accept that despite your best efforts, you may still lose residents and visitors. People are picky and fickle. People in Second Life Gor bore easily. Loyalty is elusive at best. Human conduct at best is unreliable. Especially in Second Life. Go on anyway and do your best.

Wishing each of you a happy Ostara and a wonderful Easter! May the spring and the year ahead continue to bring you joy and fun roleplay. Remember always, your roleplay here is like writing into a journal and discovering things about yourself deep down inside you forgot were there. It is a journey of self-discovery.

Enjoy!

(To learn more about Valkyrie Forest located in the northern forest near Torvaldsland, visit our website at: <http://www.valkyriepanthers.com>)

05 KNOWN GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

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.

OLNI GAZETTE

Editor: Janette Inglewood

FOREST PORT CHRONICLE

Editor: Ubara Nyurahlee Kai of Forest Port

THE VIGO TIMES

Editor: Sophia Farella

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

JAHESA CHRONICLE [inactive]

Editor and Publisher: Elena Dreamscape Jahesa Head Scribe and Moana Jahesa First girl

THE LANDA HERALD

Editor: NN

THE HERLIT CRIER

Editor: Felicia Soleil

THE TREVIAN TRIBUNE [inactive]

Editor: Payton999 Robonaught

THARNA NEW TIMES SCROLL [inactive]

KaTrina Velde, Editor

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

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

GOREAN CITIES

06 PORT OF OLNi

THE SLAVE'S CORNER

CLOTHES MAKE THE CASTE..OR AT LEAST MAKE YOU LOOK LIKE YOUR CASTE
By Teal Razor

Ladies, free and slaves alike, have you not had that experience of seeing your man "all cleaned up"? That is a stupid question on my part... of course you have. This also extends to seeing a male in the colors of his caste. You do admit they look so smart. I have been mulling over this observation as it has come to my attention that some caste members do not take pride in their caste colors. How do I know this? Again, observation. Last week I was witness to some dealing with the hoi polloi who show up at the massive gates in Port Olni. I have naught to do there while attending my Master as he pulls gate duty, so my observations are at their keenest. To that end two of Olni's warriors sauntered up to the gates. I must say that I knew them by their facial features, but, had I not recognized them, I would be hard put to think them warriors of the Scarlet Caste.

These two fellows had on the weirdest garb that was not only misleading but offensive to my eye. They both appeared to have borrowed their clothing from the costume department of a traveling summer stock group. You know the troupes who wear grease paint and fantastical costumes to entertain us in various cities around Gor. Especially Treve and Hochberg, whose warriors who would rather march in a "pride" parade than raid a city and from my understanding have gone as far as to dye their uniforms pink.

Obviously, they did not spend much time looking through the wardrobe as one of these warriors looked like he had just grabbed the costume of a Shogun from an ancient Pani play. His clothing screamed, I am an individualist. He could have accomplished the same end if he had worn the full warrior kit of the scarlet's of Port Olni with the addition of an expensive pair of boots crafted by Master Ferrigamo. The other warrior, dressed in the manner of the Black Caste complete with shoulder pads that made him appear as a sleen trainer trying to avoid bites to his upper torso, was so unrecognizable that he could have been mistaken in battle by his own men as a raider. Here is my point, when in the heat of battle, how does one recognize the enemy from your own ranks? Your own caste even?

I beg of you Master warriors, take pride in your caste. Because when this lowly slave looks out over the landscape and sees a standing cadre of warriors, each sporting the full caste uniforms of their city, I feel safe as I hear the brave soldiers of Port Olni shout in unison, "Lo Rarius Civitati Olni"!

A TREVIAN JOKE...OR RATHER A TRUE STORY...MAYBE

By Teal Razor

Some years ago, Master Teibar from Treve companioned an attractive woman who was half his age.

After several months, his companion, Lady Jane, complained that she had never climaxed during sex and according to her Grandmother, all Trevian free women are entitled to a climax once in a while. So, to resolve the problem, they went to see the man who took care of the health of livestock since there wasn't a qualified physician anywhere in Treve. The livestock doctor didn't have a clue as to why the Lady could not climax, but he did recall how, during the hot summer, his Mother and Father, would fan a bosk, that was having difficulty breeding, with a big towel. This would cool her down and make her relax. So the Livestock guy told them to hire a strong, virile, young male slave to wave a big towel over them while they were having sex. This, he said, would cause the young wife to cool down, relax, then climax. So the couple bought a strong young slave from Port Olni to wave that big towel over them as the Livestock doctor suggested.

After many efforts, Lady Jane still had not climaxed so they went back to the man. The Doc said for Lady Jane to change partners and let the male slave from Olni have sex with her while Master Teibar waved the big towel. They tried it that night and Lady Jane went into wild, screaming, ear-splitting climaxes, one right after the other for about two and a half hours. When it was over, Master Teibar looked down at the exhausted male slave and in a boasting voice said: "And that, boy, is how you wave a towel!"

GOREANS PORTAL RADIO...NOT INSENSITIVE?

By Teal Razor

The week before last I was approached by an informant who I baptized "Deep Throat". This Deep Throat told me a seemingly crass and heartless tale of uncharitable dealings at Goreans Portal Radio. They were accused of not wanting to mention the Relay for Life organization which supports cancer awareness and research.

This last week I ran into a "Deep Throatette". I posed the question to her while I was helping her with her bow stance. She wanted to make a good showing at her cities Capture the Flag event. In between hitting me with practice arrows she told me that Goreans Portal Radio had a broadcaster by the name of Ladina Fauna. A lovely woman by all accounts who was overtaken by the dread disease. Ladina made a request of her fellow broadcasters, that she not be made the poster child for Relay for Life and so to honor her wishes, they pretty much stay out of the way. I think GPR was trying to honor the wishes of their friend. It might be as simple as that. Well, that's all I know, and as I say, I am nothing but fair to every side of an argument.

Well holy moly Priest-Kings I had "Deeper Throatette" come forward to tell me that "Deep Throatette" may be talking through her ball gag. It turns out that for a couple of years Goreans Portal Radio has been sponsoring Relay for Life venues. It was told to me that all the broadcaster's were involved in Relay for life. Now I am confused. I would like to report the truth but it seems the truth has become elusive in this infighting world of Gor.....

07 AMHAS CAIN (IVAR'S LANDFALL CONTINENT)

AMHAS CAIRN THING FAIR 2013

<http://www.amhascairn.com/>

The Thing this year will be held April 4th to April 7th, with the main day being on the 6th. During this period we will be holding region wide events, games, feasts, law making and elections. The Thing festivities are open to all of Gor. During the fair, visitors will be asked to remove their GM meters, for there is peace at the Thing Fair. Only participants in metered events will be allowed to wear them and only during the time of the events.

Who May Attend

1. All free men of Torvaldsland.
2. Free Women, bonds and thralls of Torvaldsland may also be in attendance (though bonds and thralls must have an escort), though they may not speak on law or attend or be within the law court area.
3. Any unowned slave who wishes to try their luck at being sold at the end of the slave walk event. A NPC owner may be used for them to show up to that particular event and that event only.
4. Any Jarl and his captains, lawmen, and Rune Priests from the Torvaldsland Alliance group may partake in the law courts, where voting on cultural and political issues will occur, and IC dispute resolution is encouraged by all participating sim representatives.
5. Any Jarl (and his men) that is not a member of the Torvaldsland Alliance who wishes to learn more about the group and or join.
6. Leaders of any officially allied land or city.

Everyone else, be they from the north or south, are welcome to visit, attend the games and listens to the debates, but they have no voice in the making of law. This will be a great time for ambassadors of other lands to visit, as the peace of the Thing Fair is guaranteed.

However trade agreements, treaties and such may be submitted and will be voted upon should they effect the alliance as a whole.

To facilitate both the peace of the thing fair and keep lag to a minimum, all visitors will be asked to remove their draw weapons (sheaths are allowed) and their GM meters during the event. Slaves will also be asked to remove heavily scripted collars and AO's. We ask that for the duration of the fair, you use something unscripted or relatively low scripted, as our script gate may now allow you into the sim otherwise. The only exceptions will be during metered events where the contestants will require their meters and weapons to be on. We thank you all in advance for your compliance with this.

THING FAIR

The Amhas Cairn Thing Fair begins this Thursday evening and continues till Sunday Morning with the closing feast . The Thing-fair in Marauders encompasses all of the men who are sworn to the High Jarl Svein Blue Tooth. Currently, SL Torvaldsland (as comprised by the BtB English Sims) does not have a player run High Jarl. Instead, the alliance is sworn to the NPC high jarl from the books of Gor, and he, Svein Bluetooth, is considered to be in attendance at the law court. His vote on any laws passed is always considered to go along with the majority vote, thus giving us the RP of having a high jarl without all the OOC angst that goes with it.

Leading up to the event, the Thingfield will be open to sims who wish to have a presence at the Thing Fair. Tents will be provided on a first come first serve basis with a prim allotment of 50 prims to the sim's representative tent. Show up early to get the best spot! SL market place vendors and RP merchants may also claim a tent in the merchant area of the Thing field, but only on the condition that they can decorate their space in a manner that appears as "in character" as possible. That means no large advertisement boards or vendors, only in world items and promotions along with landmarks to their main stores. These vendors will only be permitted on sim for the duration of the Thing Fair event, and will be given out free of charge with a prim allotment of 25 prims. Space is limited.

All are welcome to attend.

OPENING RITUAL AND FEAST

5 pm Thursday April 4th at the Amhas Cairn Thingstead skybox.

On Thursday Evening at 5 pm at the sacred grove, the Landthing Fair will open with a brief ritual by the Rune Priests of the region, followed by a feast hosted by the war-chieftain Torolf Fenrirson of the Sons of Fenris.

At this time the jarl of Amhas Cairn will make any announcements, promotions or awards of his people. He will also renew his oath to Svein Bluetooth and the rest of the alliance. This will be an open forum for the men of Amhas Cairn to speak to their war-chieftain on his choice, and for the brotherhood members of the Sons of Fenris to bring concerns, disputes, and issues to their war-chieftain to be voted upon for resolution.

5:30 pm SLT - Panner McDonnell, Gor renown poet and skald, has been procured for the evening's feast. Panner will be on hand as a guest of honor at the evening's feast, spinning his tales for the entertainment of all.

GAME DAY

All Day Friday April 5th

There will be four games scheduled during the day on Friday, culminating in an open Axe Tourney on Friday Night. The winner of the Axe Tourney will be named Champion of the Northern Alliance and will hold that title until the next Thing Fair held by another alliance sim, at which point the champion must defend his title by winning their tournament.

If there is low or poor turn out, the game coordinators reserve the right to cancel or adjust the event.

Free Woman's Bow Competition - Sponsored by Simply Gorean

10 am - We will be having 2 target competitions for Free Women. The game will open with a practice session and then two separate competitions. There is a 1000L prize pot for each round, split three ways: (600L/400L/200L), with a grand prize pot of 2000L if one person wins both rounds. Anyone who would like to participate should contact Torolf Fenrirson (firstleviathan resident)

Bird Hunt - Hosted at the hill overlooking the Thing Fair

Contestants will be pitted in small groups of 2 or 3 contestants (depending on turnout). A flock of vulo and vosk gulls will be set free in the field below the hill. The contestants will have only a few minutes to shoot and kill as many of the birds as they can. Scores will be tallied to determine 1st, 2nd, and 3rd place.

Slave Hunt - Hosted at the ridge overlooking the Amhas Cairn infirmary (on sim)

An unwanted slave, captured by the Sons of Fenris for the purpose of the Thing Fair, will be set loose from the gates of Fenrirholm and told that if she can reach the docks she will be spared and sold at auction. (We of course have no intention of doing this). The woman who manages to down the runaway slave will win the round; winner takes all.

BAT AND BALL

2 pm - Hosted at the bat and ball field in the Thingstead skybox. Each sim in the Torvaldsland Alliance (or visiting cities) may submit a team of up to 4 men to represent their lands. The teams will be pitted against one another tournament style, with the winning team receiving 2000L to be divided between the team's members as well as a village prize package from SoF Designs valued at over 5000L

Bat and Ball, as described in Marauders of Gor, is a game much like the viking/norse game known as knattleikur. The manner of victory also is in question as, in Marauders, the game is called a draw without stating how to win, and in the Sagas they just played until they got tired

of playing. In both Marauders and the Sagas, it seemed to be a common thing to hit and/or throw the ball at your opponent as well as attack your opponent with the bat used in the game. The bats used were large and broad. They were made of hard wood and could send the 2" diameter ball flying with incredible force and speed. The game in the Sagas had no set number of players so long as the sides were even.

To emulate this in second life, the game plays quite a bit like European football / American soccer...only with baseball bats, and the players are freely allowed to beat each other. A Rune Priest will referee the matches, calling for the teams to move to their starting positions marked with a Runestone set into the ground. Each team will attempt to knock a ball into the other team's goal. The first team to reach five points will advance in the tournament. Anyone who would like to participate should contact Torolf Fenrirson (firstleviathan resident)

SLAVE WALK AND AUCTION

5 pm - At the Thingstead skybox auction block. Bring your bond to the slave walk and show her off! This is a traditional event at a Thing-fair, and the winning girls will receive pastries, and coins to their Jarl. Slaves will be judged on physical appearance, movement and emotive skills. Drive that audience wild with your sexiest, naughtiest, most enticing show you can put on girls, because it's the men spectating the event who will choose the winner by way of silent ballot! The event will take at least 30 minutes to give every girl a chance to really show off with time slots allocated based on the number of girls present.

At the end of the slave walk competition, an open auction will be held for slaves looking for owners. Men who would like to purchase a slave must use the Distinctively Gorean coin hud system available at the dock to pay for their purchases. By default, it is understood that the purchase of a slave lasts for 3 days (unless slave and owner decide otherwise), after which time the slave may NPC her sale back to where ever it is she came from.

The prizes are gift certificates to Perfumed Rope. 3000L 1st, 2000L 2nd, 1000L third and five gift certificates for the top 5 girls of 500L.

Men are needed to judge the contest! Please offer to judge if you will be there. Speak to Torolf Fenrirson (firstleviathan resident) the day of the event if you'd like to judge. If you're a slave, male or female, and would like to participate in the auction or in the slave walk, let Torolf Fenrirson (firstleviathan resident), Maisy Fenrirson (maisy warwillow), or Hroar the Red (hroar resident) know.

AXE TOURNAMENT

7 pm - At the Thingstead skybox, in the ancient arena. The tourney is open to any man who wishes, be they from Torvaldsland or elsewhere. The prize breakdown for the tournament is attached here:

Contestants are permitted a 1 handed axe and shield. Axes should be pickaxe damage on the GM meter, meaning 35% damage. Weapons from Priums (with the exception of PAX

weapons), LR weapons, EZ or Ancient Lore, Centipede or GTS, Harbinger and Stormie, and VF weapons are permitted.

Anyone who would like to participate should contact Torolf Fenrirson (firstleviathan resident) or Hroar the Red (Hroar Resident)

THE LAW COURTS

All Day Saturday April 6th at the law courts, at the Thingstead skybox.

12 Noon The Making of Kin

Men of Torvaldsland, jarls, highmen and Rune Priests may attend the actual law courts. Any others must stand away from the court and are not permitted to speak.

At noon at the law courts, Svein Bluetooth (npc'ed) and his court will bear witness to any declarations of adoption by the men of the north, companion announcements, or births. If you have kin announcements to be made, either because of adoptions, companionship or salt brothers, and wish those announcements to be public and formal, please gather at the law courts in Amhas Cairn between noon and 2pm SL.

3 pm The Making of Law

Men of Torvaldsland, jarls, highmen and Rune Priest may attend the actual law courts. Any others must stand away from the court and are not permitted to speak.

3 pm at the law courts at the Thingstead skybox., the High Jarl (npced) will be hearing disputes, proposed changes of Law, official announcements of allies and making of Oaths.

If you have a dispute with another that you wish to present before the High Jarl and the court, wish to debate changes to the existing laws, present motions to be made into new laws, announce any new allies, or make your oaths to any of the Jarl's in attendance, please be at the law court between 3 and 5 pm SL.

Other cities and villages who wish to make trade agreements or present political issues to the Torvaldsland Alliance may address the alliance members at this time as well by sending one ambassador (must be a man) to the court and may speak toward the end of this event.

THE WAR COUNCIL

Men of Torvaldsland, jarls, highmen and Rune Priest may attend the actual law courts.

6 pm - at the law courts at the Thingstead skybox. The Jarls of the alliance will meet and discuss matters of Raiding and War, casting votes on pertaining to who and where to strike as well as matters of alliance, with members formally swearing allegiances to one another should they wish to do so.

END OF THE THING FAIR

Sunday Noon April 7th - At the Amhas Cairn Thingstead skybox.

The closing of the Thingstead will be held on Sunday at noon in the sacred grove. The Rune Priests of the region will officially close the Thing Fair, followed by a feast.

08 FOREST PORT

WITHIN TIME

(Arsonn Valois & Bourbon Arcana)

Within time. There is always a time for rest, I believe that time is now, with so much things calling us away, a time is set to slumber. This is our time to reflect, remember, and enjoy the happenings of what was and what remains to be.

There is so much stacked upon my mind at the moment I find it hard to shuffle. I would like to say thank you, to all who might have picked up a copy to read through, next edition will be my last edition written by my hand for now. So many things over the time I have brought you, some of it you might have liked, others not so much. It is with a very heavy heart, that I say, the Forest Port Chronicle will be also put to rest along with my quill and hand. Rest assured, to those of you that dare read, there might be another paper I might write, someday.

With closing, Be well Goreans.

FOREST PORT CHRONICLE

Editor: Ubara Nyurahlee Kai of Forest Port

09 THENTIS

ANNOUCEMENT OF THE UBAR OF THENTIS

1st of April, year of the priest kings 2013

The city of Thentis still refuses to sell blackwind beans. Unfortunately we ran out of coins, our citizen are starving and our warriors left because we could not pay their wages.

We are honored to announce that the House of Yuroki company will buy the whole city of Thentis, which will be called "Troy" from now.

The Ubar of Troy (formerly known as Thentis) will be admin and employee of Rarius Yuroki.

Kreighton Kirax

10 VENNA

VENNA HAS FALLEN

Venna has fallen, Priest Kings sent the blue flame and destroyed the city, the very stones have melted, all residents were able to escape safely.

Paul (Susa), Admin

11 PORT SALERIA

GOR WIDE TAVERN DANCE OFF COMPETITION

DATE: Sunday, April 14th @ 1pm slt

PLACE: Port Saleria Tavern

EVENT: Gor Wide Tavern Dance off Competition

THEME FOR EACH DANCE: ALONG THE RIVERS OF GOR (representing the geographical rivers or water way that are near your personal homestone)

Seeking one dance with alternate from each homestone throughout gor. Monetary Prize for 1st - 3rd place.

RULES AND APPLICATION COMING SOON.

12 TURMUS AM VOSK

EN'KARA FEST

Der Monat En'kara als Zeichen der Hoffnung für das neue Jahr ist ein Monat des Friedens und der friedlichen Begegnung.

Für manch einen ist die Reise ins ferne Sardar zu beschwerlich, so dass der Hohe Rat zu Turmus mich darin unterstützte, ein dreitägiges En'kara Fest in den Wäldern am Vosk zu veranstalten.

Bei Anreise von größeren Delegationen aus Städten stellen wir gerne ein Zelt am Festplatz zur Verfügung, das mit der entsprechenden Standarte markiert werden kann.

Tag 1 ((Freitag, 5.4.2013))

Ankunft

Gaukler, Tanz & Gaumenfreuden auf dem Festplatz

Tag 2 ((Samstag, 6.4.2013))

Schwertturnier, veranstaltet von der roten Kaste zu Turmus

Das Goreanische Spiel der Gunst für die freien Frauen

Tag 3 ((Sonntag, 7.4.2013))

Der Höhepunkt der Veranstaltung:

Die große Jagd auf in den Wäldern zu Fuß, per Kaiila, oder auf dem Tharlarion, allein oder im Team

Wer erlegt das sagenumwobene weiße Tabuk?

13 (OOC) UKUNGA AND UKUNGA FORESTS

LEAVING THE CLUSTER

Following a dream and thus now letting you know about our planned departure and the leaving of the cluster. In about some weeks we will relocate the Kron sims Ukunga and Ukunga Forest on the WorldMap. Together with another 3 sims (in ownership of myself) we let our dream of the Krons's Hub come true.

We already are able to announce the theme of this continent. A theme in were we like to see the roleplay in expressions of (gorean) art, events, raids, bt(o)b activities and of course a beautiful developed landscaping. A goorean daily life for all.

All this for the gay, straight and lesbian people among us.

Please follow our updates on www.familykron.com.

We keep you posted.

Stari

TRADE

14 BANKING FOR DUMMIES

Being a banker Rarius Yuroki neglected to realise some people didn't understand how banks work. Recently an Ubar D. of a big southern city has been trying to convince cities that the coins of the House of Yuroki Bank are evil and will make their city weak. It all came to a head when one city were threatened and told not to use it or the bank would rule their city total lies and fabrications. When a city is afraid of a mere citizen! Its time the city looked for a new leader. However just in case that Ubar is a little short on the knowledge I have been asked to explain. So to put the matter right this is how it works .

The House of Yuroki Bank will be the model for this as some banks operate slightly differently. The House of Yuroki Bank has no currency. The reason for this is simple an House of Yuroki company, is not a state - its a trading house. They trade in coins amongst other things, at the moment we have a good price for salt too.

Sorry i was getting side tracked. The House of Yuroki Bank has no coins of its own. It does have coins of many other cities and the bank has set the standard as most of Gor does on the city of Ar standard which has most knowledgeable. Goreans know is 2 coins to any other city coin in value.

As a bank we can buy coins and sell coins at any rate we wish, just has any one else can except maybe a certain Ubar who thinks that what Yuroki says is law. One thing for certain if he follows the way Yuroki does business he might get a little richer and save himself time travelling to other cities making himself look a little silly.

Another problem this ubar D. has is he thinks the coin only has the value of the gold within it. As most children realise Gold is a rare metal, that's what gives it its value. The amount of gold coins on Gor would use all the gold ever mined and then it would only be AR who had gold coins that's why coins of different cities have different value to traders. It would also be very time consuming assaying all the coins to work out the gold content before you purchased anything.

The scroll put out by the House of Yuroki Bank giving values is the HoY value of that currency some traders find it easier to use a good guide others choose to use their own.

When the House of Yuroki Bank trades in a city where they are not friendly to the house we might you coins of what we consider lesser value. Which is good business especially when the ubar only values the coin by weight.

So dear Ubar D. of T., I hope this little lesson in how banking works will help you realise traders set values not threats If you are still confused the house of Hoy will give you a course of learning the exact same course we give our new bankers.

lady Wendie, Scribe to the house of HoY

15 TRUE SOUTHERN TRADE ALLIANCE (STA)

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.

MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquility, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

We proclaim to work together towards trade support to unify the south against invaders seen from any entity especially from the North that disrupts our mutual trade investments within our Ports, Cities and Oases, for peace and prosperity and the protection of our trade routes.

16 HOUSE OF YUROKI COMPANIES

REWARD - DEAD OR ALIVE

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

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

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

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

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.

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

THE CITY OF OLN
CITY OF LANDA

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 the House of HoY (Rarius Yuroki)

17 CURRENCY EXCHANGE RATES HOY BANK

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

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)

ADVERTISEMENT

LADY JJ'S ART GALLERY IN OLNi

Welcome to my Art gallery. I have many sketches on view of people who you may recognize so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Olni residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the square besides the bank building in Olni so please come along.

Lady JJ

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 LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

- GLA offers two main legal courses.
- There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

- eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.
- graduation certificates for both your profile and for display
- graduates receive a Magistrate's Wand of Office
- next course will begin Mid-April for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.
It 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
- graduates receive a Law School Advocates Ring
- next course will begin mid-April for 8 weeks
classes each Tuesday at:
1pm OR 5pm SLT
- To enroll in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)
- info regarding GLA self study basic scribe course

Gorean Legal Academy (GLA)
SCRIBE DIPLOMA COURSE
self-study (version 3, 2013)
Lady Janette Inglewood

Thank you for your interest.

- 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, Janette Inglewood or my girl Krista (krista1k).

ROLEPLAY

19 THE LARL HUNT DINNER AND BALLADE

[02:07:11 PM] Theoden of Ar (theoden) would walk right out of his quarters having been informed by a guardsman that the dinner celebrating the Larl Hunt was beginning. He nodded slowly to him and finished up some paperwork before he would walk with only two guardsmen to the Great Hall, since it was a social event, he would leave most of his guards behind and not the usual large retinue of warriors that a Regent would travel with. As he walked into the door he saw Sophia and winked at her, remembering the last time he saw her, he all but almost had her. "Tal Lady Sophia Icareses," he would greet formally as his nose would be overcome by the scent of the food on the banquet, and see how the city hall would be turned into a dining area. Music would drift nearby from the musician and he would hear it, as he walked in with many others.

[02:09:06 PM] Helios Lucretius Sabinus (jamie.northport) entered the council hall with his kajira's chain wrapped within his palm. Lucius, he knew, followed close behind as they made their way towards what was to be a gathering of the City. He entered instantly seeing Theoden as he gave a flash of teeth and stated. "Tal Arian Brother, I trust all goes well?" he would then send his glance towards the Lady Sophia of whom he believed his invitation was written by. "Tal Ladies of Kaelus..." he would nod first towards the closest which was Sophia, then Astrid and Minna. He heard the musician and too saw the entertainer upon the stage. He moved more towards the opening in the room in close-range of all guests present.

[02:13:54 PM] Lady Sophia Icareses of Kaelus (sophia.garrigus) was moving about the room settling any last minute details, her theme was to keep the affair simple, focusing more on the Lady Jynx's recital. the Lady Sophia would pause as she saw thwe arrival of the Regent and the Commander arrival and paused, offering a slow smile at the Regent, indeed their last encounter still on her mind as well, her lips thinning slightly as that enh of awkward silence ensued followed by his greeting and was that a wink? Lady Sophia kept her composure well intact for now not wishing that to be so...blatant and well knew when his intention was.. "Tal, Regent, I and pleased to see that you were able to attend" Her response was curious and

somewhat aloof at the same time and inclined her head to the Commander. "Tal, Commander" She would offer him and swept her hand around as others began to filter in. Helping themselves here and there to the array of food and drink offered as a few slaves bustled about as well.

[02:14:14 PM] Minna (luckilou) entered with a sweep of graceful steps through the door. She waited until there were no large men with swords entering at the same time, of course, and immediately she was drawn to two things. Music. Food. She smiled to those she passed by, giving a nod of hello to each person that she made eye contact with and rather stealthily (she thought) wound up by the food. She pressed her hands to her stomach and turned, seeking out Astrid. She always knew what to do. Stuff face? Listen to music and casually pick? Ignore it for now? Decisions...decisions...She took one tiny step away from the food when a slave girl showed up, pretending it didn't interest her.

[02:17:19 PM] Jynx (jinxsti) did notice the Regent enter and she dipped her head in respect to him. She had no illusions of being remembered by him, a simple musician from the slums, but she showed her respect for the man anyway. Plucking and strumming, she played a lively tune for the growing crowd -- one of beasts, hunts and the glory of donning the skin of the slain larl.

[02:17:48 PM] Theoden of Ar (theoden): "Tal there Helios. Yes all is well. I've sent Tiberius on a trip to Ar to inform the hierarchy of the war going on and debriefing them. He should be back in a few days." he would quickly inform him and then looked upon Lady Icareses once more, gazing at her red hair. He would smirk as Lady Icareses seemed rather skittish since the last time they spoke, and he just laughed it off, walking to the tables to pick up a goblet of water and some small mushrooms, placing them on a small plate and walking to the musician, listening and leaning onto the wall. This was a Kaelian festival, celebrating the Kaelian tradition of the Larl Hunt. The Regent, as an Arian, really had no interest in the celebration of indigenous traditions, but he came for good public relations with the Kaelian people... perhaps seeing the Regent there would bolster his popularity, as well as bringing his power and status to an event gathered by this Lady Sophia Icareses.

Read more here: <http://www.gor-sl.com/index.php/topic,13575.0.html>

KNOWLEDGE

20 TRIVIA

A woman is wrapped in a net, frantically trying to free herself. The man, standing over her, is explaining why he now owns her. "If a coin is given by a free person to a street girl, which coin, of course, does not then belong to the girl but to her Master. What is given to the slave is given to the Master." What Gorean law is this man explaining?

"Any free woman who couches with another's slave, or readies herself to couch with another's slave, becomes herself a slave, and the slave of the slave's master. It is a clear law.' 'No! No!' she wept.

'Think of it in this fashion, if you wish,' he said. 'You have given yourself to Milo, but Milo is

mine, and can own nothing, and thus you have given yourself to me. An analogy is the coin given by a free person to a street girl, which coin, of course, does not then belong to the girl but to her master. What is given to the slave is given to the master."
(Magician of Gor, page 2)

There is a theory, on Gor, that girls with this color hair make the best slaves.

"There is a theory that brunettes make the best slaves, are the most responsive and such, but it depends, of course, on the particular woman. Slave value, except possibly for collectors, is independent of hair color. The human female makes a superb slave. This requires little more than being mastered. This has nothing to do with the color of her hair. It has everything to do with her sex, and nature." (Players of Gor, page 71)

You approach a man, seated on a throne. To his left, a beautiful kajira, well bejeweled, wearing scarlet silk. To the right of the throne, a tawny, six-legged beast, its triangular head resting on its great paws. What is the significance of the placement of these two beasts, one on the left, one on the right?

"There was one woman besides myself on the terrace. She wore scarlet silk. She was well bejeweled. She was not veiled. Her face, like mine, was bared. Any might look upon it, as they pleased. She was on her knees, to the left of the thronelike chair. She was chained to it by the neck. On the other side of the thronelike chair, lying there, stretched out, indolently, its large, triangular head down on its paws, was one of the six-legged beasts, one such as that I had met on the ledges. It was chained to the right side of the thronelike chair. As the beast was at the right hand of the thronelike chair and the woman only at the left, that signified, in this world, that she was less than it."
(Witness of Gor, page 186)

A warrior without an insignia, on his clothing or shield, is considered one of these.

"At last the Tuchuk detached himself from the other three warriors and pranced his kaiila to within a dozen yards of me.

'You are a stranger,' he said.

'I come in peace to the Wagon Peoples,' I said.

'You wear no insignia on your shield,' he said. 'You are outlaw.'"

(Nomads of Gor, page 18)

The pelt of the larl is normally tawny red or sable black. The black larl is predominantly nocturnal. The red larl is the more common variety and hunts whenever hung drives it to hunt. One variety has a mane, the other does not. Is it the black or red larl that has a mane?

"The pelt of the larl is normally a tawny red or a sable black. The black larl, which is predominantly nocturnal, is maned, both male and female. The red larl, which hunts whenever hungry, regardless of the hour, and is the more common variety, possesses no mane. Females of both varieties tend generally to be slightly smaller than the males, but are quite as

aggressive and sometimes even more dangerous, particularly in the late fall and winter of the year when they are likely to be hunting for their cubs. I had once killed a male red larl in the Voltai Range within pasangs of the city of Ar."
(Priest-Kings of Gor, page 12)

Found mainly in the mountains of the Voltai, this large, predatory cat can reach seven feet in height at the shoulders. The head is broad, sometimes up to two feet in width, with a boney ridge that runs from it's four nasal slits to the beginning of the backbone.

"The larl is a predator, clawed and fanged, quite large, often standing seven feet at the shoulder. I think it would be fair to say that it is substantially feline; at any rate its grace and sinuous power remind me of the smaller but similarly fearsome jungle cats of my old world.

The resemblance is, I suppose, due to the mechanics of convergent evolution, both animals having been shaped by the exigencies of the chase, the stealth of the approach and the sudden charge, and by the requirement of the swift and devastating kill. If there is an optimum configuration for a land predator, I suppose on my old world the palm must go to the Bengal tiger; but on Gor the prize belongs indisputably to the mountain larl; and I cannot but believe that the structural similarities between the two animals, though of different worlds, are more than a matter of accident.

The larl's head is broad, sometimes more than two feet across, and shaped roughly like a triangle, giving its skull something of the cast of a viper's save that of course it is furred and the pupils of the eyes like the cat's and unlike the viper's, can range from knifelike slits in the broad daylight to dark, inquisitive moons in the night."

(Priest-Kings of Gor, page 12)

You come upon a herd of wild urt. They are extremely dangerous, so you do not approach, but remain far up on the hilltop. You see movement amongst them, something odd. As you watch closer, a narrow, elongated human-like face pops up from the hairy beast. It's large, ovoid eyes turn towards you, then it disappears into the mass of creatures. What is this creature?

"It was one of the urt people. It had a narrow, elongated face and rather large, ovoid eyes. It was narrow-shouldered and narrow-chested. It had long, thin arms and short, spindly legs. It commonly walked, or hurried, bent over, its knuckles often on the ground, its head often moving from side to side. This low gait commonly kept it inconspicuous among the large, migratory urt packs with which it commonly moved. Sometimes such packs pass civilized areas and observers are not even aware of the urt people traveling with them. The urt packs provide them with cover and protection. For some reason, not clear to me at that time, the urts seldom attack them. Sometimes it would rear up, straightly, unexpectedly, looking about itself, and then drop back to a smaller, more bent-over position." (Players of Gor, page 267)

How do urt people commonly communicate amongst themselves?

"He uttered a kind of hissing squeal. I supposed that might be his name. The urt people, as I understood it, commonly communicate among themselves in the pack by means of such signals. How complicated or sophisticated those signals might be I did not know. They did

tend to resemble the natural noises of urts. In this I supposed they tended to make their presence among the urts less obvious to outside observers and perhaps, too, less obvious, or obtrusive, to the urts themselves."
(Players of Gor, page 267)

The urt people have some resemblance to a human. Tarl Cabot speculates on their origins. Does he think they are human?

"I think they are, or at one time were, a form of human being. Probably long ago, as some forms of urts became commensals with human beings, so, too, some humans may have become commensals, traveling companions, sharers at the same table, so to speak, with the migratory urt packs."
(Players of Gor, page 267)

The urt people communicate amongst themselves with a series of squeals and noises. Do they ever learn to speak Gorean?

"Too, however, I knew the urt people could, and did upon occasion, as in their rare contacts with civilized folk, communicate in a type of Gorean, many of the words evidencing obvious linguistic corruptions for others, interestingly, apparently closely resembling archaic Gorean, a language not spoken popularly on Gor, except by members of the caste of Initiates, for hundreds of years. I had little difficulty, however, in understanding him. He seemed an intelligent creature, and his Gorean was doubtless quite different from the common trade Gorean of the urt people. It had doubtless been much refined and improved in the prison."
(Players of Gor, page 267)

Urt people are very fond of a particular kind of Gorean fruit. What fruit is their favorite?

""Do not be afraid," I said. I took a slice of hard larma from my tray. This is a firm, single-seeded, applelike fruit. It is quite unlike the segmented, juicy larma. It is sometimes called, and perhaps more aptly, the pit fruit, because of its large single stone. I held it up so that he could see it. The urt people, I understood, were fond of pit fruit. Indeed, it was for having stolen such fruit from a state orchard that he had been incarcerated. He had been netted, put in a sack and brought here. That had been more than six months ago. I had learned these things from the jailer when he had thrust the creature in with me. The creature approached, warily. Then it lifted its long arm and pointed a long index finger at the fruit."
(Players of Gor, page 267)

The tribes of the Red Savages speak a wide variety of languages and variations of dialects. There is, however, one form of communication common among them all. What is it?

""To be sure," he said, "it would be wise for you to learn some Dust Leg or Kaiila. There is no substitute for being able to converse with these people in their own language. Sign, as far as I know, is common to all the tribes of the Barrens."
(Savages of Gor, page 268)

The Kur, a predatory race of beings, usually do not practice slavery. What do the Kur typically do with their captured foe?

"For generations human beings slew their foes. Later, a great advance in civilization took place, and its name was slavery. For example, women of the enemy, particularly if young and beautiful, might now be kept about, rather as domestic animals, for the pleasure of new masters. Women, throughout human history, have counted as prizes, acquisitions, loot, spoils, and such. And one would be naive not to recognize that this pleases their vanity, even as they might writhe helplessly in their bonds. And things are not really so different now, one supposes, on some worlds, though the rituals of their pursuit and claimancy are subject to considerable variation. The Kurii, on the other hand, do not commonly practice slavery. Most often they eat their foes."
(Kur of Gor, pages 3-4)

Most Free Women of Gor do not commonly use cosmetics. There is one city that is an exception. Can you name the city?

"Like many Gorean women, she did not use cosmetics. Free women in Ar commonly use cosmetics, but, outside of Ar, usually it is only the bolder women who resort to them. My mistress, for example, did not use cosmetics either. Many free women regard cosmetics as only for slave girls."
(Fighting Slave of Gor, page 228)

Taken from Sari's Daily "Quote from the Books" Trivia for March 2013

ONLINISM OF THE WEEK

MASKS ON GOR

by Bhoamar Landfall

"I have come to trade" said the masked man.
"Remove your mask " asked politely the warrior sipping his bazi tea whilst watching the gate.
"No." growled deeply his piercing eyes staring over the edge of the mask.
"Ok" said the warrior as he gulped his drink and opened the gate.
(from Kewl Guys of Gor)

ABOUT THE NEW VOICE OF GOR

The Landa Times became the NEW VOICE OF GOR (since issue 72).

The reasons for this are the former VOICE OF GOR as one of the oldest publications of

second life Gor. Many Goreans have come to know it and its editor Verona Lorgsval.

Verona does not longer publish the Voice of Gor which was based in the city of Olni. Her mission statement for the paper was:

"The Voice of Gor is a cross sim Gorean wide newspaper. It is designed to promote and increase Cross Sim Role play and communication. The Voice of Gor strives to ensure that all parties are contacted ahead of time; however, occasionally a city will object to what was written. Any city is free to write a rebuttal or send in their own news."

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor (about 1811 members)
for members of the group BTB Goreans (about 705 members)
for members of the group Alliance of Valkyrie Panthers (about 1488 members)
for members of the group Gorean Information and Notices (about 125 members)

in the Gor Hub (near the map there)

<http://slurl.com/secondlife/0%200%20Acajou/191/148/3009>

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

In Forest Port (docks) <http://slurl.com/secondlife/Forest%20Port/186/230/3251>

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

in the Oasis of Nine Wells (near the gate) <http://slurl.com/secondlife/Nine%20Wells%20East/19/188/63>

in Tarnwald (docks) <http://slurl.com/secondlife/City%20of%20Tarnwald/251/133/1013>

in the Gorean campus (besides the gallery) <http://slurl.com/secondlife/Serena%20Aquarius/8/125/22>

in Landa (docks) <http://slurl.com/secondlife/Isle%20of%20Landa/0/18/26>

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/>