

# THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Second Edition, v. 3 No. 108

[short online version without pictures or attached notecards]

Second day of the second Hand of the month of Camerius 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 Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

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

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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.

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## 02 EDITORIAL

# A warm welcome to the pages of the 108th volume of the NEW VOICE OF GOR !

The NEW VOICE OF GOR is the only planet wide Gorean newspaper.

The tragedy of loosing ones home is a feeling hard to describe. The tragedy of loosing your city, home and friends is even worse. This destruction occurs far to often on Gor.

With the recent loss of another city, Landa, the city of dreamy towers... This beautiful city was my home till a few months ago - for 18 months. I lost family and friends, we were lucky a lot of us survived. I could never return. Too many painful memories would haunt me.

□

Yet again a catastrophe has struck with great loss of life. I fear Landa will never be reborn.

If every you loose your city, if it be destroyed by nature or war the loss is just as great. Sometimes the Priestkings allow a city to be rebuilt, sometimes they don't we as mortal beings can never question their wisdom. We have to move to other cities and remake our home again.

Rarius Yuroki  
Editor of the NEW VOICE OF GOR

# (OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

(Magicians of Gor)

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

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

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

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

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

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

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

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## ALL OVER GOR

03 CHARGE AGAINST MARCELLOS

"There are two major reasons why a free women are seldom raped on Gor. First, it is thought that they, being free, are to be accorded the highest respect, and secondly, slave females are regarded as being much more desirable. (Pge 186 Guardsman of Gor)

To Vĩġlèh R̄am̄βaġe (viglen.draconia)

By the order of the court and myself as Administrator for Malice Marauders, you are here by requested to turn over one Marcellos (marcellosseclife)

For this offence he shall be brought before our Magistrate and he will likely be sentenced to death. If you wish to start a blood war over this rapist, I promise you Malice will finish it.

This is an offence to all free women of gor and it will not go unpunished.

With most sincerity,  
Malice Alexan Xerxes Skyclaw  
High Commander of Malice Marauders

[13:09:33] Šhíz: [12:32:09 PM] Marcellos (marcellosseclife): "he feels her trying to get free and he becomes rough, grabs her and tossed her on the fur as he pushed her legs more open he rams his cok inside her cunt and he holds her hands above her head steady, his other hand he holds down her neck as he rapes her.....then says to her moan for me slut as her new master takes her as he pleases"

[13:09:52] Shizzelle Causten: [12:37:00 PM] Marcellos (marcellosseclife): "As he rapes her he says,"who is your master slut?submit to me he said and stay with me for enterinty"he puounded hard on her, his pulsating cock deep inside her as he takes her wet flesh as his, he grabs her breast and squeezed it firmly as he moaned"

[13:10:14] Šhíz: [12:48:15 PM] Šhíz (shizzelle.causten) screamed instead as his cock continued to impale her hole, stretching it painfully as he raped her. Gripping the fur, her bound hands tried to pull her from beneath him. Her legs spread by his own as he raped her from behind.

[12:48:22 PM] Marcellos (marcellosseclife): "grabs her and turns her around now he was entering her tiny hole and fucking her ass, you want more dont you my slut as he took what he desired"

[12:49:50 PM] MarcellosSecLife spanks Shizzelle's ass.

[12:50:42 PM] Šhíz (shizzelle.causten) screams as he shoved his cock into her ass, feeling the flesh rip as he shoved it in without mercy. Screaming the tears ran down her cheeks. "Please stop this madness!"

[12:52:24 PM] Marcellos (marcellosseclife): "he refuses to hear her words again and he keeps fucking her ass, he pushes her down as he does her ass lift up a bit and he takes out his cock and pushes it dep in her cunt, he moves her legs

[13:10:14] Šhíz: aside and rams in her, pulsating hard, he feels her pussy throbbing for more, she felt so good he was pleased, submit to me and you will be raped constantly he said..."

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## GOREAN CITIES

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04 PORT OF OLNİ

# THE SLAVE'S CORNER

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

A MORNING IN HOCHBURG ~ Le Guide Teal

By Teal Razor

This past weekend found me at the Merchant of Gor games in Hochburg. Having been exposed to and played the game of Zar, I can tell you with much authority that I have no idea how the Merchant of Gor game is used to amuse oneself. But, I was not there for the game itself but rather to get a rare glimpse of a mountain town on Gor.

You may say what us a slave doing in a city that is a known enemy of Olni. Well, I have my Master to blame for this travelogue. He took off to attend one of his many Men's Gorean Drumming groups for a week long festival of drumming circles. You know, those drumming circles where the men sit around banging the animal skin drums with their open palms... somehow this has never seemed right. But suffice to say, these drumming men sit in a circle striking the skins and discussing how to cope with multiple slaves, how best to make additions to your chain of slaves and where to buy the skimpiest slave camisks.

I digress. My Master was not convinced I could remain out of trouble while he was gone and so appointed Master Stride, one of our Olni Magistrates, to cock an eye in my direction until my Master's return. The Master was going to Hockburg on Saturday to attend the aforementioned games and he came to the decision that I was not to be trusted alone in Olni.

It was quite humiliating to be leashed and dragged to Hochburg. But, once I was there, I made sure the magistrate was totally absorbed in a Merchant of Gor game as I slipped off the end of the leash and attached it to a slave post behind me. Thus freed I skipped off happily to explore Hochburg.

I have heard it said in the taverns and common areas of Gor, that Hochburg sits in the southern Voltai in a geographical location known as Scorpion Hollow. When I arrived at the city it appeared that not only were the residents prepared for an onslaught of scorpions but also seemed able to host a protracted war. I say this with not a trace of mockery. Hochburg is a virtual fortress. It is a large looming gray edifice in the Voltai.

The crenellated towers at the intersections of corners make perfect niches to hide behind while using your bow against invaders. I climbed a ladder to the walls and ran back and forth on them. It was apparent that unlike the towers, the walls of the city presented a shooting gallery for anyone trying to storm the walls. It would be easy to dispatch anyone exposed on them. So a word to the wise raider. If going to Hockburg, go to the left or right before getting to the market and you will find that, with a grapple, you can scale the walls easily while your brother warriors cover your behind.

For all its forbidding towers, Hochburg is actually a very cheerful community. It reminded me of medieval German towns on earth whose city builder trained in the belief that "form ever follows function". I do enjoy cities built on a grid and the layout of Hochburg tickled my fancy. The market was properly set at the foot of the city so that the rabble down below do not disturb the serenity and order of the city above its reach.

There are stairs galore in Hochburg. It seems like I climbed everywhere. I really enjoyed the entrance to the city, unmarred by people jostling one another in the plazas. The buildings lining the city behind the gate were structured to complement each other in a regimented sort of way. They were all public buildings. One structure caught my eye that was built on an a shape configured as the Gorean letter "eta". It was a stately yellow colored erection set off with those half pipe tiles common in the mountains. Out front of it fluttered five caste flags. Further up another flight of stairs I caught glimpses of the housing area. I sat at the gate craning my neck, through the fancy wrought iron, looking around. Two citizens of the city came out walking from the housing towards me. They could see me through the gate. The free man thought I was a beggar and told me that he did not have any coin to give me. This

was my second humiliation of the day. First I was leashed and now I was being cut down to the position of coin slut.

I managed to shrug that slight off and continued to look into the residential area from the gate. It was a sure bet that these residents had a homeowner's association. There wasn't a posy out of place in the raised flower beds. There were no signs of creaking shutters or unswept doorsteps; this was a city of Germanic proportions. (I can't even begin to tell you what that means....You just have to experience it for yourself. I mean someone could have uttered that in Nuremberg Germany in 1938 and been correct in describing it as a convocation of Germanic proportions.)

I saw the sun was slipping behind the mountains and I ran back to the Master, slipped into the crowd, and by his side. I fastened the leash back on my collar just as he turned around to tell me he had taken first prize in the Merchant of Gor game. On the way out he bought me two cream cakes. I walked out with one in each hand. On the journey back I wondered how he was going to explain the prize money to his free companion since I knew he never told her where he was going.

LEARN TO SPEAK GOREAN ~ Teal attends a class...  
By Teal Razor

Being a slave is certainly not all it is cracked up to be. My Master demands I know all things Gorean and ensures that I am trained in all the ins and outs of this society. Last week he stuck me in a Gorean language training. He has been teaching me on his own but found a class for me at the Gorean Academy and took me over to the private slave pens where the classes were to commence.

He led me to the door and swatted me in with the admonition, "Learn well girl." A very nice slave, Krista, greeted me brightly and welcomed me warmly. I tried to hide behind some other slaves but after an explanation of the current lesson we were broken up into two groups which negated any attempt by me to blend into the sidelines.

The two groups were separated by a partition. One side were told to pair up in a Mistress and female slave combo. Our side consisted of the Master and female slave combo. We were given the following scenario: We were in a public segregated hot bath where the males in the men's bath were "drunk" and both sides were to trade jibes with the free women on the other side of the bath wall. All this was to be accomplished in grammatically acceptable Gorean.

I was thankful that the "Master" I was paired up with was the only one witness to my terrible pronunciation. When I speak Gorean I sound like an Initiate intoning prayers to the Priest-Kings, boring and nasally. It was fun though. I got to say some very rude things about the slaves playing "freewomen" in the female "bath". I did a lot of \*smirking, \*grinning and \*eye rolling. At the end of class, I bid my "Master", the kajirus Darwin adieu and promised to "partner up" with him in our next class session. I was picked up by my real Master and during our journey home he was witness to my much improved pronunciation but asked me to tone down the pronunciation of all the Gorean insults I learned that day.

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## 05 TANCRED'S LANDING

### # TRADE AGREEMENT BETWEEN PORT DECADENCE AND TANCRED'S LANDING

Trade Agreement Between Port Decadence and Tancred's Landing

The undersigned parties agree to a common coinage weight and value. That exchange being

8 copper bits to a copper coin

100 copper coins to a silver coin

10 silver coins to a gold coin

Also the undersigned municipalities agree to the safe travel of Free Women in their cities so long as the visitors conduct themselves in a manner befitting their station by the laws of the visited port, (I.E. if the port the woman is standing in requires a veil, she must wear a veil) with the exception of a requirement for an escort. The visiting free woman shall be considered to be under the protection of the port she finds herself in.

Should a free woman break the laws of a visited port and be detained in some fashion, notice must be sent to her home stone so that a representative may come to hear the charges against her and provide legal defence if needed before any collaring or other non-monetary punishment be issued.

### # WAGES

Announcement of the Ubar

Tancred's Landing will enable wages for citizens as soon as possible. The Mint of the House of Yuroki Companies (hoY) which are located in Tarnwald, Tharna and Tancred's Landing got the order to mint new coins for our city.

Raschid, Ubar

### # NEW INFIRMARY AND NEW PHYSICIAN

New head physician and healer of Tancred's Landing is lady ĪńĎíŘα (Anastasia Somersley).

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## 06 LANDA

### LANDA OVERWHELMED

By Wendie, HoY Scribe

A large Earthquake and Tsunami shook the small Island of Landa. At first fires started around the dock area. The inhabitants of this isle tried to fight the fires but a tsunami overwhelmed the island leaving nothing but a stony wasteland. Only a few inhabitants sailed away from the

island. One HoY trading vessel managed to save some of the people Landing them In Olni and Tancred's Landing.

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## 07 THARNA

### THE INTRODUCTION OF MONEY AND COINAGE TO THARNA

Lady Vikki pp Lady Tara

Issued with the authority Of the Tatrix

#### 1. The initial phase (which has begun)

This will be a month long Introduction to the coinage and a trial period to allow the citizens to become familiar with the coins.

A. It is hoped that Lady Tara can distribute a coin bag to all citizens. To this end she'll need an up-to-date list of free citizens each week for the period of this phase.

B. also at the dock there will be a visitor coin bag dispenser.

C. lists of prices will be available for all the trades and occupations in the city. (Using the G&S price list)

D. 'C' will require the HC to alter these prices at a later date, as necessary .

#### 2. The second phase

In this phase distribution of coins will be limited to paid employees of the city only. Other Free will have to rp getting coins from any others. Again it is envisaged this phase will last for a month. Issues that need to be addressed will be :-

the remuneration for paid employees (see the SALARIES article below!)

the rate of payment...IE will salary be linked to hours rp in the city?

allowances for forced and necessary absences from the city

the appointment of a financial scribe to assemble lists for payment is Lady Tara

#### 3. No taxes will be levied as the mines are prosperous

At some point here, the HC will need to evaluate the scheme

#### 4. Phase Four

The introduction of a scheme to produce and consume goods, This will be the G&S system

It is important that while the scheme is running, all applicants will need to be introduced to whatever stage we have reached. I would suggest the FS be deputed to ensure this as they will have contact with newcomers via the payments lists.

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## 08 PORT GENESIA

### ALLIANCE WITH SULPORT?

by Σοφία Farella, Editor

The Commander continues in his talks with various officials, in order to make alliances. This



past hand, he was visited by on Official from Sulport who was soliciting an alliance with us. This Official was over heard saying, "Well, it is that I have been newly promoted to officer and to the post of the Scarlets Liason of Sulport. I come today, Commander, to see if we might speak about terms of full alliance with your fair city."

But from what my sources have told me, he was overheard, after that visit, expressing concern about how much longer our forces will be able to keep raiders at bay. The Commander was overheard saying, ""I'm a big fan of ' nothing too exciting ' for now, because I know its not going to last much longer.... though I have some irritating news that makes things likely to be more interesting than I would like. Our potential allies are moving slower than I would like.... So we may well be standing on our own for some time. The coastal patrol isn't going to be able to stop raiders much longer at this rate.... So we will just have to handle things ourselves."

Apparently, he is having a harder time creating alliances than he thought he would, but, do we need alliances? Do we not have enough Warriors to protect us? Perhaps it's best we remain neutral, enabling merchants from all over Gor freedom to come, safely to our Ports for trade? What do YOU think?

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## 09 PORT DECADENCE

### PORT DECADENCE RE-OPENING

Fourth day of the second hand of the Month of En'Var (The First Resting)  
Thursday, June 27th, Time: 1PM slt

This event is being covered by Gorean Portal Radio (GPR).

The Free Port City of Decadence is proud to celebrate the reopening of the expanded port with a dance competition to be held in the beautiful new dance arena.

Theme: Open dance.

Dancers: 6 with 2 alternates. First six received, plus the seventh and eighth as alternates.

3 Judges will be invited to come judge the event.

Prizes: 1st 5000 L\$  
2nd 3000 L\$  
3rd 1500 L\$

### Rules for the dance event

- 1) Theme: No Theme, though this is The Free Port City of Decadence Island, however you'd like to incorporate that into the dance.
- 2) The event is only open to kajira.

- 3) Dances can be solo or tandem dances
- 4) Props will be permitted but of the sort that could be carried to the pit. They may not be above 50 prims Please remember you are in a dance pit.
- 5) 8 minute time limit per dance.
- 6) The dances must be the work of the dancer herself and not to have previously been used in a dance event of any sort.
- 7) The judges decision is final and no discussion will be entered into over this.
- 8) Dancers must arrive 20 min. prior to the event.
- 9) There will be a DJ to provide the music. Deadline for getting music MP3's (and only MP3s) in will be 24th June To be send to Darellion@gmail.com. Subject: Decadence Dance Contest
- 10) Dancers will dance in opposing order as to who gets the music to the organizer first. (So first music dances last and so on.) If music is changed dancer will go into the order the new music choice is received in.
- 11) In case of a tie... the organizers will use the scores of a previously agreed upon question to break the tie

If you wish to apply please fill in attached card and return to Darellion Aurotharius.

The following Info is from GPR, who is broadcasting the contest

- a. The Broadcaster cannot start and stop the song at specific points, but will play the entire song
- b. The Broadcaster cannot find another song at the event
- c. If the dancer has not chosen a song, the selection by the broadcaster is random. They cannot choose one with specific traits (i.e. piano, with a fast beat)
- d. The dance should be timed to the song chosen. IF the dancer requires the song to be played twice, that should be indicated on the note card. After a song is played twice, the broadcaster will talk to the audience and wait for the dance to finish.

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10 ASPERICHE

ASPERICHE SUNRISE SERENADE - DANCE COMPETITION

Third day of the third hand of the month of Camerius

[1st June 2013, @ 5am SLT]

Greetings all dancers of Gor! The Island of Asperiche is hosting its monthly dance competition on Saturday 1st June 2013@ 5am SLT To enter please complete the form below and return to Master Ember ASAP.

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## TRADE

11 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. The STA is the biggest and most important trade alliance of southern Gor.

Full STA Members:

The Kasbah of the Guard of the Dunes  
Oasis of Nine Wells  
Oasis of the Sand Sleen  
Kasbah of Mizar  
Jazirat al Khusuf - House Rogerian  
Karak (Kassaryan State) (ITA)  
Decadence Isle  
Kamras (ITA)  
City of Tor  
Ukunga Region - Land of the Family Kron  
Asperiche (ITA)  
Kasra (ES)  
Tancred's Landing

Privately owned companies:

House of Yuroki (HoY) Companies  
The Phoenix Trading Company

Associated members:

Tharna

# MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquillity, 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.

## 12 HOUSE OF YUROKI COMPANIES

### # FACTS

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

### # NEWS

The slave Moon has been sold. The new owner is a free woman of Sulport.

### # 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 (these cities have a bank building but no banker)

THE CITY OF OLN  
PORT KAR

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

## 13 CURRENCY EXCHANGE RATES HOY BANK

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

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

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## ## ADVERTISEMENT

### # LADY JJ'S ART GALLERY IN OLN

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 Oln 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 Oln so please come along.

Lady JJ

## # THE QUILL AND QUARREL THEATER TROUPE ON TOUR



The Quill and Quarrel Theater Troupe  
ON TOUR  
May and June 2013



Suggested donation is 250L\$ per seat, but no one is turned away if unable to donate.!!

Be sure to keep informed!! Join the ""Friends of The Quill and Quarrel"" Group for notices and information on upcoming shows.

Check out Q&Q's performances at any of the follow cities::

LOOK for the Goreans Portal Radio Broadcast of Tarl and Talena in June !!!

For any questions, thoughts or comments please feel free to send a notecard to ""QandQ Resident"", which is the business account for the Quill and Quarrel Theater Troupe. Please allow 24hours for responses.

If YOU would like to be a member of the Q&Q Theater Troupe, send a note to either "QandQ Resident", or "HarmonyTreat Resident" Auditions can be scheduled most any time !!

## # ACADEMY OF GOREAN DANCE

As the next stage in the development of the Academy of Gorean Dance, based in Port Olni, we will begin to offer a series of intermediate workshops, featuring guest speakers and interactive activities, to enhance the learning of Gorean dancers, and designed to provide a venue for the dance community to exchange ideas.

These workshops are intended for experienced dancers. We suggest students who have graduated from the Academy's introductory course or another Gorean dance class inworld or have some relevant experience.

Students may enroll by joining the Academy group. Those who attend 8 sessions, with participation, will receive a certificate of graduation from the Academy.

If interested in attending, please contact the Academy Instructors.

Iris ((Anara Lexenstar))  
Angel ((AngelX Alcott))  
Najla ((Yummi Plaid)) (on leave)

Workshops will take place at the Academy of Gorean Dance, in Olni Meadows, a safezone but IC area above the city of Port Olni.

Emoting Workshop  
Sunday, June 2, 2013 at 3pm SLT (subject to change)  
Speakers:  
Perle, slave of Sheikh Al Oisans  
Babypea, slave of Gunner von Phoenix  
Snow, city slave of Vigo

Impromptu Dancing Workshop  
Sunday, June 16, 2013 at 3pm SLT (subject to change)  
Speakers:  
Angel, slave of Stefania Wildrose  
Sparkle, slave of RavingRob Radek and head of the Dance Pit Raiders of Gor

Story Faction:  
Sunday, June 30th at 12 pm SLT  
Speaker:  
Kamini, slave of Bosk

Dance Faction  
Sunday, July 7 at 12pm SLT  
Speaker:  
Mily, slave of Richard Ash

## # 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

Gorean Campus Timetable (All times in SLT.)

### # Classes

Monday May 27th - GLA - Olni classroom  
Magistrate class -Janette - 1pm and 5pm - Weekly (7 of 8)

Monday May 27th - Arena  
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday May 28th - GLA - Campus courtroom  
Advocate class - Janette - 1pm and 5pm - Weekly (7 of 8)

Tuesday May 28th - Arena  
Beginner Dance (instruction in voice) - Rya - 7 pm

Wednesday May 29th - Outdoor classroom  
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday May 29th - Outdoor classroom  
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Wednesday May 29th - Arena  
Advanced Dance (instruction in voice) - Rya - 7 pm

Thursday May 30th - Campfire  
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Thursday May 30th - Outdoor classroom  
Caste series/ Initiate - Holiness Runyn - 1:30 pm - Occasional

Saturday June 1st - Outdoor classroom  
Healers course - Darwin - 12 noon - Weekly

Saturday June 1st - Arena  
Advanced Dance (instruction in voice) - Rya - 7 pm

Monday June 3rd - GLA - Olni classroom  
Magistrate class -Janette - 1pm and 5pm - Weekly (8 of 8)

Tuesday June 4th - GLA - Campus courtroom  
Advocate class - Janette - 1pm and 5pm - Weekly (8 of 8)

Wednesday June 5th - Outdoor classroom  
RP & Emote Course - Nephtides - 12 noon - Weekly

Wednesday June 5th - Outdoor classroom  
Basic Kajira (in Spanish language) - Azhar - 2 pm - Weekly

Thursday June 6th - Campfire  
Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Saturday June 8th - Outdoor classroom  
Healers course - Darwin - 12 noon - Weekly



## # Events

Sunday June 2nd - Dance Exhibition - arena  
Gorean Campus Dance Class Graduation - 6 pm

Thursday June 6th - Cinema  
9 and a half weeks - 1:30 pm

Sunday June 30th - Play performance - arena  
Quill & Quarrel troupe - 3:30 pm

## # Dance contests

Saturday June 22nd - Arena - 1pm  
Saturday August 31st - Arena - 1pm  
Saturday November 2nd - Arena - 1pm

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

## # 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).

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## ROLEPLAY

### 15 SLAVE SQUABBLES DURING THE REED GATHERING

Topaz had driven the girls back to the abandoned village, deep in the forests, where the band had stopped for a bit to rest before moving on to other parts of the high forests. She had been rude, unforgiving, driving the girls back with the heavy giant tarsklet body hung on a pole

resting on their shoulders. Back in place she had skinned the beast, gutted, without though the exhausted girls, then had bound them both and hooded them so they could sleep. Now it is morning, and she steps to the one, the smaller one, the auburn haired one, takes off the hood and kicks her into the flank. "Wake up, Parsit!" She snorts, not so loud to wake Vena, and reaches down for the leash of the slave to yank on it as another means of waking her up.

Parsit coughs a few times in response to the kick that woke her up with no care what so ever and the hood pulled from her head to face the light, indistinctly wrapping an arm around her stomach to rest a hand on her flank where the kick landed but quickly interrupted in that with the yank in the leash

Topaz turns already and walks off, leash in her hand, until the rope stops her from the girl still laying. Again she yanks. "Harta!" She snorts only, expecting apparently that her slaves get to her feet way faster when waking up, and yanks even once more. "Do you want to be beaten, animal?"

Parsit feels the leash pulling onto her collar and the impatience growing within the Huntress, parsit quickly, but somewhat clumsy and all the sudden seemed very much awake with the words barked out loud at her, crawling on all four at first till she'd catch up and raise up onto her feet, "yes my Mistress, no uhm parsit begs you she does not need beating" almost pleading the words left her lips rather quickly

Topaz grumbles only a "Pathetic!" in response and walks on, to the rim of the campfire. Apparently a forest woman or a slave girl had gathered wild suls, and those now roast, impaled on twigs, at the rim of the fire. She pulls the girl though further. Behind one of the sitting logs a small pile of sul skins can be found, the remains of the collected ones, laying just in the dirt there and already slightly infested by insects. She points at that. "There, breakfast, Parsit." She comments, "you have ten ehn, then you will be put to work, if you ate or not."

Parsit lets a few sudden gaspers escape her lips on the way as the leash would continuously tighten and loosen as she struggled to keep up tho fortunately just a short distance, and with the opportunity of food she'd lower her head to the pile of sul skins, trying her best to avoid the insects it was limited how much she managed to eat

Topaz does really not care much if or what the girl eats. The girl would learn soon enough to not let pass those little meat additions if she wanted to eat at all. Instead she leaves her be for a few ehn and goes to fetch one of the view remaining - after the camp was pillaged - rope coils and slings that over her shoulder. She takes her time, yet nevertheless she is back after not even closely ten ehn, takes the leash again. "Come now, you have enough, apparently you do not want it anyways." She says, grins then thinking about how Vena would devour this pile as a feast even, especially due to the insects crawling over it. Mercilessly she drives the girl forwards, out of the camp confines. "So, little ubara, now you will learn to work."

Parsit were still busy trying to fish out the "clean" pieces of sul skins as the leash tightened again and pulled her out of the pile before the hunger had even been remotely satisfied and it took a few good footsteps of pulling parsit along before she on all four would shorten the distance between them, tho it didn't stop the leash from tugging in the rope collar in rapid tiny motions as she'd follow you

Topaz brings the girl through the thick forest, not minding to blindfold her with this camp - it had been discovered anyway, and the girl is too weak to flee on her own. She brings her to where the rivulet of the day before watering meets a bigger sidearm of the Laurius. There she turns to the girl, pulls her to her feet by the hair. Then she begins to wrap the thick rope about the girl's body, much like a harness. The ropes go around the neck, under the shoulders, under the breasts, between them, down to the hips like a belt and also between the legs. She pulls those ropes tight against the skin of the girl and fastens it securely with a knot between her shoulderblades. Not telling for what that harness is yet, she points to a big field of reed that almost hides the rivulet from sight by the bigger sidearm, a very wet loam soiled area beneath. "You will harvest those reed fibres." She tells, going towards one and grabbing it for demonstration down by the roots above the soil and pulls it out with a strong yank, "each a bundle of the thickness of your upper arm, then you knot them with one or two reeds into a bundle. Understood?"

Parsit push her hands into the ground as trying to make it less painful when pulled by the hair up onto her feet and turned around, she trembling a little with each tug into the ropes as they tightened around her body, taking the shape of a harness

Vena follows along to the edge of the water...for most of the journey staring down at her feet..after the washing from the other day she's almost irrationally wanting to stay clean as long as she can..even if it costs her energy she doesn't have to spare by stepping lightly over the ground or trying to move around patches of wetter earth the closer they become to the river..she listens as the huntress speaks, raising her arms up to allow the ropes put in place without struggling..though gasping softly and wincing with each tug drawing them tighter to her flesh

Topaz binds the leashes around the necks of the girl to have them out of the way and allow them better range for working. "Go into the water and start your work, animals." She means, considering her own task to both watch and guard the slaves from animals or fleeing attempts. "Oh and two more things: First: When done with the first bundle you will bring it, so I can inspect it and bind it to your harnesses." She begins to explain, then narrows her eyes, "and second: should I, for whatever reason, lose any one of you out of sight even for half an ehn, you will be considered trying to run away, and I will respond with this here..." Almost lovingly she strokes the upper shaft of her spear.

Parsit "yes my Mistress" she replies quickly already on her way into the water as she very well noticed the fingertips running along that upper end of the spear. She without further hesitation dips her hands into the water for a firm grip around the first reed, giving it a good tug to feel the root letting go and her feet sink in a tiny bit

Vena tosses her head back and forth with the pressure of the leash relenting..enjoying the feel of it for the moment..she works her way carefully down, sighing as mud squishes up between her toes as she descends into the river..reaching down to grab a reed similar to the demonstration..pulling up on it but nothing happens..bending down lower to grab it closer to the base and pulling again..still nothing...finally straining at it then slipping as it releases suddenly..with a splash she falls down to her behind, sinking downwards up to her neck then rising again to continue..in just a few ehn a mindless shroud settling around her as it always does when put to mindless labour..just walking further forwards as she begins to pluck reeds one at a time, lifting each with a little grunt

Topaz turns towards the girls in the water, observing their starting work. Emotionlessly she watches how the one falls into the water after trying to stay clean so obviously, as the other first hesitates. "I demand at least a twenty bundles from each of you," she explains, "as many as you have fingers and toes combined." The last part meant for the case that one girl or both might not be able to count further than three - not considering too much knowledge in slaves anyways. "And I demand such to be done far before Tor Tu Gor stands highest in the sky."

Parsit lifts her feet up the mud one by one as she took a little step forth just to the next reed watching vena closely as she tried to follow the same rhythm

Vena bites her lip, a despairing look clouding her eyes for just a moment..never one to labor any more than is necessary she answers softly "yes, my Mistress.." and under her breath.."i know how to count.." almost defensively..casting a look up to the sky to see where the sun is standing, then bending again to quicken her pace a little, becoming lost in the motions of bending, plucking, and gathering the reeds in the crook of her other arm..soon she thinks she has enough for the first bundle, a last reed bound around it, alternating each in the bundle so the heavier root ends are balanced and alternated..binding the last reed around the others then stepping back to the shoreline and holding it up..the wet reeds are not too heavy, but hefting the bundle she already tries to imagine how twenty of them will feel loaded to the harness..then just holding it up above her head for inspection

Topaz keeps watching over the girls, her other senses reaching out to the forest surroundings though. As Vena comes out - longer in her chain, more used to be worked - she takes from her the bundle and inspects it. "Size is well..." she begins to comment, then tests the binding, nods again. She steps to the girl and begins to fasten this bundle just in front of her hips, covering with that the sex of the slave girl. "Put Parsit under the switch - she is slow." She comments only, "then send her out to me, Vena. I will have other tasks for her perhaps."

Parsit turns her head just briefly already running one mental image after the other through her mind in a bit of fear and with a desperate few more yanks she'd try to catch up on vena tho her bundle were only half the size

Vena looks satisfied as the bundle is tied to the harness..almost gloating.."yes, my Mistress.." without hesitation plucking another stout reed..then moving to the other girl and hissing.."stop and hold your bundle in front of you.." with a lift of her chin, tapping the reed on her palm

Topaz leans on her spear, regarding the scene unfold - Parsit for the moment obviously put beneath Vena in rank, to be switched by a slave. She regards the face of Parsit, waiting for the moment when the humiliation of all that sinks in, on the girl calling the other 'mistress' eventually even.

Parsit would pull just another stubborn one out of the mud as she fell back into the low water and her attention turned up onto vena as she hisses at her, and she'd present her the bundle that was nowhere near the size demanded

Vena looks down at the other girl and the small bundle.."you are slow.." she hisses, eyes gloating.."you are to be punished for it..stand still.." simply as she moves to stand just behind the girl.."you will work faster and harder if you want to live.." as she flings the switch quickly

with her wrist, drawing a line across Parsit's buttocks..it is clear she enjoys her new status

Topaz's smile broadens a bit at the sound of the switch. She still wants to see the face, hear the word, else considers already what else to let do the girl after - there are different tasks needed anyways for what she plans in general.

Parsit turned her eyes just briefly up onto Topaz until the hisses caught her attention just behind her, she begun to lean forth to pull another one up but interrupted just with the fling of a switch across her bare skin, drawing a red line as the stinging pain touch her body and quickly in attempt to avoid more she pulls another reed up by the root, then a second, but she trying to avoid the larger ones as those seemed more difficult

Vena flings the switch again and again..watching the other girl work faster but continuing to beat her anyways..welting Parsit's buttocks well then focusing along the backs of her thighs..ensuring even kneeling will be uncomfortable for awhile.."i am your En.." she hisses.."i will make you pleasing to our owner..or make you cry out in pain..do you understand?" the gloating tone in her voice as she lords her position over the other girl, continuing to switch even as she waits for an answer

Topaz turns away for a bit, looking about the forest soil beyond the brushworks line towards the shore to the river. She is hearable yet by the girls as being close, hears them too - at least the switching and the verbal reactions to it. Slaves and their ranking quarrels - a way for her to control them even more.

Parsit would bite her lower lip a few times with the continues strokes over her skin, from her bum to the sensitive back of her thighs she whimpers and tugs a few more of the reeds up by the roots, her legs trembling further with each stroke landed on her skin as she replied, the words somewhat unclear but her fear and pain visible, "yes Mistress"

Vena hits harder on the back of both knees, then lifting her chin as she hears the other girl's reply..eager to put Parsit in her place, the switch helping her vent..and ultimately hoping her position might bring more food with it..she leans close and grips the other girl by the hair..tugging quickly on it to lean close and whisper.."good..don't forget who i am.." in case the other might have vengeful thoughts..then shoving Parsit back towards the river bank.."our Mistress wants you to go to her..but before you do you will thank me for the punishment..it was for your own good.." just to add insult to the stinging skin

Read more: <http://www.gor-sl.com/index.php/topic,13758.0.html>

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## KNOWLEDGE

16 TRIVIA

Are slaves counted in the population statistics of a city?

"The free, native population of Ar, though there are no certain figures on the matter even in the best of times, and, given the flight of many from the city, conjectures have become even

more hazardous, is commonly estimated at between two and three million people. Itinerants, resident aliens and such would add, say, another quarter million to these figures. It is, at any rate, clearly the most populous city of known Gor, exceeding even Turia, in the southern hemisphere. Slaves, incidentally, are not counted in population statistics, any more than sleen, verr, tarsks and such. There were perhaps a quarter million slaves in Ar, the great majority of which were female."  
(Magicians of Gor, pages 174-175)

This is a device by which many disputes, legal and personal, are settled in Torvaldsland. What is it?

"'Let us watch duels,' said the Forkbeard. The duel is a device by which many disputes, legal and personal, are settled in Torvaldsland."  
(Marauders of Gor, page 153)

There are two general sorts of duels in Torvaldsland. One is the formal duel. What is the other?

"'Let us watch duels,' said the Forkbeard. The duel is a device by which many disputes, legal and personal, are settled in Torvaldsland. There are two general sorts, the formal duel and the free duel."  
(Maraders of Gor, page 153)

This type of duel, in Torvaldsland, permits all weapons; there are no restrictions on tactics or fields. In fact, some may be held on wave-struck skerries in Thassa. The two men are left alone; later, at nightfall, a skiff returns, to pick up the survivor. Which type of duel is this?

"'Let us watch duels,' said the Forkbeard. The duel is a device by which many disputes, legal and personal, are settled in Torvaldsland. There are two general sorts, the formal duel and the free duel. The free duel permits all weapons; there are no restrictions on tactics or field. At the Thing, of course, adjoining squares were lined out for these duels. If the combatants wished, however, they might choose another field. Such duels, commonly, are held on wave-struck skerries in Thassa. Two men are left alone; later, at nightfall, a skiff returns, to pick up the survivor."  
(Marauders of Gor, pages 153-154)

This symbol of the Priest-Kings is found in every temple dedicated to them. What is the symbol of the Priest-Kings?

"On the high altar in each temple there is supposedly a large golden circle, the symbol of Priest-Kings, a symbol of eternity, of a thing without beginning or end."  
(Dancer of Gor, page 303)

Many of the Warriors, those of the Scarlet Caste, are contemptuously, pridefully illiterate.

What reasoning do they offer for no learning to read or write?

"Although I speak Gorean fluently, I can read it and write it only with difficulty. This is not unusual with those of my caste, many of whom, by choice, are contemptuously, pridefully illiterate, holding themselves superior to what they despise as trivial, vulgar learning. The business of their caste, then, in their view, is not with the pen but with steel, not with ink, but blood. Let scribes, they say, be adept with letters, and such, for that is their business, little scratches and marks on scrolls, and such. But this is not for them, not for the Scarlet Caste. But, too, should not each caste concern itself with its own business, the metal worker with metals, the peasant with the soil, the mariner with the sea, and so on? I do not commend this view, but report it. Too, in all honesty, it is not that unusual to find refined, literate members of my caste. Some members of my caste are educated gentlemen, educated, distinguished, dangerous gentlemen."

(Swordsmen of Gor, page 2)

You are watching a man at work. He has about, many small tree branches. He has stripped one and is using a short wooden tool, some eighteen inches in length, with a small, round hole cut in one end. He is holding the device by its handle, thrusting the branch thru the hole. What is the purpose of this device?

"Cabot was working with the missile, or arrow, straightener, a short wooden tool, some eighteen inches in length, with a small, round hole cut in one end. The suitable branch, properly trimmed, is seldom straight. One holds the straightener by what is, in effect, its handle, and thrusts the branch through the hole. Then, by twisting and pressing, over a small fire, one hand on the tool, the other on the shaft, thrust through the hole, the wood, now softened, now pliable, is straightened, and becomes a shaft worthy of its fletching and heading."

(Kur of Gor, page 369)

What is the fifth letter of the Gorean alphabet?

"'The rubies are arranged in the shape of a letter,' he said, 'the fifth letter in the Gorean alphabet, Gref.'"

(Kur of Gor page 330)

For stealing the Home Stone of Ar, Marlenus condemns Tarl to die by Tarn. What is "death by tarn?"

"As I fought, I could hear the lion laughter of Marlenus behind me, as what had been a simple impalement turned into a fight of the sort after his own heart. As I found a moment's respite, I spun to face him, hoping to have it out with the Ubar himself, but as I did so, the shackles that I had worn struck me forcibly in the face and throat, thrown like a bolo by Marlenus. I choked, and shook my head to clear the blood from my eyes, and in that instant was seized by three or four of the Ubar's tarnsmen.

'Well done, young warrior,' acclaimed Marlenus. 'I thought I would see if you would die like a slave.' He addressed his men, pointing to me. 'What say you?' he laughed. 'Has this warrior



not earned his right to the tarn death?'

'He has indeed,' said one of the tarnsmen, who held a wadded lump of tunic over his slashed rib cage.

I was dragged outside, and binding fiber was fastened to my wrists and ankles. The loose ends of the fiber were then attached by broad leather straps to two tarns, one of them my own sable giant.

'You will be torn to pieces,' said Marlenus. 'Not pleasant, but better than impalement.'

I was fastened securely. A tarnsman mounted one tarn; another tarnsman mounted the other tarn.

'I'm not dead yet,' I said. It was a stupid thing to say, but I felt that it was not yet my time to die.

Marlenus did not deride me. 'You it was who stole the Home Stone of Ar,' he said. 'You have luck.'

'No man can escape the tarn death,' said one of the men.

The warriors of the Ubar moved back, to give the tarns room.

Marlenus himself knelt in the darkness to check the knots in the binding fiber, tightening them carefully. As he checked the knots at my wrists, he spoke to me.

'Do you wish me to kill you now?' he asked softly. 'The tarn death is an ugly death.' His hand, shielded from his men by his body, was on my throat. I felt it could have crushed it easily."

(Tarnsman of Gor, page 127)

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

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## ## ONLINISM OF THE WEEK

Slaves never ask for forgiveness but must beg mercy instead  
FALSE

(a slave can ask for forgiveness all she wishes. It is up to the free she is asking whether she gets it or not)

"Forgive me, Mistress," I begged. "Did you lie?" she asked. "Yes, Mistress," I said. "I lied! I lied! Forgive me, Mistress. Please, forgive me!"

"Fighting Slave of Gor" page 67

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## ## 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 Forest Port: Ubara Nyurahlee Kai of Forest Port Outpost

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

OLNI GAZETTE

Editor: Janette Inglewood

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER [inactive]

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 HERLIT CRIER

Editor: Felicia Soleil

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

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

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## ABOUT THE NEW VOICE OF GOR

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

The reasons for this are the former VOICE OF GOR was 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  
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

Gor Hub: <http://slurl.com/secondlife/0%200%20Acajou/64/85/42>

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

Forest Port Outpost (docks) <http://slurl.com/secondlife/Forest%20Port%20Outpost/19/17/23>

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

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

New Tancred's Landing (docks) <http://slurl.com/secondlife/Tancreds%20Landing/244/251/21>

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

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

Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters%20XIII/14/152/22>

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/>