

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

Third volume, issue No. 114

Fourth day of the fourth hand of the month of En'Var (The First Resting) 10164 Contasta Ar

Based in the City of Olni in Saleria

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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 114th issue of the NEW VOICE OF GOR !

On this sunny summer day this issue arrives, we hope you find a leisurely afternoon, a comfortable chair on the porch, and a tall, cool glass of your favorite gorean refreshment to savor along with the content....

Rarius Yuroki
Editor

The NEW VOICE OF GOR needs your help! Feel free to contribute! The only weekly Gor wide newspaper is nothing without its readers.

(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/>

ALL OVER GOR

03 BLACK HONOR

By Atlas Tereshchenko ~ Olni Scarlet

The shadow ghosted through the dark, one dark black against another. It resolved into the shape of a man, tall and clad in black cloaks and armor, armed with weapons that seemed both ancient and well used. Slipping through a side door, this shadow entered a tavern, called the Black Sleen. This was an ancient meeting place, for those of the Black Caste and those that would engage their services. It was also a convenient place for those that instructed, and those that learned, to meet and speak quietly.

The shadow of this man fell darkly on the stone floor, and made its way to an alcove set to one side of the tavern, reserved always for men such as himself. Settling quietly, for he knew no other way, he wrapped his cloak about himself, and waited. Half an ahn he sat, well before the appointed time of the meeting, listening to the voices in the tavern and memorizing faces and sounds. This was the way of the Black Caste, care and patience the life long companions of the ones that managed to live more than a few years.

The time came, and through the same side door the first man used, a second shadow materialized, and stepped just as quietly along the stone floor, to take a position opposite the first. A nod, and both men caste back their hoods, and stared hard at the other. "Tal Master Raddik" said the second man, in a voice soft and smooth, like dark smoke in a black sky. "Tal Narcin" said the first, his voice dark and laced with long-worn malice "you seem none the worse for wear. It's been what, 4 hands since last we met? Word reaches my ears of odd deaths in strange places, to which I must attribute your special talents?"

Narcin nods and replies, his voice still soft "Aye Master, I too have heard such tales." He pauses to watch a tavern kajira pass, on her way to the kitchen. She eyes the two Assassins,

and just as rapidly casts her eyes down, and breaks into a quick run to get out of their sight. "I sent word to you Master, not so much to dwell on events, as to ask a question." Narcin leans back, adjusting his weapons as he settles in, and yet cannot nor will not relax, from long training and now hard won habit.

Raddik leans forward, steepling his fingers with his elbows on the table, looking hard at Narcin. Narcin was one of his best students, perhaps the best ever, and his questions were more often than not piercing. "Go ahead Narcin, ask away" and then Raddick lowers his hands to the table, old scarred hands flat against the old wood, his ancient and yet powerful fingers splayed wide.

Narcin nods, and leans forward, towards his Master, and strikes directly with his question "What place, if any, does honor have amongst the Black Caste?" His question asked, Narcin leans back and returns to scanning the tavern.

Raddik stared a long time at Narcin, his fingers gently brushing the wooden table. He then turned his gaze towards the interior of the tavern. Many ehn passed, and men came and went from the tavern, some for paga, some for the girls attached to the purchase of the paga. Trade occurred, rumors started and passed, all the general commerce of useless information, and manly needs that were common to taverns across the lands. In time, Raddik leaned back, and simply said "Aye, it does Narcin, and the reason it does is reliability".

Narcin turned his head, and nodded towards the elder Assassin. "And how does the need for honor amongst the Black Caste, revolve around reliability Master? I am not sure how these two character traits are associated." He had asked many questions of his Master, some had earned him a stern look or even a sharp cuff on the side of the head, but others had piqued his Master's interest and led to a deeper understanding of his Caste, and his Master's thinking.

"There are many aspects to the concept of reliability, and its application to the need for honor amongst the Black Caste. Let us discuss a few of them Narcin, and perhaps your understanding will again grow." Raddik leaned back against the wood and stone wall at his back, and pulled his cloak tight about him as the night grew older, and colder, despite the fire in the corner of the tavern. Narcin recognized when his Master was about to speak at length, and paid close attention, for more than likely this was the only time he would gain the favor of his knowledge.

"Honor amongst the Black Caste is a function of effectiveness, in a word it is reliability. The honor accounted to the Rarius of the Red Caste is a function of their individual commitment to the safety of the whole, the honor of a Free Man of Gor a function of status and in some cases a heavy burden for those who dislike living up to a principle. For us, acting honorably is to be reliable. Let me give you a few examples.." With this Raddik motions one of the kajira closer, orders paga and bread, and dismisses her with a wave.

"We are called upon to execute a task, that of removing a life from this world. Great and small events are planned, which are none of our concern, that depend upon us accomplishing this one simple task. As such, those that hire us do so because as a Caste and a person, we can be relied upon. Between ourselves, our Codes will guide us, but we must be able to rely upon each other, for many things. We rely on each other for silence, because without that we

can no longer be reliable. We are shadow, mist and smoke. If one of use were to shine a light on the others, we all fall because our reliability as a Caste, is called into question. No one would retain the services of someone that is no longer anonymous. We cease to be effective as a tool when we are known to all. So, we rely on each other to remain quite, silent, and not divulge our existence to anyone."

Raddik paused, as the girl returned with bowls and heaping plates of bread. She was about to launch into a heartfelt serve, but was chilled to the bone by the look on the Assassins faces. She quietly set down the bowls, and knelt on the floor as far as she could go. Even before she could ask if there was more and hoping there was not, that she could offer the two Killers, they chased her off with a hiss.

Narcin took this natural break in his Master's words, to refine his question slightly. "So those that would hire us wish to feel assured that we can be relied upon to not speak of those that hired us, correct?" Raddick nods, as he sips his drink, and then begins again. "That is one part of what I shall call external reliability. Honorable action on our part makes us reliable to our patrons because they will remain anonymous, our actions will be unknown to anyone else, and that we will achieve our goal or perish in the attempt. Those three behaviors are attributable to the Black Caste by those that would retain our services, and for them that is why we are reliable, and that reliability translates to honorable conduct on our part."

The Master Assassin drained his bowl, and pulled his cloak tighter about his legs. Narcin was about to ask another of his questions, but Raddick held up a single finger, and Narcin fell instantly silent.

"There is the far greater matter of internal reliability my young pupil. There are three parts to our internal reliability. safety, competition and the single most important character for our Caste, quality." Raddick moved his the hood on his cloak, just enough that his dark eyes shown out, and caught the gaze of the nearest kajira. She froze, and as he lifted his bowl, she nodded and darted for the paga kegs as fast as she could. She returned with a bota, and kneeling before the two Killers, lifted high above her head, saying softly and just a bit too fast "Paga in a bota for you Master, that you may take your fill, compliments of the Tavern Keeper". Raddick took the bota and laid it on the table, and with the toe of his boot pushed the girl away. She lept to her feet and hurried to the far side of the tavern.

"As I was saying, three parts. Our individual safety stems from our training, skill at arms, and overall stealth. Our collective safety lies in anonymity, deception, and essentially remaining unknown. If one of us were to reveal to the outside world anything of the Caste then our individual safety is challenged, along with the safety of the Caste. Furthermore, if our safety is compromised, then so is our reliability, both individually and collectively and that will remove the value we offer to our patrons. As such, one of our Caste that would threaten our safety by revealing anything of what we do or whom we are, would in the context of our group be considered as acting without honor.

Raddick paused, his eyes closed and his neck rolled, relaxing tense muscles. Turning, the Master Assassin surveyed the interior of the tavern. Satisfied that there were no more and possibly fewer ears within, he turned back and continued his explanation. "Next is the issue of competition. We must eat, and have a safe harbor to sleep. This requires gold. Gold requires work, and gold also nurtures greed. Greed can drive a man to adopt methods that

are not honorable. If one of us was to specifically reveal information about another of our Caste, to remove the competition, that would be a small problem with large repercussions."

"Another issue, with respect to competition and honorable behavior is the impression of reliability with our patrons. I had discussed reliability earlier, but in the context of competition, our patrons must have full reliance in us that once we strike a contract, no amount of coin from the target or anyone else, will divert us. They want to believe that they do not compete for our loyalty, once a contract is struck.. One of our Caste that would sell their services to the highest buyer creates a competitive environment that would undermine the foundations of our reliability. And so, honorable behavior amongst our Caste will include not advancing our purse at the expense of our integrity.

Narcin shifted slightly on the bench, his ears tuned to his Master's speech patterns, he sensed a conclusion to this nights lesson, and the beginning of a long sleepless night of interpreting his Master's wisdom.

"Our last, and perhaps most important and troubling part of honorable behavior within the Caste is quality. Specifically, our patrons place a great deal of value on the Caste providing a reliable service of the highest quality. It is our training, our devotion to our art and practice, and the attention to detail that we place both on our training and how we comport ourselves in the execution of our craft. Now imagine the harm that an imposter could create for us, some individual dressing like us but without our training, accepting contracts and essentially stealing our craft, and more than likely ruining our reliability. This is the single most dangerous issue we face, with respect to our reliability. A person, a thief if you would, who steals our visage and our reputation for their own gain is acting dishonorably, and anyone of us that does not attempt to prevent this is in league with this criminal and equally guilty of acting selfishly and without honor."

The elder Assassin shook his shoulders, and leaned forward. Pouring a bowl of paga, he drank it in a single draught, and stood. "So Narcin, it is important that we act honorably, at least with each other and those of our Caste, within the bounds I have described. The greatest of all my admonitions then, would be that you do not suffer imposters, that you do not fall prey to the lure of greater gold, and that you remember that we are seen for what we are, and it is the quality of our skill that makes us reliable, and that reliability depends on each of us within the Caste being and acting with honor." With that my Master turned, pulled his cloak tight about him, and left without another word, as was his way. I stayed long into the night, and early morning, contemplating what he had said, and finally just before dawn I found my answers and left the tavern, a wiser man for the asking...

GOREAN CITIES

04 PORT OF OLN

THE SLAVE'S CORNER

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

as well. Both of those ideas are better than gouging the eyes out of the portrait with a kitchen knife.

PORT OLNi BUILDS A NEW TAVERN

By Teal Razor

It is hard to get the architectural firm of Buildem & Pray to do anything at a fast pace. Well you have to forgive them really. I mean trying to erect anything on Gor without the use of a desktop computer packing loaded RAM sticks and a screaming graphics card with a CAD/CAM program, must be an irritating if not a down right dangerous proposition. It is a miracle that since my arrival in Olni there has been only one incidence of tiles falling from an archway. There were some injuries. Although I did see two slaves, one standing on the shoulders of the other under that same arch. The topmost slave was poking at some loose tiles with a broom. The injuries, minor scrapes actually, gave those two the Gorean version of Worker's Compensation, a trip to the infirmary for a day. There, they were tended to and fed by the kind and concerned Physicians. I must admit that in the past I have loudly vocalized my opinion of that caste by quacking in public. My chief beef with them is that they are always out playing Zar when you need one. I do apologize....cough, cough, quack....

But I digress. The architectural firm of Buildem & Pray were contracted for the new tavern. They have offices in Olni. They were asked to perform the monumental task of moving the old tavern to a new location. I know they must have been thinking, "There are not enough bosks on Gor to pull a dray that would move this concrete monstrosity." and so started the tear down process. The dust was breathable in the air for weeks as the stones were moved from that site and used to shore up the outer walls. In place of the old tavern is now a secluded garden with a waterfall pumped in from the Olni River. You can see the personal touch of the Ubara in this little jewel of a terrarium of sorts. I am thinking of how I can make use of this "secluded spot" and will hopefully get a brainstorm soon.

While all the gardening was going on the tavern was being erected on the site of the old tearoom. This was a good move since the door to the warrior's hall opens now, in front of the tavern. I was heartened when I saw the larger dance pit placed in full view of arrivees in Olni. Oh and by the way...there seems to be a mass migration of refugees from all over Gor seeking sustenance and succor. The amount of new arrivals is unnerving. Each day, as I go to the commons, I have the misconception that I am in a city foreign to me; the faces, mostly unrecognizable. I hope that these vagabonds do not overwhelm the social services of the City.

My Master said I am not showing the proper attitude toward these poor wretches. He has commanded me to give sustenance and succor to all. To please him I have joined Olni's newly formed welcome wagon. I may be stopping by your place of residence soon and please don't just ask for succor as I am in no mood.

Again, moving on....The inside of the tavern is decorated with the finest of wood veneers and the designs etched into the veneer are pressed with gold leaf. All was as it should be in this citadel of testosterone. A zone of quiet where the word inebriated would not seem inappropriate.

I was puzzled that the façade did not match the rest of the imposing buildings in Olni. Buildem and Pray constructed the Olni City Kennels which are a credit to the renaissance style engineering on Gor.

I was talking to Master Ralph Lauren in his market stall. He had just brought some very colorful bolts of cloth back from Turia. While salivating over the richness of the weave, I began scheming of how to get Master Ralph to trade some cloth for some service I could perform. I would love to make new cushions for the tavern out of this plush fabric. I will keep working on that one although Master Ralph is getting ready to ban me from his shop.

DEAR TEAL ~ Solving the personal problems of Goreans one at a time...
By Teal Razor

DEAR TEAL:

I am a companioned free woman. I have a problem, it is my mother-in-law and her abundant use of perfume to mask her body odor. The last time she visited, it was so bad we had to open our windows to air out the rooms. (One of these "airings out" of the house occurred last winter in freezing temperatures.) My companion addressed the problem with her when I was with child, but now that the baby is here she's back to her old habits.

When she visits, we can't get away from the smell. I was always told that perfume is to be discovered, never announced. However, when mixed with her body odor, it makes your eyes water.

What's the proper etiquette in addressing the perfume cloud that surrounds her?

DEAR NOSE:

I receive complaints about pungent smelling goreans on an almost daily basis. You mentioned that her son has tried to break it to his mother gently. I have a more direct approach. I see that your mother-in-law lives in Salaria, a lovely river town. I know they have a terrific public bathhouse for the ladies.

I suggest you either rent or buy her a thrall. He should be as beautiful as your budget can afford. Instruct the thrall that he is being put into the service of taking care of the bodily needs of your mother-in-law. He is to have her remove her clothing on a daily basis so that he can launder said clothing. The more difficult part will be to get her into the public baths where he should scrub her down, massage her, and then perform other more intimate services. If she does not look forward to these daily ministrations from the thrall, I suggest you sell him and find one who will make her crave the daily bathing ritual.

DEAR TEAL:

I am a free man who has a beautiful companion, an 8-year-old son, a slave and a tarn cote with 2 birds. My son loves to watch the Saturday sword competitions in Sais. I oblige him by taking him to Sais on Saturdays even though my city and Sais are sort of "frenemies".

There are certain swordsmen's careers that he follows. The problem comes when one of his

favorites loses. He has trouble with accepting defeat. My son takes his anger out on my slave. Punching, kicking, and bruising her. Even though my slave is my property and has no rights, I do have rights. I have rights not to view her maimed body. It is not appealing.

I'm afraid if the problem isn't controlled, my son's life goals may be affected and I will continue to be "put off" by the bruises on my slave's body. What can I do?

DEAR SPARE THE ROD AND SPOIL THE CHILD:

Stop trying so hard to be your son's sports buddy, and try harder to be a parent. Do not wait another day to get him the counseling he needs! Children who take their anger out on other people often go on to become abusers of men and women in later life. Your son should be evaluated by a green who specializes in aberrant behavior, ASAP. You must be cautious though, not to suppress his natural Gorean male aggression. A man who is a lame bed wetter cannot ever hope to defend his Home Stone. And, by getting him the help he needs, you could be saving not one but two lives -- his and the slave's.

05 CITY OF THARNA

APPOINTMENT

The crown hereby announces the appointment of Viki Raynier to the position of Merchant Magistrate to the lower court.

As of this date she may try civil and merchant law cases. She is excluded from criminal cases.

Fey Falconer remains senior magistrate of the lower court, and can be called in not only civil and merchant cases, but also criminal cases.

06 [OOO] VALKYRIE FOREST ANNIVERSARY

7th of July 2013

Plus a nod to the Valkyrie Torva Panthers: 4 and a half years old!

And a nod to Sa'Jesuil Panthers: 2 year anniversary!

And special thanks to all our residents and visitors to Valkyrie Forest for all your support!

Danika Stenvaag
Valkyrie Forest Sim Owner

TRADE

07 SOB TURIAN WINES

A messenger arrives for you, bearing a letter from SOB Turian Wines and Liqueur. It reads:

Tal.

In an effort to help bring the flavors of Turian Wine and Liqueur to all of Gor, SOB Turian Wines and Liqueurs has yet again, cut prices to make it's product a household name.

Please find the enclosed price sheet/order form with our current prices and even suggested retail prices.

We hope these new prices can help make Turian Wine and Liqueur a popular drink for all your citizens!

Thank you!

Bjorg, Owner of SOB Turian Wines and Liqueur

08 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

Shrine Valley - House Rogerian

Kasra | Karak | Kamras (Kassaryan State) (ITA)

Free City Port of Decadence Isle

City of Tor

Ukunga Region - Land of the Family Kron

Asperiche (ITA)

Kasra (ES)

Tancred's Landing

Turmus

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.

09 HOUSE OF YUROKI (HOY) 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.

FROM ECLIPSE TRADING CO. TO HOUSE OF YUROKI COMPANIES

Dictated to the scribe Ahmad ibn Tahar at the Tahari offices of Eclipse Trading Company, by the blacksmith Valadon of Jazirat al Khusuf

Tal Rarius Yuroki, trading partner and friend to my employer Joshao Rogerian - Owner of Eclipse trading Company.

I am writing on a most urgent mission. Have you seen the Merchant, Joshao Rogerian? I was given to understand that he would be attending the Southern Trade Alliance meeting on his way down the coastline and I am hoping that this note arrives before he does.

If he is at the meeting place, give this note to him. If he has already left, please I beg you, send your swiftest messengers to find his vessel to warn him DO NOT RETURN TO JAZIRAT AL KHUSUF!

The island, its warehouses and buildings has been seized by the forces of the Initiates. The White Caste claims that Joshao, in violation of an agreement he contracted with them, has not handed over ALL of the writings of the so-called "heretic" Karaden al Bayyat al Khusuf. By retaining copies of Karaden's diaries, he has fallen in violation and they have seized the island as penalty.

I only escaped, with my FC Katryn, by merest chance. We were about to go out to fish in the bay beside our home, when the Initiates' soldiers came and blockaded the larger harbour. I was informed by an Initiate that the island belonged now to them. They had NOT seen our

small skiff. After being told about the island, I begged permission to go and retrieve my house shrine and prayer beads. The Initiate granted me leave and I fled immediately to the boat Katryn had ready for our fishing trip. We left with only the clothing on our backs. I notified the offices of Eclipse Trading Company on the mainland and they have sent tarns, runners and ships to notify all caravans to avoid the offices, and vessels NOT to anchor at the island. Only Joshao has the power to command the company to shut down. I am only a tenant farmer and smith. For now all offices are PROBABLY safe, and I believe that the island is ALL that the Initiates intend to seize... but I do not know.

I pray to the Priest-Kings that this note finds you safe and well, and with the Merchant Joshao Rogerian staying there as your guest. Send replies to the Eclipse Trading Company offices in the Tahari and also in Ar. I have done all that I can.

I wish you well
Valadon
of Jazirat al Khusuf
(his mark)

NEW COINS

The HoY metalworkers minted the first drafts of coins for the City of Tor and Turmus.

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

10 CURRENCY EXCHANGE RATES HOY BANK

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

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

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 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

HELLENOS

Monday 8 July at 1pm slt

We're discussing chapters 3 and 4 of Tarnsman of Gor this week, so please come along prepared. Last week we had a full and lively discussion. New to Gor and not so new to Gor are very welcome, Free and slave welcome.

This will be text only.

It will be held in the library, everyone is welcome to bring friends. This is open to Free and slaves, new and not so new.

IM AdriaRickman or Laraa Short for further information or TP

THE QUILL AND QUARREL THEATER TROUPE ON TOUR

2013 Spring Tour Coming to an End....

It's been an incredible 9 weeks of touring for the TSH Quill & Quarrel Theater Troupe. We would like to take a moment and than EVERYONE who has come to support our efforts in bringing the Arts to Goreans in SL, and those who have come from IRC to enjoy the shows as well. We offer a sincere "Thank You" to our Host Cities for welcoming us to your lands. It has been both a joy and honor to perform for your citizens. To Razi and those at GPR, another huge, huge "Thank You" for helping our Troupe to further expand our audiences and bring the dream of sharing the Arts with even more Goreans. To our sponsors and consistent supporters of the Q&Q Theater Troupe, too many to list by name, we thank you!! And of course, we thank YOU, our audience for encouraging us by your up-building support of our shows.

SARDAR STORIES

Gorean 500-word Writing Competition

To promote our next production - Sardar Stories - following the fortunes of a group traveling to

make their devotions - The Jewell Theatre are proud to announce a writing competition for all Goreans.

First prize L\$10,000

Second Prize L\$5,000

Third Prize L\$2,500

In addition three prizes of L\$1,000 will be awarded for honorable mentions.

The competition is free to all to enter - though entries must have a Gorean theme.

What you need to do

We are after great stories from all aspects of Gor in 500 words or less.

Read more here: [□](#)

Our winners may be offered the chance to have their stories embedded into our next production. Please note that opting out of this will not affect your chances of winning.

Sardar Stories is inspired by The Canterbury Tales by Chaucer

Rules:

- 1) The entries must be written in English
- 2) Entries must be 500 words or less. Stories over this word count will be disqualified.
- 3) All entries will be assigned a number and sent anonymously to the panel of judges.
- 4) All entries must be sent only to Mistique Starbrook, no one else in the Jewell Theatre will be allowed to accept entries.
- 5) The deadline for entries is 21st July at noon slt. Entries received after this date will be disqualified.
- 6) Stories can be about any aspect of Gor, but must be the writers own work.
- 7) Winners will be announced on the 28th July in the Jewell Theatre (time to be confirmed).

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

CASTES OF GOR LEADERSHIP COURSE

Physicians Caste of Gor is presenting a Caste Leadership Course at the Gorean Campus.

This course is designed for Mentors, Instructors, Senior Physicians and Heads of Caste. It is open to ALL CASTES. (slaves may also attend)

The first class is "Motivating People to Learn"
Thursday at 5 PM SLT and Friday at 1PM SLT.

All classes will be posted on Healers Hall.
Thursdays at 1 PM & 5 PM after that..

<http://healershall.wetpaint.com/page/Caste+Leadership>

- 1 . Motivating People to Learn
- 2 . Mentoring
- 3 . Council Participation
- 4 . Conflict Resolution
- 5 . Leadership Styles
- 6 . Assessing your Leadership Style
- 7 . Goal setting
- 8 . Infirmary set up
- 9 . Developing Home Stone Policy and Procedure
- 10 . How to write a Caste Code for your Home Stone

GOROAN CAMPUS DANCE WORKSHOP

This free workshop is meant for the non-dancer who's interested in getting started and doesn't know where to begin. This is a 2 hour 1 session class and is NOT meant to replace the multi-session classes offered by many groups throughout gor. This is a strictly technical "how-to" workshop with very little philosophical content. We will cover some basic concept in how to format and write a dance from scratch, suggestions on how to incorporate animations and a brief overview of contests and their etiquette. There will also be some posting practice involved.

Contact tuka katana (raja) with questions, or show up on time (she's crabby about late) June 22nd at 10am.

Goroan Campus Timetable (All times in SLT.)

Classes

Monday July 8th - Outdoor classroom - Weekly
Medical class - Jerrod Moonwall - 7pm

Monday July 8th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday July 9th - Outdoor classroom - Weekly
New to Gor - Ramagan - 6pm

Tuesday July 9th - Arena - Weekly
New Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday July 10th - Outdoor classroom - Weekly
RP & Emote Course - Nephtides - 12 noon

Wednesday July 10th - Outdoor classroom - Weekly
Basic Kajira (in Spanish language) - Azhar - 2 pm

Thursday July 11th - Campfire - Weekly
Reading Hunters of Gor - Alekk Baroque - 12 noon

Thursday July 11th - Outdoor classroom - Weekly
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm

Monday July 15th - Outdoor classroom - Weekly
Medical class - Jerrod Moonwall - 7pm

Monday July 15th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday July 16th - Outdoor classroom - Weekly
New to Gor - Ramagan - 6pm

Tuesday July 16th - Arena - Weekly
New Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday July 17th - Outdoor classroom - Weekly
RP & Emote Course - Nephtides - 12 noon

Wednesday July 17th - Outdoor classroom - Weekly
Basic Kajira (in Spanish language) - Azhar - 2 pm

Thursday July 18th - Campfire - Weekly
Reading Hunters of Gor - Alekk Baroque - 12 noon

Thursday July 18th - Outdoor classroom - Weekly
Caste Leadership - Kaiila Mahoney - 1 pm and 5 pm

Sunday July 21st - Arena - Monthly
Basic Dance Seminar - Tuka - 10 am

Events

Thursday July 18th - Cinema
Title tba - 2:30 pm

Friday July 19th - Outdoor classroom

The poems of Panner - Panner - 5 pm

Sunday August 18th running for 3 weeks
Gor Wide Zar Tournament

Dance contests

Saturday August 31st - Arena - 1 pm
Gorean Campus Dance Competition
Date: August 31, 2013
Time: 1 pm slt
broadcaster: Gorean Portal Radio
\$15,000L in prizes

Saturday November 2nd - Arena - 1 pm
Saturday January 4th - Arena - 1 pm

<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).

ROLEPLAY

13 ROARING AFOOT

by Xamirus Mannix

The newly arrived builder walked up to the great wooden door as directed. Standing sour-faced beneath a majestic golden yellow tapestry that ripples in the wind, high-above an official

seal of the City of Kaelus.

Lurius Thornus III reads the scroll on the wall and shakes his head "Ugly bastard isn't he the wretched criminal. You know what I'd do if I was Magistrate?" He speaks passionately making eyes so wide that at just the right angle, the tendon holding his eyeball to his head could very likely be seen "I'd castrate every criminal I caught. all just the same. Watch how crime disappears then! Bah! What do you know about crime and punishment you little bun of a creature. Is that all that runs through your little foreign brain? When is the next time someone will spread butter on me? When am I going to be toasted just right? Bah! Why do I talk to you" He dips his hand down between her legs and begrudgingly searches about for the bud within her gardens, holding her in place by her shoulder with his other hand. Finally his finger pushed forcefully within her. The tip of the heavy, hide covered finger was too thick to go far and came out as soon as it had tried its way in. Raising the glove to his mouth he inhales deeply and nods looking at her stone-faced "I suppose that's one reason anyway." He shouts at her suddenly "You know this stupid city, is this the builders residence or not?"

Mio's face was placid, or at least she was making her best attempt to keep it so, like a lovely pond with lily pads, when you spoke and it startled her. Your voice was like an ugly toad leaping out of the calm pool to scare her. She pressed her lips together, hoping her grimace was not too ugly. Were you comparing her to toast? Then she felt you probe her. She made the strangest little sound, like the strangling sound of a bird that just swallowed too much worm. "Master" was all she could gasp out until you pulled your gloved finger, like an alien probe out of her delicate tunnel. When she could talk, she said, with a forced, sweet tone, accented of course heavily. "Master, I am new here rike you, and so I don't know where the buirdels lesidence is." She realized it had all come out wrong, but she said it and there was no turning back. She knelt then in the street, expecting a cuff, and closing her eyes. She felt like the Titanic in a headlong rush toward an iceberg.

Lurius Thornus III looks at her again and shakes his head, his voice ripe with sarcasm "You know what would be nice? If you didn't put a handful of rocks in your mouth before you speak. Then I could understand a bloody word you say. It's like listening to my retarded cousin Brufin except at least he speaks Gorean! Remind me to trade you for something that can speak normally for cocks sake. And you're looking skinnier than the starved Vulo that shit-packet of a tavern just fed me. You're off of that damn gruel I'll tell you that. If I'm going to put my goad in your sockets you're going to get right plump the way I like. A woman should be like the head of a man's cock when its perched on top: Angry, swollen, fat and the life of the Priest-King forsaken party if you know what I mean. I told you about never kissing me didn't I" He looks at her with one eye closed in warning.

Mio: "Master, your slave begs your forgiveness." She was doing her best to ignore most of your rant. She had lifted her gaze and saw the banner. "This must be the builder's caste because of the lovely golden banner above the door." She lifted her hand gracefully and waved toward it, then tucked it back behind her. "Yes Master, you told me to eat better, and I have been trying to." She spoke slower, in fact she spoke perfect Gorean except for the L's and R's, and better when she took her time. She looked down at her body, she felt bloated just from the meal she'd eaten today. "Master, you told me that I should never kiss you on the mouth. May I assume that kisses on other places" she paused considering her words, "such as your toes Master, other places are they alright to kiss?" She didn't look at you, she was afraid what might show in her eyes

Read more: <http://www.gor-sl.com/index.php/topic,13982.0.html>

14 [OOC] PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.
The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor.

Go !!! join the adventure, contact: Luqara Darkwatch

<http://www.ta-sardar-gor.net/index.php/en/>

Participating Locations. <http://www.ta-sardar-gor.net/index.php/en/?Itemid=824>

KNOWLEDGE

15 BLACK BLACK BLACK - SL GOREAN CLOTHING VERSUS GOREAN CLOTHING

by Violetta Daviau

Pulling a quote out of the original topic to understrike that it is not related to the vendor ad that was the original intend of the other thread.

I know that my writing style may be quite polarizing, but for me the appearance of avatars in a RP setting, especially one that is so restricted as Gor, or taking place in a medieval/darkages/ancient time period setting as Gor or comparable fantasy, is extremely important.

So I will start to polarize a bit, and still hope that the thread might develop into a direction of giving actually valuable advises to players who seek to appear more theme atmospheric...

Quote from: Eternity Starsmith on Today at 00:11:12

Quote from: Mercy Riiser on 06. July 2013, 14:56:40

You do great Warrior and BC clothes....I just wish you did others - i.e. Merchant! *hint hint*

If only BTB Goreans would wear their own caste colors instead of black, black... black.

I can only second that.

Some more brain and maybe lore knowledge, as well as lore based realism including

intelligence, for clothing choices would be nice in average BTB players. Normally it goes by "if it is kewl, authenticity does not matter" or by "but the creator wrote Gorean on it!". Barely anyone seems to ask themselves about what would be plausible given the time and reality and culture of Gor, nor about what is actually given by the books and if so, they stretch the quotes so far that they are comfortable for themselves despite any logics, fantasy realism or other plausability, even lore given facts surrounding their very quote. They just do not get it into their heads that plausible outfits and looks make a big part of the atmosphere of the game they (dis)play. A Gorean warrior in plate armor, a cutesy emo-kajira with black lips and silver skull-jewelry, more iron piercings in the face than a snake has scales just does not make a RP surrounding a visual representation of the lore it is based on - I imagine Legolas, the elf of the LotR movies with anime ears and steampunk post-apo clothing... Orlando Bloom's career would be different if he had to wear that in the movies as the movies then would have been a total flop...

And it is not only the color, which indeed is often not displayed by fully caste colored garments but also by ribbons, sashes and likewise, it is also the cut and type of the garments...

You see female slave avatars run about in all kinds of short nighties or slightly long sleeveless shirts because some creator wrote "Gorean camisk" or "Gorean tunic" on it and because the outfit looks "soooo cute". But aren't camisks supposed to be open at the sides, cleaved down to the belly button and with just a simple rope looped around the hips? Aren't Gorean slave tunics supposed to have just one "disrobing knot" on the shoulders instead of whatever complicated "beautiful" straps and holders?

Oh, and the evergreen: The perma naked slave girls that prance about the cities while such is usually a punishment even for them, and very uncomfortable for the respected FW.

You see male slaves in either pants and boots (because their sub-side is only to be played in the private room of their domina?) or some hip silk set (loin cloth?) that is made so cheaply that their horse-sized cock dangles through it permanently, some with latex harnesses. Quite some are armed to make the sturdiest warrior or tarnsman blush and the weapon merchants rich, and - as by personal feeling and experience - the players of this role come more often than others not for RP but femdom experiences and put least effort into their avatars.

You see panther girls run around in ways to make even coin or paga girls avert their eyes in shameful blush (while the books and even other logics at least indicate their outfits are more covering) - because the creators write Gorean on their furkinis, because the old CoG cover showed such against each and every description (even panties if I am not mistaken) and because "everyone wears them" (I had seen spanish galeons used in BTB city sims because everyone uses them, not because they would be Gorean). Also the cutesy panny (flowers, teddies, pink), the steampunk panny (post appocalypse clothing) and the anime kitten (huge moonboots, colorful, big eyes, tiny nose and mouth, big boops and hips) sadly add often to the goth/emo panny with pale skin as if the sun would be 3 more lightminutes further away from Gor and hence unable to tan their perma sun-exposed skin the slightest.

It is hilarious how the books write "made of furs of the (tawny) forest panther" or similar in every quote about panther woman garments and least of what you see either on market or on avatars has any fur on them, instead plants (leafs, flowers, branches, etc.), leathers of various professional working, fabrics, on some one even sees silks and partly even living animals (teddies, living spiders, etc.)

You see FW in so damn beautiful victorian dresses, partly you think they have hooped skirts / crinoline dresses, bodyhugging, with maybe merely a sheer or else skimpy "modesty" shirt beneath the upper part, sheer veils in all kinds of colors and with patterns you wonder how in all world a Gorean seamstress should ever be able to create something like that. The latest modes with mesh dresses seem to turn many FW into vintage style ladies with a fancy (covering) top and kneelong seperated and foremost tight skirt plus some needed else not suiting veil. Bodyhugging is the key today - especially with the much and far appreciated Lolos that usually only really fit when sized at 100%.

You see she-Urts in their ripped and torn beggar scraps run around openly in cities, showing bare legs, feet, face, arms and more, where a FW would risk to be enslaved because they showed a glimpse of ankle and that also only because their flexy skirts went through their avatar legs - with the reason being "I may do that, I am a she urt", as if the taste of a Gorean would be influenced by a tag... it has a reason why they are found mostly in sewers and harbors of certain cities... They hide...

You see FM that are nearly exclusively black, even if with a small arm ribbon showing a color, even if the color alone would not make all too much sense for the average people on Gor. Grey, brown, dark sober colors, simple fabrics, especially in times they do their caste work, are much more plausible. But the "Red-Black" sets look more cool than the "Red-Brown" ones. No question, Black leather looks more close to modern BDSM latex than brown one
Wink

Their clothes would certainly be mostly tunics, with sandals or boots at the feet than the mix of biker/rocker style chest straps and pants...

The local and season differences are also so nicely ignored all so often.

Slaves with fine pleasure silks (sheer loincloth, sheer brassiere) kneeling in the sand under the Taharian sun day in day out. Torvaldslanders in caste colors living amongst their mateys in their lands, and their bonds think that a pair of fur (moon)boots to their skimpy kirtles are enough to protect them against the oh so harsh cold of their owners' homes that suffers from such brutal climate that a panther woman could not go there even if hung with the winter furs of five tawny forest panthers. And of course they stick outside because people like to see the sky over their heads if sitting somewhere more than a grime/smut darkened prim roof. A hip long cape with a huge hood over the ankle long dress seems to be enough cover for FW when outside and FM just... use the same pants as in the taharian summer...

Taken from <http://www.gor-sl.com/index.php/topic,14005.0.html>

16 TRIVIA

There is a common Gorean saying. What is not becoming in a kajira?

"Usually, of course, one simply reminds her that curiosity is not becoming in a kajira."
--Players of Gor, page 261

True or False: A scribe of each city is responsible for monitoring, keeping records and determining that each Gorean young makes the required trip to the Sardars.

"It is one of the tasks of the Initiates to keep rolls, and determine that each youth, if capable, discharge this putative obligation to the mysterious Priest-Kings." --Captive of Gor, page 233

The crime of false yielding is punishable by death. What is "false yielding"?

"The girl gasped, shrinking back in the chains. "I could pretend to yield," she whispered.

"That is the crime of false yielding," said the mother. "It is easy to detect, by infallible physiological signs. It is punishable by death." --Mercenaries of Gor, page 196

Name the item: This is an item used for a specific purpose. Some are quite ornate. They are usually made of metal and almost always of a narrow, spatulate form. You would typically find it in a bath house.

"A common fashion is to use the first tub for a time, soaking, and, if one wishes, sponging, and then, emerging, to apply the oil, or oils. These are rubbed well into the skin and then removed with the strigil. There are various forms of strigil, and some of them are ornately decorated. They are usually of metal and almost always of a narrow, spatulate form. With the strigil one scrapes away the residue of oil, and, with it, dirt and sweat, cleaning the pores." --Renegades of Gor, page 51

In order to obtain eternal life, this castes regimen requires the learning of mathematics and avoiding the impurities of meat and beans. Which caste is this?

"Incidentally, it is a teaching of the Initiates that only Initiates can obtain eternal life. The regimen for doing this has something to do with learning mathematics, and with avoiding the impurities of meat and beans. This particular teaching of the Initiates, it is interesting to note, is that taken least seriously by the general population. No one, except possibly, Initiates, takes it with much seriousness. The Gorean feeling generally is that there is no reason why Initiates, or only Initiates, should live forever. Initiates, though often feared by the lower castes, are also regarded as being a bit odd, and often figure in common, derisive jokes. No female, incidentally, may become an Initiate. It is a consequence, thusly, that no female can obtain eternal life." --Marauders of Gor, page 29

This sleenlike animal frequents the Ua river and her tributaries. It is about 2 feet in length and weighs eight to ten pounds. It sleeps in a nest built from sticks and mud in the branches of a tree. What is this creature?

"There is, however, a sleenlike animal, though much smaller, about two feet in length and some eight to ten pounds in weight, the zeder, which frequents the Ua and her tributaries. It knifes through the water by day and, at night, returns to its nest, built from sticks and mud in the branches of a tree overlooking the water." --Explorers of Gor, page 352

Yesterday's answer:

This light chain is favored for female slaves by many Gorean masters. It consists of a Turian-type collar, light chains dangling from her collar that ultimately attaches to her ankles and her wrists. What is this favored device?

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

ONLINISM OF THE WEEK

Free woman of Gor: "What is it called when you can not remember something?"
Free man of Gor: "Err... I can't remember!"

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

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

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

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

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>

Voltai Viktel (library) <http://slurl.com/secondlife/Voltai%20Viktel/114/138/1003>

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>
[temporarily under construction]

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/>