

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

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(short online version)

Firth day of the second Hand of the fifth month 10164 Contasta Ar

Based in Tancred's Landing

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Gorean Newspapers (Overview)
About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 119th issue of the NEW VOICE OF GOR !

The dispenser of the NEW VOICE OF GOR has a new outfit. We hope you will appreciate it. The NEW VOICE OF GOR needs your help! Feel free to contribute! The only weekly Gor wide newspaper is nothing without its readers.

Rarius Yuroki,
Editor of the NEW VOICE OF GOR

ALL OVER GOR

03 "THE DAGGER" ~ A Gorean Short Story

By Atlas Tereshchenko ~ Lieutenant, Scarlet Caste Port Olni

The room was dark, shadowed in various depths of black on black, with small pools of faint light dancing from a few flickering candles. Dajek stood very still, having only stepped a single pace inside the door, when upon the table he saw a simple steel dagger. The steel was dark, so much so he almost mistook it for ebony. On closer inspection, he could see small inscriptions in the metal, and noted the exquisite craftsmanship of the hilt. This was no simple blade.

A whisper from behind him caused him to turn, and see the door silently swinging closed. Dajek looked up, and as his eyes adjusted his heart nearly stopped beating. A man, large in shape and liquid in movement, slid from against the wall and moved quite slowly towards Dajek. "Tal Merchant, you look startled, I hope I did not frighten you?" Dajek blinked and swallowed, unsure of both what he had seen, and now heard. The man, clothed in black, also wore various tharlarion leather straps holding weapons that looked both cared for and well used. They were placed in scabbards that hung silently at his side, a silence that matched this man's footfalls. He stood before the Merchant with his arms crossed and all Dajek could think of was death.

Dajek glanced at the table, then back to the face of the darkly dressed man who said "Ahhh,

you have seen it, good! Your eyes will be fully adjusted now, and your mind has perhaps grasped the significance of its presence on the table?" Dajek could only nod, slowly and slightly, as his eyes darted around the room.

"No, you are not mistaken. The doors are all barred, guards absent as a new group of kajirae were delivered today just like clockwork, and your companion off again to her friends, for Kala-na and tea. This is your quiet time, I believe you said in the tavern the other night, when that red-haired kajira found your lap so enchanting." The assassin, for that is how Dajek thought of him now, moved slowly around the table, with Dajek circling the opposite direction. Picking up the dagger, the killer now balanced it upon a single finger, and said softly "Like this dagger, lives are balanced in the middle until some action pushes them one way or another." As he said this, the killer spun the dagger around his hand, his fingers guiding it through a complex series of twists and turns. Suddenly, it stopped, held tight in the shadowy killer's hand.

"Consider this, Dajek the Jewel Merchant, that most of the members of my Caste, will spend more coin on a dagger, than you would on equipping all your guards. Why? Why would we do that, pay that much for a simple weapon that is so small and not all that terrifying by itself?" Dajek stared hard at the dagger, and then at the killer, and shakes his head.

The assassin laughs and says "Because, it represents all that we are, in a single device. It is no match for a spear, bow or the simplest sword in equal hands. But these are tools, and nothing more. The weapon is the person holding the tool, and we cherish our daggers as much as life itself, because they convey the idea that even this smallest of blades, in the hands of one skilled in the art of relieving people of their lives, is the single most deadly object on Gor." Dajek shuddered, completely involuntarily, and found himself staring hard at the killer, hanging on the man's every words. Dajek failed to notice that the dagger now moved to the assassin's other hand, and that the assassin was now much closer than before he had begun to speak.

"You should also consider the dagger for another subtle, yet quite profoundly significant feature, and this is the length." Holding up the dagger, the killer traced the tip of his finger along the blade, until a thin crimson line appeared. Smiling, the assassin wiped the blood against his leg, and looked back at the merchant. "While the dagger signifies that the wielder is a weapon, it implies that the weapon must be close. To use a dagger, one must be quite near a mark, so near that you might smell the oils on his blade or perhaps the perfume left behind by his companion." In an instant, the assassin had closed the distance, startling Dajek such that his knees buckled, and he only remained standing because the assassin caught his tunic and held him upright.

Dajek stared at the hand holding his tunic, noting that it did not hold the dagger, as he was certain it had only moments before. Lifting his eyes, Dajek stared up into those of the killer. He had expected something, some sign of emotion on the part of the assassin, but there was nothing but dark remorselessness there. Dajek followed the killer's eyes, as they slowly slid down the front of Dajek's chest, and came to rest on the dagger poised with its tip pointed at his heart. The assassin's voice dropped even lower, barely above a whisper, and as he spoke Dajek felt the razor sharp blade pierce deeply, and his heart begin to tear itself apart against the edge. "Go now, to the City of Dust, and tell the others of why a dagger is so priceless to one of the Black Caste. Tell them that it is the dagger above all other tools that best

exemplifies why it is that the man makes the weapon, and not the other way around".

04 THE TURIAN IMPERIALISM 10161 - 10164 CONTASTA R

by the editor and the HoY Historians

Once upon a time a slave told me about a saying on Earth (this planet which seems to be at the opposite side of Gor, just behind Lar-Torvis): Money goes to money. This is very true. If a big city has a strong army and allies, a lot of smaller places want to join this empire, mostly because their red caste is scared to loose a war.

I am only a simple minded merchant who grew up in a remote area in the Tahari desert where they do not know castes as in civilized Gor.. Taharian men are born to fight and to trade. The men of the Oasis of Red Rock, where I was a young man, told me: "A good fight justifies any cause."

So I am wondering now... The Turian Empire is growing and growing and no one cares about Turia till it dominates and has conquered the whole planet (except the Tahari and Torvaldsland for sure).

A lot of men seems to be cowards on Gor these times. They are sitting around, gossiping, furring... but when Turia is knocking at their gates, they bow their head and give them everything they have. Some so called Ubars even submitted without reason. What a shame! The only cities where the men are proud and fierce fighters are Treve and Tarnwald.

There is no courage, no honor, there are no strong wills on Gor. Slaves who grew up on Earth and who are allowed to tell me stories for my amusement are saying: People prefer Goliath instead of David. I don't know what that means, but this saying seems to be a part of a warrior's tale of the ancient times when the men of Earth were not yet degenerated.

Before they year 10161 Contasta Ar some cities of the former Vosk League as Fina and Port Meqara formed a trade alliance and invited Turia and Landa to join. But Turia misused the old Southern Trade Alliance to get more influence in central gor - and succeed. When Turia felt strong enough they started to attack and declared war against the only powerful force besides Turia - that was Landa. Very soon Meqara and Tafa and Fina showed their true face. Meqara even betrayed their allies. Landa and started to attack them. As you all know and that no one expected: Landa won the war and drove Turia back. Landa founded the True Southern Trade Alliance.

A malicious caprice of fate and the fierce Thassa sea made Landa disappear in the year 10164 contasta Ar and no other force has been left in the south besides Turia.

Now the Turian empire conquered Kargash at the Thassa coast and made it a suburb and vassal of Turia. The army of Turia threatened the harbour of Windsong near Cardonicus and Rovere, and their Ubar had no forces to resist. Even Besnit, a small city within a hundred pasangs of Esalinus and Harfax, has been made an outpost and a base for the Turian army. The council of Genesian Port has been bribed perhaps if they could not resist the poisonous

tongue of Lady Rayah who is always making intrigues in favour of Turia. We don't know what was happening there. We don't know how the Turian army is able to travel five thousand Pasangs to Saleria or even north of the Vosk delta. Rumors say that the Ubar of Turia made a deal with "those" of the steel ships to be allowed to use some magic.

What do we expect for the future? The Vosk League does no longer exist because Tafa and Sulport are allies of Turia already. Saleria is already allied with Turia except the small town of Vonda. Thentis cooperated with Turia in the past; we do not know if they would have the courage to resist Turia. We do not have valid information. The worst case will be that everybody, every city and every village of civilized Gor will be allied or vassal of Turia - except the far north and the Oasis of the Tahari desert. That would be the time for the warriors of central Gor if they are still worth to wear the scarlet tunic or if they should wear silks of Turia.

The only thing necessary for the triumph of evil is for good men to do nothing.

GOREAN CITIES

05 PORT OF OLNİ

THE SLAVE'S CORNER

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

MY FRIEND THE "EVOLVED GOREAN"

By Teal Razor

I was feeling a little queasy the other day as I passed from one area of the city to another. The ground beneath me seemed to buckle and I fell into a hole. Luckily, a Master was nearby and leaned down into the crack in the firmament to haul me up. I thanked him and asked if I could be on my way since I had the ever present marketing duties at the vegetable and meat stalls.

He was rather chatty though and decided to accompany me to the market place being new in the city and needing to purchase supplies. I followed him as is the fashion of a slave who accompanies a free. He turned his head around to me from time to time to ask if I might walk by his side. I thought it an odd request. He said that at his old Home Stone, slaves walked alongside the free. He caught the shocked countenance I displayed, but continued his chitchat, smiling as he started to tell me of behaviors there that made me wonder if this city was even on this planet of Gor.

From what I could gather, it seems his last Home Stone was a place in which slaves did not kneel and free woman dressed in the sluttiest of fashions, wearing no veils and exposing as much skin as they liked. Their legs were often bare and their lack of undergarments must have presented those nearby a pretty show when a blast of wind lifted their skirts.

He went on to say that he was saddened to find that the slaves in his new city of Olni could not carry or use weapons. This last statement had my head reeling. As time would have it we arrived at the market. He asked that I accompany him back to the city after I finished my shopping, since he wasn't yet sure of the way back, I agreed and excused myself to run off to the various vendors of foodstuffs.

I completed my tasks and walked through the market lugging a full basket of provisions. I spied my new "friend" at the baker's stall waving merrily at me. As I came closer I saw the trays of cakes, tarts and saveloys wrapped in soft rolls. I think he noticed my eyes widen and grabbed the basket I was carrying, set it on the ground and lifted me up to sit on a barrel outside the bakery. He handed me two cream cakes and a sausage roll wrapped in a rep cloth. Laughing, he told me to eat as he talked to the baker, or rather as he flirted with the baker. And so I unwrapped and stuffed the said contents of the rep cloth into my ever gaping pie hole.

My "tarsking out" on these rich foods caused me to slumber atop the barrel. I fell into a deep sleep in which I had a nightmare. I dreamt of the current crop of residents in Port Olni. I "saw" the commons peopled with slave and free. The free women were without veils and their beautiful robes of concealment turned into wispy skirts that revealed their naked pudenda's as they sat with their thighs spread open on cushions. Their bodices had disappeared and in their place was transparent cloth straining to cover breasts that clearly were exposed. The nightmare grew darker still as slaves, all carrying weapons, sullenly went about their tasks standing over and looking down on the free insulting them as they offered their service. I suspected that the male slaves were actually admiring the breasts of the free women, unrestrained and bouncing free.

Over at the gates, there were warriors standing. I felt comforted at their sight until I got closer and the sight made my jaw drop. It was hard to discern the sex of the warriors at first but it became evident that they were all women! Their legs were hairy, their underarms doubly so, and they stood around talking about gate admittance procedures scratching their privates and passing gas. One of these freaks was being referred to as COMMANDER. For all their posturing they were poor imitations of men. I had the feeling though that I might be able to "take" them down in battle.

In the dream I walked back to the commons hoping to find a change in the atmosphere. It had become worse. The free women were ordering the free men around. I heard one yell at her male companion, "What a poor excuse for a companion you are. You can't satisfy your slave and you certainly have problems maintaining an erect member with me. Worthless mul." I looked on as the man hung his head and my heart went out to him. Oh, and it did get worse from here...

As I "looked" upon the commons in my mind's eye who should appear but myself! I was horrible to behold. I stood clothed in black leather with my feet encased in stilettos. They were the kind of foot coverings that the men of earth referred to as "knock-me-down-and-fornicate-with-me" shoes. It was a beastly sight, even for THIS beast. The dream-state me was brandishing a rather long sword, a bow with a quiver full of arrows and daggers inserted throughout my hair. I looked like a cross between a medusa and an "über" panther. And talk about rude! I was shouting from the kitchen to a Mistress. "What the blazes do you want now

Mistress Tam? More fookin' chocolate? Get off your fat ass and get it yourself. Can't you see I have my mouth full of your companions baby maker?" The strident sounds emitting from the cruelly twisted lips thankfully woke me up with a start.

By that time the Master had finished his boasting to the Mistress behind the counter and motioned for me to take him back to Port Olni. I was troubled on the walk back. I checked myself looking for any signs that I might be turning into a card carrying radical and iconoclast. I had some growing dread that Olni could become an imitation of my dream, that it could become a city not worthy of its colorful and brave past. I was not comforted until we entered the gates of the city and I saw my commons with my free, with my slaves. Everything was in place. Gracious and obedient slaves were pleasantly performing their tasks of serving the free. Concealed and thankful ladies sipped tea in the afternoon. Handsome and protective Masters oversaw the beauty around them and swore silently to protect this way of life. All was right with the world.

GORITECTURAL DIGEST ~ The Homes of the Gorgeous and Gorean

PORT OLNi INN BURNS TO THE GROUND

By Teal Razor

The firm of Buildem & Pray and their chief architect Lucy Bronet were engaged yet again to retro fit the Port Olni Commons area. Last week a huge fire destroyed the kitchens below and the inn itself that is located above it. The conflagration was really a controlled burn. I say controlled because the Ubara of Port Olni came down to the commons with a couple of buckets of tharlaron oil and proceeded to pour it around the perimeter of the commons and touched a lighted torch to it. She was growling and shouting epithets. That was the uncontrolled part. The Ubara, not the burn. She was incensed at the fact that everyone was complaining about the pesky problem but no one was doing anything about it. I watched with glee as the flames licked at the monstrosity called the commons. I had often sat and mused under the inn when first coming to Olni. My distaste for the commons design resulted in my thoughts of how many columns would have to fail in order for the whole thing to fall to the ground.

We have heard by travelers passing through Olni that the majority of inns on the planet have pests. Their beds, cushions, and furring rugs are full of the blood-feeding, excrement fouling, egg laying bastards, many of them of the two legged Gorean kind. Now I can believe this of the inns of Treve, but of SULPORT? I just could not picture that. Such a lovely place, Sulport that is, not Treve.

But, I digress. These travelers, I am sure, brought a plethora of pests into Olni. Suffice to say in a few hours there was a pile of smoking rubble where the inn previously stood. That is when Buildem & Pray locked into full gear. We all moved to the Tea Room for serving food and beverages. A fact that some slaves growled at. I heard one remark that the Tea Room did not actually contain any tea.

Workmen brought in building materials and the cacophony of construction went on for days. The end result was a modernized and fully functional kitchen area, a color coordinated

seating area and improved rooms in the inn over the commons.

The building resembles the top of a birthing day cake. The columns are made of the finest hardwoods on Gor, etched by artisans. The stairs to the inn at the rear now form a pleasing and interesting design in the recently freed up space. Countertops in the kitchen are now black marble with rich hardwood cabinets supporting them. The kitchen had not been stocked with pans and utensils when I first saw it but I hear the metal pots and bowls are being crafted by the metal workers. I stopped by the forge to watch them apply the Olni seal to each implement.

The kitchen itself formed a circle with two ways to enter and exit with your orders. The design allows you to look out over the commons. It is a brilliant design since you can see who arrives and departs as you cook or fetch paga.

What I loved was that the whole build was about coordination. All of it came together in a smooth repeat of color and form. Organized and well planned by the chief architect, who stood in front of her new edifice. Her hair was flying out from a up do that needed tending and her robes were soiled with the dust of construction as she said, "It is finished."

06 KARGASH

TURIA TOOK OVER KARGASH

by lady Wendie (with compliments of the House of Yuroki Intelligence Agency)

Slave prices falling mainly due to the capture of free women due to the expansion of Turia.

Only the other day in Tancreds landing there was a trader buying cloth and other essentials. The reason he gave for this was in his city many refugees were arriving daily from the city of Kargash apparently from the fall of the city to Turians. Many free of Kargash will feel the collar before reaching the safety of another city. Many have only the clothes they were and money held in cash or banks..

[06:19] XXX: eyes widen, "Ah! Then I secured this shop just in the nick of time, it seems, and that means more potential customers, it does! Fer all us Merchants, aye?"

[06:19] XYZ: yes, it seems Turia has taken over kargash

07 VIGO

KAJURALIA

The Festival of Slaves", it is held in most Gorean cities (except Port Kar, where it is not celebrated at all) on the last day of the Twelfth Passage Hand (March 15th). In Ar, it is celebrated on the last day of the fifth month (August 12th), the day which precedes the Love Feast. Upon this day, slaves may take liberties which are otherwise not permitted them during

the year, including the drinking of wine and liquor, the freedom to roam at will (provided of course they do not attempt to escape from their owners permanently), the freedom to choose their own sexual partners and to couch with slaves of the opposite sex whom they find attractive, temporary suspension of all work and duties, and even the opportunity to play (minor) tricks and practical jokes upon freepersons. After the twentieth ahn, however, they are expected to be back in their respective kennels and slave quarters to resume the services required by their imbonded status; slaves who "go renegade" during Kajuralia are typically punished severely if recaptured, and are often executed for such an offense.

08 THENTIS

THENTIS SWORD TOURNAMENT

The winners:

Khronos Ryu (Dark Kegel) from Thentis

Azareus of Olini

BlackRain Voix (Enchoe Resident)

09 GENESIAN PORT

by Anonymous

When a warrior is bailed pending his return for trial his caste codes should be enough, when that is backed by an Ubara and also a high ranking official from Turia you would expect him to return.

When he failed to return men were sent to retrieve the man but to no avail. When a lady of the bailed mans city visited the aggrieved city the Ubar held her till the man returned. To make her stay comfortable he asked for her word to stay till the man was returned. An ambassador and warrior were sent to retrieve the lady.

They spoke with her and expected her to leave with them and break her word, they even threatened to take her by force. Her oath is more important to her than anything.

It is now thought the man ran away so the lady was restored to her city

10 VOLTAI VIKTEL

WANTED MERCHANT MAGISTRATE

Viktel Merchant caste is looking for a merchant magistrate to be part of the merchant counsel and to help make and support laws of the caste with in the Home Stone City. Please contact Aurum Bulloch for more information..

11 CITY OF TI

HOY CARAVAN ARIIVED IN TI

The HoY caravan moves on this time we were in the city of Ti . Setting up our stall trade was brisk with orders for salt, hair dressing oil, Cocoa butter, chocolate, powdered cocoa, vanilla beans and beauty perfume

Builders of HoY are working on a process to dry Kailla milk this may soon be available for special order.

RARE DIALECTS OF GOR

12 SUEDLAND - REISE AN DEN RAND DER WUESTE

(reprint der Voice of Gor 2010 - Nachdruck aus dem Jahr 2010)

Von Rarius Yuroki, Botschafter von Vonda

Der Kapitaen und die anderen Seeleute schauten mich misstrauisch an, als unser Schiff von den Docks in Vonda ablegte. Wir segelten den Olni-Fluss abwaerts, passierten unsere Verbuendeten Lara und naeherten uns der Muendung in den Vosk-Fluss.

Sie hatten noch nie einen Krieger der Tahari gesehen und musterten meinen weissen Burnus, die Kaffiyeh und den Turban, als sei ich ein Spion der Kurii. Ich hatte die Kleidung der Wueste aufbewahrt, als ich in den Norden Gors gezogen war, um dort Ubar zu werden. Da die Tahari keine Kasten kennt, tragen die echten Wuestenbewohner in der Regel weisse Kleidung, da diese am besten gegen die sengende Sonne schuetzt. Neulinge und Fremde erkennt man an dunkler Kleidung und behandelt sie entsprechend.

Die Tahari liegt suedoestlich von Ar, unterhalb der oestlichen Auslaeufer der Voltai-Berge. Das Gebiet ist wie ein enormer Trapezoid geformt, dessen Seiten nach Osten zeigen. An der nordwestlichen Ecke liegt die praechtige Stadt Tor. Oestlich von Tor, am unteren Fayeen-Fluss, liegt die Stadt Kasra, nicht zu verwechseln mit Kasra auf Tyros.

Das Gebiet in der Mitte der Tahari ist bekannt als "die Leere" oder schlicht das "Brachland". Die Wueste dehnt sich hunderte oder gar tausende Pasangs aus. Sie ist huegelig und steinig mit Ausnahme der grossen Duenenregion in der Mitte. Ein heisser Wind blaest stetig und Wasser ist sehr selten. Es gibt einige Oasen, die von unterirdischen Fluessen gespeist werden, die ihren Ursprung im Voltai-Gebirge haben

In Jort's Ferry am Vosk Fluss verliess ich das Schiff und reisteue ueber Land via Torcadino zur Noerdlichen Seidenstrasse. Ein Tarn-Reiter brachte mich ueber riesige Waldgebiete bis an den Rand der grossen Einoede.... Der Himmel faerbte sich gelb. Das konnte nur von

Sandstuermen kommen. Die Wueste musste nahe sein...

An den Docks eines kleinen Handelsposten fragte ich nach Kasra. Aus welchen merkwuerdigen Gruenden auch immer lungerten dort ein paar freie Frauen herum, die halb nackt und vermutlich verkleidete Talunas oder She Urts waren und die Boegen fuer die Vulo-Jagd trugen.

Ein Boot brachte mich weiter durch die Suempfe des Fayeen-Flusses. Ich haette mich verirren koennen, aber meine Karte wies mir den Weg. Ich las mir die Schriftrolle durch, die mir jemand gebracht und die mich neugierig gemacht hatte: "Tighernach, ein zugewanderter Nordlaender, hat auf der Insel in Thassaland gegenueber Kasra eine Schmiede eroeffnet. Ob dort auch andere, weniger oeffentliche Geschaefte getaetigt werden, ist bisher noch unbekannt." Ich wollte diese Schmiede finden....

TRADE

13 ECLIPSE TRADING COMPANY REVISED

Eclipse Trading Company is the owner of House Rogerian Fine Imports. The companies are proud members of the true Southern Trade Alliance.

13 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.

The next monthly STA meeting will take place this hand. The members of the assembly will get a sealed and encrypted message.

Full STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Shrine Valley (formerly known as Jazirat al Khusuf)

Karak & Kamras - Ukunga Plains (ITA)

Decadence Isle

City of Tor

Ukunga Region - Land of the Family Kron

Asperiche

Rive de Bois Trading Post

Tancred's Landing

Turmus (GER)

Privately owned Companies:

The Phoenix Trading Company
House of Yuroki (HoY) Companies

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 Tranquility, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

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

15 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.

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

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

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

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

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

Agents in other cities are also required.

[OOO] We are looking for active male roleplayers which are able to act independent and like to follow some sophisticates storylines (some of them started 2011). Mercenaries who had been hired by a privately owned company are very common on Gor (but NOT in SL Gor), they are mostly members of the red caste.

We do NOT need pixelsex addicts, lifestylers or players who are online once weekly or play 20 alts at the same time. You need to LIKE roleplay.

You should be able to make a valid log without metagaming and OOC.

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

Ask Rarius Yuroki (Yuroki Uriza) for details

THE HOUSE OF HOY JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

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

THE 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

16 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)

New: The HoY bank accepts and converts coins of Turmus (german BTB), the City of Tor, coins of Torviksburg (Torvick Burg, H.O.S.) and coins made by the mint of the Golden Larl Trading Company.

New: The HoY bank accepts and converts coins from the city of Ti 1:1.

GAMES

17 GAMES OF GOR

Produced by the Kaissa Guild of Gor

The week has seen the culmination of the tournaments in both Kaissa and Zar take place. The presentation for Kaissa winners took place with a good gathering of free and slaves there to see the Masters and Students receive their prizes.

Guild Grand Master Astarly Pendragon also announced the start of the 2013 Anniversary Kaissa Tournament and the 2013 Championships. Read on in the Kaissa section for news of the coming Championship

Zar was a hot bed of excitement for the tournaments final match between Mistress Talia and Mily Sandalwood. The tournament had come to an amazing conclusion seeing 2 of the newest rising players come head to head. With just 2 weeks to go to the start of the Next tournament at the Gorean Campus on August 18th, there was little rest for all as one tournament ended and another began.

ADVERTISEMENT

LADY JJ'S ART GALLERY IN OLNi

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

Lady JJ

GOREAN UNIVERSITY

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

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

GOREAN CAMPUS

- GOR WIDE ZAR TOURNAMENT

Starting Aug 18, Gorean Campus hosts a SL Gor wide ZAR TOURNAMENT (a BtB Gorean fun & challenging board game)

Great fun & all Free and slaves are welcome to participate. There is a Zar board in the Campus Inn for practice. If you don't know how to play, Beginners Zar lessons on Campus: Friday 26th at 6PM & Monday 29th at 1PM.

Krista
Gorean Campus FG
for Administrator, Lady Janette

Gorean Campus Timetable (All times in SLT.)

- Classes

Monday Aug 12th - Reaction course (skybox) - Occasional
Class on Drowning - Kaila - 1 pm

Monday Aug 12th - Outdoor classroom - Weekly
Cultures of Gor - Viper Trenton - 2:30 pm

Monday Aug 12th - Outdoor classroom - Weekly
Green Caste Training - Jerrod Moonwall - 7 pm

Monday Aug 12th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Aug 13th - Outdoor classroom - Weekly
Medical Seminar - Darwin - 4:30 pm

Tuesday Aug 13th - Gallery - Weekly
New to Gor - Krista - 6 pm

Tuesday Aug 13th - Arena - Weekly
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Aug 14th - Reaction course (skybox) - Occasional
Class on Capture - Kaiila - 1 pm

Wednesday Aug 14th - Arena - Weekly
Combat & Warrior Class - Azerbain Grey - 3 pm

Wednesday Aug 14th - Gallery - Occasional
New To Gor (kajirae topics) - Krista - 6 pm

Thursday Aug 15th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Aug 15th - Outdoor classroom - Weekly
Caste Leadership - Kaiila - 1 pm and 5 pm

Friday Aug 16th - Reaction course (skybox) - Occasional
Class on Burns - Kaiila - 1 pm

Sunday August 18th running for 6 weeks
Gor Wide Zar Tournament starts.

Sunday Aug 18th - Outdoor classroom - Weekly
Gorean RP Essentials - Juvana Grey - 9:30 am

Sunday Aug 18th - Arena - Occasional
Dance Seminar - Raaja (Tuka) - 10:30 am

Monday Aug 19th - Reaction course (skybox) - Occasional
Class on Pregnancy - Kaiila - 1 pm

Monday Aug 19th - Outdoor classroom - Weekly
Cultures of Gor - Viper Trenton - 2:30 pm

Monday Aug 19th - Outdoor classroom - Weekly
Green Caste Training - Jerrod Moonwall - 7 pm

Monday Aug 19th - Arena - Weekly
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Aug 20th - Outdoor classroom - Weekly
Medical Seminar - Darwin - 4:30 pm

Tuesday Aug 20th - Gallery - Weekly
New to Gor - Krista - 6 pm

Tuesday Aug 20th - Arena - Weekly
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Aug 21st - Reaction course (skybox) - Occasional
Class on Heat Injuries - Kaiila - 1 pm

Wednesday Aug 21st - Arena - Weekly
Combat & Warrior Class - Azerbain Grey - 3 pm

Wednesday Aug 21st - Outdoor classroom - Weekly
Basic Kajira Class - Ahwi Ash - 6 pm

Thursday Aug 22nd - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Friday Aug 23rd - Reaction course (skybox)- Occasional
Class on Battle Wounds - Kaiila - 1 pm

Sunday Aug 25th - Outdoor classroom - Weekly
Gorean RP Essentials - Juvana Grey - 9:30 am

- Events

Friday Aug 16th - Cinema
The Hurt Locker - 1 pm

Sunday August 18th running for 6 weeks
Gor Wide Zar Tournament

Sunday Sep 22nd - Chapel
Dainial in Concert - 1 pm

- Dance contests

Saturday August 31st - Arena - 1 pm

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.

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 in Mid September 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

SCRIBE DIPLOMA COURSE
self-study (version 3, 2013)
Lady Janette Inglewood

- 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).

KNOWLEDGE

19 COIN SYSTEMS IN SL GOR - PRO AND CONTRA

There are five coin systems in SL Gor:

I. GM METER HUD COINS

<http://gm.mivabe.nl/>

The GM (Gorean Meter, since 2007): basically a health meter that allows you to be involved in combat situation to determine a winner or loser. It is required on gorean combat sims, but not on lifestyle|non combat sims.

You have to install a GM meter server on your territory. This server produces (invisible) things, like copper, tin f.e. Finally you should have some coins. You can convert the GM meter hud goods into coins at the Alikao market in Gimli.

Disadvantage:

- The system did never work properly.
- The coins are invisible and cannot be rezzed.* Not realistic.
- The coins do not belong to a city (no heraldry). Not realistic.
- The system is too complicated. Not useful for occasional players.

II. NLS AND OTHER HUD COIN SYSTEMS [like Guardian de las Sombras [G&S]]

<http://nls2.de/en/new-to-nls>

Nutri Life System (LS) for example simulates hunger and diseases to the user. To satisfy your hunger, you have to eat something, to become healthy you have to visit a doctor. Behind NLS is a whole system of resources, plants, animals and trading.

<http://guardiandelassombras.com/slsimfarm/hud/help-ing.html>

Coin[G&S] control system

This section indicates how many coins [G&S] you have, the coins are associated with your avatar and connected to our database, even if you change hud not lose your coins. To transfer coins, click on the icon of coins (the silver) and displays a menu of nearby users, select the user you want to deliver coins, and then enter the amount. It is not mandatory that the target user have wearing the hud, even that it has never since these, will be stored in her/his account and will be available as soon as wear the hud,even for the first time.

Advantage;

- The system is somehow realistic and can increase the roleplay.

Disadvantage:

- You need an hud (makes the avatar laggy).
- The coins are invisible and cannot be rezzed. Not realistic.
- The coins do not belong to a city (no heraldry). Not realistic.
- The system is somehow realistic, but complicated. Not useful for occasional players.
- Slaves can produce goods and coins too.

The prices are not realistic: <http://fanziskus-second-life.blogspot.de/2011/07/pro-con-of-nls.html>

III. ROLEPLAY PRIM COINS

For example Yen coins: <https://marketplace.secondlife.com/p/YEN-Coins-Ingots-2/2602286>

Advantage:

- no huds, easy to use, free, can be rezzed.

Disadvantage:

- Everybody is a millionaire. Not realistic.
 - The coins can be made non copyable, but still do not belong to a city (no heraldry). Not realistic.
 - Roleplay prim coins do not increase the roleplay, they are just for fun.
-

IV. NON COPYABLE PRIM COINS WHICH SHOW THE HERALDRY OF A CITY

Disadvantage:

- Who makes the coins controls the currency system (the amount of coins)
- You need to be skilled in Photoshop or Gimp to make coins.
- Players are often too lazy for realistic roleplay.
- Sim owners sometimes decline to accept coins which had not been made by themselves or from people who do not play on their sim.

Advantage:

- Cities can make advertisement with the coin heraldry.
- The coins are realistic.

- If the sim closes, the coins can be taken as "old" (perhaps valuable) coins.
- Realistic currency exchange rates possible.
- These coins increase the roleplay a lot although they should be only an option: Trade goods can be for sale (0 Linden\$, but prim coins), roleplay coins can be taken as "false" coins (beware of offering false coins!). Coin merchants have a purpose. Citizens can be paid.

Advice: A non copyable prim coins system works only if it is an option and fun and if the citizens are proud to have their own currency. They should get a reasonable start amount. Visitors should get a small amount of coins gratis (a script inside the visitor's wallet can identify the key of the avatar and will give out the coins only once, ask me for details).

Always remember: We are only pixels. And these pixels want to have fun.

Rarius Yuroki (Yuroki Uriza), independent coin merchant

*

The sim laws mostly require that you MUST wear the sheath of the weapon you want to use. So why do you think that roleplay with INVISIBLE coins is realistic? You would not want to fight with invisible weapons or have sex with invisible pleasure slaves.

20 TRIVIA

It is said, in a Gorean proverb, that a man, in his heart, desires freedom, and that a woman, in her belly, yearns for love. There is something that answers both needs. What is it?

"It is said, in a Gorean proverb, that a man, in his heart, desires freedom, and that a woman, in her belly, yearns for love. The collar, in its way, answers both needs. The man is most free, owning the slave. He may do what he wishes with her. The woman, on the other hand, being owned, is institutionally and helplessly subject, in her status as slave, to the submissions of love." --Slave Girl of Gor, page 198

On Gor, there are many sayings about masters and slaves. One is in the form of a question and an answer. "What does a slave owe a Master?" What is the answer?

"I shuddered. Of course I would do my best to please them. I would have no choice. I was a slave. Too, these were not the men of Earth, so tolerant, so understanding, so considerate, so forgiving, so easily put off, so weak. These were Gorean men. If I was not perfect for them, and whenever, and however, they wished, they would make me pay, and well. On Gor there are many sayings about masters and slaves. One is in the form of a question and an answer. The question is, 'What does a slave owe a master?' The answer is, 'Everything, and then a thousand times more.'" --Dancer of Gor, page 201

In Outlaw of Gor, Tarl speculates on the branding of slaves. The Goreans have at their disposal means for indelibly marking the human body. Why choose branding?

"I have wondered upon occasion why brands are used on Gorean slaves. Surely Goreans have at their disposal means for indelibly but painlessly marking the human body. My conjecture, confirmed to some extent by the speculations of the Older Tarl, who had taught me the craft of arms in Ko-ro-ba years ago, is that the brand is used primarily, oddly enough, because of its reputed psychological effect.

In theory, if not in practice, when the girl finds herself branded like an animal, finds her fair skin marked by the iron of a master, she cannot fail, somehow, in the deepest levels of her thought, to regard herself as something which is owned, as mere property, as something belonging to the brute who has put the burning iron to her thigh.

Most simply the brand is supposed to convince the girl that she is truly owned; it is supposed to make her feel owned. When the iron is pulled away and she knows the pain and degradation and smells the odor of her burned flesh, she is supposed to tell herself, understanding its full and terrible import, I AM HIS." --Outlaw of Gor, page 151

"In denying it we deny our own nature. In betraying it we betray no one but ourselves." Of what does this quote speak?

"The relation of master and slave, of course, in a psychophysical organism, of a high order of intelligence, such as the human being, is a beautiful and profound expression of the fundamental and central truth of animal nature, that of order and structure, and dominance and submission. It is merely the articulated, legalized expression, to be expected in rational organisms, of the biological context in which human sexuality developed, a context which can be betrayed but can never, because of the ingrained nature of genetic dispositions, be fully forgotten or, in the long run, successfully denied. In denying it we deny our own nature. In betraying it we betray no one but ourselves. The master will never be happy until he is a master. The slave will never be happy until she is a slave. It is what we are." --Explorers of Gor, page 166

How many moons circle Gor?

"The light of the three moons was bright that night, and in the resultant exotic patchwork of shadows below, I caught sight of one of the larls, padding softly along, its body almost white in the moonlight." Tarnsman of Gor, page 144

A free woman of a captured city is often given two choices in regards to her consequences of her capture. What is considered the honorable choice?

"Sometimes, however, the free woman in a captured city is not, say, simply stripped, thrown down and tied, later to be turned over to an iron master for the searing kiss of his white-hot metal. Sometimes, rather, she, stripped, and presented before officers, is offered the choice between swift, honorable decapitation and slavery. If she chooses slavery, she may be expected to step onto a submission mat, and kneel there, head down, enter a slave pen of her own accord, or, say, fully acknowledging herself a slave, belly to an officer, kissing his feet.

The question is sometimes put to her in somewhat the following fashion. "If you are a free

woman, speak your freedom and advance, now, to the headsman's block, or, if you are truly a slave, and have only been masquerading until now as a free woman, step now, if you wish, upon the mat of submission and kneel there, in this act becoming at last, explicitly, a legal slave." She is then expected, sometimes, kneeling, to lick the feet of a soldier, who then rapes her on the mat. It is commonly regarded as an acceptable introduction for a woman to her explicit and legal slavery." --Blood Brothers of Gor, page 389

A city is being rebuilt. True or false: Not one stone will be placed in either wall or tower by a man or woman who is not free.

"I knew that only those who were free would be permitted to make a city. Doubtless there were many slaves in Ko-ro-ba but they would be allowed only to serve those who raised the walls and towers. Not one stone could be placed in either wall or tower by a man or woman who was not free. " --Assassin of Gor, page 57

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

ONLINISMS OF THE WEEK

21 NOTORIOUS TALES - SHE'S NEW!

By Kashi (KashiraHeart Resident)

Once upon a time, two mighty sisters, one with hair of fire, the other ebon, traveled the raging seas in search of wealth and plunder. Reaching distant shores they quickly found their target. A quiet fort, guarded by one man, a homely slave at his boot. They scaled the walls and won the battle quickly, for the man, Idiot Newb, they later discovered his name, knew little of the art of war and his slave knew little of anything at all.

They stood triumphant over the man and slave both bound when the most shocking thing they had ever witness happened. A cloud of dark putrid words came pouring from the girl, words they had not heard from other free let alone a slave. They jumped back, confused, worried. They looked to the girl's Master, Idiot Newb, in hopes he would explain. They expected to hear that she had been possessed by demons and he hadn't had time to call an exorcist.

But instead he simply said, "She's new." The two sisters looked at each other. Their faces twisted in confusion. What did the man mean, what was she new too and how could it justify what they had just seen. Was she new to being possessed by evil? Had he just spoken magic words? Words that excuse any and all behavior? Making one safe from retribution? For the slut had surely sacrificed her life with such words. Yet, Idiot Newb did not look at her with distain for having insulted his honor. He was apologetic even. He must have been bewitched!

Looking into each other's eyes, they knew quickly what they must do. They would slay the rancid beast, and free poor Idiot Newb of whatever witchcraft she held over him. Idiot Newb yelled, "Nooooo!!!!" He promised to kill them both. But it did not matter. The sisters were safe,

for they had learned the magic. They too, were new.

22 THE VILLAGE OF SHAZAKABOOM

[10:33 AM] Baile Parx shouts: The new northern village of Shazakaboom is looking for a few BTB warriors. If you wear nothing but sheaths and actual weapons scare you, if you inspect other guys clothes to see where they bought them, if you've read every Gor book twice and are thinking of reading them again, if your free companion makes you wear a collar, if you had to beg your slave to wear a collar, if your roleplay consists of only onlinisms, if you consider yourself old Gor primarily because you remember the Beach Boys when they were Americas band, if your last computer upgrade was buying an Atari, if you're still wearing GM 1.0 and finally if the last five times you left the sim you've been capped by panthers, we want to talk to you....I count at least 10 possibilities in here...man up and embrace your destiny.

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 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

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

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

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

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

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

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

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

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

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

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor

for members of the group Raid Messenger of Gor
for members of the group BTB Goreans
for members of the group Alliance of Valkyrie Panthers
for members of the group Gorean Information and Notices
for members of the group Goreanische Freie Presse

Gor Hub: <http://slurl.com/secondlife/0%20%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>
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/>