

# THE NEW VOICE OF GOR

[short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 123

Second day of the fifth hand of the sixth month 10164 Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

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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.

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## 02 EDITORIAL

# A warm welcome to the pages of the 122th issue of the NEW VOICE OF GOR !

We encourage all readers to send us comments and any story you think might fit. We encourage all readers to send us remarks and to give us feedback. We encourage all readers to send us questions and we promise to research and clear up any confusion you may have to the best of our ability!

Rarius Yuroki,  
Editor of the NEW VOICE OF GOR

This was received from a reader.

You hopeless Goreans you do not know your Tahari from your Shendi. Why haven't you done anything about the state of Gor? Why haven't you spoken out? I enjoyed the roleplay, the intrigue, now Gor is so divided... please get together and help sort things out.

Jill

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## ## ALL OVER GOR

### 03 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 safety.

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

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## ## GOREAN CITIES

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### 04 PORT OF OLN

# PORT OLN 4TH ANNIVERSARY CELEBRATION

Monday, September 9th 2013

#NOON SLT  
SLAVE CART RACES  
All slaves encouraged to participate

#2 PM SLT  
WARRIOR RUN  
Warriors capture free women. The warrior who has the most  
Free women in their cage, wins.

#4 PM SLT  
FEAST OF FELLOWSHIP AND CELEBRATION  
With the musical styling's of Celeste  
Come for a free buffet with CAKE!!!

# PORT OLNi ZAR TOURNAMENT

Starting September 16th  
Once more we go to great City of Olni , along the shores rise the huge walls of this immense  
port..come join us all and explore the beauty of the buildings and meet the citizens. Or check  
out what ZAR is all about, even better sign up and try your luck on the board  
1st Place Prize : 5,000L  
2nd Place Prize : 2,500L  
3rd place Prize : 1,000L  
To sign up contact Astary Pendragon  
Directed by Zar Guild of Gor

# THE SLAVE'S CORNER

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

YUROKI IS (NOT) DEAD...LONG LIVE YUROKI!!

By Teal Razor

I don't believe there are fewer shocks to the system than being told your boss is dead.  
Terrifying thoughts run the gamut from the sublime, "Who will carry on the masthead of the  
NEW VOICE OG FOR scroll?" to the ridiculous, "What if they find the bota of paga stashed in  
the middle drawer of my desk? What if they find the box of candy hidden in the broom closet  
behind the tharlaron oil bucket?" These were some of the worries that ran through my mind  
last week when word reached me that my boss was dead.

I went into panic mode. Dashing out the front gates of Olni, rudely brushing past some  
visitors and a warrior, I ran down the docks to the arriving boat pier. I looked across the Olni  
River at the town of Tancred's Landing and jumped in the water and began swimming for  
Tancred's dock. I was panicked and did not want to wait for the ferry. I pulled myself up on  
the docks and ran through a flock of birds pecking away at the remains of an impaled head. I

stopped a moment to make sure the head did not belong to anyone I knew, mainly Master Yuroki Uriza.

I ran up the stairs to Master Yuroki's warehouse and pushed open the heavy wooden doors. Tor tu Gor was bright this day and it caused me a temporary blindness as I gazed into the cavernous reaches of that dark repository for the riches and savories that Master Yuroki buys and sells. I was about to rush in and retrieve the paga bota stashed in my desk and the candy that I have secreted around in containers that are urt proof, when I was given a shock that would have made my hair turn white (an impossibility when you consider my hair is already white).

There sat at his writing desk, working on bills of lading, was the burnoose clad figure of my boss, Master Yuroki. I screamed in delight. I ran up to him and started pinching various parts of his anatomy to ascertain that it was indeed Master Yuroki in the flesh. My pinching stopped when he glared at me for tweaking his bottom a few too many times. I thanked the Priest-Kings for not having to retrieve my ill-gotten booty (lest I be punished if it was found), as my Boss told me the whole sad story of his "death".

I must give the reader an aside. My Master pointed out to me that I always refer to Master Yuroki as boss. He finds the word curious and asked me to tell him of its meaning. He thought I was using the earth term for "Master". My Master, having keen perceptions and an unmatched intellect, had actually hit the mark just left of dead center. Back on the Home Stone of my ancestors, earth, I had the satisfaction and misery of having earth masters or "Bosses". They each in their time, gave me slips of paper or scrolls as they would be called here on Gor. Upon those slips of paper were written varying amounts of tarsks and tarns used to exchange for goods and services upon the earth. With the written amounts on the scrolls, amounts of ever increasing value, I paid for "Earth Candy". Namely this candy took the form of, ear-candy, eye-candy, and occasionally the dizzying hits of "nose-candy". Since Master Yuroki owned the paper that I slaved for, I thought it fitting to call him boss.

But I digress. My Bosses death was a bit of a French Farce, or as I am told there exists a phrase for this here on Gor. It is called a Trevian Travesty. As I served my Boss a pot of hot tea heavily laden with sugar, he related the story of a conversation between two people. To say that my Boss has eyes and ears all over Gor is not an exaggeration. He has paraphrased a piece from an old earth book of spiritual instruction that he has come across in his trading. Over the door of his bank on Tancred's Landing is inscribed "the night shall shine as the day upon your deeds". Although I believe my boss did not know that the particular psalm in the bible was referring to a God with which he may or may not have made acquaintance. Never the less, Master Yuroki surrounded himself with mercenaries, paid to inform and protect him from such whose nefarious deeds would be brought to light by his all seeing eye.

This conversation overheard and related by one of his mercenaries to himself went something like this. An initiate, of all people, was caught discussing with an assassin a "hit" that was being contracted for. The initiate was having a hard time ascertaining the legitimacy of the way in which the "whacking" was accomplished. First he established the fact that this was a "rub out" condoned by the Priest-Kings themselves. Once that secret was agreed upon the other man went on and on about his past, present, and future as it related to the Rarius Yuroki. These conversations were second hand of course. They were snippets overheard by one of Master Yuroki's mercenary spies. The reason that was put forth for the killing was an

old story. It always boils down to greed and a grab for power.

I think the funniest part of my Bosses story was the description of the man they sent to actually snuff him out. This junior assassin stood around like a dazed tarn in the common area of Olni. The "mock murderer" as he was referred to, was ill trained, ill equipped, and seemingly mentally unfit for this momentous task. I think the old adage, "if you are going to send a fool, you better just go yourself" was a mantra the older assassin should have taken to heart. But, the contract was granted to this bumbler even though.

It was a lucky choice to send a lummoX of a liquidator to slay the Rarius Yuroki, for my Boss is alive and well, able to dole out assignments to a cub reporter who he pays with boxes of Trevian chocolate. LONG LIVE YUROKI !!!

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## 05 GENESIAN PORT

### # SUICIDE OF THE FORMER HIGH INITIATE OF GENESIAN PORT

To Whomever Finds This,

I was involved in the attempted assassination of a man named Rarius Yuroki, who is one of the ranking members of the STA which is the alliance that this beautiful port that I have had the pleasure of calling home is a member. This assassination was ordered by the Great Sardar Temple, and they hired an assassin who not properly trained and lied about his credentials. The fake killer's name was Kaster Slade and this should be passed to the Master Assassin of Genesian Port for proper handling. I had no idea what I was being asked to participate in, and had I known I would have gone against my cast and kept loyalty with my city. This is in violation of my own vows, but my love for Genesian Port, my Aunt Sophia and the people therein move my spirit and soul in ways that nothing else ever has. I have been grateful for my time here.

I was asked by the temple to go to Turia, I did so and found that my heart kept calling me back to Genesian Port. I left Turia, coming back to the place I have called home. To them, this was seen as abandoning my post as an Initiate. Upon coming home, all support and privileges from the Great Temple were cut off. I was told that I was no longer welcome in the order. I have been stripped of my standing, and am now a broken humbled member of the white caste.

I am permitted the office of high initiate of this great city in name only to preserve continuity for the Free, I am only granted authority to act as Taltos directs.

I have followed others my entire life, instead of following my heart. I have not kept my vows, and I have not been true to the city that I have come to call home. I have never before sworn to the homestone, and I do so now quietly under my breath as I draft this letter. I have not been true therefore to my homestone. I deserve no quarter here.

I hope that in memory I can be forgiven my discretions, even if any honor I once had has gone from me.

In Deepest Faith,  
Firanos Farella  
Of No caste

[Former High Initiate - Genesian Port]

#### # NEW BANK OPENED?

Rumors say that a new bank had opened in Genesian Port. We do not have valid information. The House of Yuroki company will pay one silver tarsk to get to know the name of the banker and one silver tarsk more for some coins of Genesian Port. We will compensate you for these coins for sure and give you valid coins of other cities, for example Olni, Tarnwald or Tharna.

The editor

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#### ## RARE DIALECTS OF GOR

#### 07 [OOO] KRIEGER GESUCHT

Gesucht werden deutschsprachige Krieger fuer eine Soeldner-Truppe, die gern manchmal zusammen trainieren wollen und ab und zu raiden (auch im englischsprachigen Gor, Englisch ist aber nicht Voraussetzung). Jede denkbare Hilfe wird gestellt. Auch Neulinge (und auch per voice, zum Ueben)

Wir wollen euch alles beibringen, was zum Kaempfen in SL Gor gehoert.

Raschid Hassanein

#### 08 SE'KARA AM SARDAR

Montag:

Markt der Händler

20.15/20.30: Aufführung: Schlangentanz

21.00 Uhr: Tarnrennen (Anmeldungen bitte zeitig an Kintradim Mammoth)

Dienstag:

20.15/20.30 Aufführung/en

21.00 Uhr Spiele für Freie und Sklaven mit Teddy und Dina

Mittwoch:

20.00 Uhr Konzert Samara Romano (live, darf man einfach nicht verpassen)

21.00 Uhr Tharlarionrennen von und mit Tharlarions aus Belnend's Züchtung.

## 09 PORT KAR - SELNAR / INSEL VON COS

by Anonymous

Ein Mitgleid der Schwarzen Kaste scheint sich ausserhalb der Mauern Port Kars niedergelassen zu haben. Dort sieht man ein Zelt und eine schwarze Fahne...

## 10 OASIS OF TURMAS

### MARKT

Die Oasis of Turmas lädt nun jeden Donnerstag ab 20:00 Uhr zum Markttag ein. Wir freuen uns auf Händler von fern und nah und auf tolles Rp, natürlich auch ausserhalb des Markttagess! Kommt doch einfach mal vorbei und genießt einen Tee oder Ka-la-na Wein inmitten unserer wunderschönen Oase.

Wir freuen uns auf EUCH

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### ## TRADE

## 11 TRUE SOUTHERN TRADE ALLIANCE (STA)

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

Full STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

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 (former Kasra) (ES)

Tancred's Landing

Selnar (former 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.

## 12 HOUSE OY YUROKI COMPANIES

### # NEW CONTRACT TO MINT COINS

The HOY caravan arrived at the Oasis of Turmas recently on their way to the Oasis of Nine wells. We got a contract to deliver coins to Turmas as soon as possible.

### # 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.



## # 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 role players which are able to act independent and like to follow some sophisticates story lines (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)

SELNAR  
PORT OF OLN  
TURMAS

Duties will include

Normal banking duties  
Keeping of records - ledger  
Exchange of coins  
checking of coins for quality  
checking for rare coins  
contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

### 13 CURRENCY EXCHANGE RATES HOY BANK

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

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

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.

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### ## ADVERTISEMENT

#### # THE GOREAN RECRUITMENT CENTRE

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

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

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

Read more:

Best Wishes  
Astarte Hubbenfluff

## # 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.

## # HOD TRADING COMPANY NOW OPEN

House of Darkfold Trading Company is now open! We are currently accepting G&S items and G&S coins, as well as RP items and coins. Eventually they will expand thier trade and start tradeing NLS items as well as GM items and coin. With two branches of the company (Tharna and Port Quanali) it is now easy to get thoes exotic items you crave or thoes items you simply have a bad harvest with. Lady Sam Darkfold, owner and head merchant of the trading company, along with her apprentice merchant Lady Missy give thier word that all trades WILL be fair and any deliveries will arrive safely.

### History:

HoD Trading Company first started out as an idea given to Lady Sam by her friend Lady V. Lady Sam felt that she needed to branch off from the city of Tharna's merchant caste and go with Lady V's idea. Thus House of Darkfold Trading Company was formed. Upon the start of the build, Lady Sam was approached by Lady Missy who was a merchant in the city but was never trained and didnt know what to do. Lady Sam agreed under the condition that Lady Missy comes and works for the trade company. Upon agreeing to this, the idea grew bigger, expanding into not only Tharna.

## # 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

### - Classes

Monday Sep 9th - Outdoor classroom - Weekly  
Green Caste Training - Jerrod Moonwall - 7 pm

Monday Sep 9th - Arena - Weekly  
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Sep 10th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Sep 10th - Outdoor classroom - Weekly  
Medical Seminar - Darwin - 4:30 pm

Tuesday Sep 10th - Gallery - Weekly  
New to Gor - Krista - 6 pm

Tuesday Sep 10th - Arena - Weekly  
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Sep 11th - Outdoor classroom - Weekly  
RP and Emote Course - Nephtides - 12 noon

Wednesday Sep 11th - Outdoor classroom - Weekly  
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Sep 11th - Arena - Weekly  
Combat & Warrior Class - Azerbain Grey - 3 pm

Wednesday Sep 11th - Outdoor classroom - Weekly  
Kajiri Basics - Ahwi Ash - 6 pm

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

Thursday Sep 12th - Outdoor classroom - Weekly  
Greens RP in Different Cultures - Soraya - 1 pm

Thursday Sep 12th - Arena - Weekly  
Tarnsmanship - Az Leon-Meridian - 3 pm

Thursday Sep 12th - Outdoor classroom - Weekly  
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Sep 13th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 3 pm

Friday Sep 13th - Outdoor classroom - Weekly  
Waggon Peoples - Fawna - 5 pm

Sunday Sep 15th - Outdoor classroom - Weekly  
Gorean RP Essentials - Juvana Grey - 9:30 am

Sunday Sep 15th - Arena - Weekly  
Write Your First Dance - Tuka (Rajaa) - 11 am

Monday Sep 16th - Olni classroom - Weekly  
Magistrate Course - Janette - 1 pm and 5 pm

Monday Sep 16th - Outdoor classroom - Weekly  
Green Caste Training - Jerrod Moonwall - 7 pm

Monday Sep 16th - Arena - Weekly  
Beginner Dance (instruction in voice) - Rya - 7 pm

Tuesday Sep 10th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Sep 17th - Campus Courtroom - Weekly  
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Sep 17th - Outdoor classroom - Weekly  
Medical Seminar - Darwin - 4:30 pm

Tuesday Sep 17th - Gallery - Weekly  
New to Gor - Krista - 6 pm

Tuesday Sep 17th - Arena - Weekly  
Advanced Dance (instruction in voice) - Rya - 7 pm

Wednesday Sep 18th - Outdoor classroom - Weekly  
RP and Emote Course - Nephtides - 12 noon

Wednesday Sep 18th - Outdoor classroom - Weekly  
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Sep 18th - Arena - Weekly  
Combat & Warrior Class - Azerbain Grey - 3 pm

Thursday Sep 19th - Campfire - Weekly  
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Sep 19th - Outdoor classroom - Weekly  
Greens RP in Different Cultures - Soraya - 1 pm

Thursday Sep 19th - Arena - Weekly  
Tarnsmanship - Az Leon-Meridian - 3 pm

Thursday Sep 19th - Outdoor classroom - Weekly  
FC Series Scribal Training - Yoda Mactavish - 6 pm

Friday Sep 13th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 3 pm

Friday Sep 20th - Outdoor classroom - Weekly  
Waggon Peoples - Fawna - 5 pm

Saturday Sep 21st - Arena - Occasional  
Dance Workshop - Tuka (Rajaa) - 10 am

Sunday Sep 22nd - Outdoor classroom - Weekly  
Gorean RP Essentials - Juvana Grey - 9:30 am

Sunday Sep 22nd - Arena - Weekly  
Write Your First Dance - Tuka (Rajaa) - 11 am

- Events

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

Friday Sep 13th - Cinema  
Groundhog Day - 2 pm

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

Saturday Sep 28th - Outdoor Classroom  
Poetry and Comedy Show - Panner - 5 pm

Sunday Oct 6th - Arena  
Dance Graduation - Rya - 6pm

Sunday Nov 10th - Q & Q Theatre  
Quill and Quarrel - 2 pm

- Dance contests

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 jewelery, are awarded upon successful completion.

- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

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## ## ROLEPLAY

### 15 A KILLER IN DISGUISE

[OOO The kill was invalid for several reasons and the mods of Tancred's Landing (not only me) decided that nothing has happened. But the roleplay of the man who tried to kill me was interesting.

1) Laws of Tancred's Landing: Any member of the black caste hunting in Tancred's Landing must first contact the (OOO) admin Rarius Yuroki (Yuroki Uriza) or the Master Assassin of Tancred's Landing for contract validity ( to avoid OOO reasons and drama).

That did not happen.

2) Laws of Tancred's Landing: Minimum 30 minutes of roleplay and three separate descriptive lines of ten words at least must be used in roleplay prior to the killing itself.. Note card all kills and forward to Admins or RP Moderators. A kill is valid if two mods or the admin had declared it for valid.

Not 30 minutes: 15.11 - 15.24

No valid IC log to be hired had been given.

3) Laws of Tancred's Landing: If no member of the red caste is around all attacks are invalid. Exception: if the free woman or slave attacks you or uses threatening or disrespectful language to you.

No warrior was around.

The man who claims to be a killer was the first sword of Olni and wore the red tunic of the warriors. Is that probably?

The answer is: YES.

"I see you now wear the red of the Warrior," said he, "rather than the black of the Assassin."  
I said nothing.

"I know disguises are useful," said he, "in hunting." He grinned at me. "I liked what you did at the game,  
when you gave the double tarn to the Player."  
(Assassin of Gor, Chapter 13)

Now let us talk about the reasons (I got these logs from my Intelligence Service Agency, not



from the killer)

[18:46] Mother (vixyn.felisimo): He has changed caste not once but five or six times. He has levied war upon people without cause. He has killed and ordered people killed ((based on OOC info, he's a metagamer)) and he has transgressed our laws.

[18:49] Mother (vixyn.felisimo): We do not wield the Flame Death because he has developed a shield that could prevent it or scatter the flames in such a way as many innocents would be killed.

1. My comment:

I grew up in the Tahari where they do not have castes, so I could not change them. I changed my caste once when I left Landa. The "reason" is bosk shit and not gorean.

But is it possible to change the caste?

The answer is YES.

I knew that Gorean caste lines, though largely following birth, were not inflexible, and that a man who did not care for his caste might be allowed to change caste, if approved by the High Council of his city, an approval usually contingent on his qualifications for the work of another caste and the willingness of the members of the new caste to accept him as a Caste Brother. (Priest Kings of Gor, 9:71)

2. Kills are valid if a moderator of the sim has declared it for valid. So what is the point? That is just a defamation without any facts. And it is an OOC reason because no one knows in character which killers I have hired in the past for what.

3. I have developed a shield that could prevent the blue flame? What kind of bullshit is that??

The man who made the "execution order" told me:

"[2013/09/06 01:31] firanos Resident: May I apologize. I did not know who you were when they asked me to do the assassin order or I would have OOCly stepped out of it"

## 16 SOME INSIGNIFANT ADVICES ON MY PART FOR SOME MEMBERS OF THE BLACK CASTE

You need valid logs of the whole storyline: from the moment the client met you and you have been hired, to be paid (or not), scouting, identifying the mark, and the kill itself, perhaps even how to leave the sim (depends on the sim rules).

I have been a moderator of several sims now for almost four years and I have seen a lot of drama because of killers. Only a few killers are able to prepare proper logs to make a moderator happy. Be prepared that if you kill a citizen of a place the moderators will be already in a bad mood and will check every dot of your logs. So be as picky as they are too.

YOU SHALT NOT NOT NOT talk OOC in roleplay/open chat. YOU SHALT NOT mix OOC and IC. Neither you nor the client.

YOU SHALT NOT tell the moderator of a sim: " I give a shit about your sim rules and I did not read them anyway, I brought the meter to zero and period." YOU SHALT NOT show this attitude and expect that a moderator will declare your roleplay for valid.

- A killer do not need to know the reason or the client to hire you. But the moderators will ask you for something, because OOC reasons are invalid.

Example for INVALID reasons:

- a kill because of "bad" roleplay,

Example 1: [18:10] XXX: i was told he was a godmoder and metagamer

Example 2: □ (happened 2009 when I was newbie)

- a kill because the client dont like the mark icly

- a kill because the client dont like the mark oocly

- if the client is using info which is told in IM or from groups or from a notecard he got out of character.

- kills because of copyright violations (not even the content mafia on earth f.e. sony or Warter Brothers would do that)

[18:04] Karaden Finesmith: Well.... HE started the Southern Trade Alliance, \*after\* Turia had a group of the same name for years.

[18:04] Karaden Finesmith: And simply ignored Turia's cries that THAT was invalid

- because the client only wants some fun: Goreans had a respect for life and didn't set out to kill people because it was a Tuesday and they were bored.

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## ## KNOWLEDGE

### 17 TOP5 DIFFERENCES BETWEEN BTB AND GE GOR

For those of you that don't know, GE stands for Gor Evolved and BTB stands for by the book. Both are fantastic ways to (mis)interpret what John Norman meant when he wrote those 11,210 books about his fictional counter-earth. If you roleplay at all, no doubt you have encountered people from both GE and BTB Gor, whether it be on a shopping trip run or a raid that was called invalid because GE AND BTB MUST NEVER MIX!! The following are the top 5 differences between Gor Evolved and by the book Gor. There's another top 5 coming, but we all know that you can barely pay attention to this entire post.

Please note: these are just my opinions and what I've noticed in my experience with Gor. Please don't get mad.

#### 5. Women's weapons.

When John Norman wrote "there are no female warriors in Gor", BTB Goreans like to believe

that this means a woman is biologically impaired and thus physically unable to wield a sword, or any other stabbing utensil that exceeds a whopping 2 inches in length (penis not included). Therefore, their choice of weapons are limited to daggers and free companions. GE Goreans sometimes also cry about women holding giant lances, or broadswords, bastard swords, samurai swords, or any other sword you may have seen in Primus or Final Fantasy.

Generally in Gor Evolved, women like to carry spears, bows, scimitars, glaives, axes, hairpins used to stab people's eyes out, twenty-seven daggers used to cut bindings, poisoned needles used to troll captors, vials of poison to troll captors who force them to serve drinks, lockpicks to pick locks (there's a shocker) and stab people's eyes out in case hairpins fail, daggers in their boots, and finally, fists of fury to pound their captors into submission.

Summing it up: BTB Goreans like to further the inferiority of women by giving them no weapons, and GE women like to pretend that they're as well-armed as the United States of America. All of it. Especially Texas.

#### 4. Combat.

BTB sims – tarns, kaiilas, and a shit ton of hardcore men raging testosterone and wielding crossbows, shields, and every melee weapon ever invented. They like to have their own air force and infantry with tarns and kaiilas and lag the sim to hell, and every time SL says "attempt to rez an object failed" and you stand there looking like an idiot without hair or shoes on, a BTB sim is raiding another BTB sim with these lagfest monsters. But thankfully, a lot of BTB sims are doing away with using these animals, probably because they realized that raids took three weeks to complete with all the lag.

GE groups, dear God, like to bring all the infamously spectacular bows and make it a point to defy the limit of how many avatars a sim can hold before it sinks into the ocean in utter ruin. They enjoy seeing how many arrows they can shoot into the air, resulting in the sim looking like a porcupine with all the lag freezing the arrows in midair. They also emphasize on grappling AS SOON AS POSSIBLE!!!! COVER ME BITCHES!!! and Odin/praying mantis (mostly Odin) forbid you don't act as meat shield to the grappler. They also like to blame each other for bringing "half of Gor" and causing this lag tsunami, which is always the reason why they lost. When they don't do that, the leaders usually like to blame their people for not listening (why you don't listen? WE STILL TPING PEOPLE IN!) and for not charging the fort in time (I know there was 291 of them and they were downing everyone out in the open, BUT WHY THE FUCK DID YOU NOT RUN INTO THE ARROW STORM?!), but never on their shitty bow skills because that's politically incorrect.

Summing it up: BTB Goreans like to lag out the sim by using animals, and are perfectly content with doing so. GE Goreans like to lag out the sim WITH THEIR BARE HANDS, and then complain about the lag.

#### 3. Sim setup.

Plainly put, GE sims look like this: a (sometimes) huge fort that hugs at least two sim lines, with a few trees to make the sim look believably wild, sometimes a village that is never, ever occupied, and a few natural obstacles to protect the fort from foreign invaders. These obstacles may include sleen pits, water pits, fire pits, dirt pits, bottomless pits, and a main

gate that can be shot at from all angles to discourage grapplers from throwing up a grapple and making it up to the gate alive. They will also have underground tunnels to make the Paris catacombs jealous, and trap doors that no one can ever find. Overall, most GE sims have dark, grungy infrastructure, and you can basically smell the moss from behind your computer.

BTB sims, however, like to have millions of houses elaborately decorated to match their labels: the infirmary has three floors with five rooms each, and has enough supplies to take care of the entire city. Twice. In the same day. The bakery is an exact replica of the house in Hansel and Gretel, and the tavern is basically a porn shop that serves spectacular food made fresh by their own slave labor force. The city is usually pristine, unless you want to be a hardcore Northern settlement – in which case, the city will be covered in snow and built out of wood. And there will be a longhouse.

Summing it up: BTB Goreans like to go into explicit detail about day-to-day life, and they need all the convincing décor to accomplish that. GE roleplayers want their sims to be as strategically laid out as possible, in hopes of gaining infamy as “that sim”.

## 2. Roleplay styles.

BTB roleplayers like to go for the one-line that says a lot. When it comes to furring, the animations do all the talking for them, save for a few grunts here or there (\*grunts\*) and a couple of dirty phrases (“oh you like that dont you slut”). When it comes to captive-and-captor roleplay, BTB roleplayers like to deliver a litany of how Goreans have honor and turn that into a reason why said captive should be released NOW. During courtships, the man will usually tell the woman how she is the most beautiful woman in the city, how her brain > her boobs (false), how he will defend her honor. If this sounds really good to you, because it reminds you of Heath Ledger in the Knight’s Tale (moan), remember that the man will usually misspell something and hit enter prematurely, resulting in an awkward silence before he carries on like the mistake never happened. Sadly, this is probably a very accurate interpretation of how life in Gor really was.

GE roleplayers like to type novels. Unless they don’t like you, in which case you will either get silence, or a grunt. If you cut a man’s testicles off, his typical reaction (if he doesn’t TP out, call a mod, or RP ban you) is to pass out from shock and/or groan in pain. However, we all know from watching our sick low-budget horror movies that the actual result of castration is a scream that gradually rises in pitch, followed by decapitation/other form of death. A bunch of roleplayers say that they are interested in a storyline, but the only way you will ever get close to a storyline is to do something brutal and end up causing a blood war, or to get in their IM and start moaning, in which case you’ll end up with a new IC stalker. Granted, some of these people are really fantastic writers. They just don’t like to roleplay with women who think they all dat, because THIS IS GOR (excuse me, is that a mohawk you have on your head? And are those gauges?). Some men also don’t like to roleplay with slaves, because they’re “easy and dumb”, which is probably code for “I like men” or “I’ve never had sex”. Oh, and everybody is related.

Summing it up: BTB Goreans didn’t read through this post. GE Goreans read through all of it, and are typing up their own angry post in response.

## 1. Slaves.

(Everyone grab a tissue before proceeding.)

In BTB sims, 80% of the slaves are kajirae. AKA they will never argue to your face (but you can bet they put you down on their shit list and will try to gently suggest that their Masters skin you alive next time you come around), wear silks that flutter in the breeze, have extremely highlighted hair that also flutters (a bit more dramatically) in the breeze, or without a breeze, and wear delicate gold or silver collars. They also like to live on their knees. They talk on their knees, serve on their knees, argue on their knees, get beat on their knees, and of course do chores on their knees. Arthritis, conveniently, was no problemo on Gor. These slaves are sometimes golden-blond and always have long hair, and are perpetually creepily smiling. Their skin is always the perfect mix of milk and honey, and their breasts are always luscious and their hips are always swaying. With or without the presence of a penis.

Slaves on GE sims are mostly bonds, because bonds have more leeway to behave in the charmingly cocky and often intelligent (and always slutty) manner necessary to keep up with the uncharmingly cocky and rarely intelligent (and always slutty) manner of the men around them. These girls like wearing Curio skin. And pouting. They never wear silks, in fact they sometimes go naked, save for a huge-ass collar that would make the Thai-Burmans wince, and metal cuffs. And Kat Von D tattoos (but they cry upon being whipped by their Jarls?). They never kneel. And if you tell them to kneel, they will either ignore you or say something like “that is unfortunate that you feel that way, kind Jarl/Mistress, but my Jarl DEMANDS!!! that I don’t kneel” and then proceed to kill your pet and RP ban you. They like to carry backpacks that their Jarls could easily carry with their sick Jersey Shore muscles, but why have a bond if she can’t carry your shit? Oh, and if you mess with one of them, you WILL be skinned the next time you come around. In fact, you probably will be skinned RIGHT NOW. And she will laugh and dance around your skinless body, because bonds don’t get grossed out by sick shit. One thing in common, though. Every single slave on Gor, according to public opinion, crave candy 24/7. Candy, apparently, is how you worm your way into her heart. Candy is how you get her to be your secret spy and betray her family. Candy is the equivalent of making love, when it comes to slave girls.

Summing it up: BTB kajirae are soft as the moonbeam across a pond with gentle ripples in the middle of summer, as beautiful as making love beneath a nightingale’s song and the sunset’s fond gaze. GE slaves just threw up from reading that.

So, yeah. I adore Gor – sometimes. Not saying these differences are necessarily bad, or that one is better than the other (but I’m sure you already know if I play GE or BTB), but it’s good to highlight the differences in Gor.

It’s a little sad, too. It feels like playing in two totally different worlds with nothing in common, except for the presence and social acceptance of slavery.

Taken from <http://slgorean.metavirtual.us/mv-sl-gorean/top-5-differences-between-ge-and-btb-gor/>

## 18 TRAVEL TIME ON GOR

Between Ko-ro-ba & Sardar Mountains: Many weeks on foot

From Sardar Fair on foot into Sardar Mountains: Four days hike on foot

From Sardar Mountains to Plains of Turia Months on foot and by caravan: Months on foot and by caravan

Through the Vosk Delta: More than 16 days to either Port Kar or Thassa

By caravan from Ko-ro-ba to Ar: Several weeks by caravan

From Ko-ro-ba to Laura: A few weeks by caravan

Distance covered by warriors on foot: Warriors, trained to march long distances march 40 pasangs per day

By ship from Port Kar to Schendi: Several days even in fair winds

Quotes:

Between Earth & Counter-Earth, Gor

A few weeks on the silver ship

I rose slowly to my feet, my fibers alive in the wind, my hair torn by its blasts, my muscles each aching and rejoicing in their first movements in perhaps weeks, for I had again entered that silver disk in the White Mountains which was the ship of the Priest-Kings, used for the Voyages of Acquisition, and, in entering, had fallen unconscious. In that state, as once long before, I had come to this world.

(Outlaw of Gor)

Between Ko-ro-ba & Sardar Mountains

Many weeks on foot

The Sardar Mountains, which I had never seen, lay more than a thousand pasangs from Ko-ro-ba.

Outlaw

I would have given much for a tarn in my journey, though I knew no tarn would fly into the mountains.

...As was wise I avoided cities in my long journey, though I passed several, ...

I wondered if I might be able to secure a tarn in the intriguing city of Tharna. It would shorten the trip to the Sardar Mountains by weeks.

(Outlaw of Gor)

From Sardar Fair on foot into Sardar Mountains

Four days hike on foot

Some four days into the mountains I heard for the first time in my journey the sound of a thing other than the wind, the sighing of snow and the groaning of ice; it was the sound of a living thing; the sound of a mountain larl.

(Priest Kings of Gor)

From Sardar Mountains to Plains of Turia

Months on foot and by caravan

In the past months I had made my way, afoot, overland, across the equator, living by hunting and occasional service in the caravans of merchants, from the northern to the southern hemisphere of GOR. I had left the vicinity of the Sardar Range in the month of Se'Var, which in the northern hemisphere is a winter month, and had journeyed south for months; and had now come to what some call the Plains of Turia, others the Land of the Wagon Peoples, in the autumn of this hemisphere;  
(Noamds of Gor)

Through the Vosk Delta

More than 16 days to either Port Kar or Thassa

No one had been found who would guide me into the delta of the Vosk. The bargemen of the Vosk will not take their wide, broad-bottomed craft into the delta. The channels of the Vosk, to be sure, shift from season to season, and the delta is often little more than a trackless marsh, literally hundreds of square pasangs of estuarial wilderness. In many places it is too shallow to float even the great flat-bottomed barges and, more importantly, a path for them would have to be cut and chopped, foot by foot, through the thickets of rush and sedge, and the tangles of marsh vine. The most important reason for not finding a guide, of course, even among the eastern renee growers, is that the delta is claimed by Port Kar, which lies within it, some hundred pasangs from its northwestern edge, bordering on the shallow Tamber Gulf, beyond which is gleaming Thassa, the Sea.

...

I had been in the delta now for some sixteen days, drifting and paddling toward the Thassa.  
(Raiders of Gor)

By caravan from Ko-ro-ba to Ar

Several weeks by caravan

We were perhaps a pasang from the caravan. I, by standing on my tip toes in the grass, on the low hill on which we were gathering berries, could see the squarish tops of the wagons, with their blue and yellow canvas coverings.

We were nine days out of Ko-ro-ba.

It would be weeks before we could reach Ar, where we would be sold.

Captive

) "Ute," I said.

Ute turned in the strap, from picking berries.

"Yes, El-in-or?" she said.

"When will we reach Ar?" I asked.

"Oh, not for many days," she said. "We have not yet even come to the Vosk."

(Captive of Gor)

From Ko-ro-ba to Laura

A few weeks by caravan

Shortly before he made me one of his girls, some two or three days before, he had been attacked by outlaw tarnsmen, some four days journey north by northeast from the city of Ko-ro-ba, which lies high in the northern temperate latitudes of the planet Gor, which is the name of this world. He was bound, traveling over the hills and meadowlands east and north of Ko-ro-ba, for the city of Laura, which lies on the banks of the Laurius river, some two hundred pasangs inland from the coast of the sea, called Thassa.

Captive

It took many days to reach Laura.

(Captive of Gor)

Distance covered by warriors on foot

Warriors, trained to march long distances (See Warrior Training) march 40 pasangs per day. How different things seemed from the marches of the forces of Ar, and others of the high cities. When the men of Ar moved, for example, and whenever possible they would do so on the great military roads, such as the Viktel Aria, they used a measured pace, often kept by a drum, and including rests, would each day cover a calculable distance, usually forty pasangs. At forty-pasang intervals there would generally, on the military roads, be a fortified camp, supplied in advance with ample provisions. Some of these camps became towns. Later some became cities. These roads and camps, and measures, made it possible to move troops not only efficiently and rapidly, but assisted in military planning. One could tell, for example, how long it would take to bring a certain number of men to bear on a certain point.

(Mercenaries of Gor)

By ship from Port Kar to Schendi

Several days even in fair winds

The trip south towards Schendi is a long one, consuming several days, even with fair winds, which we had had.

Explorers

It appears to be about an eight day trip

Four days are mentioned as passing in this quote

The first two days the blond-haired girl could not eat. She had shrunk back in horror from the gruel of meal and fish, fit provender for slaves, thrust in its pan into her cage. She had looked at me. Compared to it, the garbage of Port Kar had been haut cuisine. But on the third day she had finished it, thrusting it with her fingers into her mouth and licking the pan clean.

Slaves are often not permitted utensils. Seeing that the pan was clean, Ulafi had then had his second officer commence her lessons.

The next day Sasi, at Ulafi's request of me, had begun to improve her Gorean.

Explorers

And an additional four days mentioned here

I looked out, over the rail. There were white clouds in the sky, and the sky was very blue. We would make Schendi, if the winds held, in four days.

(Explorers of Gor)

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## ## ONLINISM OF THE WEEK

### 19 TOP TEN LIES USED ON SL GOR

If you are guilty of telling one or maybe even two of these lies, don't sweat it. But if you are in for five or more, you are not pimpin.

Lie # 1 - I look just like my avi.

Lie # 2 - I'm 20 years old.

Lie # 3 - Fake first life picks that look like Top Model chicks and Tyson Bedford

Lie # 4- I don't have to work. I make so much money in SL that I'm able to pay my RL bills

Lie #5 - I don't cyber. (yes you do)



Lie # 6 - I don't have an alt and never did.  
Lie # 7 - I work from home that's how come I'm on SL so much  
Lie # 8 - I have a biiiiiiiiig dick. \*cough\* Not  
Lie # 9 - I'm going to buy a sim soon  
Lie # 10 - I'm leaving the game, and not playing anymore  
Bonus Lie- I dont jack-off ...it's habbit forming

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## ## KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD )

### THE NEW VOICE OF GOR (Gor wide)

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

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## ## 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://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>  
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>

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]

Oasis of Turmas <http://maps.secondlife.com/secondlife/BSM%20Land/54/65/22>

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena%20Aquarius/68/37/25>

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

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

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

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