

THE NEW VOICE OF GOR

PUBLICARE ET PROPAGARE!

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(short online version)

Fifth day of the first Hand of the eight month 10164 Contasta Ar

Based in Tancred's Landing

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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.

02 EDITORIAL

A warm welcome to the pages of the 129th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR has several thousand readers and is the proper and the best place to recruit people for your sim. Please pass us the information in a notecard, we will publish that. These points are REQUIRED:

- [x] Landmark of your sim
- [x] rules
- [x] roleplay category (btb, btb(C), GE, livestlye/non combat
- [x] meter type (for example: gm meter | NLS optional)
- [x] language (translator allowed?)
- [x] describe the location of your sim on Gor (for example: Torvaldsland, Tahari, island in the Thassa, panther sim/northern forest)
- [x] which jobs do you have to offer?
- [x] pictures of your sim
- [x] currency system (for example: hud coins only / prim coins / RP coins only / I dont know
- [x] miscellaneous

Rarius Yuroki
editor of the NEW VOICE OF GOR

ALL OVER GOR

03 LAST WARNING

by Rarius Yuroki, merchant of Tarnwald and General secretary of the true southern Trade Alliance

We have been told that some cities on Gor still offer RED and YELLOW salt which does not

show the proper coat of arms of the true Southern Trade Alliance and/or the coat of arms of the Kasbah of the Guard of the Dunes, the Oasis of Nine Wells, the Oasis of Sand Sleen and the city of Tor.

The Oasis of Klima and the city of Kasra are already negotiating with us - we will not complain if you are selling their red or yellow salt. Not at the moment.

This is our last warning: If you continue to sell smuggled salt you will have to accept the consequences!

REMINDER:

DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara (The Second Turning) 10164
Contasta Ar

To: All Gorean Merchants
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the Salt Ubar ibn Saran
CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

Rarius Yuroki
STA General Secretary

QUOTES:

From these raids the Wagon Peoples obtain a miscellany of goods which they are willing to barter to the Turians, jewels, precious metals, spices, colored table salts, harnesses and saddles for the ponderous tharlarion, furs of small river animals, tools for the field, scholarly scrolls, inks and papers, root vegetables, dried fish, powdered medicines, ointments, perfume and women,
(Nomads of Gor - Page 57)

To one side there was a small altar to Priest-Kings, where there burned a small fire. On this fire, at the beginning of the feast the feast steward had scattered some grains of meal, some colored salt, some drops of wine.
(Nomads of Gor - Page 89)

Near him, in places of honor, at a long, low table, above the bowls of yellow and red salt, on each side, sat many of the high men of Turia, clad in their finest robes, their hair oiled, scented and combed for the banquet.
(Nomads of Gor - Page 253)

It had been expected, I gathered, that I would sit at one of the two long side tables, and perhaps even below the bowls of red and yellow salt which divided these tables.
(Assassin of Gor Book 5 Page 86)

The red and yellow salts of the south, some of which I saw on the tables, are not domestic to Torvaldsland.
(Marauders of Gor - Page 187)

The red salt of Kasra, so called from its port of embarkation, was famed on Gor.
(Tribesmen of Gor Book 10 Page 20)

Most salt at Klima is white, but certain of the mines deliver red salt, red from ferrous oxide in its composition, which is called the Red Salt of Kasra.
(Tribesmen of Gor - Page 238)

GOREAN CITIES

04 PORT OF OLNİ

FREE MEN WANTED

The single free women of Port Olni, hereby request that all free males take notice of Port Olni's abundance of beautiful single free women and slaves. They invite you to come and view the display of female pulchritude while engaging them in pleasant conversation. They

hope you will not mind dining on fresh pastries, black wine and the odd goblet of ka-la-na. There are always residents on call who will facilitate the formal courting and the posting of the bans in the notices or signing a scroll to rent or purchase a slave.

As a time saver, Physicians will be available for performance of pre-joining physicals at no cost to gentlemen. Come one and all to witness the epitome of femaleness that is the Olni free woman and slave. This is a continuously running event so come at any time and on any day.

<http://slurl.com/secondlife/Olni/126/5/505>

FEAST OF FOOLS ALL DAY MASQUERADE

On Saturday October 26th from 10AM SLT to 10 PM SLT, Port Olni will host the Feast of Fools All Day Masquerade. Come, enjoy the event, play, have fun, relax, sing, make new friends!

TIME	EVENT	WHERE
10 AM SLT	Tharlarion Races	The Meadows race track
11 AM SLT	Slave Cart Races	The Meadows Race track
NOON SLT	Tharlarion Polo	Combat Arena
1 PM SLT	Human Catapult Target	The Meadows
2 PM SLT	Tug of War	Olni Docks
3 PM SLT	Cock Fights	Combat Arena
4 PM SLT	Mud Wrestling	Combat Arena

6:PM SLT till 10 PM OOC Dance at the O-Zone Club Olni Market place
When you land in the market, look to your immediate left down the stairs. The O-Zone is right there.

THE SLAVE'S CORNER

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

DEAR TEAL:

I am a free woman. My free companion and I have renewed our companionship for 13 years. We are farmers who live in the country with livestock. I was taught to remove my shoes when I entered the house. I was raised on a farm. My companion wasn't required to do the same

when he was growing up.

I have asked him for the last 10 years to kindly take his boots off when he comes in so he won't track dirt, mud, manure, etc. into the house. He absolutely refuses. I have explained my reasons repeatedly and told him it hurts my feelings and makes me feel disrespected. He still won't do it. Am I being too demanding? How do I cure him of his inconsiderate ways?

DEAR FASTIDIOUS:

Your reasons for wanting his dirty boots off seem sensible to me. From where I sit, it appears your companion cares little for your feelings, isn't concerned about any extra work he creates and stopped listening to you 10 years ago.

You have my sympathy, and I sincerely hope he has some virtues that compensate for his selective deafness. If he has not lost his sense of smell, I would try a radical approach for a week. It may cause your home to reek but it may also cure his barn-yard ways.

Collect copious amounts of bosk and verr dung in a bucket. The looser the "stools" you find, the better. Throw the contents into the furs that you share with him. When it is time to get into those furs, throw back the covers and jump into it. If he reacts in horror, you can say, "That is the way I feel when you track the barn into the nice clean house I have prepared for you." If he jumps in the furs, grabs you and starts rolling around in it, I really have no solution for you.

DEAR TEAL:

I work at a Mistresses retirement cylinder. It is a lovely building with many floors. It is actually in the administration cylinder. Our Ubar decided to take a few unused floors of the admin cylinder and decorate it for the Mistresses who are advanced in age. These are Mistresses who have had amazing lives. They find themselves without blood family to take care of them. It seems that all their family members were killed by wars, petty tavern brawls, and Dar-Kosis. Well, as you say, "I digress".

The question is lengthy. Please bear with me. All the Mistresses in this beautifully decorated and maintained residence have a Feast of Fools party each year. It is basically a masquerade where fantastical costumes are encouraged. In the past, there were gold tarns awarded for the three best costumes. However, last year they stopped giving prizes because one of the residents is of the dress maker's caste. She used to make the costumes for the musicians caste. You know what bizarre forms of dress a musician can wear. The Ubar felt it would be unfair to the other Mistresses, those who were former scribes or magistrates and were in the habit of buying their clothes "off the rack", for the professional dress maker to compete against them.

This year it was decided not to hold the contest at all. The Mistresses are disappointed. How can they continue to have the costume contest and include the professional?

DEAR MASKLESS:

There seems to be a blessedly simple answer to this one. You have to look at where the tensions are running in this situation to skew the answer. This way both sides will win when in actuality they both have. But, of course they won't see it that way.

The professional dress maker certainly has her pride to feed. A fact that I would not fault her for. The other Mistresses, who wouldn't know a fine cloth from a "tarn pat", expect fairness in treatment. This probably stems from their inability to be treated fairly in their service before retirement.

Have the costume party as planned. Give out the gold tarn rewards, with one suggestion. The professional dress maker should be appointed as a one man committee to oversee the entries. She shall be the sole judge of the event. She will also be awarded an annual substantial remuneration for providing this service to the community. She will also be encouraged to "show boat" a costume she has created simply for the "Oooh's" and "aaaah's" of an appreciative audience. She could actually make the event into a big hoopla. She could call for the involvement of the whole city where she lives and entreat all of Gor to attend.

Now the other Mistresses will feel that everything is fair for them. Besides, they will be free to dedicate their time to making their costumes and not volunteering for the event. The sole head of the Costume Committee will do it all.

DEAR TEAL:

I just got companioned. We spent our first night together in the furs. I was a sheltered free woman before this who now finds herself face to face, so to speak, with my companions enormous genitalia. How do you take a big cock like that?

DEAR FRIGHTENED OF FORESKIN:

I am sort of taken aback by your language at the end there.... But, it is a legitimate question so I will answer it.

Number one, keep a pot of oil that has been pressed from the fan palm. Use this liberally on your private parts and his genitalia.

Number two, take it slowly, very slowly.

DEAR READERS:

Please send your questions on a scroll to Teal Razor. Just hand them to the post-tarnsman. All the post-tarnsmen know that I live with my Master in Port Olni, Olni Var. They usually drop by every other day to drop off question scrolls to me. I always serve them a bowl or two of paga. Now that it is turning colder, I shall have to warm the paga. If you happen to see Tarreth, one of the post-tarnsmen, tell him that Teal will make sure to, "warm it for ya".

05 [OOC] AMHAS CAIRN

SCHEDULE

Every Monday and Friday @ 11 a.m. and 5 p.m. slt
Amhas Cairn - Torvaldsland and Gorean Classes

Cave classroom at tp point. All welcome to attend.
Removes meters, weapons, and take a seat in a chair.

Every Thursday @ 4 p.m. slt
Trothfjell
Alekk Baroque reading
Contact: Stjorn Zun

Every Saturday @ 11 a.m. slt and 6 p.m. slt
Amhas Cairn
This is a time for feasting, announcing news, pledging fealty, bringing up matters of local law, etc. It's an IC event that visitors too, are welcome to attend.

Every Sunday @ 1 p.m. slt Story
Trothfjell
Story Teller and Poet
Contact: Stjorn Zun

Every Sunday @ 6 p.m. slt
Rorus
Capture the Flag
Contact: Joseph Surface

Read more: <http://www.amhascairn.com/events-calendar.html>

<http://slurl.com/secondlife/Amhas%20Cairn/149/117/1001>

06 SULPORT

TAVERN EXHIBITION

The event will be set for the 20th of October. 5 pm sl t

Imagine a night where you are the complete masters of the establishment. Every want is at your disposal, every need to be fulfilled. One night where you are elevated to status of a god. Free men of Gor come gaze upon some of the most beautiful girls eyes have ever laid eyes upon.

The night will start as all will be welcomed into the tavern. All the slaves will be lined up along the wall for your viewing pleasure before their dances will begin. As you are seated one at a time they will take to the sands and perform a dance in which they have wrote for your pleasure. watch the kajirae dance for your pleasure. While they dance you will be served elegant drinks of wine...As each girl finishes her dance she will return to the wall and wait for the final dance which will feature a few of them...

After the final dance the slaves will be given opportunity to place on a special costume which will further enhance the experience. Each man will be allowed rise from seat and pick a girl that you find to your liking for your private use in the alcoves above....

<http://slurl.com/secondlife/Sulport/62/80/3003>

07 ARCADIA

SHIGA / BANCA DE ARCADIA

Arcadias Banker, Dimya Maxillù has announced the introduction of two new arcadian coins has been a success. The single-weight Golden Tarn Disk (Arcadias Golden Stater is a Doubleweight, so far) is in good use and acceptance, the other a rare and special Platinum Stater of Arcadia, a coin worth the amount of 20 Golden Tarn disks, has been sold several times above the coined value, since platinum is in high demand. The coinset or Arcadia will be exhibited at the bank for all in need of money exchange.

THE GREAT TAHARIAN BATHS

SHIGA / The Great Baths - See the great Taharian baths at Arcadia, open to all of Gor. Situated close to the great city of Tor, rp-wise , with a costly copy right on Arcadia, the baths provide a place for all goreans to relax and meet.

The modesty of Free women and safety of all guests are guaranteed by heavily armed guards and a division in the bath that allows to talk to each other. Massage facilities, Sheesha and a seating for the men are present. (womans bath behind the Gate with guardians, The Gate is phantom, men can not enter by definition unless they are slaves. The waters are prim, can be delved in and are equipped with a script for full swimming fun: Use the swimmer 2.06, from marketplace.We Do.)

Adding to this, the great Thassa aquarium awaits the stunned spectator: Come & See.

<http://slurl.com/secondlife/Shiga/15/172/23>

08 THENTIS

[OOO] RUMORS OF OUR DEMISE HAVE BEEN GREATLY EXAGGERATED

by Marcus Galbreus, Second to the Ubar and Civil Administrator

As many of you know, our Ubar has been ill in RL. Those of us in Thentis would like to thank everyone for your IM's of support and well wishes. To paraphrase Mark Twain: "Rumors of our demise have been greatly exaggerated" Rumors abound and gossip flows like water... so we would also like to make it clear that there are no plans to close the city. Our tier is paid and will continue to be paid. We remain open for roleplay, trade, and new citizens. We are

recruiting all high castes, low castes, and slaves. We offer startup housing discounts to groups or families choosing to make a home in Thentis as well.

<http://slurl.com/secondlife/Precious%20Gem/194/7/26>

09 SA VELLA

Hello dear Goreans,

we would like to establish contacts with BtB cities and villages in order to role play. We thought of trade, slave hunting, conspiracy plots or personal stories. We are an old tribe living in the northern forest. We do not attack cities and villages and we are not interested in becoming annoying. We would just provide some variety in role play. So if you are interested or at least willing to see what we can do please let us know.

Vellas Band
Nelly Giordano

<http://slurl.com/secondlife/Sisters/196/113/2492>

10 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.

[Growls. We are publishing this since FOUR hands now. Where are you, mercs? Only furring, drinking Paga and doing nothing? Counting the birds?

The editor

11 TANCRED'S LANDING

HARBOUR REBUILT

The yellow caste of Tancred's landing rebuilt the harbour area and the wharf. Visitors need to approach the reagon by road now - but it is not far.

NEW HEAD MERCHANT

Shams al Din [Stuart McKeenan] is new Head merchant of Tancred's Landing. Congratulation!

12 CITY OF WINDSONG

KAISSA TORNAMENT

Starting Nov 4th 2013

<http://slurl.com/secondlife/Moonglade/31/95/2408>

RARE DIALECTS OF GOR

13 [OOO] WIEDEREROEFFNUNG DER SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht intessierte Spieler/ Spielerinnen mit/ohne Gorerfahrung.

Unsere Gruppe ist klein, aber wir organisieren Feste und nehmen an IC Events und Turniere von anderen teil.

Wir glauben an die Pristerkönige, sind aber weder Norden noch Süden und nutzen als RP Unterstützung das G&S.

Es gibt kleine kostenfreie Zimmer als Wohnraum, Ausbildungsmöglichkeiten für Sklaven und SKlavinnen in der gut organisierten Sklavenschule. Freie können sich in der Kriegerakademie an den Waffen und auch in anderen Wissensbereichen ausbilden lassen, die heute nach der Sommerpause wiedereröffnet wird.

Uns ist es wichtig, daß neue Spieler ins Team passen, wo jeder Spieler sich zu Hause fühlt. Es sollte Dir, genau wie uns, Freude machen, Dein Wissen zu teilen und anderen auf Ihrem Weg zu helfen. Hier lernt jeder von jedem.

Du findest uns auch im Internet unter: www.gegenerde-verbund.de oder klick in unseren Blog: <http://www.dawnbringer.de/blog/>

Wenn Du, genau wie wir, daß Rollenspiel nicht nur als bierernste Sache siehst. zum Lachen nicht in den Keller gehst und Du Lernwille, Zeit und Einsatzbereitschaft hast..solltest Du uns OOC und IC kennen lernen.

HaniBaal Mohr
Statthalter von En´Kara, der Stadt der 11 Türme

Die Akademie für Freie oeffnet nach Umbau wieder ihre Pforten.
Kurs- und Seminarplan, sowie Einschreibung ab dem 06.Okt.2013 in EnKara.
Die Veranstaltungen finden soweit moeglich IC statt und legen neben dem Kampf auch viel Wert auf Bildung.
Ansprechpartner bei Fragen rund um die Akademie: HaniBaal Mohr.

<http://slurl.com/secondlife/fellglanz/246/55/24>

14 OASIS DE KLIMA - BACKGROUND

Klima est à l'origine une mine de sel perdue dans le désert du Tahari. La chaleur y est suffocante, la lumière aveuglante à cause du sel blanc qui affleure de toute part. Autour des mines, des baraquements sommaires se sont construits afin d'héberger les esclaves du sel. Il y a aussi des entrepôts pour stocker le sel ainsi que des bâtiments administratifs. Klima est un enfer géologique et thermique.

La géologie de Klima est étonnante. C'est une ancienne dépression marine, plate en forme de cuvette. Il y a quelques milliers d'années, la mer (Thassa) était présente à cet endroit. Elle s'est progressivement évaporée et retirée. Des cristaux de sels sont restés en surface et sont encore visibles. Il ne pleut jamais au pays des dunes. Sous le sable, l'eau de mer est toujours présente. Il y a une gigantesque nappe phréatique, quasi inépuisable. Ainsi les mines sont pleines d'eau de mer. Dans ces mines, il y a une vie marine: on peut y trouver des crevettes, du plancton mais aussi des squales. L'eau, fait paradoxal, n'est pas un problème pour Klima. Klima est un gruyère, le sous-sol est constellé de petits lacs intérieurs...souvent frais et humides. Il y a beaucoup de sources d'eau douce qui alimentent la population. Par contre le sel tue la végétation et brule les plantes. Klima dépend donc de l'extérieur sur le plan alimentaire.

L'organisation politique de l'Oasis est curieuse. Nous nous situons ici avant la grande guerre du Tahari. Klima était gérée par les esclaves. Ces derniers étaient prisonniers de l'oasis. Après y avoir été amené de force par les gardes des dunes, les yeux bandés, durant 20 jours de marche, ils ne pouvaient s'en échapper. Il devait produire du sel ou mourir. Des plans de production très sévères étaient élaborés, malheur à celui qui n'atteignait pas son quota. Il était impossible de s'enfuir de ce bagne. En effet: ou aller? Il n'y a aucune route ans le désert. Pour qui ne connaît pas l'emplacement des points d'eau, partir à pied de Klima est totalement suicidaire. Seul les nomades connaissent où sont ces points d'eau. Ce secret se transmet entre père et fils, de génération en génération. Aucun kailaa n'était disponible pour faciliter le trajet (avec un kaila, l'oasis du rocher rouge est à cinq jour de voyage). Il n'y avait pas de remparts autour de klima, le désert en fait était une prison naturelle à lui seul. Bien entendu, ces mines n'étaient peuplés que par des hommes, des bagnards. On imagine les ambiances torrides le soir en l'absence de femmes dans les dortoirs. Il ne devait pas faire bon d'être un jeune éphèbe. Il faut savoir que seulement 10% des esclaves survivaient au voyage de Klima...les plus forts et résistants donc habitaient Klima.

Le sel est précieux sur Gor. En salant les aliments ils se conservent longtemps. C'est un bien vital pour la survie des hommes. Il y a le sel blanc, banal; le sel jaune, précieux et le sel rouge...le nec le plus ultra. 20% du sel de Gor vient de Klima.

Les gardes des dunes et l'Ubar du sel ne vivaient pas dans l'oasis mais dans une forteresse, fort peu éloignée de l'«oasis du rocher rouge». Ils contrôlaient le trafic entre Klima et le reste du monde. Ils prélevaient leur dime et vivaient dans le luxe. A ce titre, l'Ubar du sel est un homme particulièrement riche et puissant, craint et respecté. Peu de monde connaît la route de Klima. Les guides sont régulièrement assassinés et les cartes sont systématiquement détruites. Seuls les hommes du désert connaissent ou se cache cette oasis. L'oasis était donc géré par les esclaves. Le plus fort s'imposait au plus faible selon la bonne vieille loi de la sélection naturelle, merci Darwin..

Avec la grande guerre du Tahari, tout a changé. Ibn Saran, Ubar du sel, a été éliminé et l'oasis fut libérée. Les esclaves ont été affranchis. Ibn a été tué pour avoir eu la mauvaise idée de s'allier aux kurs. Ces derniers envisageaient, à partir de cette base arrière, d'envahir Gor. Après sa défaite, les esclaves sont devenus libres et beaucoup sont restés dans l'oasis (en effet où aller?). Après un temps de réorganisation, Spinaker Avro, d'origine tashid, issu d'une famille noble du Tahari a pris le pouvoir. La famille royale est actuellement constituée de Luderick, son frère, Yassin son fils naturel qu'il a eu avec Kanoue, Sig son fils adoptif.

L'oasis est plus ouverte sur le monde désormais, les femmes sont acceptées. Il y a bien sûr, toujours de l'esclavage, il faut bien faire tourner ces mines et produire du sel. Klima est devenue une oasis beaucoup plus banale qu'autrefois. On notera qu'il est toujours délicat de s'y rendre et que le voyage est long, éprouvant et dangereux. Au regard du contexte géopolitique, il est impossible que des panthères réalisent un raids sur Klima. De même, des raids de hors la loi doivent être particulièrement bien organisés et étudiés.

Klima a une très forte identité et offre un contexte où les goréens peuvent évoluer sur des bases solides. L'art de vivre dans le désert est très différents du reste de Gor. Les traditions du Tahari sont riches et précieuses. L'environnement spécifique de Klima se prête plus au live style, au para rp qu'au combat pur et dur.

En conclusion je poserais un constat: cette ambiance du désert attire fort peu de joueurs français. Il y a une prédilection naturelle pour évoluer dans le nord de Gor. Les charmes du désert, l'appel des dunes, l'art de vivre des nomades, le cérémonial du thé touchent peu notre communauté. On peut le regretter. Après trois ans d'existence, Klima atteint une phase de maturité. Il y a une petite communauté franco-anglaise, de fidèles qui animent l'oasis. Il faut manier l'anglais pour développer un rp sur Klima. A l'extérieur de ce noyau gravitent des nébuleuses, des météores qui vont, viennent et disparaissent. Quand à la création d'un réseau de sims goréennes francophones, la collaboration entre sim owners afin de créer des scénarios de RP...est illusoire. Nous sommes une société de joueurs individualistes voire en concurrence. Dont acte.

<http://klima.unblog.fr/background-de-klima/>

<http://slurl.com/secondlife/Tharnock%20Desert/247/228/27>

TRADE

15 BREAKING NEWS

Rorus left the Turian "Southern Trade Alliance" which is a front company of the Turian military alliance SOS. The city of Windsong is neither allie of Turia nor member of their STA. (The NEW VOICE OF GOR regrets the error.)

16 FOUR HORN SHIPPING PRICE LIST

Owner: Lady Hina Nani Barber [Hina Mhia], Head merchant of Windsong

17 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)
City of Tor
Ukunga Region - Land of the Family Kron
Asperiche
Tancred's Landing
Port Kar (GER)
Umland of Ra-Rir (GER)
Isle of Sulport (GER)

Privately owned Companies:

The Phoenix Trading Company
House of Yuroki (HoY) Companies

Associated members:

Tharna
Rive de Bois Trading Post (ES, former Kasra, associated member)

Pending member: Oasis of Klima

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.

□

10 HOUSE OY YUROKI COMPANIES

NEWS FROM THE HOY COMPANY

The HoY Company made new coins for the Oasis of Sand Sleen, They will be delivered soon. We are working now on the coins for Ra-Rir and the Oasis of two Scimitars.

Shams al Din [Stuart McKeenan] has been hired as merchant of the Hoy Trading Company, he is head merchant of Tancred's landing too.

The company has hired two new Taurentians to protect the merchants, the owner and the property.

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.

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 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 OR PORT KAR

PORT OF OLN

ISLE OF SULPORT

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

19 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 the Oasis of Sand Sleen (made by the HoY mint).

ADVERTISEMENT

VALNOR - BY THE BOOKS KAJIRA

This is a bit of an over simplification, but slave girls in John Norman's 32 books of Gor are dressed basically three ways.

1 ~ When new and untrained or when being disciplined, we are naked except for our collar and brand, usually chained or caged too. Clothing is entirely the decision of our Owner... if we

have earned it and only if and when it pleases our Owner.

2 ~ we may be permitted a camisk, a ta-teera, or some other skimpy simple one-piece rag to clothe ourselves while working. Tuchuks are fond of giving a girl a chatka and kalmak of red and black leather. In the North, Jarls of Torvaldsland might grant a bondmaid a kirtle of soft wool from the bounding hurt. If owned by a Lady, we probably have to wear a demure white sleeveless gown to not embarrass Her too much with our brazen sexuality. In any event, these are work clothes.

3 ~ But in this kajira's opinion, the best a girl could hope to achieve would be to be adorned as a pleasure slave if found pleasing enough, trained well enough, subjugated and dominated completely enough. girls in pleasure gardens, paga serving slaves, and valuable dancers are the lucky ones. we are made to wear bawdy gaudy cosmetics, soft shimmering sheer silks, musky seductive perfumes, and much barbaric jewelery. Very often we dance and serve with our arms heavy with bracelets, some locked upon us. Belled anklets and ankle bangles clink and jingle. we can not even move without it being obvious we are objects for pleasure just by the sensual jangling noises we make.

((Note to dancers: If you step around while you dance, my belled anklets and piercings will jingle. Very BTB (By The Books). you can easily make that part of your performance.... you slut you!))

THIS is why Marie's Slave Jewelry was born.

This girl does not wish to be chained to loom, launder at a steaming laundry tub with harsh soap and scalding water, or be harnessed to a plow!

This kajira's slave fires have been ignited. girl yearns to be seductive, sultry, sensuous and fully pleasing in her servitude. How about you? Do you see now why a kajira NEEDS a Gorean stone (4 pounds Britttish or USA) of bracelets, anklets, and slave bells?

<http://slurl.com/secondlife/Valnor%20Isle/211/188/1001>

VERR FJORD GOREAN BASIC TRAINING ACADEMY

(special note to experienced roleplayers of Verr Fjord and of any other group in Gor. We invite you to come to our Verr Fjord Basic Training Academy for storytime. It is a scheduled event for newcomers to hear experienced roleplayers speak of their role, their character, or their group. You are allowed to set up freebies in our academy, a notecard giver with landmark, laws and note to newcomers so they may decide for themselves once done with their basic training how they wish to participate in their own roleplay. Maybe they want GE or BTB or North or South or a certain character. We show them the options then they are guided by those that take the time to come share their experience and wisdom of Gor. This is a good recruiting tool especially since we take care of the basics of Gorean roleplay. Once finished with our Academy they may go with the group (including our own Verr Fjord fishing village) to more advanced training. Contact Samanya Seetan if you wish schedule an appointment to do a one hour storytime with the newcomers of Verr Fjord Basic Training Academy.)

Welcome to the Verr Fjord Training Academy. We are free of charge only accepting donations

which are optional. If you can't donate lindens once you have benefited from our program and are ready for roleplay maybe you can give tours of our facilities or help recruit. We all try to contribute in what way we can to the life of the sim.

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.

<http://slurl.com/secondlife/Hastings/95/161/1011>
Best Wishes
Astarte Hubbenfluff

LADY JJ'S ART GALLERY - CITY OF OLNİ

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

<http://slurl.com/secondlife/Olni%20Shore/29/193/30>

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 Oct 21st - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Oct 21st - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Oct 22nd - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Oct 22nd - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Oct 22nd - Outdoor classroom - Weekly
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Oct 22nd - Gallery - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Oct 23rd - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

Wednesday Oct 23rd - Outdoor classroom - Weekly
Basic Kajira (in Spanish) - Azhar - 1:30 pm

Wednesday Oct 23rd - Arena - Weekly
Combat and Warriors - Azaereus Meridian - 3 pm

Wednesday Oct 23rd - Outdoor classroom - Weekly
Tavern Kajirae - Ahwi Ash - 6 pm

Thursday Oct 24th - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Oct 24th - Arena - Weekly
Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Oct 24th - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Thursday Oct 24th - Outdoor classroom - Weekly
Scribal Matters - Yoda Mactavish - 6:30 pm

Friday Oct 25th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Oct 25th - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Oct 25th - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Oct 25th - Outdoor classroom - Weekly
Wagon People - Fawna - 4:30 pm

Saturday Oct 26th - Outdoor classroom - Weekly
How to Play Kassia - Tikanni - 12 pm

Sunday Oct 27th - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Oct 27th - Arena - Weekly
Write Your First Dance - Rajaa - 11 am Enrollment closed

Sunday Oct 27th - Outdoor classroom - Weekly
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Oct 28th - Olni classroom - Weekly
GLA Magistrate Course - Janette - 1 pm and 5 pm

Monday Oct 28th - Outdoor classroom - Weekly
Metal Workers Apprentice - Nephtides - 1 pm

Monday Oct 28th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Oct 29th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Oct 29th - Campus Courtroom - Weekly
GLA Advocate Course - Janette - 1 pm and 5 pm

Tuesday Oct 29th - Outdoor classroom - Weekly
Medical Seminar - Foxxie Okina - 4: 30 pm

Tuesday Oct 29th - Gallery - Weekly
New to Gor - Krista - 6: 30 pm

Wednesday Oct 30th - Outdoor classroom - Weekly
RP and Emote Course - Nephtides - 12 noon

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

Wednesday Oct 30th - Arena - Weekly
Combat & Warriors - Azaereus Meridian - 3 pm

Thursday Oct 31st - Campfire - Weekly
Reading Marauders of Gor - Alekk Baroque - 12 noon

Thursday Oct 31st - Arena - Weekly

Tarnsmanship - Azaereus Meridian - 4 pm

Thursday Oct 31st - Outdoor classroom - Weekly
Leadership - Kaiila Mahoney - 5 pm

Thursday Oct 31st - Outdoor classroom - Weekly
Scribal Matters - Yoda Mactavish - 6:30 pm

Friday Nov 1st - Meet at the docks - Weekly
Guided Campus Tour - Krista - 12 noon

Friday Nov 1st - Outdoor classroom - Weekly
Philosophy of Gor - Gorm Runo - 1:30 pm and 6 pm

Friday Nov 1st - Outdoor classroom - Weekly
About the Kurii - Lord Primal - 3 pm

Friday Nov 1st - Outdoor classroom - Weekly
Wagon People - Fawna - 5 pm

Saturday Nov 2nd - Outdoor classroom - Weekly
How to Play Kassia - Tikanni - 12 pm

Sunday Nov 3rd - Outdoor classroom - Weekly
Free Women of Gor - Juvana Grey - 9:30 am

Sunday Nov 3rd - Arena
Dance Class Graduation - Rajaa - 11 am

Sunday Nov 3rd - Outdoor classroom - Weekly

- Events

Saturday Nov 2nd - Lounge - Bi-Weekly
OOO Film - Full Metal Jacket - 2 pm

Saturday Nov 2nd - Outdoor classroom - Monthly
Comedy & Poetry Show - Panner - 5 pm

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 jewelry, are awarded upon successful completion.

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

ROLEPLAY

21 A NORMAL DAY OF A GOREAN BANKER

[12:32] Rarius Yuroki [Yuroki Uriza] shouts: what brings you here, free woman?

[12:32] Meena Rookwood [Lindser Beck] shouts: I am looking for the bank

[12:32] Rarius Yuroki [Yuroki Uriza] shouts: coming! turns left and heads for the main place

[12:34] Rarius Yuroki [Yuroki Uriza]: looks around suspiciously, always prepared for an ambush or a betrayal, his fist on the pommel of his sword, he glares at her: "tal!"

[12:35] Rarius Yuroki [Yuroki Uriza]: "I am not able to identify the colors of your caste....and where is your homestone?" he snorts

[12:36] Meena Rookwood [Lindser Beck] circles around, fidgeting somewhat nervously. She had come to the bank to see if any of the money that her late father had pilfered from Ar's treasury had been despoiled in this bank. It was a risky proposition though; if Ar had uncovered the money then they could be watching this bank or even had paid the banker to turn in anyone who came seeking it. Still, it was worth the risk she thought because if her father had an account here it could be for a vast sum of money. "Tal sir," she says in her soft nervous voice. "I am..." she hesitates before deciding to use her former name, the one that might have access to any funds. "I am Lindser Beck sir, scribe of Ar."

[12:37] Rarius Yuroki [Yuroki Uriza]: rises an eyebrows as he listens. "Ar? really?" he murmurs, then makes a gestures and points at the bank building: " we need to talk about business, follow me"

(...)

[12:39] Meena Rookwood [Lindser Beck] takes a seat as instructed and glances around. The bank, and all the buildings here were exquisitely built, and Meena interpreted this as meaning that only families of means likely did business here. This was a good sign. She looked to the man as he sat down.

[12:40] Rarius Yuroki [Yuroki Uriza]: "Ar" he repeats slowly, "that is a long time ago", he opens a small pouch he had fixed at his belt and opens it, jingles with some shiny coins in his palms and puts them on the desk finally, smiling a little bit behind his mask, he will not speak out his name so easily "do you know what that is?" he points at the coins.

[12:42] Meena Rookwood [Lindser Beck] eyes the pouch. "It sounded like coins sir but I assume you mean it is something else... or something more, as coins seems too obvious an answer."

[12:44] Rarius Yuroki [Yuroki Uriza]: he shakes his head slowly. He had put the coins from Imperial Ar on the desk, this lady should identify the coat of Arms easily if she is telling the truth. Then he points around and makes a gesture of a circle: "did you know that this House of Yuroki bank had a branch in Ar and made coins for them some time ago?" he points at the coins again, then he adds: "do you remember the names of the bank companies at the street of coins of Ar?"

[12:48] Meena Rookwood [Lindser Beck] thinks for a moment "Well sir, I was quite young the last time I was in Ar, and young girls spend their fathers' money but do not frequently know where it comes from. But I recall there were many banks. I recall a... Bank of Drusus. But, more importantly, there was a bank of Yuroki; the same as here, hence my reason for coming."

□ (April 2011)

□ (April 2011)

[12:50] Rarius Yuroki [Yuroki Uriza]: he nods, a small smile on his face, she will not recognize him, he is still suspicious, he rubs his chin nodding again: "I was not in Ar at that time, perhaps one century ago, but i am still working for that bank, so what is your business right here and now?" he grabs a quill and some rence papers and scribbles some words.

[12:54] Meena Rookwood [Lindser Beck] hesitates. Her heart began to race. She knew this was risky but she decided to continue. "I am the daughter of Arturus Beck of Ar. I am the only surviving... free member of the family and I came to see if my family still has accounts here."

[12:56] Rarius Yuroki [Yuroki Uriza]: he casts her a sharp look, then scratches his neck remembering what his banker in Imperial Ar told him: "so your family has some trouble there, eh?" he shakes his head as if he had expected something like that: "the bank had trouble too, the taxes were too high, we decided to leave there and we were not amused, but the HOY bank still administrates some accounts"

[12:59] Meena Rookwood [Lindser Beck] nods nervously. That her family had troubles was an understatement. The males had been impaled as had the females who had not chosen slavery. Lindser, now known as Meena, had barely escaped and there was a bounty on her head. Still, like many wealthy who had fled Ar when Marlenus seized power, it seemed the bank had left to escape Marlenus's tyranny and perhaps that meant they would be willing to do business with her. As she thinks of her family, her eyes tear up slightly. She quickly nods. "Yes, Ar is not what it once was. I believe my family did have an account with the bank, but I do not know if it is still open. My father is... was Arturus Beck."

[13:02] Rarius Yuroki [Yuroki Uriza]: "Imperial Ar", let me find this ledger.. give me two ehns, stay here and wait for me...

(...)

[13:03] Meena Rookwood [Lindser Beck] watches him leave and return and waits for him to speak.

[13:04] Rarius Yuroki [Yuroki Uriza]: puts an old ledger on the desk and blows the dust away with his lips, he coughs a little bit and open the bundle of scrolls: "let me find this name"

[13:06] Meena Rookwood [Lindser Beck] watches as he scans the old-looking scroll. She fidgets somewhat nervously as she waited to find out if her father had money here and if so, how much.

[13:07] Rarius Yuroki [Yuroki Uriza]: Amina, Anthea, House of Arteban, Arturus...he raises his eyebrows and coughs again, then he points at the name with his forefinger: "Arturus Beck, that is the name you are looking for? from Ar? and do you have any proof that you are his relative?"

KNOWLEDGE

22 ABOUTH FEMALE OUTLAWS AKA PANTHERS

"Rumor consistently surface that many Gor Masters and Gorean Free Women in Gorean Settlements have secret dealings with these panthergirl camps, procuring their slaves, by trading goods for them."

High on the beach, I saw two pairs of sloping beams. They were high, large and heavy structures. The feet of the beams were planted widely, deeply, in the sand; at the top, where they sloped together, they had been joined and pegged. They were rather like the English letter "A," though lacking the crossbar. Within each "A," her wrists bound by wrapped and taut leather to heavy rings set in the sloping sides, there hung a girl, her full weight on her wrists. Each wore the brief skins of forest panthers. They were panther girls, captured. Their heads were down, their blond hair falling forward. Their ankles had been tied rather widely apart, each fastened by leather to iron rings further down the beams. It was an exchange point. Hunters of Gor; page 18

The panther girl, Sheera, who was leader of this band, sat down in the warm sand. "Let us bargain," she said.

She sat cross-legged, like a man. Her girls formed a semi-circle behind her. Sheera was a strong, black-haired wench, with a necklace of claws and golden chains wrapped about her neck. There were twisted golden armlets on her bronzed arms. About her left ankle, threaded, was an anklet of shells. At her belt she wore a knife sheath. The knife was in her hand, and, as she spoke, she played with it, and drew in the sand. Book 8, page 28

There is not one reference to Panther Girl bands being called tribes in "Hunters of Gor". They are called bands, which actually does makes sense, as they are outlaw bands not families. Also none of those bands had specific names like "Tarna ta Torvis" or else, they are referred to as Verna's band or Hura's band.

I think the onlinism of calling them "tribes" and give them names has it's roots in the glorification of a role that some people would prefer to see as some kind of heros as opposed to what they are: fugitive outlaws.

ONLINISM OF THE WEEK

23 DRIVE BY DOM SHOPS

[13:37] Kamras Folkhvatr [Damadge Resident]: people only go to panther camps to get laid... or collar... or be collared

[13:38] Kamras Folkhvatr [Damadge Resident]: most cant give two fucks if they were btb or not

[13:39] Kamras Folkhvatr [Damadge Resident]: they are what i call "the drive by dom shops"

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

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

Available in character:

Amhas Cairn (entry point): <http://slurl.com/secondlife/Amhas%20Cairn/134/138/1001>

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 (HoY warehouse) <http://slurl.com/secondlife/Tancreds%20Landing/126/185/23>

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

Available OOC:

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

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

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/>