

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

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[short online version]

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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 [OOC] EDITORIAL

A warm welcome to the pages of the 138th issue of the NEW VOICE OF GOR !

The Staff of the House of Yuroki and NEW VOICE OF GOR wish all our friends, adversaries, and acquaintances a very merry Christmas and a happy new year!

We also wish a joyous Hanukkah to those who were celebrating this festival.

May the new year bring peace to all the peoples of Earth but not to Gor .

Rarius Yuroki, Wendie Lemon and Teal Razor
NEW VOICE OF GOR staff



ALL OVER GOR

03 THE TRAVELS OF CAPRUS: THE LEGEND OF BRAVEHEART OF THE RED CASTE

by Caprus Anago [CaprusAnago Resident]

Braveheart was the Brother of Kamchak of the house of Nomad and of the Tuckuks.

Well known were they as fearless and honorable fighters, traveled always together but this time Kamchak took his companion Isabella. The tale so it is recorded, is of deeds of worth, honor and of steel and a tribute to the prowess of the Red Caste and tells of bravery, the blades bloodied to the end.

This tales is told during the Wars Of the Kurri and Men. In the lands near to Turia the brothers came upon the Kurri, deep in the forests and in the dark of the fading moons they crept ever on stealthy feet following the band of Kurs to a cave system in the low hills.

The band of heroes waited until the coast was clear and then trying to make no sound crept into the cave. Following the damp walls they came to a large cave where strange metal objects and other items lay strewn about the floor. Searching the objects Kamchak came upon a hard blue metal which he put into his pack knowing that this would make a fine weapon if he could find a smith with skill. As one the band made their way out of the caves noting to location for the future and returned to their city. Much time passed. Kamchak found a smith and the weapon named Kurri Killer was forged, its balance perfect and its edges sharp. Tales they swapped of valor and blood but all the time were restless for adventure.

Some time later they packed their goods and embarked on a journey which would lead to much sorrow. Tracking through the forests to the north, making their way back to the cave of the Kurri they finally came once more to the hiding place of before.

Soundlessly they waited for the passing of the night and the coming of the dawn light. As the shadows faded from view they saw the entrance to the cave adorned with the heads of men strung as trophies from pole to pole, and the tracks of many Kurri leading to and from the cave mouth. One black furred Kur stood in the entrance as if to guard the portal casting it's eyes to and fro. As his brother made to move closer Kam held his shoulder whispering to hold and wait. Braveheart looked back and spoke an oath, I wish to kill a Kur brother, he said. But now is not the time brother replied Kam keeping his hand firm, we will in time do such a deed, for now we wait and learn.

Indeed the words were well chosen, for as if by a signal one Kur came out of the cave, joined the other and made into the forest following the path just trod by the brothers. One stopped it's nostrils casting about and evil eyes glinting in the sun as if searching the winds. It spoke to the other who also stopped and looked around, the brothers slid their steel from the sheaths and prepared for the battle that was sure to come. As they prepared for the fight Braveheart's sandal tensed against a rock which was loose and it ran down the hill with some noise, the Kurri turned as one and closed to the point of the sound. The brothers leapt to their feet and with the cry of Honour and Steel ran towards the hated enemy. As they came close to the Kurri a pack of five more beasts issued forth from the cave. As brave as they were and fighting to defend themselves, they were overpowered and taken by the Kurri. Wrapped in strong rope they were carried into the cave, deep in the heart of the earth.

Bound they were, unable to fight, carried into the heart of the lair. Coming to a fork in the path Kam looked on in helpless rage as his companion was taken down another route her cries of despair echoing in the dank caves. Struggled as he might he could not break free and a blow from a Kur knocked him to stillness. Woken a time later by the kicks of his Brother's feet Kam opened his eyes to take in his surroundings. Be still whispered his brother, we have a chance yet they have left us to seek food and drink.

Braveheart nodded to his boot top where Kam could see the protruding haft of a blade and rolling to his side Kamchak pulled the knife free and wriggled back to back endeavoring to cut the bonds of his brother. At last the rope came free. Braveheart struck the knife blade to his Brother's ties and released him. They as one turned to the dark entrance of their chamber and slowly crept forth. On coming to the corridor they turned to the left and keeping to the wall saw a light flickering in the distance, moving towards this light they found a hollow full of weapons amongst which lay their own blades. With a low cry of joy the took their leather belts and with steel in hand moved further along the tunnel.

Kamchak's head full of the thoughts of his dear Isabella, motioning to his brother to follow him he began the search to save her from her fate.

Presently the brothers heard sounds of movement and peering round a corner saw a sight that made Kamchak's blood turn hot and only his brother's hand on his arm held him back. The sight before them was not a good one, His companion lay weeping on the floor of the cave, her clothing torn from her body leaving her slumped against the wall, a man, a slave of the Kurri turning to face them and shrinking back as he saw the weapons in their hands a cry forming on his lips as Kamchak, his rage exploding leapt to drive the point deep in the man's breast. The slave fell dead at his feet as Kamchak knelt at his companions side and moved to pull her to his arms. She shrank back from him whimpering and crying, her face turned from him in shame and horror at what had befallen her. Kamchak held her and turned her face to his looking deep into her eyes, he strove to lover his voice, knowing that she had been used by the slave no doubt under the orders of the Kurri as a breeding slave. He had no words to speak, he had no thoughts other than to avenge this act and could only hold his beloved as she whimpered and shivered in his arms. Braveheart had been watching the cave tunnel and seeing that there all was still quiet came to his brother's side, taking the torn clothes laid them over Isabella to afford some comfort. He pulled Kamchak's shoulder and whispered that they make good their escape to find a safe port for Isabella and then return to avenge this foul deed and give honour back to the name of the brothers.

Gathering the woman into his arms Kamchak followed his brother down a side tunnel and avoiding any sounds made their way out to the open air, moving as quickly as possible ready for any attack they sank into the shadows of the forest and began the journey to safety of a village to the south. It is to say that there happened much on this journey, talking, some celebration and success of the escape, plans of revenge and Kamchak's attempts to bring his beloved back to him in thought and words but she resisted much of this, her shame and shock still heavy in her heart and mind. I shall not burden the reader with detail only to say that on arrival at the village they found some rest and time to recover, to be ready for the next adventure if it can be called such.

On the rising of the sun on the third day they took their leave of the village. Rage and revenge deep in heart the brothers traced their way back to the lair of the Kurri and once more took up watch at the entrance to the lair. The plan if such it can be called, it could be called so, was to lure their enemy out of the cave and kill as many as they could, indeed a great task for these beasts are unrelenting in their great strength and are fearsome fighters. After some time had passed a Kur came to the entrance and stood looking around the fringe of the dark forest as if sensing something. It spoke into the cave in a low guttural voice and another of its clan came forth to stand by its side.

Kamchak drew back his arm and with some strength threw a stone to the other side of the Kurri where it landed with a clatter amongst the roots of a tree, the Kurri both whipped their heads round to follow the sound and as they moved in that direction both brothers sprang to their feet. Braveheart reached the first Kur and with a mighty swing of his sword drew first blood from the upraised arm of his opponent and sprang to one side as the Kur's mighty weapon swept down but he was not fast enough and took a long deep wound to his shoulder. Kamchak seeing this howled and laying about his assailant fought to stand at his brother's side. And so they stood parrying and thrusting with steel forged by the best they could afford, skill and prowess stood them well. Dancing feet spilled the dirt from the ground as they fought off attack after attack, sweat and blood in their faces, when suddenly Braveheart saw a chance and with fabulous effort struck the blade deep into one

of the Kur's necks.

The beast fell, it would fight no more but its clan brother let go an enormous cry of wrath and drove in to avenge the killing, driven by hate of Men it struck its long claws into Braveheart's throat, its full weight bearing him to the dirt. Kamchak seeing this dove on the beast's back and standing astride he drove his sword down and deep spearing the Kur and severing its spine. Too late Kamchak saw his brother crushed beneath the Kur, with a heave born of anguish and pain he pushed the beast away and knelt in the dirt beside his brother. Braveheart's gasps for air were ragged but he spoke telling Kam to get away before others came from the cave. Kamchak shook his head and tearing a cloth from his clothes bound it round his brother's neck trying to stem the flow of blood. He lifted his brother and began to carry him into the forest as sounds from the cave entrance gave warning of fresh arrivals. Kamchak, his brother slung across his shoulders sank back into the dark of the forest carefully hiding his tracks and spreading a scent of something from a leather bag he had bought, told that it would work in such times of need, praying that he could get distance from the hoard in time to save his brother's life.

Traveling for a time they came to a fortified village south of the forests and hailing the guard were given leave to enter. A Green came running at the shouts from the guards and Braveheart was taken from his brother and carried to a hut. He followed and standing by the bed watched as the Green worked long and hard fighting to save Braveheart's life, Kamchak, worthy with a blade but powerless here, could do nothing but watch in anger at the wounds inflicted. At last the Green turned to him, Sir, there is no more I can do, he has gone to the dust. He laid a hand on the shoulders of Kam and then left the hut.

Kamchak stood a long while, his adventures and life with his brother running through his head, head bowed honoring the man who had stood with and by him for so long. Later that night and with the Reds of the Village, Kamchak stood as the flames took the body of his Brother,
Swords of all raised in salute as the tears of a fighting man of Gor ran down his face.

GOREAN CITIES

04 PORT OF OLNİ

THE SLAVE'S CORNER ~ A Satiric View of Life on Gor

By Teal Razor ~ slave of Captain Siri Emerald Jr ~ Port Olni

GORITECHTURAL DIGEST ~ Winter Solstice Musings on the Temple
By Teal Razor

I am sitting downstairs in my Master's house next to a brazier keeping warm. It is snowing on and off in Port Olni and the ground has been covered for a couple of weeks with it. I can remember the snow on earth and how it would get kinda dirty in a couple of days with a layer of soot over it.

The snow here on Gor is a different animal. Since there is no petrochemical particulate in

the air, the snow remains pristine for a long while. The only discoloration on the snow are the urine pools the warriors deposit on their rounds. I figure they have to go somewhere and I have yet to see a Porta Potty inside the city of Olni. I don't mind seeing this as it is a natural occurrence. What isn't natural are the fantastical pictures these urine taggers leave behind. The other day, while walking to the admin cylinder, I was knocked backwards by the sight of an etching into the snow made by some pisser, of our sainted Ubar using the rear end of a tharlarion as a sexual toy. For all I know it could have been the Ubar himself who painted this tableau because not a minute later the Ubara walks by rolling her eyes and was heard to chuckle at the indecorous piss painting.

Well, so much for warriors. My mind was actually going over the arrival of the Initiate in Olni. He had been gone for more than a year. Because of his return, the Ubara wanted to see to the comfort of the Blessed One, a man called Noventum. The Temple in Olni lies outside the city gates in a lovely park by the river. I enjoy going out the back on warm days to swim in the river and ogle the Assassin's lair. The Temple lies quite near the hidey hole in which one of our black caste members camouflages his nasty self. I never could figure out why the assassin shared the same neighborhood as the Initiate. Then it dawned on me that the representative of the Priest-Kings needs to be in proximity to the person who executes their direct orders. It helps to just "walk across the street", so to speak, than getting in a boat or caravan or tarn. All that, just to visit the person you are giving the name of a target he is being paid to murder.

And so out of convenience was born beauty. The Temple in Olni is a stunning example of a respectful house in which to worship. The insides, from what I have determined by looking through the doorway, are lined with white alabaster. The sacrificial area has the simplicity and richness that only the use of quality stone in its construction can lend to such a solemn place. I have found the stairs leading up to the temple to be a little less than grand for such a high minded plaza. There is a nice colonnaded walkway around the building.

The Ubara set about, with her free woman friends, to clean and polish everything to a spotlessly high sheen. Slaves are not allowed in the Temple, even to clean. The circular doorway surrounds and the matching one inside the building are silver. I have always thought them quite lovely myself but I heard the initiate say they should actually be gold. Such as it is, the Ubara then turned her attention to the residence of the Initiate. In anticipation of his arrival the Blessed One sent his belongings by ship ahead of him. The contents were unloaded at the docks and carried to the building where the Initiate was to live. I was allowed into the home with some other city slaves and the Ubara's boy. We were to help her place the pieces to have it look as pleasing as possible for the Initiate's eyes.

I was a little disconcerted by the inactivity of the Ubara's boy as he looked on at myself and some other small women slaves while we moved furniture from one wall to another to satisfy the Ubara's sense of perfect placement. I greeted the thrall with glares throughout the process and he, in turn fingered the whip on his belt as he glared back at me.

The other two slaves and I cleaned and polished everything while the Ubara laid a fire for him. It had the look of quiet dignity when we finished.

The day of Noventum's arrival was quite a confusing one. He came at a time when only the gate guard was present. The rest of the city was holed up in their homes keeping warm next to the hearth or in meeting in various rooms in government offices. The city

was a virtual ghost town. The guard placed the Blessed One in front of a brazier so he could warm himself as the warrior marched off to find the Ubara. The uniformed guard burst into the basement chamber of the administration cylinder where he knew the Ubara would likely be and scared the tarsk crap out of me. I was taking down notes as the head of the Revel's Committee droned on and on about how the Winter Solstice festival needed all of our concentration and would I please stop scratching myself. Breathlessly the guard informed the Ubara and all present that the White Caste Initiate was indeed warming his backside in the commons. He pleaded with the Ubara to come greet him.

The sainted woman rushed off, pulling her cloak around her, to see the defrosting guest in the commons. When she came back we were all startled to see that she had the Initiate in tow. He seemed like a pleasant fellow, bald and dressed all in white he matched the snow on the ground outside. The Ubara introduced the man to all and I quickly learned to refer to him as Blessed One. This was not a Master. I believe only Master's make use of us in the furs. Initiates are not eunuchs to be sure but they put their sexual thoughts to a higher purpose.

I was quite amused when the Blessed One chimed right up in the meeting informing us of all his contacts in other cities that could help the committee in its plans. These were politely accepted by the members. I think when there are considerable distances between cities, one would have to plan a year ahead to contact friends in other towns to obtain their planning help.

I kept popping honey candies in my mouth which made the quill I was writing with kind of sticky. The Initiate raised his eyebrows at the sight of me sucking on my fingers to dissolve some of the sticky goodness from them. The meeting concluded and we all went our separate ways. I departed for the commons where the slave bell was being rung for a slave to come serve. I started serving two visitors to Olni who had delusions of grandeur. One of them was so pompous that he would not speak to me to give me his order. His other royal highness, presumably his friend, told me in no uncertain terms that he would be speaking for his majesty and proceeded to order two warm pagas.

He used the royal "we" as I walked away, all the while making comments about my rear end. I tried my best to find the nicest bowls and heated the paga up beautifully. I hurried back to the "king" and his "vassal" with a bowl of warm paga in each hand. I was greeted by a booming voice, it was coming from the Initiate. The Blessed One had found his way back to the commons and was demanding to be served by me. To say the hair turned white on my head, would have been an oxymoron as it is already platinum. I wondered whether I should just drop the bowls with a clatter on the stones and turn to fulfill his order. I was saved in a way by the two strangers who challenged the Blessed One. They shouted at him that they had been there first and he could damned well wait his turn. These royal personages declared themselves Pani. The Pani have a different belief system much like the Japanese sense of giri which connotes obligation to others whether public or private.

They did save my neck though. But, as a consequence the Initiate stormed off. It took a few days for the White Caste member to speak to me again. When he did though, it must have been after an epiphany he had regarding one slave having to face a commons full of people and deciding who gets what, when. He is really a kind man and had me take down a decree to be posted in the city. He wants all free and slave alike to knock on his residence door and feel welcome. In this time of dwindling attendance by the high caste it seems logical to appeal to the low caste who are fervent in their superstitious beliefs in the

powers on high. Fresh congregants are needed to fill prayer rosters and what better way to do that, than appealing to the most faithful. He even told me he would give slave catechism classes as long as he could do it standing behind a screen so he would not have to look at the abomination we slave's are.

As I think back on this, I am pleased at myself for establishing a bond of sorts with our new White Caste member. At least he will not blue flame me in the near future.

OLNi SCHEDULE

Capture the Flag every thursday at 5:00 pm

05 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 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.

Saturday, January 11 - Monday, January 19
Frith's Landfall
Yletide Festival For Torvaldsland
Contact: Hrimwulf Resident or Eyrec Resident

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

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

06 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt (NEW)
Rorus
Capture the Flag
Contact: Joseph Surface

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

07 ASPERICHE [SCHEDULE)

OOO DANCE THEMES

Always at 6pm slt on friday nights
DJ Rezz plays our Music
1000L Prize to best in theme for the night Splodder

Holiday Masquerade Ball	12-27-13
Alice in Wonderland	01-03-14
Sailors	01-10-14
Tattoos	01-17-14
Firemen	01-24-14
Cold as Ice	01-31-14
Scottish Kilts	02-07-14

<http://slurl.com/secondlife/Asperiche%20Island/128/128/2>

08 VILLAGE OF RAVENSCAR [SCHEDULE)

AXE TOURNEY

Where: Ravenscar

When: Sunday January 5th

Time in SLT: 1pm slt time

<http://slurl.com/secondlife/Laura%20Village/118/253/24>

RARE DIALECTS OF GOR

09 OASE DER SILBERNEN STEINE

Eine einsame Gruppe zieht mit einer kleinen Karavane durch die Tahari. Der lange Weg durch die glühende Hitze hat seinen Tribut gefordert, Tier und Mensch dursteten da die Wasservorräte nahezu verbraucht sind. Irgendwann geben die ersten auf und lassen sich einfach in den glühenden Sand fallen, die Lasttiere folgen schnell diesem Beispiel. Nur eines der Tiere, ein junges Last-Thalarion folgt seinem Instinkt und beginnt scheinbar völlig unmotiviert an einer Stelle zu graben.

Plötzlich verschwindet das Tier von der Oberfläche, so als ob es vom Sand verschluckt worden wäre. Die Menschen die der Stelle am nächsten waren jedoch hören es auf einmal platschen als ob etwas in Wasser gefallen wäre. Sie nähern sich vorsichtig und sehen ein tiefes Loch im Wüstensand und daraus kommen die Geräusche. Ihr Überlebenswille ist wieder erwacht, sie holen Seile von den Lasttieren und klettern hinab, entdecken dort eine Wasserstelle in einem Hohlraum der sich hier irgendwie gebildet haben muss. Da es sehr dunkel dort unten ist erkennt keiner um was es sich wirklich handelt, man ist nur verwundert warum sich der Boden so glatt anfühlt und die Kanten der Wasserstelle so gerade geformt sind. Es werden Fackeln geholt und in deren Licht kommen die Menschen aus dem Staunen nicht mehr heraus denn sie sind in einer Art Kuppel gelandet in deren

Mitte sich ein Becken mit Wasser befindet das aus einem Quell auf der einen Seite mit frischem Nass versorgt wird und wo das Wasser auf der anderen Seite abfließt. Die Menschen jubeln - stärken sich an dem köstlichen Wasser und begeben sich dann daran diesen merkwürdigen Ort näher zu untersuchen. Bald stellt sich heraus das dieses Wasserbecken Teil eines größeren Gebäudes war. Langsam mit vereinten Kräften (der Sklaven) wird das Gebäude frei gelegt. Die Reste von schönen Mosaiken und Wandmalereien werden sichtbar ... es scheint sich wohl um eine Oase zu handeln die hier einmal blühendes Leben beherbergte und dann ein Raub des Wüstensandes wurde.

Man errichtet Lager um sich auszuruhen, die Nacht bricht herein. Im Morgengrauen werden sie von den überraschten Rufen einiger Sklaven alle wach ... die Steine der Oase glitzern im Morgenlicht als ob sie aus purem Silber wären ... nun weiss ein jeder was hier einmal war ... die Oase "Stones of Silver" ... vor vielen Jahren vom Sand verschluckt wird sie nun von dieser kleinen Gruppe Reisender wieder enddeckt und ausgegraben ... erwacht langsam wieder zum Leben ... viel ist damals während des Sturmes kaputt gegangen, viele Menschen haben ihr Leben lassen mussten und deren sterblichen Überreste nun ehrenvoll begraben werden.

Die Menschen nennen diese Oase nach ihrer Widergeburt "Oase der silbernen Steine" und hoffen das die Kunde der Wiederentdeckung dieser einst so berühmten Ortes bald durchs ganze Land getragen wird, auch wenn von den ehemaligen Bauten nicht viel gerettet werden konnte und die Oase nun ein neues "Gesicht" erhält. In der Zwischenzeit benutzen die Entdecker die Reste der zerfallenen Gebäude dazu um die noch brauchbaren Häuser zu reparieren und so eine kleine Oase mit Leben füllen zu können.

Wir freuen uns darauf bald mit euch hier spielen zu können ... die "Entdecker" Sir Roy Bloodclat, Lady Shadow, und deren Kajirae Dina und Asma sowie der Kajirus Seyyal

<http://slurl.com/secondlife/Tauron/128/130/300>

TRADE

10 TRUE SOUTHERN TRADE ALLIANCE (STA)

MONTHLY MEETING OF THE STA

The monthly meeting of the STA took place in the city of Kasra, Island of Tyros. The assembly made several decisions:

- The new Magna Carta (see below) has been confirmed.
- The new procedure to vote new members in has been accepted. Candidates to join need to find THREE members of the STA to recommend them. (That will increase their roleplay too.) The monthly STA assembly meeting can withdraw that decision.
- Tabuks Ford is new full member of the STA.
- Isfahan is new full member of the STA.

All other decisions are confidential and the name of the special guest too and what he said.

MAGNA CARTA

revived by Saran, The Kasbah of the Guard of the dunes

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this Aalliance.

This Southern Trade Alliance was forged for the lands and sands to band together, build trade, and unify the southern lands of Gor. The Alliance encourages mutual trade investments between the member's ports, cities, caravans and oasis. All transactions will be withheld to the highest regard. Any disagreements shall be brought to the attentions of the Southern Trade Alliance, to be worked out by it's members. Merchant caste law will be followed, due to the expanse land territories and mobility of the caravan's.

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
5. Kasra at the Fayheen river
6. Oasis of Klima

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

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

SALT PRICES AT THE MOMENT

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver

2 stone yellow salt = 18 silver

2 stone red salt = 1 gold, 14 silver

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.

STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Oasis of Klima (FR, EN)

City of Tor

Kasra - Fayheen river (GER)

Kasra - Tyros

Ukunga Region - Land of the Family Kron

Asperiche

Tancred's Landing

Selnar auf Cos (GER)

Umland of Ra-Rir (GER)

Isfahan

Tabuk's Ford

The Phoenix Trading Company (privately owned company)

House of Yuroki (HoY) Companies (privately owned company)

Tharna (associated member)

11 HOUSE OF YUROKI COMPANIES

FACTS

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

Trade Alliance.

NEW HOY PRODUCT: FALARIAN WINE PRODUCT INFORMATION

The House of Yuroki company proudly presents:

FALARIAN WINE

Prize: 15 valid gold tarn for one bottle.

Merchants of the True Southern Trade Alliance (STA) will get one bottle for eight gold tarn.

Buyers will get a personal sealed certificate of authenticity and origin. The wine must be ordered in advance.

Among these petitioners came one fellow bringing with him the promise of a gift of wine, a wine supposedly secret, the rare Falarian, a wine only rumored among collectors to exist, a wine supposedly so rare and precious that its cost might purchase a city. (Mercenaries of Gor, 15:158)

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/Salaria) 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, the banker must be citizen of that city)

OASIS OF SAND SLEEN
PORT OF OLN
KASRA/TYROS
KASRA/FAYHEEN

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

12 CURRENCY EXCHANGE RATES HOY BANK

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

NEW The HoY bank accepts and converts coins from the City of Victoria (1:1)

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)

MISCELLANEOUS

14 LYRICS

SE VAR CAROL

by Tiressia Resident

We gathered here
for Se'Var has come
the year's shortest day.

The trees stand bare
the wild blows cold
the year's longest night.

Yet bright and warm
the candles shine
on our holy altar

For it may seem
that life is at rest
but our faith is vivid

The Central Fire
will raise again
for so command the Sardar

And as for you
my devout friends
use this winter wisely

Gather strength
gather your thoughts
and pray to the Sardar

For spring will come
and it may bring
what each of you desires

SIM ADVERTISEMENT

MYARIA (GE)

Myaria, home to BTB huntresses is looking for more to join. Some leadership/Mod roles are available.

Myaria is a small tribe tucked away in the Northern Forest. We are seeking active rp'ers as well as those who are good at some pewpew now and then.

We are not looking for slaves unless you allow us to use you for RP trade, then we can talk.

We are in the process of adding more huts to the land and active members get one free of charge.

We also have a crazy Rune Priest who lives on the land who is open for RP but will not fight unless he himself is provoked.

We do allow Kur as there is a cave set up just for the them with the understanding that there is not to be active RP between us and them UNLESS they are attempting to use some as agents, in which it would open up a RP storyline.

We started a blog, few entries but hoping to gain more in the future that will show some of our more interesting RP. You can check it out at <http://andiviciousresident.wordpress.com/>

IM Andivicious or Kennedyjones for more information

<http://slurl.com/secondlife/Myaria/2/132/24>

THENTIS (BTB)

Thentis is a BtB city set high in the scenic Thentis mountains. Known for black wine, tarns, and hurt wool, Thentis is a destination of merchants and enemy armies alike. Thentis is currently seeking those of the Red Caste and the Merchant Caste to join our city. Warriors enjoy a regular schedule of raids as well as caste promotions. Merchants can travel to trade our products or set up shop in our city. A limited amount of free housing available for ACTIVE RPerS. Have you visited Thentis yet?

<http://slurl.com/secondlife/City%20of%20Thentis/14/239/1022>

ADVERTISEMENT

GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor,

to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

THE GOREAN WHIP RADIO "Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

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

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

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

- Events

Monday Dec 23rd - Lounge - Occasional
OOO Film - A Christmas Carol - 12 noon

Saturday Dec 28th - Lounge - Occasional
Fatboy Slim in Concert in Brighton - 12 noon

- Dance contests

Saturday January 11th - Arena - 1 pm

Saturday January 18th - Arena - 1 pm - Beginners Dance Contest

Saturday March 15th - Arena - 1 pm

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).

SCHWERTAKADEMIE ZU ENKARA

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

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>

ROLEPLAY

15 TURIAN WAITING HAND RITUAL

[18:06] Blessed Terek shouts: * There is no decoration within the Temple. All fires and candles are extinguished, the incense braziers are removed from the altar and the altar cloth with the golden circle is removed, leaving the altar bare. A symbolic swag or branch of brak bush is placed outside near the door of the Temple. There is no singing or music; the Temple is silent.

[18:07] Blessed Terek shouts: The Initiate steps to the altar and, facing it, raises his arms in the gesture of the Eternal Circle. He intones in a monotone: *

KNOWLEDGE

16 DATES OF THE MAIN FESTIVITIES ON GOR

The First Month is called Month of En'Kara (The First Turning)

During the First Hand of the The First Month (March 21-25)

The Gorean New Year. On the day of the Vernal equinox (March 21), many northern Gorean cities, including Ar, celebrate the Gorean New Year. Typically upon this day a celebration takes place, doors are painted green, and a city-wide festival is held, lasting for two full Gorean Hand (ten days). Every fourth year the New Year is celebrated on the extra day which occurs between the Waiting Hand and the day of the equinox.

The Fair of En'Kara.(March 21st-March 30th) that is one of the Sardar Fairs. These are four huge trade fairs which are held quarterly in the shadow of the Sardar Mountain Range. Each young person of Gor is expected to make a pilgrimage to the foot of the Sardar Mountains before he or she reaches their 25th birthday. They typically last ten full days (plus at least that long for set up and break down) and are scheduled to coincide with the solstices and equinoxes.

By the Wagon People: The Return to Turia. The last day of the Second Hand of En'Kara (March 30th) is traditionally the day which marks the beginning of The Season of Little Grass for the Wagon Peoples, and shortly thereafter they begin the long trek from their winter pastures back to Turia.

During the First Passage Hand (April 15-19)

The Planting Feast of Sa-Tarna. A complex feast celebrated by most Gorean cities early during the growing season, and believed by many to ensure a plentiful harvest for the year ahead. Numerous rituals are performed during the three days of the feast (April 16th-18th) by members of the caste of Initiates, and members of each of the five high castes perform their own part of the ceremony during that three-day period. Most of these rituals consist of sacrifices or prayers to the Priest Kings conducted in the presence of the city Home Stone. On the final eve of the feast, the Home Stone is placed beneath the sky, typically atop the tallest cylinder in the city, and sprinkled with sa-tarna grain and ka-la-na wine by a dignitary of the city, often the Administrator, Ubar, or a member of the ruling family.

During the Second Passage Hand of the Second Month (May 15-19)

By the Wagon People : Games of Love War. The Wagon Peoples compete against the Warriors of Turia on the Plain of Stakes during the Second Passage Hand (May 15th-19th) in mid-spring, participating in various challenges and ceremonial-combats in order to exchange free women for slaves.

The Fourth Month is called Month of En'Var (The First Resting)

During the First Hand of the Fourth Month (June 19-23)

Turian New Year. The peoples of Turia and certain other southern regions officially celebrate their own new year on the day of the Summer Solstice (June 21st). A ten day period of revelry follows, similar to the New Year celebrations in northern cities.

The Fair of En'Var (June 19th-June 28th). We have already seen what the Sardar Fairs are

During the Fifth Hand of the Fifth Month (August 8-12)

Kajuralia in Ar. "The Festival of Slaves", it is held in most Gorean cities (except Port Kar, where it is not celebrated at all) on the last day of the Twelfth Passage Hand (March 15th). In Ar, it is celebrated on the last day of the fifth month (August 12th), the day which

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

During the Fifth Passage Hand (August 13-17)

Love Feast in Ar. Five day celebration within Ar, held during the Fifth Passage Hand (August 13th-17th). It is a time wherein many slaves are sold; the fourth day of the Love Feast (August 16th) is typically considered the climax of the festival in regard to the sale of slaves. The fifth day (August 17th) is normally reserved for great contests and spectacles in the Stadium of Blades, grand races in the Stadium of Tarns, great Kaissa championships and general celebratory feasting.

The Seventh Month is called Month of Se'Kara (The Second Turning)

During the Second Hand of the Seventh Month (September 22-26)

By the Wagon People: The Passing of Turia. The herds of the Wagon peoples traditionally pass closest to the city of Turia on or around the Second Hand of Se`Kara (September 22nd-26th)

The Fair of Se'Kara (September 22nd-October 1st)

During the Fifth Hand of the Seventh Month (October 7-1)

At Port Kar! Festival of the 25th of Se'Kara. An annual Festival held in Port Kar to celebrate their great naval victory over the combined fleets of Cos and Tyros (October 11th).

During the Third Hand of the Eighth Month (October 27-3)

Feast of Fools. This is a festival celebrated in some Gorean cities on the last day of the Third Hand of the eight Gorean month (October 31). It is similar in many respects to the southern Festival known as Carnival, except it lasts only for the period of one night. Also known as "Festival of the Cities of Dust," in homage to the spirits of the deceased who died during the last year.

During the First Hand of the Ninth Month (November 16-20)

In Torvaldsland: The Thing. An annual celebration held in Torvaldsland, during which all of the shieldmen of the various Great Jarls travel to the Hall of their particular leader, submit their weaponry for inspection, and formally repledge their oaths of loyalty. The Thing usually occupies a span of from three to five days, and occurs sometime during the middle of the ninth Gorean month (mid-November), varying according to such factors as weather and the current political situation.

The Wintering. The nomadic herds of the Wagon peoples typically occupy their winter pastures during the period from the middle of the ninth Gorean month (late November) through the Second Hand of En'Kara (late March)

The Tenth Month is called Month of Se'Var

During the Second Hand of the Tenth Month (December 21-25)

By the Wagon People: New Year. The day of the Winter Solstice (December 21st) is celebrated by the Wagon Peoples as the first day of the new year, and marks the beginning of The Season of Snows. In addition, the women of the Wagon Peoples keep a calendar of their own, based upon the phases of the largest of the three Gorean moons. It consists of fifteen separate divisions, each named after one of the fifteen different kinds of bosk, for instance: "The Moon of the Brown Bosk", "The Moon of the Spotted Bosk", etc.

The Fair of Se'Var (December 21st-December 30th)

During the Twelfth Passage Hand (March 11-15)

In the Southern Cities: Carnival. Held in many southern cities, notably Port Kar, during the five days of the Twelfth Passage Hand (March 11th-15th). During this celebration it is often customary to garb oneself in outlandish costumes or masks and attend various masquerade fetes and feasts.

Kajurlia in most Gorean Cities. We have already seen that "The Festival of Slaves" is held in Ar on the last day of the fifth month (August 12th), the day which precedes the Love Feast.

And to end the Year : The Waiting Hand. This is a five day period (March 16th-20th) during which doors are painted white, little food is eaten, little is drunk and there is no singing or public rejoicing in the city. Walls and doors are adorned with sprigs and branches from the brak bush to ward off ill-luck in the coming year. On the day of the Vernal equinox, the Ubar or Administrator of the city performs a ritual "greeting of the sun," after which doors are repainted and the break foliage is removed, beginning a ten day period of general revelry.

ONLINISM OF THE WEEK

Example: Slaves are never to use "tal" as a greeting to the Free. This is a term reserved only for Free-to-Free...

False

(Tal is the gorean word for goodbye or farewell and was universally used by all regardless of role. The hand gesture to accomany the word Tal was forbidden to slaves to use)

"Tal,' I said, lifting my right arm, palm inward, in a common Gorean greeting."
(Outlaw of Gor, page 28)

"Tal, Master," they said to me.
`Tal, Slave Girls," I said to them."
(Tribesmen of Gor, page 345)

Example: All owned slaves must wear a collar

False

(collars were at the discretion of the owners and most did wear some form or another ranging from bands of steel, to knotted leather strings, to plant vines. However, there is no law stating that a collar is required)

"The slave cannot free herself. She can be freed only by an owner. The condition of slavery does not require the collar, or the brand, or an anklet, bracelet or ring, or any such overt sign of bondage. Such things, as lovely and symbolic as they are, as profoundly meaningful as they are, and as useful as they are for marking properties, identifying masters, and such, are not necessary to slavery. They are, in effect, though their affixing can legally effect embondment, ultimately, in themselves, tokens of bondage, and are not to be confused with the reality itself. The uncollared slave is not then a free woman but only a slave who is not then in a collar. Similarly a slave is still a slave even if her brand could be made to magically disappear or, if she has been made a slave in some other way, if she has not yet been branded. Indeed, some masters, somewhat foolishly, I think, dally in the branding of their slaves. Indeed, some, perhaps the most foolish, do not brand them at all. Such girls, however, when they come into the keeping of new masters, usually discover that that oversight is promptly rectified."
(Renegades of Gor, page 287)

KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD)

THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER

Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in Landa

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: 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 rence paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

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

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

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
for members of the group Marktverbund

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> (temporarily under construction)

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

Available OOC:

Gorean campus (Library) <http://slurl.com/secondlife/Serena%20Aquarius/76/16/25>

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>