

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

[Short online version]

Third volume, issue No. 146

Fourth day of the twelfth month 10164 Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

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

01 Content

02 Editorial

All over Gor

03 Why use an alt?

04 Why not using a mask? An answer to Verona

Gorean Cities

05 Rose Isles vintners and brewery update

06 Port of Olni

07 Tharna

08 Tancred's Landing

09 Amhas Cairn [Schedule]

10 Skjern [Schedule]

11 Rorus [Schedule]

Rare dialects of Gor

12 Wandermarkt bei den Bakah

13 Sklavenkarawane von Gor

14 Sklavenschule Chava in Anango

15 Bis wir uns wiedersehen

Trade

16 True Southern Trade Alliance (STA)

17 House of Yuroki Companies (HoY)

18 Currency Exchange Rates of the HoY Banks

Games

19 Gorean Tournament Guild

Miscellaneous

20 Pictures

Sim Advertisement

21 Village of Haskins (GE)

22 Fina (BTB)

Advertisement

Mentioned: Velox Delivery Service, Dark Rose Creations, Goreans Portal Radio, Gorean Whip Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean

Legal Academy

Roleplay

23 Pilgrimage

Knowledge

24 Gorean Geograpy reloaded and updated and revisited

Onlinism of the week

Gorean Newspapers (Overview)

About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 146th issue of the NEW VOICE OF GOR !
Teal, our correspondent and slave scribe in Olni, is sick [with the flu in another world] and hasn't been able to write her column this week and apologizes but will return with one next week when she is better. Please enjoy the two articles of Verona Lorgsval instead, the former editor of the newspapers "Vonda Voice" and "Voice of Gor".

Rarius Yuroki

NEW VOICE OF GOR editor

ALL OVER GOR

03 [OOO] WHY USE AN ALT?

by Verona Lorgsval, editor of the former "Voice of Gor"

Recently I taught a class at the Gorean Campus on the villain archetypes of Gor. When I got to the spy archetype I had suggested that they create an alt that looks exactly the same as their main character. I swear the reaction was such that you would have thought I was proposing letting a seven year old play a kajira.

When I talk about alts for purposes of role-play, I am not talking about having eight alts three free companions and four masters. I am talking about a way for you to travel incognito. There have been times, when I ran the "Voice of Gor", that I desperately needed to go incognito because I was too well known. There is no way to hide your name or your profile from being viewed. There is a way to hide your groups.

So when is it acceptable to use an alt? In a perfect SL world never, the reality is different.

People peek at profiles, even if they have not met a famous Gorean they react from the floating name above their avatar. There is sometimes when you have no option left but to go as an Alt.

The great Samos who wrote the weekly column about dancing, had to create an alt because when he went as Samos he was im'd so much that he couldn't concentrate on the dancers. Was this wrong? No.

Spies need to be able to slip on another persona. In real life they are given different passports, different cash, dye their hair, and have a whole persona created for them. Why not here in SL? This makes it more difficult to figure out if that friendly stranger is really what he or she seems, or are they a spy from an enemy city?

I know that I will be called several things that are not polite. I know that the use of alts have led to serious ooc drama. But with a little wisdom a whole lot of creativity, and a sense of humor, you could discover a whole new aspect of Gor. After all in the books Tarl was a spy. Spying was very much done in book Gor. So why not in SL Gor.

04 [OOC] WHY NOT WEARING A MASK? AN ANSWER TO VERONA

By Rarius Yuroki, editor of the NEW VOICE OF GOR

"The mask I wore, like those of some others in the room, covered only the upper portions of my face. (...) Several of the men in the room, other than myself, wore masks. (...) Oneander of Ar, the salt and leather merchant, and some others, had worn masks at the loot camp outside the city of Vonda. He had been, perhaps, well advised to do so. He had intended to trade with Lara, a member of the Salerian Confederation. This would not make him popular in Ar, or in the strongholds of Ar. (Rogue of Gor, chapter 4)

You are right with that: "People peek at profiles, even if they have not met a famous Gorean they react from the floating name above their avatar." And when I was wearing a mask I could not even pass the gates of a lot of cities. The guards did not let me in or started OOC drama in my IMs when I did not remove it. On Gor spies and other people would be able to sneak into villages and cities and hide their true identity - as it is in RL, In SL Gor that is not possible.

But I do not recommend to use alts to find out something. You will never get a valid roleplay log and your roleplay style would be identified anyway. Better to hire people - mercenaries for example or even scribes - to give them a chance to roleplay and to find out something for you. Just my two copper task bits.

GOREAN CITIES

05 ROSE ISLES VINTNERS AND BREWERY UPDATE

by Verona Lorgsval, Port of Olni

The tall walls of Olni surrounded me as I sat in my study. A messenger had brought me in the accounts of the Vinyard that my twin Jarvis had left me when he disappeared suddenly. I filed the paperwork away in my files and left it alone.

As I looked at the bill of laden that showed the vineyard was not thriving but costing me money, I decided it was high time that I inspected my holdings. So, calling my transport tarn, I flew in comfort to the land that held the vineyard.

Fields of Ta Grapes lay unpruned, suls and sa-tarna fields lay fallow. The manager of my vineyard was startled when I landed. He shoved his hands deep into his pockets and shuffled the ground around him. I demanded to see the books and nearly had to have my escort run him through with a sword. The books were in terrible shape, not only had the manager been mismanaging my resources, but he had been stealing from me as well.

Justice can be swift and brutal out in the field, and it was the case for the manager. He was dismissed stripped of clothing and property, and sent out into the world naked. All his wordly possessions mine to make up for a fraction of that which he had stolen. I have no doubt he has an account at Tancred's Landing where he deposited his ill gotten booty.

I ordered the farm hands to prune the grape vines and to plow the fields. When it dawned on me, I could and should take charge of the holdings myself. This might seem a bit odd that a prominent member of the temperance society, and wealthy in her own right, would want to take over the brewing and fermenting of grain, suls, grapes and Ka la na, but I had grown listless in my duties as a scribe, and I certainly could do no worse than the corrupt manager I had to dismiss.

I settled down in Jarvis's old house. The farm hands seemed to take it well that I ordered them to plow the fields of suls and Sa tarna to be ready for planting. I kept my guard on paying him well enough so that he would not be tempted by disgruntled farm hands. I traded in my blue scribes dresses and put them in storage. Perhaps I will someday need them again, and donned the green and white of the vintners. I found a spectacular cloak of white with green vines on it in Jarvis's closet. The other Vintners didn't have a problem with me joining the caste. After all the property was mine.

As of today, I have found several sacks of suls and created the mash, setting the still to make Sul Paga. The bee hives were overflowing with honey so I have started to make mead, which will be ready soon. I found several barrels of Rose Isle's ta wine that have been fermenting nicely. The aroma is rich and thick with age having been mellowed in ka la na barrels. We have pruned the ka la na trees and they are flowering. With the harvesting of the ka la na berries I will be fermenting ka la na, now if only the girls will remember that with warm ka la na you use the cinnamon of East Schendi, not West Schendi.

Keep an eye out, I will be traveling throughout Gor selling my alcohol. I am looking to acquire a partner willing to run a catering wagon with me. Send your resume to Blind Box 14 if you are interested in joining my venture.

Until next week's report on the status of Rose Isles' Vinyards, this is Verona Lorgsval signing off.

06 PORT OF OLNi

OLNi SCHEDULE

The Gathering of the White Caste

Announcing the First Annual Fellowship of The White Brotherhood
To be held February 22.2014 at 3 SL In the Olni Amphitheater

This is a call of Unity and Unification of all the Initiates, their Cities and those the support the Priest Kings. Caste members will be discussing and sharing about the future of the caste and a chance to ask questions share visions and seek council.

I am asking all to participate and be a part of this.
Come and Bring your Words of Thanks and Gratitude

Solaran High Initiate of O

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt
Olni
Sword Tournament
Contact: Lucy Bronet

07 THARNA

FIRST GTG BLADES OF STEEL (GE RULES) TOURNAMENT IN THARNA

The first (GE rules) Blades of Steel tournament intent was to give our Gorean Evolved members a taste of this very BtBs style of competition. And, that it did in a very big and positive way. While attendance was around 40 people, there were a total of 22 contested. For those who know tournaments, it was massive.

Competitors came from all over SL-Gor. There were not only warriors from cities, but also men & women from outlaw bands, and panther-girls from deep in dark woods. It was truly a vision of all who bear arms on our Gor.

Competitors by Group:

Black Hand

- Zatheria Cyneric (Zantherian)

Dark Sword Outlawz

- Crow(JohnCroww)

Gorean Raid Group

- Proud (proudone)

Ikerei of Siba

- Zea (Alizia Zane)
- SKy (Sky Valarian)
- SHA (Shania Smit)

Piedmont

- marcus Amelias Silvanus (nothereforyou)

Republic of Temeria

- PsychO MaX (Daivari Rufus)
- GMD Ghamd221
- Sanid Cerise

Redemption Mercs

- Niklas Millet

Sa'jesuil Panther

- Donnie (Donnie Flagon)

The Neverlands

- Trent Scorpio

Tharna City

- Kazrak Hawke (jimmy.elcano)
- Diarmuid
- Hope (Chasity9)
- Adele D'Whitbuk (Adele94)
- Rei Nori
- Zane kanze

Valkarian Slavers

- Tyrion Vakarian (DelawareTribe)

Wondering Sword

- Barbarossa Hayreddin Pasha (tasawwar)
- Khronos Ryu (Dark Kegel)

With many experienced in this style of tournament, the bar was set very high for any to achieve even part of the L\$7,000 purse to be had. Many of the rounds fought were pure art to watch.

And, even though there were a few that had never taken part in such a tournament, the GTG moderators seldom had to step in, and all discrepancies could be resolved quickly. While overly long in length due to the amount of competitors, the tournament ran very smoothly overall.

While the great upset of GE fighters turning the table on BtBs fighters, who are experienced in Blades of Steel tournaments, did not happen, there were plenty of personal upsets where favorites lost with tight narrow margins to their contenders. Some new to Blades of Steel went down quickly, but others surprised all with their abilities to not only hold their own against experience, but also win.

Given a taste of what to expect, we should see more of some of these talented GE & panther fighters at future events.

First Round

Dark Kegel vs Daivari Rufus 2 - 0 Dark Kegel wins
Alizea Zane vs ghamdi221 0 - 2 Ghamdi221 wins
Trent Scorpio vs Proudone 2 - 0 Trent Scorpio wins
Sky Valerian vs Jimmy Elcano 2 - 1 Sky Valerian wins
Zantherian vs Sanad Cerise 2 - 0 Zantherian wins
Rei Nori vs Donnie Flago (2 ties) 2 - 1 Rei Nori wins
Nothereforyou vs Johncroww 0 - 2 Johncroww wins
Adele vs Shania 2 - 0 Adele wins
Delawaretribe vs Diamuid 2 - 0 Delawertribe wins
Tasawwar vs Zane (4 ties) 2 - 0 Tasawwar wins

Second Round

Dark Kegel vs Ghamdi221 2 - 1 Dark Kegel wins
Zantherian vs Chastity9 2 - 0 Zantherian wins
Trent Scorpio vs Sky Valerian 2 - 0 Trent Scorpio wins
Rei Nori vs Tasawwar 0 - 2 Tasawwar wins
Adele vs Delawaretribe 0 - 2 Delawaretribe wins

Third Round

Dark Kegel vs Zantherian (1 tie) 1 - 2 Zantherian wins
Trent Scorpio vs Johncroww 0 - 2 Johncroww wins
Zantherian vs Tasawwar(1 tie) 1 - 2 Tasawwar wins
Delawaretribe vs Johncroww 0 - 2 Jonncroww wins

Final Fight

3rd/4th place

Zantherian vs Delaware(2 ties) 1 - 2
Delaware 4th
Zantherian 3rd

Johncroww vs Tasawwar 1 - 2
Johncroww 2nd

Tasawwar 1st!

There were two rounds of Battle Royale with winner of round one being Niklas Millet, and round two won by Zane Kanze.

Sahiela Lavendel
Tatrix of Tharna

08 TANCRED'S LANDING

NEW FERRY

by Wendie

With the increased trade from the docks to the town the Velox Delivery Service has sponsored a new water powered raft for transporting passengers and goods from one bank of the river to the other. This marvel of Gorean engineering does credit to the Velox Delivery Service and the Yellow caste.

09 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.

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

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

10 SKJERN [SCHEDULE)

Hear Ye Hear Ye!! "COMING SOON TO SKJERN"

"Gorean Book Readings in the Village Hall!"
Every Saturday @6pm slt

Come one, Come all ye citizens of Skjern & Gor for the readings from Mauraders of Gor Saga 9, starring the former earthman Tarl Cabot. He has been struggling to free himself from the cruel control of the Priest-Kings of Gor to no avail.

Jarls bring your FW to the Longhall where the bonds will be serving mead and paga to lift your spirits and hot tarsk stew to warm your bones!

<http://slurl.com/secondlife/Simply%20Shila/87/81/601>

11 RORUS [SCHEDULE)

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

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

RARE DIALECTS OF GOR

12 WANDERMARKT BEI DEN BAKAH

von Yuna DeSantis

Dieses mal war der Wandermarkt zu Gast bei den Bakah in der Oase der Lahmen Kaiila. Schon Tage vorher wurden eifrig Vorbereitungen getroffen um den zu erwartenden Gästen das Gefühl zu geben willkommen zu sein.

Marktsände wurden von Nailah zusammen gebaut und Waren zusammen getragen. Allerdings wäre es wirklich wünschenswert, wenn diese teilweise doch recht schwere Arbeit Unterstützung durch ein paar Kräftige Männer erfahren könnte und deswegen würden sich die Bakah über Zuwachs freuen. In Form von Kriegern, Sklavinnen und Arbeitssklaven. Yuna hat sich wie immer um die "Spezialkekse" gekümmert, nur das dieses mal wohl ein wenig zuviel von den Aphrodisierenden Kräutern in den Teig gelangt sind. Bevor die ersten kamen musste sich man erst einmal von den Strapazen der vorangegangenen Tage erholen.

13 SKLAVENKARAWANE VON GOR

Liebe Rollenspielerin , lieber Rollenspieler,

wenn du diese NC erhältst, bist du herzlich eingeladen an dem Spiel "Sklavenkarawane von Gor" teilzunehmen. Du kannst dazu auch sehr gerne weitere Spieler einladen. Das Spiel ist in einigen Stufen aufgeteilt, die nötigen Informationen werden immer rechtzeitig verteilt.

Ausgehen von den Infos, kann jeder im Spiel nach seiner Kreativität und Fantasie spielen. Du kannst dabei an deinem Ort bleiben und deine Pflichten erfüllen, du kannst Reisen....eigentlich bleibt alles wie es zur Zeit ist, nur

die Gier nach Gold wird viele verleiten etwas zu tun, aber das bleibt jedem selbst überlassen.

1. Aufgabe

Lese den Aufruf und überlege ob es für dich etwas bedeutet schnell reich zu werden? Wenn nicht, könnten andere deinen jetzigen Reichtum, dein Leben verändern? Leute die die Gier treibt?

Es werden Leute Sklaven zusammen treiben und versuchen ins Sadar Gebirge zu stoßen, um dort die Händler anzutreffen, die wahrscheinlich in zwei, drei Händen dort mit Berge voller Gold warten.

Leider wird es Probleme geben, es ist nicht ganz so einfach.

Mehr lesen:

14 SKLAVENSCHULE CHAVA IN ANANGO

Ich freue mich euch mitteilen zu können daß die Sklavenschule Chava in Anango wieder geöffnet ist und nun auch Unterricht für Freie anbietet.

Jeden Dienstag um 20h30

In der Ausbildung, die allen Freien und kajirae von Gor offen steht wird folgendes gelehrt:

Vermitteln vom Grundwissen und Goreanische Etikette einer Kajira!

Goreanische Etikette!

Erlernen eines Grundservs!

Erlernen und beschreiben von Sklaventänzen!

Erlernen von Führungen Fremder durch Anango!

Das Erlernen eines Spezial Servs.

Bademädchen mit Rp im Badehaus

Goreanische Sprache

Tiere von Gor

Freie Frauen in Gor

Kastensystem in Gor

Erste Hilfe und Goreanisches Medizinische Fachbegriffe um im Notfall helfend eingreifen zu können.

gez.

Tatrix von Anango

Interessenten können jenny (jennyobermeier.resident) kontaktieren oder sich hier anmelden.
<http://inselanango.iphpbb3.com>

15 BIS WIR UNS WIEDERSEHEN

Sie kam zu uns weil es auf Ihrem Land probleme gab. Wir halfen ihr als freunde doch sie wurde mehr. Sie nahm einen wertvollen Platz in unserem Herzen ein. Wir adoptierten sie als meine Tochter und Schwester des Stammes. Wir werden dich nie vergessen Shelby denn wir werden uns in einer anderen welt und zu einer anderen zeit wiedersehen.
Ruhe in Frieden Shelby

RUHE IN FRIEDEN

Mit schwerem Herzen nehmen wir Abschied von Shelby (LittelBiest Resident) Sie Verstarb in der Nacht von 7 - 8 Februar an Krebs. Viele hier weden sie nicht kennen oder kaum erinnern können doch für uns war sie mehr. Schwester, Freundin, Tochter. Sie wird stehts in unserem Herzen weiterleben
Ruhe in Frieden Shelby meine kleine Rose
gez
Die Bewohner von Axe

TRADE

16 TRUE SOUTHERN TRADE ALLIANCE (STA)

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
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)

17 HOUSE OY 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.

COIN BUSINESS

The HoY bank got the order to mint coins fo the city of Jasmine. We are honoured, and it will be done shortly.

REWARD - DEAD OR ALIVE

A messenger arrived at the HoY headquarters delivering this scroll, sealed and encrypted:

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate:

SEEKING MERCENARIES, AGENTS AND MERCHANTS

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

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

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

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

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

Agents in other cities are also required.

[OOO] We 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/FAYHEEN

RA-RIR

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

18 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)

GAMES

19 GOREAN TOURNAMENT GUILD

The GTG is an independent affiliation of all Gorean Sims or groups that are working towards improving and promoting the tournament experience for all. By the Books, Gorean Evolved, or something in-between, that does not matter. We are simply Gorean, and there for all Goreans. □

What you get by joining?

Sims & Groups:

- We promote your tournament contests.
- We offer you opportunities to join with other Sims into tournaments that continue from Sim contest to Sim contest, over a full season, ending with individual and team scoring. (example: Blades of Steel)
- We assist you in the logistics and planning of such tournaments and contests.
- As a Host member you partake in the setting of rules and deciding of tournament styles to be offered.

Sponsors:

We offer you the opportunity to show your weapons, to a large and experienced audience, in real-time usage situations.

Individuals:

- You get specific information on times, dates, locations and styles of tournaments ongoing

all over SL-Gor.

- Once you have contested and placed at an event, you are listed in the seasonal scoring and can compare yourself overall to all other contestants in that tournament. Scoring is done for individuals plus their respective team/city/group. (example: Tarl Cabot is listed 1st in Blades of Steel BtBs rules, and Ko Ro Ba Reds are listed 4th in overall city/team scores.)
- Lastly, you get a chance at winning some real L\$s.

How to Join?

Cities, Teams or Groups contact:

- Zane Kanze
- Khgøiøøø Rγц (Dark Kegel)
- Sahiela Lavendel
- Rei Nori

SIM ADVERTISEMENT

21 VILLAGE OF HASKINS (GE)

Do you remember that place? You know that place you used to go to. It was some place that was like earth of old, but different, almost alien and yet, at the same time, it felt like home.

Sure it was dangerous. People would come to your home and attack you. Sometimes you knew why, sometimes you didn't but there was always a reason. Do you remember how you felt when you were there, how earth would melt away and you would feel the lands, you could almost smell the sweat and blood. Men were bold in those days, they were mighty and brave, true icons to us all. Women were beautiful and feminine and those free were respected for their skills and knowledge, or they were enslaved and tantalized us all with their grace and beauty, wearing nothing but some silk in a sand pit.

Most think those days are over. Most think you can only get that feeling in a "by the books" sim. I know why you feel that way, I started to slip into it's depressing mindset too. Sure I went to all those groups that touted that they were rp groups, and yes I found, they only roleplayed with their captives...

So are you one of those who want to feel Gor again in GE? If you answered yes to that question. Read on. If the current standard in GE is more your thing (raid/rescue/repeat) then stop reading now, we are not what you are looking for. Though if you ever want some good gorean roleplay on a GE sim, feel free to visit us.

CONCEPT

Haskins is a GE group focused on balancing fun combat with excellent role play. We will raid with purpose to drive story line role play while maintaining a balance of raiding. It is important that you understand this is not a pew pew group and will never fall into the monotonous raid only to force immediate rescue routine. We are an experienced group of role players seeking relationships with other groups that can be built both in alliances and

conflicts. Members of Haskins understand the role they chose to play and the consequences that may come with those roles. OOC drama nor raging will not be tolerated here.

HASKINS

"The next town northward is Fort Haskins," I said. This lay at the foot of the Boswell Pass. Originally it had been a trading post, maintained by the Haskins Company, a company of Merchants, primarily at Thentis. A military outpost, flying the banners of Thentis, garrisoned by mercenaries, was later established at the same point. The military and strategic importance of controlling the eastern termination of the Boswell Pass was clear. It was at this time that the place came to be known as Fort Haskins. A fort remains at this point, but the name, generally, is now given to the town which grew up in the vicinity of the fort, primarily to the west and south. The fort itself, incidentally, was twice burned, once by soldiers from Port Olni, before that town joined the Salerian Confederation, and once by marauding Dust Legs, a tribe of the red savages, from the interior of the Barrens. The military significance of the fort has declined with the growth of population in the area and the development of tarn cavalries in Thentis. The fort now serves primarily as a trading post, maintained by the caste of Merchants, from Thentis, an interesting recollection of the origins of the area." Savages of Gor" pages 76/7

22 FINA (BTB)

The city of Fina is re-opening with a new concept and a different approach to the norm of Gorean role play within second life. Fina will be functioning as a separate role play entity within the Gorean world. Yes, this does mean it is not including the rest of the Gorean cities/sims. While this concept alone is un heard of except to the "elitist" few, we assure you. that is not Finas intent. We do not believe we are better than anyone. We are not trying to dis include anyone and we are most certainly not going to bow to anyone else's opinions on how our sim should function. Over the years, Fina has come and gone, some greater than others, some a poor representation of a dream. We can hope that ours meets such standards as a simple role playing sim where ANYONE can come explore part of the Gorean world.

The whole reason behind removing ourself from the rest of the second life Gorean community is simple; While everyone else is standing alone on their private sims because they didn't agree with another's set of rules we are hoping to bring back that unity. ANYONE can come role play in Fina. If you belong to another Home stone, great. Role play it when you visit us keeping in mind that while here, your character exists only here and so does wherever your visiting from. If your a wandering Panther who hasn't quite settled with a tribe yet, guess what? the tribe lands here are specifically targeted to allowing the single, casual role player to join in on the fun as well as participate in group interactions between the city. Do you even have a home stone? Are you an outlaw functioning in the bowels of the city and forest more than wanting to take part in the monotony of city life? We have a place for you to. Under our city lies another unique atmosphere where urts, outlaws, the seedy and shady types can linger. Now, long since there were Cities that were so jam packed that you would have to TRY to find someone role playing. We want to bring that back. By not being involved with other Gorean sims this gives each and every person the ability to create a character here and still play, be loyal to, fight for and live anywhere else they choose. What we are offering is a

place to role play where when you capture someone, your captures aren't drug off to another sim, you or your slave isn't berated out of character. You are not obligated to spend your time here. You are rewarded for it when you do. So whether you are a trader, a mercenary, a panther, a warrior from some where else. Come stay in our Warriors hall, explore the forest, spend a night in the panther camp, Hunt farm, fish, treat someones wounds, whatever it is you do and if you decide to become a more permanent resident, then we have homes geared to all types. There are Positions within the City/Sim for mentors and officers who are willing to create story lines, run Caste houses and shops, Teach and mentor others

Fina also uses the DCS meter and was chosen specifically to reward those who do spend time here. XP for time spent, tasks within the city and most importantly Role play. With a leveling system in place you are rewarded with higher levels, stronger melee strikes and more health to fight, attack and defend the city or your forest home. You have the ability to "rate" those role playing within the city, rewarding others for both good and bad interactions. Giving you a leg up for actually role playing. The DCS meter also gives our officers the ability to monitor the combat. Melee and ranged strikes are on the same damage timers no matter the weapon so if your weapon is, and most are compatible with DCS it is legal. No more shouting for mods over illegal weapons. Freeing up our officers time for teaching and planning events and role play scenes as well as adding numerous other things to do on sim other than fight. DCS also has a "Non-Combative" mode where role play is more focused. Think of it as saving your game and plugging in a new one and creating a new character here. Another positive to this system is that while most people are constantly checking radar, weary of their surroundings for the possibility of those combat junkie raiders to come, mess up their rp and leave without so much as a word except for the required "binding" rp. taking whoever they wish....when they come here. not only are they level 1, Our system makes it unlikely that those specific players will be attracted to our sim purely for the fact that they cant remove people from our sims just to trade/cage/kill them with no good reason other than combat exists.

ADVERTISEMENT

VELOX DELIVERY SERVICE - TANCRED'S LANDING

Velox Delivery Service takes cargo all over Gor. We make it our mission to get your items where they need to go by the fastest way possible. Whether it is by land, water, or air, we do our best to guarantee the security of every package. Although the service is based out of Tancred's Landing, our couriers will pick up packages from any city, village, or port.

Terms of our delivery service:

- Our couriers will accept all forms of cargo; letters, food, livestock, materials, and people.
- We accept all forms of payment monetary as well as trade (except when in Tancred's Landing where we will only accept prim coins and not hud or other types of coins)
- Prices vary depending on weight of cargo, length of journey, and other details
- We will not KNOWINGLY transport any illegal goods.
- We have scheduled routes and can be easily located in Tancred's Landing at the docks. For security reasons we will not disclose our routes but we will let you know if a place is located on one of them.

- Lost or stolen cargo will be reimbursed only when agreed upon before delivery. Depending on the circumstances Velox Delivery Service or the couriers of said cargo will make adequate restitution.
- Velox Delivery Service remains neutral in any and all wars and disputes regardless of the home stone or background of its couriers.

DARK ROSE CREATIONS ADVERTISEMENT

Port Olni Market Place is the home of Dark Rose Creations. Dark Rose is the purveyor of clothing to all of Gor. Her designs for free women meet the test of by the book cities and her garments for free men are worn by males of distinction and taste. Look through her racks of slave silks and everyday livery. The fabric colors and flow will delight the most discerning, free or slave. Lady Rose is expanding her store in the coming months. She has hired a cobbler to fabricate her shoe and boot designs. She has some complete garments with shoes now. Please use the Land Mark to arrive in the Port Olni Market

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.

Read more:

<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>

- Classes

Monday Feb 17th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 17th - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

Monday Feb 17th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 noon

Monday Feb 17th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 17th - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Feb 17th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 18th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 18th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 18th - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Feb 18th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 19th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 19th - Outdoor classroom - Weekly
Role Play in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 19th - Outdoor classroom - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 19th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 19th - Gallery classroom - Weekly

Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 20th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Feb 20th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 20th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Feb 20th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Feb 21st - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 21st - Outdoor classroom - Weekly
The Tahari - Carrie Islar - 2:30 pm

Friday Feb 21st - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Feb 22nd - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 1 pm

Sunday Feb 23rd - Outdoor classroom - Weekly
Basic Initiates - Runyn - 1 pm

Sunday Feb 23rd - Arena - Occasional
Basic Gorean Dance (in Spanish) - Azhar - 2 pm

Monday Feb 24th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 24th - Campfire - Weekly
Panther Girl Discussion - Minx - 12 noon

Monday Feb 24th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 24th - Amphitheatre - Weekly
Gorean Basics - Amari - 1:30 pm

Monday Feb 24th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 25th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 25th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 25th - Outdoor classroom - Weekly
Medical Seminar - Jerrod - 3 pm

Tuesday Feb 25th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 26th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 26th - Outdoor Classroom - Weekly
RP in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 26th - Outdoor classroom - Weekly -
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 26th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 26th - Arena - Weekly
Write First Dance - Rajaa - 4 pm

Wednesday Feb 26th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 27th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Feb 27th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 27th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Feb 27th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Feb 28th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 28th - Outdoor classroom - Weekly
The Tahari - Carrie Islar - 2:30 pm

Friday Feb 28th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Mar 1st - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 1 pm

Saturday March 1st - Skybox - Occasional
Jewel Theatre Play - 3 pm

Sunday Mar 2nd - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Mar 2nd - Campfire - Weekly
Woodsman Caste - Quercus - 11:30 am

Sunday Mar 2nd - Outdoor classroom - Weekly -
Basic Gorean Initiate - Runyn - 1 pm

- Events

Saturday March 1st - Skybox - Occasional
Jewel Theatre Play - 3 pm

Saturday March 8th - Amphitheatre - Occasional
Combined Poetry Show - Panner & Alekk - 4 pm

Sunday March 16th - Temple - Occasional
Waiting Hand Religious Ceremony - Runyn - 2:30 pm

Sunday March 23rd - Chapel - Occasional
Concert - Dainial - 2:30 pm

Saturday April 5th - New Surprise Location
Grand Opening Event - Lady Jan - 1 pm

Monday May 5th - Games Pavilion - Occasional
Kaissa Tournament - matches to be advised

- Dance contests

Saturday February 15th - Arena - 1 pm - Beginners Dance Contest

Saturday April 26th - Arena - 1 pm

Saturday May 17th - Arena - 1 pm - Beginners Dance Contest

Saturday June 28th - Arena - 1 pm

GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/Olni/127/8/507>

LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

Olni High Magistrate

Head of School, Gorean Legal Academy

~ GLA offers two main legal courses.

There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

~ eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.

~ graduation certificates for both your profile and for display (examples)

~ graduates receive a Magistrate's Wand of Office

~ next course begins

January 20th 2014

for 8 weeks

classes each Monday at:

1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.

Course 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 (examples)

classes each Tuesday at:

1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

~ The Scribe Diploma Course is a self study course requiring written answers and essays. Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.

~ Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many

excellent Scribes having completed it and it is also applicable for Scribe slaves.

~ There is no charge for this course and graduation certificates for both your profile and for display, as well as special commemorative jewellery, are awarded upon successful completion.

~ To commence this course, please contact me, Lady Jan (janette Inglewood) or my girl Krista (krista1k resident).

ROLEPLAY

23 PILGRIMAGE

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

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor. Go !!! join the adventure, contact: Luqara Darkwatch

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

KNOWLEDGE

24 GOREAN GEOGRAPHY RELOADED AND UPDATED AND REVISITED

We asked in the NEW VOICE OF GOR issue 145: "I need quotes from the books about the location of" etc..

Lady Andet [Andet Resident] sent us this answer and theses quote - thanks a lot!

Inlet of Green Cliffs

Another youngster, about his own age, probably from an adjoining farm, would carry his shield for him.

"What's your name, Lad?" I asked the young man preparing to enter the square marked off with the hazel wands.

"Hrolf," said he, "of the Inlet of Green Cliffs."

I then took both of the boys, by the scruff, and threw them, stumbling, more than twenty feet away to the grass.

I stepped on the leather of the cloak. "I'm the champion," said I, "of Hrolf of Inlet of Green Cliffs." I unsheathed the sword I wore at my belt.

Marauders of Gor Chapter 10

Jad

Some four months ago I, in my swiftest ram-ship, accompanied by my two other ram-ships, and escorted, as well, by five ram-ships of the arsenal, heavy class, had come to the vast, wall-encircled harbors of Telnus, which is the capitol city of the Ubarate of Cos. There are four major cities on Cos, of which Telnus is the largest. The others are Selnar, Temos and Jad.

...

As I spoke, the Ubar of Cos, Lurius of Jad, and the Ubar of Tyros, Chenbar of Kasra, the Sea Sleen, who was visiting Lurius on matters of state, sat unspeaking upon their thrones

Raiders of Gor Chapter 13

Nyuki

Happily, for me, he could also speak the tongue of the court of Bila Huruma. His father had, many years ago, fled from an inland village, that of Nyuki, noted for its honey, on the northern shore of lake Ushindi.

Explorers of Gor Chapter 16

Ayari had proved his hardiness and worth in the journeys upon the Ua. He was facile with languages, and had connections with the villages of Nyuki on the northern shore of Ushindi, which was the territory of his father's birth, and, because of his connections with Kisu, with the Ukungu districts on the Ngao.

Explorers of Gor Chapter 57

Nyundo

"Where is Aibu?" cried Kisu.

We stood in the clearing of Nyundo, the central village of the Ukungu region.

Explorers of Gor Chapter 56

To this day, as one may see upon the map, the land of Ukungu stands as a sovereign free state within the perimeter of the empire of Bila Huruma.

Before Bila Huruma had left the village of Nyundo, central village of the Ukungu villages, he had spoken to Kisu.

Explorers of Gor Chapter 56

Rive-de-Bois

"Raymond, he of Rive-de-Bois, is recruiting," he said. "So, too, is Conrad of Hochburg, and Pietro Vacchi." These men were mercenary captains. There were dozens of such companies.

Mercenaries of Gor Chapter 3

One expects the mercenary to fight for coin, not a Home Stone. To be sure, some

mercenaries will die for a given commander. Some command such loyalty, such as Dietrich of Tarnburg, Pietro Vachi, Raymond Rive-de-Bois, and certain others.
Swordsmen of Gor Chapter 16

Skerry of Einar

"I am Aelgifu," said the large girl. "I am the daughter of Gurt of Kassau. He is administrator. There will be ransom money for me."

"It is true!" cried a man, the burgher in black satin, whose chain of office Forkbeard had torn from his neck.

"One hundred pieces of gold," said Forkbeard to him observing the girl.

She stiffened.

"Yes," cried the man. "Yes!"

"Five nights from this night," said Ivar Forkbeard, "on the skerry of Einar by the rune-stone of the Torvaldsmark."

I had heard of this stone. It is taken by many to mark the border between Torvaldsland and the south.

Marauders of Gor Chapter 3

Ua, Islands of

"Shaba, the geographer of Anango, the explorer of Lake Ushindi, the discoverer of Lake Ngao and the Ua River," said Samos.

Explorers of Gor Chapter 1

"I am seeking one called Shaba," I said, "one with whom I have business to conclude. My task takes me to the Ua."

"I, too," smiled Kisu, "am on my way to the Ua River."

"That is a part of your plan?" I asked.

"Yes," he said, "it is a part of my plan."

"I myself," I said, "may perhaps find it necessary to enter upon the Ua River itself."

"I, too, may find that necessary," he said.

"The country of the Ua, I suspect," I said, "is a perilous country."

Explorers of Gor Chapter 25

"We are within the river," said Kisu. "I am sure of it."

"The lake is dividing," said Ayari.

"No," laughed Kisu, pleased. "That is an island in the river. There will doubtless be many of them."

Explorers of Gor Chapter 26

Ukungu

"Five days ago," said the man to my left, "hundreds of askaris, in canoes, went past us, east, before you were entered upon our chain."

"Their objective?" I asked.

"To meet and defeat in battle the rebel forces of Kisu, former Mfalme of the Ukungu villages."

"If they are successful," said Ayari, "that will finish organized resistance to Bila Huruma."

"They will be successful," said the man.

"Why did you say 'former Mfalme'?" I asked.

"Bila Huruma," he said, "it is well known, has bought off the chieftains of the Ukungu region."

Explorers of Gor Chapter 16

"You betrayed Ukungu to the empire," said Kisu.

"Ukungu is a district within the empire," said Mwoga. "Your insurrection was unlawful."

"You twist words!" said Kisu.

"The spear, as in all such matters," smiled Mwoga, "has decided wherein lies the right."

"What will the stories say of this?" demanded Kisu.

"It is we who will survive to tell the stories," said Mwoga.

Explorers of Gor Chapter 23

"Ukungu," said Kisu, "lies to the northeast, on the coast." Ukungu was a country of coast villages, speaking the same or similar dialects. It was now claimed as a part of the expanding empire of Bila Huruma.

Explorers of Gor Chapter 25

"Where is Aibu?" cried Kisu.

We stood in the clearing of Nyundo, the central village of the Ukungu region.

Explorers of Gor Chapter 56

To this day, as one may see upon the map, the land of Ukungu stands as a sovereign free state within the perimeter of the empire of Bila Huruma.

Explorers of Gor Chapter 57

ONLINISM OF THE WEEK

"But why are you taking so long to respond to my detailed IM, girl?" - "I'm also RPinG in IMs with 13 other Masters, 3 Jarls and that funny panther who throws cinnamon buns." (Hub Dwellers of Gor, page 975)

(Stolen from the profile of Asia Chun)

<http://artbyasiachun.wordpress.com/>

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 KRONICHLE

Publisher and Editor: Mira of Bazi

Kaailuk Trading Post

Voltai Valley

Kron Region News

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL
NN

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

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 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>

Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>

New Tancred's Landing (new library) <http://slurl.com/secondlife/Hunters%20Cove/128/128/2>

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>