

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 154

(short online version without pictures, attached notecards or landmarks)

Fifth day of the fifth hand of the month of En'Kara (The First Turning) 10165 Contasta Ar

Based in Tancred's Landing

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

# A warm welcome to the pages of the 154th issue of the NEW VOICE OF GOR !

Verona Lorgsval, vintner of Rose Isles and former editor of the "Voice of Gor", has been invited to be member of the NEW VOICE OF GOR staff and senior writer of our newspaper - and she accepted. We feel honoured and appreciated.

Rarius Yuroki, editor

# SCRIBES NEEDED!

The NEW VOICE OF GOR needs one or two scribes more!

Your duties are:

- writing articles
- re-writing articles of the editor (who is not a native English speaker)
- administrating the NEW VOICE OF GOR archive - library of Tancred's Landing
- assisting the HoY scibe Lady Wendie [Lemon, who is not online very often because of RL]
- English should be your mother tongue

We offer:

- free housing in Tancred's Landing
- two silver tarsks montly

- protecting by hired mercs

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011 - actual: volume four, issue 154.

Forerunners were the "Vonda Voice" (since 03-26-2009, issues 1-56, editor Verona Lorgsval), the "Voice of Gor" (since 07-14-2010, issues 1-133, editor Verona Lorgsval), the landa Times (since 2011, issues 1-71, editor Rarius Yuroki [Yuroki Uriza])

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## ALL OVER GOR

03 THE RETURN OF CROW

by Melchior Wardell

The silence had lasted long before he dared to speak.

"I know he staged all of it. But there was a reason for it." Karop replied eventually.

"Those that we hoped would replace him aren't doing what we hoped." Jaron said before Karop could go on about all the reasons why they wouldn't continue with the plan that had been proposed.

"How aren't they doing as we hoped?"

"They seem to miss the drive. I guess in all of our replacements we never completely understood how important the real experience is. We hoped the mind would simply duplicate, but I guess when you clone there is a sort of limit to it." Jaron reasoned "He was simply one of a kind. We should just accept it and deal with it."

Again there was this silence in which both man seemed to gauge the other. They were both dead serious about their thoughts and reasons and yet something needed to be done. Perhaps Jaron was the more reasonable man, but in this Karop knew that Jaron might have a point.

"I guess there is more to a human than we anticipated." Karop replied somewhat defeated.

"I fear so." Jaron answered not really enjoying the small victory he seemed to have made in this discussion.

"Who will tell him?" Karop asked grateful that Jaron didn't gloat or put him even more in the spot of the failure he himself now felt. It was after all his idea of having the man cloned and vanished.

"It is up to you. Perhaps you would be the better person. I know you spoke to him in lengths and know him better than I do." Jaron answered truthfully.

Karop nodded slowly. "If I do not return." He started "You can guess that he didn't take it very well." The last perhaps more jest. He didn't fear the man that he had hidden for so long. The man seemed to be reasonable, firm but very clear in his thoughts. Still the man had a record to reckon with and he never made the mistake to underestimate the man.

Jaron chuckled softly "I hoped you would persuade him first to disarm, before I might meet him too on his rampage."

Karop entered the room he had visited so frequent. Every time he had wondered about the man that had drawn pictures of places upon the wall. The man must be very patient as the pictures were made slow but with great detail. The man sat silently in the shadows but didn't seem to be surprised for his visit. It always seemed as if he had sensed him even before he even came close to this room.

"Greetings." Karop offered respectful "I come with news."

The smile seemed sincere that was offered, but Karop knew better than to simply trust the man's appearance. It wouldn't be the first that this man would smile the first and kill the next ihn. Karop could see the gesture that he could continue.

"I know we promised that you wouldn't ever have to return to the life you so much hated at times. But I fear we need you. I am sure more need you." Karop stated.

The smile that had been there before now had vanished and the green eyes of the killer seemed to narrow.

"I guess you are one of a kind and even with all the technology we own we can't simply reproduce you in the way we wish. I know you understand the importance of the cause we need you for. I wish I could say we didn't but we do." Karop felt the words run from his lips and with each ihn that passed he felt himself more nervous.

The man that had been silent and attentive lifted himself up to his full height. The way he did so almost made one think he did it with full thought and understanding of which muscle was needed to do so. When the man eventually spoke Karop understood instantly that this man was in a way a legend. Not some hero that had saved thousands of lives, but a man that understood what so few truly could comprehend.

"I can't say I haven't thought about it. In truth I know many would have prayed to have me back. Perhaps a select few even would have begged too." He stated matter of factly "Still I enjoyed the quiet room. The nights without the haunted dreams I had when I was in my tent." He grinned when he noted Karops nervousness. "Do not worry. I understand that I am needed and for some reason it always felt good to be needed."

Karop sighed softly and rubbed his hands that had been so tense by his nerves. "I shall make all things in order. All you need will be delivered within the next ahn. It is up to you when you will depart I am sure it won't be terrible if you take several days to prepare."

"There is no need for preparation besides some things I need for my journey. I will go first to

Ayr. A place I once started. I guess such a place would be a good place to start anew.” He smiled at the fond memories he had there. It had been a lifetime ago since he had seen the mountains, the wharf and the small cottages there. All he needed was his tent there.

“Excellent.” Karon replied and was about to turn when he again looked up to the large man “How is it that we should call you now ?” he asked. The man had been quite difficult in his name before even if they all knew his given birth name and the name he used in his caste.

“Crow.” He simply answered “The name suited me then and I guess it will do now.”

Taken from <http://www.gor-sl.com/index.php/topic,14368.0.html>

#### 04 POISONED WINE?

(taken from the Vonda Vibe V1.1 - April 6, 2014)

It has been rumored that the Ta-wine coming out of Besnit might have more than alcohol in it. According to sources, this rumor was started by a competing vintner. Could it be true or is this a ploy to boost the sales of one merchant while trying to ruin another?

#### 05 THE TALE OF TARLIR KALAEN - CAPRUS ANAGO-SCARIAN

by innerzeitgeist, Port of Alsum

Tarlir Kalaeb was eager for the company of the girl he loved. That was why he was in a hurry to get to the Tarn Cot, where his bird was stabled.

His flight took him high over the mountains where the storms were raging and so he flew lower, following the high passes skipping the sleet and snow of the coming winter.

That was where Death tapped him on the shoulder. Another Tarn leaped suddenly into view, its beak screaming the cries of an attacking bird, it's claws outstretched, it's intent clear.

Dazzled, and befuddled by his own rash speed, Tarlir Kalaeb had only swift young reflexes to rely on to avoid a fearful, collision, the ensuing fight to the death, his included he had no doubt. He flicked the two string but it was too late the birds collided and he was sent falling below still strapped to his saddle which had been torn loose by the razor sharp claws of the assailant.

Tarlir fell, his saddle struck a huge boulder, bounced up a little, and arced outward, falling as gracefully as a swan-diver toward the inky waters of a water Pit, fifty feet beneath....

Tarlir Kalaeb was still dimly conscious when that black, quiet pool geysered around him in a mighty splash. He had only a dazing welt on his forehead, and a gag of terror in his throat.

Movement was slower now, as he began to sink, trapped by the tight straps that before had

served to keep him secure. Nothing that he could imagine could mean doom more certainly than this. The Pit was a tremendously deep pocket in the ground, spring-fed. The edges of that almost bottomless pool were caked with a rim of white--for the water, on which dead birds so often floated, was charged with alkali. As that heavy liquid rushed up past his, Tarlir Kalaeb knew that his friends and his family would never see his body again, lost beyond recovery in this abyss.

The welt, left by the blow he had received on his forehead, put a thickening mist over his brain, so that he could not think clearly. Presently, when he could no longer hold his breath, bitter liquid was sucked into his lungs.

His last thoughts were those of a drowning man. The Cot he and his Father had owned in Thentis. Selina, the girl with the Blue Grey eyes. Selina and he had planned companionship with the Fathers of them both giving glad permission, Goodbye Selina ...

The ripples that had ruffled the surface waters in the Pit, quieted again to glassy smoothness. The eternal stars shone calmly. The hills, buffeted by the storms sat brooding. Time, the Brother of Death, and the Father of Change, seemed to wait...

## 06 THE SCRIBE SUMMIT

The Scribe Summit is similar to our contribution to the Sardar Fair. It will be a three day event from Friday, April 25th until Sunday, April 27th. Scribes from all over Gor will come together for discussions, debates, classes, and a social event. For more information, contact Lady Pyrie (Catalina Staheli)

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## ## GOREAN CITIES

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## 07 PORT OF OLN

### # THE SLAVE'S CORNER

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

### GORITECHTURAL DIGEST ~ TOR, WHAT'S IT FOR?

A review of the city of Tor

Last week I was fortunate enough to be taken on an excursion to the city of Tor. My Master pulled escort duty for a scribe who needed to visit the library of Tor.

First let me tell you where Tor is. Most slaves do not know about Tor. Most of those who find themselves in servitude are not fortunate to obtain a Master or Mistress who has a caste that

travels extensively. I don't mean just taking a days walk down river to some fly specked burg where your Master wants to sample the local rot gut, no, I mean traveling in style over a great distance where you are exposed not only to the dialects of the spoken language, but also to the culinary dialects of each city you alight in.

On these excursions I obtain information. I have always known that he who has the information gains the upper hand. And so I seek to gain the upper hand. I know, you could say, "You are a slave, you control nothing." Hey, for real, if an opportunity to be the sole keeper of your Master's helmet arose, you would jump on it. The reason you would do so is to exert some control on the sheen you put on the helmet, who else can touch it, and the bragging rights you would have with others in bondage.

Of course, the more obvious reason is to curry favor in your owner's eyes which will help to mitigate your punishment when you accidentally let your Master's favorite tunic drop into the fire from the nail in the brick over the hearth where you hung it to dry. This is an example of control at work.

But, I digress...I did want to talk about the city of Tor and some facts about the city. Tor is located south, on the edge of the Tahari waste land. Being north east of Turia, the City of Tor is a major trade hub. Hundreds of caravans rumble through its portals picking up and depositing exotic foods, colorful rugs, heady liquors and charming tchotchkes. In spite of the fact that the markets appear to house every delight, be it benign or decadent, the one bright spot in Tor has definitely got to be its library.

The scribe from Port Olni, Lady Ashtin, needed to do research on some matter or another. Scribes usually don't tell me what they are up to. I mean, why would they? I have been known to publish information like this using names. The last time a scribe related official business to me, she found herself out of her job for having a loose lip.

Back to the "Tour of Tor". Upon entering through a portal that said something vaguely like "to the city" or some such, I stepped forward and found myself rolling about 100 yards down a sand embankment. At the bottom of this surprising entrance, I stood up shaking sand from my hair and spitting sand from my mouth. Later that evening, while in the bath, I noticed sand in places it should not have been.

Suffice to say I started waving to my Master and Lady Ashtin not to use my same entrance. They seemed to think that I was urging them ahead. My Master followed and rolled about as far down the slope as I did. He also had sand in places it should not have been. It was to our great joy that Lady Ashtin saw what happened and recoiled from the entrance to the mouth of hell in time. It would not have been right to see a free woman roll down a sand hill. I would not have been able to cover my laughter and so merit a punishment.

My Master and I had to struggle up the hill with its shifting sands to find another entrance to the city. Lady Ashtin spied a stone pathway and we took that. The builder of this stone pathway must have been reared on the side of a mountain since it's steep drop offs made you wonder if you were going to arrive in the city alive.

We arrived in a city that was asleep after a long lunch. The residents of Tor were resting in the hottest part of the day. We three pressed on trying to find the library. None of us had ever

been to Tor so it was slow going. Well, they both were looking for the library while I was looking for a pastry shop. Luck was against me when the library was found before the cake.

Before arriving to the entrance of the library we went through large open spaces which were shady inside. The walls and roof were built to dizzying heights to allow the hot air to rise thus cooling the tiles below. It appears the city was built by several builders each working independently. It appeared as if they never shared what each were doing.

We arrived in cavernous halls of the library. It too had soaring ceilings and rows of stacks inviting you to sit and read. The repository was huge. Although the manner in which it was stored needed sprucing up. There were so many scrolls on so many different subjects that they were competing for shelf space. The hall was nicely built and the tile work was sophisticated. I did not understand, though, the collection of shabby furniture that was scattered around for reader's to lounge in. The appointments in this hallowed place, I felt, could have been more befitting the use.

Despite these observations, the three of us were in awe of the amount of information contained in these walls. Lady Ashtin and my Master were much taken with the cartography in the map room. The stood glassy eyed in front of representations of their home planet. I did not blame them though, the subjects that were contained on scrolls along with the maps were impressive. I got lost in the stacks and started to read some scrolls written by this fellow called Luther. I did not budge until called to go. Apparently, Lady Ashtin had found her information and needed escort back to Port Olni.

And so we left but, not before having some strong blackwine and honey pastries. I let some of the golden deliciousness stick and dry on my fingers so I could suck them on the way home prolonging my enjoyment.

# [SCHEDULE]

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt

Olni

Sword Tournament

Contact: Lucy Bronet

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08 CITY OF VICTORIA

THE VICTORIAN MINT ROBBERY

by Verona Lorgsval

The waves lapped the Victoria city docks on the Vosk river. River eels darted among the pilings as the three moons of Gor shown down on the quiet city.

The late hour had the men and women of Victoria asleep. Warriors had chained their girls to the rings at the foot of their beds, while free women lounged on perfumed couches. No one saw as the deposed Ubar Malo[verra Whitesong] crept through the shadows like a thief.

The disgraced warrior open the locks to the mind using the key he had refused to return. No one had thought that this once great man would stoop to such low levels. He slipped by the guards, who were snoozing at their posts dreaming of frolicking sluts, and removed the strikings from their secure sport.

He slipped back down to the docks and boarded a ship. With the fare paid he left Victoria to pursue a life of counterfeiting and treachery.

The House of Yuroki bank has issued a reward of two silver tarsks for any valid information leading to the arrest of Maloverra Whitesong to make further inquiries.

[If you like this story and you want to read my real life book you can find the ebook and the paper book here: <http://tinyurl.com/pj5kpgu> (-> Amazon) ]

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## 09 SKOLLDIR - AYA'S TRAVELS

By: Little Aya The biggest pain on gor (masterdstally)

Tal all, I am Aya your northern writer. I have visited all over gor in my years alive. I found a land with quite an interesting history. I had to share this with the people of gor. Skolldir was created by a band of warriors expelled from there home in dishonor. This land was once populated but the northerns as you know do not beilive in the priest kings like they do the northern gods. Turns out Odin as they say wiped out the village that was once here due to the ones who were not happy being here decided to leave. New generations of people seem good at wiping out new villages and cities as I have noticed throughout my travels. I noticed that some think they got a vision from Odin to come here and make this village and some say they wished to just disappear from gor.

This land is run by the Reardon clan/family. A rather private and reclusive people and quite secretive although I think they have a bit secret they are hiding. Not quite sure what it is yet and not even sure I would like to know. They are very large familywise. The one who seems to be in charge is a man called Mexli. He is one to invoke fear in any slave with just a glance. I do my best to stay on his good side. He has several children who from what I have seen are very important to him almost a treasure. I asked a few of the people here what they think of there home and everyone had something positive to say about it.

There are plenty of smart bonds more than happy to serve to there full capability here and seem to enjoy the land and its adventures. Its a big area with plenty of houses. Lots of fun interactive stories happening to entertain you. As with any place there are bad points. The land is large and it does take a lot of walking to get from one area to another. People tend to stick together which is good if you like crowds. I perfer to spend my days alone wandering around or doing some meager chore. The men are nice when its a good time to be nice and then strict when its needed. The women are good with the slaves and let them do there thing

without much complaint. The longhall is a big gathering place here many people stay there for food and drink and the such.

From the dock you walk through an open and broken gate into a part of the village. There are houses here and lots of em are empty so room for more to settle. Big houses for families and smaller ones for the single people. You pass an infirmary and random other items of this northern home. To the right are fields not many but enough and a bakery and a fishing hole somewhere in the back. There is a farm area with lots of animals. You keep going up the path till you get to the locked gates just over a bridge. SPikes guard this area from invaders. I also heard rumors of a hidden cave in this area with perhaps kur living there or even a larl. More housing of the higher ranked people Mostly Reardon family members. Past this you find another healers office and blacksmiths and so on. At the very end of the path is the longhall where most people gather.

This is Skolldir and as said in the north Odins blessing. Tune in next week for another exciting article.

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## 10 TANCRED'S LANDING

The Velox Delivery Service, an privately owned trading company of Tancred's Landing, declared bankrupt by order of the council of merchants. The owner vanished already some time ago [Andet left Gor].

The huge warehouse besides Tancred's Tavern needs a new owner now. [Free housing]

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## 11 VONDA

### # OUT OF THE ASHES

Out of the ashes, Vonda has risen once more. It is well said that there is no complete destruction of a city as long as its home stone remains. Just that has happened within the building of Vonda. Years of hard labor of both slave and free have resulted in the glorious city which resides on the north end of the Olni River found once more

### # THE GREAT JOSEPH SURFACE RESIGNS!

It was a night like any other when news of importance found its way to Vonda. Two Citizens enjoying a night cap in the inn had come across a man who had been intended to a woman of Rorus. Upon further discussion, (and over some terrible mead), it was made note that the Ubar of Rorus, the most famous Joseph Surface had stepped down from his post.

To any who are aware of this 'great' man, at least in his own mind, he had held his post with a satisfied Scarlet Caste for many decades. In his stead, he will be replaced by his Regent,

Kerok Himura. Perhaps what is most interesting regarding this mans tale is that he did NOT want his soon to be companion and himself residing in the village any longer. They were out, in search for a new Home Stone upon which to call their own. This seems to be due to some dissatisfaction with the new leadership, the words "eyes are clouded with power I fear" were used in reference.

Whether Rorus will remain a powerhouse of men with steel or falter under its new leadership will remain to be seen. Look to the VONDA VIBE for more updates as they are made available.

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## 12 BESNIT TARN RACES RESULT

Jehesa wins again... Daedalus Grey riding Scarlet Feather took the top spot. Cathan & Darien Ghostaltar took 2nd and 3rd.

Next race: April 26th, Sais, 5pm

[For full race results and Points standings for this season Check out the website <http://distinctivlygorean.com/2014-rfl-tarn-races/race-schedule/>]

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## 13 ISLE OF TARNS [SCHEDULE)

From Celina, Chaos' slut

### ISLE OF TARNS LUSCIOUS SLAVE DANCING

Isle slaves get together in group dancing for the pleasure of the Free

Every Friday Eve

4-5PM SLT

Dance pit behind the Chatterbox cafe

### ISLE OF TARNS ZAR TOURNAMENT

Matches daily through Finals on Sunday, March 23 with traditional Gorean RP

Sponsored by Zar Guild, Master Azerbain and Master Astaray

Take Teleporter at Docks to IoT Zar Tent

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## 14 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>

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## 15 VILLAGE OF FIRE STONE [SCHEDULE)

Tavern night: 4-16-14 7 pm SLT to 9:30 SLT  
4-30-14 7 pm SLT to 9:30 SLT

Calling all you sexy kajirae. Grab your best dancing silks, and adorn yourself with your best jewelry. Come dance and serve the men in our tavern, free of FW's interference. Men, come enjoy the girls as they put on their very best flirt and dance their way into your laps and hearts. \*\*IC event\*\*

Tea time with Dagda:  
4-17-14 6-8 p.m. SLT

All Free Women are invited to this IC event with Fire Stone Village's very own Ubar. He wants to hear what's on your mind... Tired of your Companion flirting with every kajira in town? Is he spending more time in the tavern than at home, helping you raise his children? Come unload on a man who'll listen...and maybe even be able to offer up some advice.

Kajirae of FSV: You \*are\* expected to be in the village one hour prior to this event to assist the First Girl with setting tables and such. Once the tea house is set up, we will be released by the Ubar and city slaver to go enjoy some girl time for our own giggles and chatter by the waterfall. \*\*IC event, however, OOC grievances for both kajirae and FW will be heard and addressed as best we can\*\*

Paga on the Ubar @ the Randy Jarl Tavern:  
4-18-14 5-7 pm SLT

Men... grab your drinking horns and your sluts, and come down and drink up. Paga's on the Ubar tonight! Get away from that nagging Companion, or just enjoy a night of bawdy fun with the other Men. \*\*IC Event, however, FM grievances will be heard and addressed as best as we can\*\*

RP Market and Merchant day  
4-26-14 10a-4p SLT

Calling all merchants travelling through the Vosk Delta! The Village of Fire Stone invites you to bring your caravans, your slaves, your city's goods, and meet other merchants, get some business contacts, take new merchandise home with you...fill your coffers with coin!  
**\*\*This is a strictly IC event, RP only, no vendor boards please\*\***

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## ## RARE DIALECTS OF GOR

### 16 SCHMIED GESUCHT

Schmiede sucht passenden Besitzer, der das erloschene Feuer wieder zum Leben erweckt und dessen Hammerschläge die Stadt mit ihrem Klang erfüllen. Ausserdem auch gern

Handwerker jeder Art, aber natürlich ist auch jede andere Kaste Willkommen.

Du bist auf der Suche nach einem neuen Wirkungskreis? Dann schau doch einfach mal bei uns rein :)

## 17 OASE DER VIER PALMEN - WAS WIRD AUS DEM ZOO?

[Nachdruck aus der "Voice of Gor" 2. Jahrgang Ausgabe 90, 2. Maerz 2011

von Raschid Hassanein

Raschids Ziel war nicht die Oase der Schlacht am Roten Felsen im Nordwesten Klimas, sondern die Oase der Vier Palmen, ein Vorposten der Kavars, der südlich vom Roten Felsen lag. Der Rote Felsen war eine Tashid-Oase unter der Oberherrschaft der Aretai - also Feinde der Kavar. Ausserdem lagen zwischen Klima und dem Roten Felsen die Bezirke, welche von Abdul, dem Salz-Ubar, kontrolliert wurden, dem Mann, der mir als Ibn Saran vorgestellt worden war. Unabhaengig davon lagen die Vier Palmen zwar weiter entfernt, doch schien der Weg dorthin uns frueher aus dem Duenenland herauszufuehren als die Route zum Roten Felsen.

Auf diese Weise erreichten wir schneller felsiges Terrain, wo man Wild und da und dort Wasser finden kann und wo oefter Nomadengruppen anzutreffen sind, die den Kavars nicht feindlich gegenueberstehen. Alles in allem hatten wir uns einen akzeptablen Weg ausgesucht, der dennoch nicht ohne Risiko war. Aber anders ging es nicht.

Ich folgte dem Karawanenfuhrer Hassan, der sich nach der Sonne und den Bewegungen bestimmter Vogelarten orientierte. Natuerlich hatten wir keine technischen Hilfsmittel zur Verfuegung, und es gab keine gekennzeichneten Wege, ebensowenig kannten wir die genaue Lage der Oase der vier Palmen in bezug auf den Roten Felsen und Klima.

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## TRADE

18 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 Alliance.

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.

## 19 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.

### # BANK AND WAREHOUSE IN TARNWALD CLOSED

The HoY bank branch in Tarnwald and the warehouse have been closed. The small village near the foothills seems to be abandoned, and there is no chance to make business there. The HoY ship "Ina" brought all the items back to Tancred's Landing.

Rarius Yuroki, HoY owner

### # 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:

### ADDENDUM:

[09:20:07] Διμήτρηαεϋ ϑ SKYTOWER Διμήτρηαεϋ ϑ SKYTOWER from the ferry he sailed, toward the destination in hand. Information may have been scarce, but it was information he still hand. Without a word he would pull the small boat along side the larger one, and proceed to clip the nets, climbing from the side fo the ship to the main deck, clear up the mast to the vulture's row. From there he climbed over to the pulley, and then to the top of the building where that opening was. He shimmied himself passed that and then into the office, clinging to the shadows calmly and then headed inside where the man was seemingly sleeping. He had a contract on this man himself, but instead of carrying it out, he would simply place a dagger on the fool's desk, and then leave the wanted poster on the desk jammed into it with a single message to him. "Challenge accepted."

[09:28:26] Διμήτρηαεϋ ϑ SKYTOWER Διμήτρηαεϋ ϑ SKYTOWER once that was done, he would simply head back out the same way he came in, diving off of the side of the building to the water below, and swimming back to his boat, before the beasts became akin to his presence in their dwelling. Once he was secured back in his boat, he would simply sail himself back off toward his next destination further down the vosk.

### # 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.

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

Ask Rarius Yuroki (Yuroki Uriza) for details

## # THE HOUSE OF HOY JOB OFFERS

### BANKERS / COIN MERCHANTS REQUIRED

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

OASIS OF SAND SLEEN

PORT OF OLN I

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

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## ## GAMES

### 21 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
- Khrøiøøø Rүц (Dark Kegel)
- Sahiela Lavendel
- Rei Nori

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## SIM ADVERTISEMENT

### 23 SKOLLDIR (BTB TORVALDSLAND)

Skolldir is a lush mountain home. You can walk up from the docks to the first part of the village. We have housing on either side of the road. There are also huts for healers and lots of random decorative items throughout. As you walk up the path and listen to the birds singing you can find a bridge blocked by a gate. Through this gate is another healers hut....A blacksmith G&S. Bakery, G&S farm area. All the people are friendly and outgoing. Lots of crazy stories to get everyone interested. We are btb GM metered. We have raid rules and the such. A huge longhall with hot naked eager bonds to serve you and one small naked Tuchuk girl who will bite you rather than touch you. Welcome to SKolldir. The role play center of Torvaldsland. Stop by for some warm mead and hot bonds.

### 24 NORTHERN LIGHTS OUTLAWS

GE RP with a BTB flavor with a lot of raids as well.

Sa'tavi - The Beloved Daughters are open for Roleplay.

Sa'tavi is a GE Panther band that believes in authentic Roleplay. This means we are guided by the books but not slave to them. Our aim is to give and receive authentic roleplay - so if it looks impossible - then lets assume it is!

□

If you are looking for a home come and visit us - roleplay your entry into our band. We are always looking for drama free roleplayers, come and see for yourself.

Mary - En  
(MaryEllen Beresford)

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## ## 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> □

- Classes

Monday Apr 14th - Outdoor classroom - Weekly  
Gorean Merchant Course - Ehnnanola - 10 am

Monday Apr 14th - Lounge - Weekly  
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday Apr 14th - Amphitheatre - Weekly  
Gorean Basics Seminar - Amari - 1:30 pm

Monday Apr 14th - Outdoor classroom - Weekly  
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday Apr 14th - Arena - Weekly  
The Gor That Is (WHIP radio show) - Jacob Gatz - 6 pm

Tuesday Apr 15th - Gallery classroom - Weekly  
New to Gor - Colly Kappler - 10 am

Tuesday Apr 15th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Apr 15th - Gallery classroom - Weekly  
Gor Cultures (in Italian) - Lady Alys - 1:30 pm

Tuesday Apr 15th - Outdoor classroom - Weekly  
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Apr 15th - Outdoor classroom - bi-Weekly  
All About the Pani - Kazuma - 5 pm

Tuesday Apr 15th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Apr 16th - Outdoor classroom - bi-Weekly  
All About the Pani - Kazuma - 1:30 pm

Wednesday Apr 16th - Arena - Weekly  
Write your First Dance (Full) - Raaja, Baby, Kira, Ceist - 4 pm

Wednesday Apr 16th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Apr 16th - Maproom classroom - Weekly  
Intermediate Scribe - Paul Florent - 6 pm

Thursday Apr 17th - Campfire - Weekly  
Kajira Review - Illuminous - 11 am

Thursday Apr 17th - Outdoor classroom - Weekly  
Gorean Herbalist - El MacLeod - 12:30 pm

Thursday Apr 17th - Gallery classroom - Weekly

Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Apr 17th - Campfire - Weekly

Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Apr 17th - Lounge - Weekly

Read Gor Like a Scholar - Rose - 6 pm

Friday Apr 18th - Outdoor classroom - Weekly

Understanding Slavers Caste - Jonathon - 1 pm

Friday Apr 18th - Maproom classroom - Weekly

Gorean Ambassador - GAA - 4 pm

Friday Apr 18th - Maproom classroom - Weekly

Gorean Cartographer - GAA - 5 pm

Saturday Apr 19th - Arena - Bi-Monthly

Gorean Dance Seminar (2 hrs) - Rajaa - 10 am

Sunday Apr 20th Easter Sunday Closed

Monday Apr 21st - Outdoor classroom - Weekly

Gorean Merchant Course - Ehnnanola - 10 am

Monday Apr 21st - Lounge - Weekly

Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday Apr 21st - Amphitheatre - Weekly

Gorean Basics - Amari - 1:30 pm

Monday Apr 21st - Outdoor classroom - Weekly

Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday Apr 21st - Arena - Weekly

The Gor That Is (WHIP radio show) - Jacob Gatz - 6 pm

Tuesday Apr 22nd - Gallery classroom - Weekly

New to Gor - Colly Kappler - 10 am

Tuesday Apr 22nd - Meet at the docks - Weekly

Guided Campus Tour - Dani - 12 noon

Tuesday Apr 22nd - Gallery classroom - Weekly

Gor Cultures (in Italian) - Lady Alys - 1:30 pm

Tuesday Apr 22nd - Outdoor classroom - Weekly

Medical Seminar - Jerrod - 3 pm

Tuesday Apr 22nd - Outdoor classroom - bi-Weekly  
All About the Pani - Kazuma - 5 pm

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

Wednesday Apr 23rd - Outdoor classroom - bi-Weekly  
All About the Pani - Kazuma - 1:30 pm

Wednesday Apr 23rd - Arena - Weekly  
Write your First Dance (Full) - Raaja, Baby, Kira, Ceist - 4 pm

Wednesday Apr 23rd- Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Apr 23rd - Maproom classroom - Weekly  
Intermediate Scribe - Paul Florent - 6 pm

Thursday Apr 24th - Campfire - Weekly  
Kajira Review - Illuminous - 11 am

Thursday Apr 24th - Outdoor classroom - Weekly  
Gorean Herbalist - El MacLeod - 12:30 pm

Thursday Apr 24th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Apr 24th - Campfire - Weekly  
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Apr 24th - Lounge - Weekly  
Read Gor Like a Scholar - Rose - 6 pm

Friday Apr 25th - Outdoor classroom - Weekly  
Understanding Slavers Caste - Jonathon - 1 pm

Friday Apr 25th - Maproom classroom - Weekly  
Gorean Ambassador - GAA - 4 pm

Friday Apr 25th - Maproom classroom - Weekly  
Gorean Cartographer - GAA - 5 pm

Saturday April 26th - Arena - Occasional  
Slave Dance Contest - 1 pm

Sunday Apr 27th - Outdoor classroom - bi-Monthly  
Free Women of Gor - Juvana - 9 am

Sunday Apr 27th - Outdoor classroom - Weekly

Assistant Healers - Darwin - 4:30 pm

- Events

Saturday April 26th - Arena - Occasional  
Slave Dance Contest - 1 pm

Wednesday April 30th - Arena - Occasional  
Write Your First Dance Graduation - Raaja, Baby, Kira, Ceist - 3 pm

Saturday May 3rd - Arena - Occasional  
Pleasure Slave Graduation - Ahwi - 1 pm

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

- Dance contests

Saturday April 26th - Arena - 1 pm

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).

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## ROLEPLAY

## 25 FINDING HER MASTER AFTER THE FALL OF VONDA

[Reprint Voice of Gor Volume 2 Issue 61, 08/11/2010]

by Briony (Ayla Shinn), first girl of Rarius Yuroki's chain

It started all with delivering a simple message to a Mistress that lived not far from Vonda. It was in the end of the midday when I arrived and the Mistress was so kindly to take care of me

and give me a place to sleep as I had to wait until she could give me an answer back to my Master.

The next morning I helped her kajirae with some of the chores. I didn't have to but it was this or be bored till the Mistress gave me her reaction on my Masters message. This is how it came that I was walking through the city to find the butcher for some bosk meet the kajirae wanted to stove for the dinner when an exhausted messenger arrived at the city square. He already has created some chaos and the rumors echoed through the city. Vonda was under attack. I let the basket fall on the ground and the blood in my face disappeared. My body started to shiver and my feet started to bring me back to the Mistress's home. She was already awaiting me as she had heard the horrible news.

"Mistress... I must go back. I must see if my Master is alright" I stumbled and I sank to the floor. The Mistress knelt down and stroke my hair\_ "Briony I can't allow you to go to Vonda. It is too dangerous for a slave to go there."

My eyes looked up and a moment I felt an anger rise inside me but then I did saw the struggle the Mistress felt. She was right. For a slave it was to dangerous...

I ate just a little bit that evening. More as a show then to still my hunger. All went to bed early as the day after the city will be very busy with gathering some supplies and leave with a group of warriors to the city to see if they could be of any help.

I waited till even the last slave's breath was a soft rhythm. Silently I walked to the small room behind the kitchen where the girls sewed clothingthat was broken. I searched through the pile and found an old dress on the bottom of the basket. There where more holes in it then in my oldest camisk. No one would miss this. I rolled it in an old cloth which I tied together. I wrote a short letter to the Mistress with sorry's and thank you's. I open the door nomally and closed it as any free would do. Most people would try to do it slowly but the door would have squeaked then.

The corner where the smithy and most of the animals where kept was quiet. The ones from the red caste who where awake were gathered around the gate and their caste buildings. I entered the building where the bosks where stalled. I looked around and at a hook on the wall I find some rope. It was long enough for what I planned.

I went to the fruittrees at south end of the city. With grace I climbed to the top of a tree wich stood almost against the citywallwhere I took some time to listen and watch around.

There where more guards on the walls then normally. I started to count the moments between them passing the tree. The rope I had knotted to a strong branch of the tree. I trow the rest of it over the wall with an peach at the end wrapped in a piece of my silks. I jumped from the tree on the wall and let myself glide down the rope. A little to fast and the famous ropeburnings appeared on my feet. I bite my lips but tried to ignore the pain. I trew back the peach over the wall so the guards wouldn't find a rope hanging over the walls.

I had escaped. I ran away from the city wall and when I reached some bushes I changed my silks for the dress I took. It felt heavy and warm after the running and climbing.

I walked all night till I noticed the sun rise.... No it wasn't the sun rise it was the glow of fire. Fire in Vonda. With the last of my energy I started to run. Run like the panter I once was.

The last distance to the city I went into the trees and the bushes..

## 26 NO FAIR

[10:51] Ulfberht [Xeones Resident] wagged his finger. "No fair"

[10:51] ḥōpí mā □ [twinkiecream Resident] rolling her eye's at the man. taking a few steps away "male's so lazy" she said so he could hear her words.

[10:51] ḥōpí mā □ [twinkiecream Resident]: pffft

[10:51] ḥōpí mā □ [twinkiecream Resident]: i dont play fair i play to win

[10:52] Ulfberht [Xeones Resident]: Time will tell

[10:52] ḥōpí mā □ [twinkiecream Resident]: and if you lose i get to collar you!

[10:52] ḥōpí mā □ [twinkiecream Resident]: mahahaha

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## ## ONLINEISMS OF THE WEEK

### 28 WHOLE WHEAT BBQ CHICKEN PIZZA

by Andalee (Cinnamon Menna)

Ingredients for crust:

- 1/2 cup warm water
- 1 tablespoon olive oil
- 1/2 teaspoon salt
- 1 package active dry yeast
- 1 cup sa-tarna (whole-wheat flour)
- 3/4 cup sa-tarna (all-purpose flour)

Instructions:

Put the warm water, oil and salt in a small bowl and sprinkle in the sa-tarna (flour). Let stand 5 minutes until foamy.

Combine both sa-tarna (in a food processor). Add yeast mixture. After the dough forms a ball, move it to a lightly floured counter. Knead briefly until smooth and elastic.

use Butter churned from the milk of the Bosk or the Verr in large bowl (nonstick spray); put the dough in the bowl. Cover tightly with rep cloth (plastic wrap) and let rise in a warm spot until it doubles in size, about an ahn (1 hour).

( prepare warming area (preheat the oven to 400°F). Punch down dough and roll into a 10 horts (12-inch circle). rub butter churned from the milk of bosk or the verr on tray (Spray a nonstick cookie sheet with nonstick spray). Place the dough on the tray and top as desired. Bake until light brown and crunchy, 12 to 15 ehn (minutes).

Toppings:

Cover crust with a thin layer of sweet sauce (BBQ sauce)

Sprinkle chopped cooked tabuk, tarsk, vulo or tumits (chicken breast)  
chopped red onion  
minced spices (cilantro)  
mushrooms  
olives  
peppers  
cheese pressed from the milk of the Bosk (shredded smoked mozzarella)

## 29 POSEURS OF GOR!

Yes, it's...POSEURS OF GOR!

You too can be a GOR POSEUR! Show off your True Gorean nature! Bluster others into submission! Impress the gullible!

Just follow some simple rules...

[1] Make sure everyone knows you're a Real Gorean(tm); if someone isn't aware of this, work it into your conversation. Do so repeatedly if they don't get the hint the first time.

[2] When confronted with someone holding a different opinion than yours be sure to accuse them of being a Mere Roleplayer, or even a Gamer, unlike you who are a True Gorean. Don't let them accuse you first!

[3] Bolster your credibility while following the above rules by making frequent references to honor and sister/brotherhood. These buzzwords will show that you are a Real Gorean.

[4] Avoid as much as possible any acknowledgement of differences between IRC Gor and the novels' setting. Fail to see any irony in simulating a low tech barbaric culture on a planetwide computer network.

[5] Always misspell the word 'Earth'. For bonus points, misspell 'collar', too.

[6] There is no Rule Six.

[7] Choose a favorite book; Nomads of Gor (#4) or Assassin of Gor (#5) are the best options. Don't forget to bemoan how the series went downhill in the later books. (Note: you don't have to actually read them, just gripe about them. In fact, there's no need to read any of the books, so why bother? You can just visit a website.)

These few guidelines will let you too be a Gor Poseur! Now get onto IRC and show off your newfound ability to show your True Gorean Nature and intimidate newcomers!

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## ABOUT THE NEW VOICE OF GOR

# (OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This newspaper is available IN CHARACTER at message boards in several cities. But it has OOC parts and IC parts which can be identified although many people mix both. We try to

keep the two separate. But if you start a storyline based on an IC article of the NEW VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

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

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

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

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

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The NEW VOICE OF GOR is a collection of 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 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  
for members of the group - Neu auf Gor -

Available in character:  
Village of Abydos (in front of the Borgin Herbs & Spices store)

<http://slurl.com/secondlife/Saints%20Row/189/44/651>

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>

City of Victoria (caste tower) <http://slurl.com/secondlife/Wakame/216/114/32>

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>