

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 155

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

Second day of the first hand of the month of Hesius 10165 Contasta Ar

Based in Tancred's Landing

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

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Senior writer: Verona Lorgsval, Rose Isles

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

01 Content

02 Editorial

All over Gor

03 The salt scandal

04 Rumors

05 The tale of Tarlier Kalaen - Caprus Anago Scarian, part II

06 In the solitude of an empty and sad camp

06 The Scribe summit spring 2014

Gorean Cities

08 Port of Olni

The Slave's Corner

[Schedule]

09 Arrival at the Port of Isium - Aya's travels

10 Sais Tarn race

11 Isle of Tarns [Schedule]

12 City of Agrhi sword tournament [Schedule]

13 Village of Fire Stone [Schedule]

Rare dialects of Gor

14 Oasis de Klima - scandale sur le sel

Trade

15 True Southern Trade Alliance (STA)

16 House of Yuroki Companies (HoY)

17 Currency Exchange Rates of the HoY Banks

Games

18 Gorean Tournament Guild

Miscellaneous

19 Lyrics: Battle song

Sim advertisement

20 Tancred's Landing

21 Axe Glacier

22 EnKara (german)

Advertisement

Mentioned: Goreans Portal Radio, Gorean Whip Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean Legal Academy

Roleplay

23 The captain's tale (extracts)

24 Statements

Knowledge

25 Scribes as geographers and cartographers

Onlineism of the week

26 Fashion close I

27 Be on the look out for this man

28 Gorean panthers spy a couple of lifestylers

29 BTB Gor and Secondlife search

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 155th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR got an OOC article from a warrior of Olni who had visited Vonda and was complaining about the roleplay there and that his slave had been killed.

The right of reply is part of our policy. "Audiatur et altera pars" is a Latin phrase that means "hear the other side too", or "hear the alternative party too". It is most often used to refer to the principle that no person should be judged without a fair hearing in which each party is given the opportunity to respond to the evidence against them. We respect that and asked the moderators of Vonda for their point of view too.

The moderators in Olni and those in Vonda have agreed the scene that started the whole event was invalid due to godmodding on both sides. So, the basis for his story is impossible to have occurred since it was deemed invalid.

I decided to publish only some parts of the article to avoid further drama. Nevertheless some statements of both sides are quite interesting to learn how people feel and how to avoid faults which would ruin the fun and the idea of roleplay. Please note that the NEW VOICE OF GOR prefers articles "in character".

Read more in the "Slave's Corner" and the "roleplay section" below.

Remember [if you want to start a storyline based on an article]: The NEW VOICE OF GOR is

available [in character] in the Village of Abydos (in front of the Borgin Herbs & Spices store), in the city port of Olni (gate house), in Tharna, in New Tancred's Landing (library), in the library of Tampica Woods, in the city of Victoria (caste tower), in the city of Vonda (in front of the Administration building) and in the Port of Alsium (docks).

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])

ALL OVER GOR

03 THE SALT SCANDAL

ANNOUNCEMENTS OF THE PASHA OF KLIMA

The salt of klima is the best of Gor. The words come from the city(estate) of Vonda are deceitful. Our salt is completed and is not poisoned. It is the defamation and I protest energetically against this slander. I ask embargo of Vonda!

Spin, Pasha of Klima

[The Pasha speaking in a rare dialect of the Tahari:]

Un marchand de Vonda accuse notre sel et sa qualité, il fait courir la rumeur qu'il est

empoisonné. je ne peux admettre une telle infamie, je demande à tous de réagir fermement.
Je viens d'envoyer une lettre de protestation a STA

Spin, pasha de Klima

04 RUMORS

Rumors are carried by haters
Spread by fools
Accepted by idiots

[Stolen from the profile of Şid'ney Rubicon Dryke Del Ray [Sidney Tamalyn]]

05 THE TALE OF TARLIR KALAEN - CAPRUS ANAGO-SCARIAN

PART II

by innerzeitgeist, Port of Alsum

An excited cry, which no human throat could have duplicated accurately, arose thinly from the depths of a deep pit, water-scarred from inconceivable antiquity. The noon-day Sun was red and huge. The air was tenuous, dehydrated, chill.

At first there was only one voice uttering those weird, triumphant sounds. Then other vocal organs took up that trilling wail, and those short, sharp chuckles of eagerness. Other questioning, wondering notes mixed with the cadence. Lacking qualities identifiable as human, the disturbance was still like the babble of a group of workmen who have discovered something remarkable.

The desolate expanse around the pit, was all but without motion. The icy breeze tore tiny puffs of dust from grotesque, angling drifts of soil, nearly waterless for eons. Patches of drab lichen grew here and there on the up-jutting rocks, but in the desert itself, no other life was visible. Even the hills had sagged away, flattened by incalculable ages of erosion.

At 5 Pasangs distance, a crumbling heap of rubble arose. Once it had been buildings. A gigantic, jagged mass of detritus slanted upward from its crest--red debris that had once been metal. Perhaps it was half a million years ago. Man was gone from Gor. Glacial ages, war, decadence, disease, and a final scattering of those left transported by the Priest Kings to begin again on newer worlds in other solar systems, had done that.

The sounds were not human. They were more like the chatter and wail of small desert animals. But there was a seeming paradox here in the depths of that pit, too.

The glint of metal, sharp and burnished. The flat, streamlined bulk of a flying machine, shiny and new. The bell-like muzzle of a strange excavator-apparatus, which seemed to clear away rock and soil. Thus the pit had been cleared of the accumulated rubbish of antiquity. Man, it

seemed, had a successor, as ruler of Gor.

Laey Morh had flown his geological expedition out from the far lowlands to the east, out from the city of Kar-Rah. And he was very happy now--flushed with a vast and unlooked-for success.

He crouched there on his haunches, at the dry bottom of the Pit. The breeze ruffled his long, brown fur. He wasn't very different in appearance from his ancestors. A foot tall, perhaps, as he squatted there in the stance of his kind. His tail was short and furred, his undersides creamy. White whiskers spread around his inquisitive, pink-tipped snout.

But his cranium bulged up and forward between shrewd, beady eyes, betraying the slow heritage of time, of survival of the fittest, of evolution. He could think and dream and invent, and the civilization of his kind was already far beyond that of the ancient times

Laey Morh and his fellow workers were gathered, tense and gleeful, around the things their digging had exposed to the daylight. There was a gob of junk--scarcely more than an irregular formation of flaky rust. But lying there was a huddled form, brown and hard as old wood. The dry mud that had encased it like an airtight coffin, had by now been chipped away by the tiny investigators; but soiled clothing still clung to it, after perhaps a million years. Metal had gone into decay--yes. But not this body. The answer to this was simple--alkali. A mineral saturation that had held time and change in stasis. A perfect preservative for organic tissue, aided probably during most of those passing eras by desert dryness. The plains below the mountains had turned arid very swiftly. This body was not a mere fossil. It was a mummy.

At last Laey Morh gave a soft, chirping signal. The chant of triumph ended, while instruments flicked in his tiny hands. The final instrument he used to test the mummy, was held over his eyes. On the tiny screen within he saw magnified images of the internal organs of this ancient human corpse.

What his probing gaze revealed to him, made his pleasure even greater than before. In twittering, chattering sounds, he communicated his further knowledge to his henchmen. Though devoid of moisture, the mummy was perfectly preserved, even to its brain cells! Medical and biological sciences were far advanced among Laey Morh's kind. Perhaps, by the application of principles long known to them, this long-dead body could be made to live again! It might move, speak, remember its past! What a marvelous subject for study it would make, back there in the museums of Kar-Rah!

06 IN THE SOLITUDE OF AN EMPTY AND SAD CAMP

by ڪڙڻڙڙ [emmanuella Checchinato], SE of Dani's band

Sonia, listen to the wind in the trees to drop piles of snow from the branch, she can not help trembling at every noise

A moment she hears furtive steps, slides, sounds crushed branches .. she listen carefully

trembling with fear, and if hunters comes to capture her, so she snuggled into her improvised hiding her and Dani were found, they crawling under a pile of fallen rocks, a little way that only the animals or women can take it as it is very small

Hidden behind this pile of rocks in this natural chamber under the mountain, with Dani she eventually bring some fur to make this a little nicer place by lighting torches with tissue soaked in tallow....

She didn't remember how long she is prostrate here in that narrow space...

Speaks softly to herself, knowing that no one listening, but she feels compelled to speak for not become mad ...

How long, how long is she there in the cave?

She does not know has stopped counting long time, do not see the light of day or night ... she hears the larl or wild panther hunting in the deserted camp...

Wild beasts must feel her smell but can not find her traces in the cave ...

She is sitting on the fur on the cold ground, knees bent against her chest the enclosing with her arms and prostrate, this way she feels safe...

Suddenly wakes up a noise, a crash she thinks that these are the sounds that woke, she does not know or maybe she dreamed ... she can not say as her mind is foggy

She opens terrified eyes, nothing

Black night, the silence so sudden that noise that may have awakened ... she rubs her eyes trying to see in the darkness of the cold, damp cave, she does not remember falling asleep the night before or the morning, she does not know has no sense of time passing ...

Her stomach growls, she has not eaten for several days, her dry lips to moisten she tries from time to time with her saliva she harder to produce as she is hungry and thirsty ...

She should come out of hiding, she should move out, to drink and also to eat something that takes a her empty stomach

but she was afraid and all the noises she heard since yesterday does not reassure, she wants to live to survive and must be motivated to look for.....

After several ihn that seem a eternity for her. Long before she takes a decision, she finally force out of the cave under the mountain, again she creeps under the pile of fallen rocks for thousands of years before

But before leaving, she took her knife, a knife whose handle was carved from a tooth sleen, pretty drawings roam the handle to its full height, a slightly curved short handle that go perfectly fine in her sutured scars hand , as if the knife was manufactured in model on her hand, a long thin blade and tapered ends that knife ...

she hold the knife in her right hand and began to crawl under the small passage where only a woman or some small animals can pass....

Finally Sonia ended up out of hiding, she blinked as a distinct glow illuminates the place where she emerges ...

One second largest cave, with a higher ceiling and some lights from small wells far above her head or a sunbeam illuminates the walls of the cave, she keeping a moment the knees always on the cold floor, she stand up with difficulty she shudders as she feels on her emaciated body and tired a stream of cold air, a seeming freezed kiss coming from outside freezing her almost naked body trembling.....

She shakes her head, then listen carefully to the sounds, the sounds around her, wind noise on the outside she feels she listen if animals turn in the camp, but she heard nothing of any growl, grunt indicating that a beast lurks in the shadows, she feels somewhat reassured and finally decided to walk to go outside to the campfire, and there she hopes to find some food and water to drink ...

Gently she puts one foot before the other, her whole body is only pain as the blood began to flow normally through her veins, her nerves relax slowly launching electric flash sudden and fast

Sonia starts slowly to walk one foot before the other while her body hesitant in the semi-darkness of the cold cave.

07 THE SCRIBE SUMMIT SPRING 2014

by Pyrie Catoria [Catalina Staheli]

Ambitious. That word has been used more in association with the Summit than any other. And now, the count down has begun and the Summit is only days away. A dream that has survived for over three years is finally coming to fruition this beautiful spring. The creator, Pyrie Catoria, is known for her bucket list of 10,000 projects just waiting to be put into motion. Seeing the need for something like this, she began working on the Summit only a month ago, visiting the cities and meeting with scribes from all over Gor.

A committee was soon put together, consisting of Quintus Domitius Ennius, Appius Domitius Decmitius, Lady Verona Lorgsval, Lady Rosaline Spiritor, and Lady Pyrie Catoria. With this group put into place, the search began to gather together speakers, planning panels, finding moderators, and soon the Summit's agenda was full of talented individuals all coming together to share in this dream of uniting through a passion of knowledge. Rosaline Spiritor comments that "I'm hoping that the summit helps new scribes to understand there's so much more to learn and that there is a lot of responsibility being a scribe."

While the Summit has been planned by scribes, the event will be open to all who wish to attend. There will be discussions on geographic regions, where such individuals as BrokenArrow Huet, Ries Kurka, and Ruffus Pinion, will be traveling in and will share their experiences and knowledge of their homeland. For those with more of a political leaning, we have some of the brightest minds hosting discussions on law, governance, and caste

structure.

A highlight of the event for those with a keen sense of turning a phrase in one's favor, there will be two very special events sure to excite. Both on Saturday, the 26th, and Sunday, the 27th, at noon, there will be a battle of wit and words, a debate on topics given to the individuals sparring just a half an ahn beforehand, so it will be quite a spectacle to behold as some very interesting topics are put out there.

Many have wondered about the location of the Summit and which city would find itself the host. Numerous offers of a most generous nature have been heard by the committee. However, the location is closely guarded and maps will be distributed only a few days beforehand so as to prevent the brigands upon the roads from setting their snares for the excited travelers. When the location is finally disclosed, it will be to visit a masterpiece of construction, the finest of masons in Gor working tirelessly to bring to life this vision for the Summit.

The Summit is a dream realized of bringing together Goreans to share knowledge, trading ideas on how things are done here and there and it is a fervent hope that all will walk away with something new learned. As Lady Laiken Hax says, "The upcoming summit I am hoping will rejuvenate the caste itself and present ideas that can help each of us as individuals and those that directs groups for good ideas of what a Scribe can do within its community. I do hope that all participate and leave with a new feeling of what the caste should be doing."

GOREAN CITIES

08 PORT OF OLNİ

THE SLAVE'S CORNER

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

VONDA ~ THE SHALLOW END OF THE GENE POOL

By Teal Razor

I intended to write a segment of Goritechural Digest this week. The city of my interest was Vonda. Vonda lies only 200 pasangs down river from Port Olni, but, it is light years away insofar as their laws, etiquette, and the intelligence of their people. I have heard it through the best authorities that some believe Vonda is a city with a curse. This abomination on the Olni, in my informed opinion, merits naught but to be razed to the ground. I say this sadly because the city of Vonda, the buildings, plantings, and accoutrement, are a visual delight. If you take your gaze from the resplendent build to the actual citizens of Vonda, you might have to have a bucket handy in which to pitch the contents of your stomach. The sight of these subnormal's is akin to smelling a corpse, recently slain, whose bloated stomach is off gassing an olfactory parcel of rot.

It was, to this sad city, that I traveled. I accompanied a magistrate of Port Olni to this open

sore, the City of Vonda. The magistrate, a lady in every sense of the word, was in search of a thrall, a fighting slave, to be specific. Since she was a free woman she wanted a traveling companion who could defend her in a trice if it were necessary. She was talking with my Master and I begged him to let me go with her. I had never seen Vonda and it seemed a good opportunity to review it's architecture for the Goritechural Digest. I was given permission and so we went to the boat dock, but, not before I packed a provision satchel with all kinds of delicacies to snack on during the trip and a flagon of water to quench our thirst.

It must be said that Port Olni and Vonda have a safe passage treaty and these two cities are allies. I think one should keep that uppermost in their mind when trying to make a judgment on the following reportage.

The magistrate, Lady Ashtin, was good company on the boat. She was a hit among the seamen with her amusing stories. I think that the seamen would have preferred my more ribald banter, but I was glad she was the center of attention since she is known to suffer from sea sickness. She tends to forget about her queasiness when talking. I stayed below decks to stay out of the sun but I was not allowed above decks anyway. The Mistress was covered in her robes of concealment which Tor tu Gor could not penetrate

We arrived in Vonda without incident. The gates were open and we walked through. It seemed fitting since we were women and there to take in the sights of the city in a peaceful manner. After walking around the city up and down it's grid-like streets and alley's oooh'ing and ahhh'ing at the wonderful construction techniques and coordinated stones, we approached a commons area.

Lady Ashtin sent me on ahead to inquire if we could sit and enjoy some refreshment there. Since she has not visited the city in the past, the Lady was ever watchful that she might wander into a boudy tavern. As I walked closer I saw men and women there who looked like free persons but, I was soon to find out that these people were not free, they were mired in a hell that constrains the life from their pathetic brains and makes them fit only as the bait of sleen.

I went into the open air room and approached the first standing Master I saw. I knelt and asked if travelers might find a bite to eat there. I chose to approach the standing Master because usually people sitting in a common's area are interested in the repast in front of them and not an impudent slave who needs information from them.

The standing man, who I later found out was Marcus Galbreus, the administrator of that city, the top dog, the big kahuna, the head honcho, the big cheese, the big enchilada...in other words, the BOSS, after 3 ehn, acknowledged me.

Now, it would not matter if he decided never to acknowledge me. I am a slave, after all, and I was to give all deference to the free. The Boss-man told me that this indeed was the place for refreshment. I thanked him and turned to see Lady Ashtin waiting outside the common's area and went to her side. She said she was not needing food but asked that I fill the flagon we brought with some fresh water.

After substituting paga for water since I could not find the water cask, I dumped some coppers, which the Lady had placed in the provisions satchel, on the counter for the paga.

It is here that the disgusting lack of brain power was laid open for me to see. This chasm in their gray matter is also being talked about in certain circles.

It turns out that while I was waiting for the acknowledgement of the administrator, who was tied up in communicating with these free people, I encountered a strange way of speaking Gorean.

They waited for an open lull in the conversation to let loose a stream of reverie from their mouths that was radically disconnected from any conversation that came before it. I shook my head wondering if I heard all of it correctly.

These streams of reverie were at least three to five ehn apart. It was hard to tell when one should say something and I found it akin to a game of jump rope on earth. In this game, two people hold either end of a rope and twirl it. A third person tries to gage the velocity of the rope in order to "jump in" and skip to avoid collisions with the turning cable. The "collisions" in the conversation were evident as nothing seemed to make sense.

Then for some reason, most likely the lack of gray matter inside their skulls, these rotting corpses started "IT". From the get go, there was Colton -Alexzander- Dark, a blind assassin, if there can be such a thing, who accused me of not towering in the presence of free women and offered to whip me. Payton Robonaught tossed the assassin three coppers to whip me. Another called Pyrie Catoria produced a gold tarn to pay for my said whipping.

A loudmouthed drunk by the name of Rosaline Spiritor, opened her pie hole and demanded my death. Pyrie added another copper tarsk to her gold tarn and specifically said it was for my death. She also said that the Mistress I was traveling with wanted to wear the camisk of a slut.

[The moderators in Olni and those in Vonda have agreed the scene that started the whole event was invalid. The editor]

Many nights I now lay awake picturing in my minds eye, Vonda, a city of dust. The only way to show people that they are hopeless is if you destroy their Home Stone.

I will end this story with three words, "Delenda est Vonda."

[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

09 ARRIVAL AT THE PORT OF ALSIUM - AYA'S TRAVELS

by innerzeitgeist, Port of Alsum

Whilst walking for many pasangs following the Mighty Vosk, wondering at the splendor of the Cities and Towns flanking it's banks and enjoying the hospitality of all, it was in a Tavern in Ven that I heard tell of Alsiium. This name was new to me, and so after a brief discussion and the trading of a few coins, I engaged a boat making passage to this mysterious place.

The voyage was pleasant, the skies clear and bright with the banks on both sides passing by at no swift pace. Time it gave me to write of my travels and in particular a story I had heard whilst in the Sadar Fair. The Captain was a portly and cheerful man with a love of jests and Paga, we shared many a tale, some of course becoming somewhat exaggerated as the Paga flowed. It was during one of these moments that he told me of this place Alsiium. The entrance to which is found down a small tributary and is well guarded. Of course my interest was piqued as I heard more and more of this hidden Port. He told me that it had been founded by a Merchant and was a peaceful Port in the main with the buildings a mixture of typical Gorean wood and plaster houses and classical influence.

Towards the end of the Hand I heard the command to turn and watched as we left the center of the river heading for a smaller river cut between the rugged hills covered with trees. The boat slowly moved upstream until we came upon a dock nestled on the right and patrolled by two Warriors.

Cupping his hands to his mouth the Captain hailed the Warriors by name and shared a joke or two as he asked leave to dock. One laughed loudly and insulting the Captain heartily waved us to the dock. As the boat was tied fast the Captain leapt to the deck and clasped each Warrior by the wrist and greeted them in turn. Turning to me he bade me leave the boat, "A Visitor" he informed them, "He wishes to see the Port". I nodded to the Warriors. "Tal". We followed the routines as I presented my credentials and requested leave to enter the Port. This was granted and I was escorted through the small entrance to follow a path through the forest to the Port.

My breath caught as we rounded the side of a hill, emerging from the trees I was presented with a wondrous sight. A hidden harbor containing boats of all types from War Galleys to Merchant vessels, the docks busy with the moving of goods and such, and the splendid gates, the main entrance to the Port of Alsiium. I had arrived at last.

10 SAIS TARN RACE [SCHEDULE)

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/>]

11 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 Azerbaijan and Master Astary

Take Teleporter at Docks to IoT Zar Tent

12 CITY OF AGRHI SCHEDULE)

City of Agrhi Sword Tournament

Monday Nights @ 7pm SL

Sign-up begins @ 630pm SL

L\$6000 purse

L\$2500 - First Place

L\$1500 - Second Place

L\$1000 - Third Place

L\$1000 - Last man standing Battle Royale

13 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**

RARE DIALECTS OF GOR

14 OASIS DE KLIMA

SCANDALE SUR LE SEL

You arrive dans son bureau de l'Ambassade et trouve un courrier du Pasha, elle le lit et manque de s'étrangler de rage en découvrant la teneur du message. Il est très rare de sortir You de ses gonds, mais là, oser s'attaquer à la qualité du sel de Klima, risque de la mettre dans une colère hors du raisonnable ...

Youssou [Youssou Resident], furieuse

TRADE

15 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.

16 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.

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] Διμήτρη Σ SKYTOWER Διμήτρη Σ 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] Διμήτρη Σ SKYTOWER Διμήτρη Σ 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.

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

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

17 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

18 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 Rүц (Dark Kegel)
 - Sahiela Lavendel
 - Rei Nori
-

MISCELLANEOUS

19 LYRICS

BATTLE SONG

Hear the sound of swords, fulfill the night
Feel the winds of death on your skin
See the arrows fly, flaming in the sky
Hear the screams of men as they die

Silence now falls upon this blood red field
Vultures feasting with the flesh of dead bodies
This is a great moment for all of us
But now it's time to head back home victorious

We won this battle with might and fearless hearts
We came and we fulfilled our prophecy
So now we shall march back towards our homestone
With heads up high and glimmering eyes
We returned with our glory

Songwriters: Markus Toivonen, Oliver Fokin, Jari Tapani Maenpaa, Jukka-pekka Miettinen,
modified by Rarius Yuroki

SIM ADVERTISEMENT

20 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]

21 AXE GLACIER (BTB TORVALDSLAND)

The Axe Glacier is an unrelenting, wasteland of ice and rock. Set deep within the ruthless mountains of Torvaldsland. There are no soils for farming, no safe passages to travel, every great Serpent that sets sail from port must pray Thor is forgiving.
For only those without choice live here, Those Outlawed, Shunned, the Lost, Pirates the Poor and those who the Gods themselves have sent to prove themselves worthy..
There are no homestones in these frozen lands, the will of man is claimed by the merciless swing of his axe and Gods willing he strikes hard and true for the fate of the entire hold is in the blood that flows from lesser men.

Laws are slim, and work is plenty.. Muscles will bulge and ache as they are tested beyond rational limits Only the strong survive.

This is no place for the weak. It is home to those who will not bend or break in severe conditions. Those who are strong enough to forge their own fates and rise from the never ending winter to see their lands prosper.

Drink your fill and pray to Odin for our glory.

Opening Today - Come Join us

22 EN'KARA (GERMAN BTB)

En'kara, majestätische Stadt der elf Türme, eingebettet in eine Landschaft, die, sanft durchzogen von Wasserläufen und Fußwegen, das Auge erfreut, sucht Mitspieler aller goreanischen Kasten und auch kastenloses Gesindel.

Der Simverbund existiert bereits seit sechs Jahren, mit Stolz dürfen wir uns als verlässliche und etablierte goreanische Spielwelt bezeichnen. Wir wünschen uns Spieler, die sowohl Rollenspiel als auch Combat zu schätzen wissen und bieten dafür einiges:

Unsere Bibliothek enthält eine der wohl umfangreichsten Schriftensammlungen zum goreanischen Rollenspiel, außerdem steht den Kampfbegeisterten die Schwertakademie sowie die Arena zum Trainieren offen.

Auch Anfänger sind bei uns willkommen und können aus diversen Schulungen das Passende wählen und so Schritt für Schritt Fuß fassen im goreanischen Rollenspiel.

Insbesondere die En'kara Sklavenschule ist legendär und für ihre Qualität bekannt. Spielerinnen können hier testen, ob ihnen das Leben als Kajira auf Gor zusagt. Dazulernen können aber auch bereits erfahrene Spielerinnen.

Wohnraum kann zur Verfügung gestellt werden, sobald man sich dazu entscheidet, ein Teil von En'akra zu werden.

Freie Frau? Krieger? Händler? Kajira? Komm und besuch uns noch heute.

Kontakt: Lackhuellthaut Lane & Hanibaal Mohr

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>

All times and dates correct at time of publication, but please check the schedule boards on the Campus docks for any last minute changes.

Please note that 18th - 21st April is the Easter holiday. Classes may be disrupted through the holiday period. Please check notices or the Campus schedule boards for details.

- Classes

Monday Apr 21st - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

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 Gatsby - 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 - Campfire - 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 - Campfire - 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 - 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 - Amphitheatre - Weekly
All About Tanning - Ama Galaxy - 2:30 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
Kajira 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

Monday Apr 28th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday Apr 28th - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday Apr 28th - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Apr 28th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday Apr 28th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday Apr 29th - Gallery classroom - Weekly
New to Gor - Colly Kappler - 10 am

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

Tuesday Apr 29th - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 1:30 pm

Tuesday Apr 29th - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Apr 29th - Campfire - bi-Weekly
All About the Pani - Kazuma - 5 pm

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

Wednesday Apr 30th - Campfire - bi-Weekly
All About the Pani - Kazuma - 1:30 pm

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

Wednesday Apr 30th - Gallery classroom - Weekly

Pleasure Slave Course (Full) - Ahwi - 6 pm

Wednesday Apr 30th - Maproom classroom - Weekly
Intermediate Scribe - Paul Florent - 6 pm

Thursday May 1st - Campfire - Weekly
Kajira Review - Illuminous - 11 am

Thursday May 1st - Outdoor classroom - Weekly
Gorean Herbalist - El MacLeod - 12:30 pm

Thursday May 1st - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday May 1st - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday May 2nd - Outdoor classroom - Weekly
Understanding Slavers Caste - Jonathon - 1 pm

Friday May 2nd - Maproom classroom - Weekly
Gorean Ambassador Graduation - GAA - 4 pm

Friday May 2nd - Maproom classroom - Weekly
Gorean Cartographer - GAA - 5 pm

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

Sunday May 4th - Outdoor classroom - Weekly
Assistant Healers - Darwin - 4:30 pm

- Events

Saturday April 26th - Arena - Occasional
Kajira 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).

ROLEPLAY

(Read more in the editorial)

23 THE CAPTAIN'S TALE

by Siri Emerald Jr. (Siri Emerald), Captain of Port Olni

I have never written an article before, so please be understanding if this is difficult to read.

(...) I traveled to their city and found the gates wide open. Nice. I walked casually in and decided to check doors for any citizens that I might encounter sleeping. There were (in my mind as it would make complete sense for any operating city) several NPC's (Non Player Characters) tending to the city, as it is portraying a thriving metropolis. I acknowledged them and continued to check doors and such. After several minutes of this I was happily rewarded by finding the two directly responsible for the death of my slave sleeping in their beds. Now, I want to clarify something; they had their GM Meters set to away, but since it was quite evident by the role play of the death of my slave that a GM Meter is not required in interactions with other avatars, I paid no mind to it and proceeded with my intention.

I gave them the benefit of the doubt and did post five lines of hostile activity and thusly proceeded in slitting the man's throat in the same manner that my own slaves' throat was slit. I then stabbed the heart and stomach of the woman sleeping next to him several times. She was the one that had ordered the death of my slave. I found that her heartless and gutless interactions merited this. I then washed the blood off of me in their own kitchen and very nonchalantly left the city and paid a ship's captain to "sail" me home.

Don't get me wrong, I had absolutely no belief that what I did would be valid (...)

24 STATEMENTS

RP story lines are dependent upon the people involved at the moment. How things progress, outcomes, interactions, etc are all decided on the spot as we furiously type away. There are times when RP is called into question for one reason or another. RP is RP and should be taken at face value. Spending days analyzing, debating, and finding issues (whether real or perceived) simply takes away from the time we could spend doing what we enjoy - actually RPing. If you have read the previous article about a recent incident in Vonda, you will see how one person has called an RP into question. As with anything, there are two sides to every story. Please note that at no time during the RP was moderation requested, and remained a simple IC event until it was brought into question well after the scene ended.

Marcus Galbreus, Administrator of the City of Vonda

I've had some time to reflect on this situation, as well as discussion with those involved. I am usually not keen on responding to matters involving OOC dramatics, however, I suppose this time, it is warranted. Those who know me as a player are likely well aware of my love of RP. Being killed IC sucks. Vonda is not a permadeath sim. Nor is Olni. In my SL/RP Gor, sometimes slaves die (for reason or not). Whether the player wishes to play that out is up to them.

Payton Robonaught (Payton999 Robonaught), sim owner of Vonda

A slave was killed.

It's been written in the books that wars were started because of it.

Siri and his sim/city could have had the chance to do so, make good RP out of it (...)

Colton -Alexzander- Dark (Khampoh) (not of Vonda)

It is interesting, reading the perspective of one man regarding his thoughts on a displeasing slave. To be certain, the slave was displeasing, argumentative, and taunting the Free about her, daring them to 'deal' with her insolent behavior. I find it interesting that a Gorean man would demand the death of upstanding Free citizens of an allied city for the favor they did for him. While wars have been started over a slave, what was killed was not a slave. Certainly not a kajira. The carcass now rotting in the gutters of Vonda was a princess, a brat, a disrespectful slut that found out what happens when a woman decides to make a mockery of themselves, their owner, their owner's Home Stone, and their escort. Especially when those of Olni will state the dead animal is one who has been killed multiple times and thrives on the arrogance of manipulating the Free. While the captain is more than able to voice his thoughts, weak-willed and spineless as they are, we hope perhaps a good night's rest will help the man see clearly the favor done. Should he desire payment for the slut's death, he may seek out Pyrie Catoria, who has the copper tarsk still in her possession, set aside as generous payment for the beast.

Pyrie Catoria (Catalina Staheli) (not of Vonda)

KNOWLEDGE

25 SCRIBES AS GEOGRAPHERS AND CARTOGRAPHERS

Exploring and mapping unknown territory

Surely Shaba will have others of his caste with him, geographers of the scribes, I said.

Explorers

The men with him, I suspected, or most of them, were members of his own caste, geographers of the scribes, perhaps, but men inured to hardships, perhaps men who had been with him in his explorations of Ushindi and Ngao, men he trusted and upon whom he could count in desperate situations, caste brothers.

Explorers

Look there, said Shaba, indicating a table to one side, on which there lay a cylindrical leather case, with a leather cap, and four notebooks, heavy and bound with leather.

I see, I said.

There is a map case there, he said, and my notebooks. I have, in my journey, charted the Ua, and in the notebooks I have recorded my observations. Those things, though you, of the warriors, may not understand this, are priceless.

Your records would doubtless be of value, to geographers, I said.

They are, said Shaba, of inestimable value to all civilized men.

Perhaps, I said.

The maps, those records, said Shaba, open up a new world. Think not only in terms of crass profit, my friend, of the bounties there to hunters and trappers, to traders and settlers, to planters and physicians, but to all men who wish to understand, who wish to know, who wish to unveil hidden secrets and penetrate hitherto unsolved mysteries. In these maps and records, for those who can understand them, lie the first glimpses of new and vast countries. In these maps, and in these notes and drawings, there are treasures and wonders.?

Explorers

I thought of Bila Huruma, and the loneliness of the Ubar. I thought of Shaba, and his voyages of exploration, the circumnavigation of Lake Ushindi, the discovery and circumnavigation of Lake Ngao, and the discovery and exploration of the Ua, even to the discovery of its source in the placid waters of that vast lake he had called Lake Bila Huruma. But by the wish of Bila Huruma I had changed its name to Lake Shaba. He was surely one of the greatest, if not the greatest, of the explorers of Gor. I did not think his name would be forgotten.

I am grateful, had said Ramani of Anango, who had once been the teacher of Shaba. I had delivered to him, and to two others of his caste, the maps and notebooks of Shaba. Ramani and his fellows had wept. I had then left them, returning to my lodgings. Copies would be made of the maps and notebooks. They would then be distributed by caste brothers throughout the cities of civilized Gor. The first copies that were made by anyone had already, however, been made, by the scribes of Bila Huruma in Ushindi.

Explorers

ONLINEISMS OF THE WEEK

26 FASHION CLOSE I

[09:37] Lara Twist: моду закрой я

[09:37] Laura Audebarn [Laura Demonista]: well said!

27 BE ON THE LOOK OUT FOR THIS MAN

He's tall... normally wears a hood, and carry's a dagger on his right hip, as well as bow and arrow ...

He's not very genial, nor talkative, and he is constantly cursing and flinging obscenities He should be duly avoided at all costs, just watch ou he's really good at Linear shooting, and will curse you when shot at,

He wears a long cloak, and has brown eyes... oh yes, I found out he is called...

Tarl the Ranger...

Someone should really teach this fellow some manners.

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
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>
City of Vonda (in front of the Administration building)
<http://slurl.com/secondlife/Vonda/118/134/29>
Port of Alsium (docks) <http://slurl.com/secondlife/Sympathy%20Islands/70/189/31>

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>