

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 157

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

First day of the fourth 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

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 157th issue of the NEW VOICE OF GOR !

How to make people instantly like you place? Do not tell them about the wonderful architecture of your city or village. Taking into account the public's regrettable lack of taste, it is incumbent upon you not to fit in. Just send some interesting roleplay logs to the NEW VOICE OF GOR - we will publish it. THAT makes people curious...

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 157.

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 EFFECTIVE MEETING OF THE TRUE SOUTHERN TRADE ALLIANCE IN ASPERICHE

Present were: The Kasbah of the Guard of the Dunes, City of Tor, Oasis of Klima, Ukunga Region, Tancred's Landing, City of Jasmine, The Phoenix Trading Company, The HoY Company, Asperiche, City of Alsium, White Water & Dark Water Swamps. Not present were the Oasis of Nine Wells, the Oasis of Sand Sleen, Tharna, Kasra /Fayheen (excused) and Tabuk's Ford.

City of Alsium and White Water & Dark Water Swamps have been voted in as new full members of the True Southern Trade Alliance (STA).

The assembly discussed the STA salt decree and about the STA group of mercenaries. A commander has been appointed. The details are confidential. The delegations talked too about the situation in Genesian Port, Sulport, Besnitt, Rorus, Thentis, Meqara and Abydos.

04 SCRIBE SUMMIT

En'Kara Scribe Summit: A Sincere Thank You

Greetings all,

The En'Kara Scribe Summit has drawn to a close and I truly struggle to find the words of thanks. A month or so ago, I went to Lady Verona Lorgsval with this crazy dream of having a gathering of scribes. She was so enthusiastic about it that it went from a dream to a plan, slowly unfolding as we brainstormed up a few other names to help. I had created a list of topics that people would look at and whistle over and of course, the response was that well, we'll scratch off topics as I can't find speakers for them. And I began traveling. From city to city, scribe to scribe, meeting with anyone who would make the time to and soon enough, we had eighteen amazing scribes who wished to take part. I didn't have to scratch off a single topic. To Lady Verona and to all of the speakers, thank you.

An amazing builder, Rix Spyker, jumped on board enthusiastically when I went to him. He is the builder of the Hall of Gorean Dance, another incredible build designed for the dance connoisseurs of Gor. The idea of a true Gorean cylinder, a place for knowledge and teaching, was born and he was off like a rocket. And when we opened the doors on Friday, it was with a joyful heart I heard nothing but high praise for his work. For all that you have done, my friend, thank you.

And then there's the ones you don't hear about, those faces lost in the crowd who gave unwavering support and dedication. That when internet poofed on a speaker or a dj couldn't

show, or any of the countless other challenges we faced this weekend, they were there. To those who attended every single event, who were here the entire weekend, even when their caste wasn't that of scribe, you were noticed. And appreciated. A truly heartfelt thank you to each of you.

To Goreans Portal Radio and the Gorean Whip, both of whom broadcast events this weekend for me, moderating and commentating on the first debates I've ever seen held within SL-Gor. They took a unique experience and made it extraordinary and even while I was cussing my poor connection as the stream went in and out for me, I was cheering everyone on. Y'all made a scribe so happy and I thank you.

And now to the cities I must give thanks to, the first, that of Glorious Ar of Gorean Crossroads, those friends I think now of as family, who have given me a home. If it were not for circumstances unfolding as they had, I would not have been required to do a caste project and the Summit would have remained a dream tucked away in the back of my mind, far down on my bucket list of 10,000 things. Thank you, my friends, those who took in a lost soul and gave her a home. Words cannot express what you have given me.

Also to the City of Ko-Ro-Ba, filled with those here in Second Life who also took in a lost soul and gave her a place among friends, who gave unwavering support and advice, and who provided some amazing slaves to serve at the Summit. Your presence this weekend was a strong one and the contributions to the discussions were exemplary, your support of a friend's project unwavering. I hope that should the day come where I can assist Ko-Ro-Ba, I am able to do even half as good a job as y'all have.

Last but not least, to some very special slaves, those who scampered along at my heel as I traveled across Gor visiting the cities and spreading the word, as well as to those who showed up on Friday at the Summit and stayed through the entire weekend, taking pictures and notes. You were a quiet presence of excellent service and showcased well what it means to be la kajira. You have served well.

The En'Kara Scribe Summit turned out far better than I could ever have imagined, and I know there is no way it could have been done without those listed above, but also to everyone who came to a single event, who stopped by to see what this was all about. Thank you for taking part and I look forward to seeing what we can all accomplish as people return to their cities with a renewed spirit and fire and we start making plans for the Se'Kara Summit.

Best of wishes to everyone.

By my hand,

Pyrie Catoria
Caste of Scribes

06 THE SLAVE'S CORNER ~ A Satiric View of Life on Gor
By Teal Razor ~ slave

INSIDE MY HEAD...AND MAYBE YOURS TOO
By Teal Razor

The life of a slave is never one's own. So it seems natural to look at the life of a free woman or free man and daydream about what life could be like on the Planet Gor when you are free. It is the dream of being free, a state that fills us with unrealistic expectations, that can be destructive if not analyzed.

It seems for the most part, the free are much more "free" appearing than they actually are. I came to this conclusion while pouring through some news scrolls written within the week. This fact, getting news shortly after it happens, i.e., within a week, is a herculean task for scribes who sit laboring over the histories of the cities they find themselves "slaving" in. And as you see, my first point.

Scribes work extremely hard. Yes, you might say, well how would you like to stand roasting a side of bosk for a feast getting spattered with hot fat as it drips on the coals and burns your bare skin or scrub the floors of the admin building on your knees for eight hours. And...Oh, try mucking out the tarsk pens...you will know pain there as millions of flies descend on you as you shovel it out.

To those who would want to top those stories, and I feel anyone who relates horrendous tasks that they have been commanded to do, has never been chosen winner of a beauty pageant.

The fact is that scribes work in low light situations in large drafty rooms full of scrolls, shelves, reading chairs, desks, dust, and spiders. Since task lighting has not been developed here on Gor, most of the scribes wind up wearing the Gorean excuse for eyeglasses. To say that "guys don't make passes at girl's who wear glasses", is an apt description of a lady scribe who has to keep replacing her lens's in increasing thickness as the lack of illumination puts a strain on the old rods and cones. She winds up looking like a freak as her eyes are framed by glass as thick as the bottom of a wine bottle. Not a good look.

The hands of scribes are also ink stained which makes for stares from others as said scribes reach for fruit on a plate. Their blackened fingers forces those at the same table to withdraw thinking the inky fingers are a symptom of Dar kosis. Have you ever tried to get ink stains out of clothing, hair, off your face? Without enzymatic detergents you have run outta luck and into the worst mess you have encountered so far.

Scribes have to take heavy scrolls down from shelves that are of varying heights from the floor. So the scribe is up there on a ladder, stretching over to grab a scroll and a centipede crawls up their arm. I think I will take roasting meat by an open fire as a better chore than a fall from an indeterminate height which fractures a few bones and renders you an invalid. Besides, while roasting a side of bosk, you can keep carving from the outside of the meat and sampling it as you go. Some one has to make sure it is "done" and who better than you?

While I am at it, take that other free person, the builder. A builder can be an architect, engineer, draftsman, stonemason, or any one who creates and brings to fruition the

surroundings on planet Gor. When you look at this person, be it man or woman...you could say, yes free...they are free to travel the length and breadth of the city they are employed by. They also get to travel to other cities to consult with local caste members on a project, like a new market place for Sais or a bath house in Vonda. (That would be a fantasy since Vondan's avoid water like vampires avoid sunlight.)

If you think all this is freedom I would have you guess again. The life of a builder is fraught with worry, from the time he or she gets up at the crack of La Torvis, to the three moons rising. All they think about is:

"Did I measure properly and will those subpar timbers hold up under 300 Torvies crowded in the tavern?"

"Will others find out that I have used substandard material because I was paid off by the supplier?"

"Did I put in load-bearing walls that will actually "bear" a load?"

"Oh, I just read that a building I engineered collapsed and killed 300 people."

And it goes on. I don't call that freedom. I call it being trapped in your head never able to smell how good and clean the air is here. You see, slave's noses are free. Free to smell or not to smell something. You cannot be ordered to personally stop taking in air and I have read that smelling something that you have an olfactory memory of, is the quickest way to change your thinking. So there you are, scrubbing the administration building floor, all those marble tiles, all that water and soap, and along comes this spring breeze through the door and carries on it the scent of fried suls. At this point you are not thinking of washing the floor, you are remembering every encounter you have had with a fried sul be it greasy and cold or hot and crusty.

I believe the freedom of your nose is a valuable freedom to cultivate. You would not want the worries of the builder, with the prospects of premature gray hair and forehead wrinkles, nor would you want the mark of the scribe, black ink and centipede bites, to be a part of your "free" life.

Slave's should strive for the status of a giver of pleasure to their Masters or Mistresses. There is no better path to freedom than being kept on cushions and furs, allowed to bathe in scented oils, given the choices delicacies and all to prepare them for the true freedom, attention from their Master. The only danger here is that a slave could become a princess. A stint in the kitchen usually cures that feeling. So with a smile on my face, I will continue to "slave" for my living. Enslaved by a Gorean male has many freedoms.

GOREAN CITIES

07 THARNA

FIRST EDITION OF THE THARNA SCROLL IS OUT

by Seuss Hawke, editor

Greetings, I hope this, my first edition of the Tharna Scroll, finds you well. It has been a true pleasure settling in at the library and getting to know all the wonderful free and slaves of the City of Tharna. I originally arrived in Tharna partly through my pilgrimage to Sardar; it was late and there were not a lot of people around. However, the Ambassador of the City of Tharna, Lady Rei, personally welcomed me and graciously offered me a room at the Inn; I was in the midst of an arduous journey, was tired and needed a good rest. The next day, I noticed that she had posted a note for all citizens of Tharna to see, announcing me as their guest; I was then warmly greeted and engaged in lively and humorous conversation throughout the day by several of Tharna's citizens including Kazrak, Diarmuid and Tovenaar and was well served a delicious meal at the tavern's pavilion by the girl Sana. These were the first people that challenged me to role-play being new to role-play, Second Life and Gor.

Through the people of Tharna, I was given a crash course on its unique Gorean history including Tharna's trade commodities, politics, history, female warriors and story line; the City of Tharna is a true Gorean city. As a Free Woman, I feel quite comfortable with the idea of being free and treated with respect and dignity by its citizens. All this being said, I must also admit that I was quite anxious in response to the city having been raided a number of times; I quickly learned how to run and hide in the castle's tunnels, eventually remembering vittles of my own, since Sirin, is not too apt to share his cookies. However, recently, a lot of time has been invested in my personal combat training, thereby increasing my own confidence and my ability to defend Tharna ,as needed, alongside my new friends.

I remained a few days longer by prescription of the then physician apprentice Lady Leigh. This afforded me the opportunity to form bonds with many citizens of Tharna that I now care for like they were family. The Tatrix, a strong, beautiful authoritative woman, offered me a position, a challenge, which I gratefully accepted. She encourages ongoing learning and nurtures her community's growth and health; a style of leadership I admire and respect. I hope to contribute to this philosophy in some way by encouraging unity amongst the citizens of Tharna via this avenue, the Tharna Scroll.

I firmly believe that we are each individually responsible to develop, maintain and nurture role-play opportunities for ourselves and for the benefit of the group. Also, in regards to conflict, it is important that we each do our very best to smooth ruffled feathers or, to know when to walk away. I personally am not always going to comply with others' ideals, however, I know I can do my very best to do so without further aggravating the situation and causing rifts amongst my friends and neighbours. I have experienced two very awkward situations here on Gor, one friendship is lost despite my best efforts and the other has flourished; we should not force our own will onto others or no one will want to role-play with us.

I always enjoy a good story and, when in Tharna, you will most likely find me in the library working or the pavilion enjoying a lovely meal or cup of tea. Should you wish to share an article and photo, you may leave me a note card and photo for inclusion in a future edition of the Tharna Scroll. I wish you well:

KANDA CLASSIFICATION

by Sahiela Lavendel, Tatrix of Tharna

City Council and the Golden Throne of Tharna have classified the plant Kanda, in all matters including roots, stems, and leaves, to be solely of poisonous substance with no advantage to human or animal consumption. It is further noted that it has no value in the production of any commodities. Its sole intent is murder or subjugation of its victim and consumer through addiction and final death. Kanda is a plant whose juices are a poison that kills the cells of our nervous system. Any and all usage of Kanda is highly addictive, when not fatal. There is no cure to it, once addicted, always addicted.

Any act of perpetration, including the sale or gifting of any part of the Kanda plant, is classified as murder in the first degree, with similar punishment to be imposed. A minimum sentence of life to a maximum security mine is required. Using the distilled poison of the Kanda plant is set with a mandatory punishment of impalement, and growing of the plant within 90 pasangs of Tharna is considered distribution of the illegal substance within Tharna. Persons of diplomatic status, having been found perpetrating or distributing any part of the Kanda plant will have their status ignored; furthermore, the war status of stated city will be considered, with that city accused of having violated Merchant Law, and Silver Treaty. Persons of foreign cities, designated by trade treaties, will be adjudicated as citizens of Tharna, by either a magistrate, or the Tatrix herself; persons of non-trade treaty cities and outlaws will be adjudicated as outlaws, resulting in a minimum of immediate internment in a maximum security mine. Adjudication is by an officer of the Red Caste.

The Mental Health Code has also been amended to include that persons or slaves, having consumed or been in contact with Kanda must be evaluated by a registered physician to their state of addiction. Anyone found addicted must be considered to be mentally instable. All addicts must be considered to not be able to properly conduct themselves and must become wards of the state and the physician council until death; in limited cases, deemed by a magistrate and the physician council, such a person may be considered a ward of physician council and person's family. Outlaws and persons of non-treaty cities will not be evaluated for addiction or mental health, in their cases, any possession has a minimum sentencing of life internment in high security mines. Any acts of violence, including the perpetration of Kanda, must be considered to have possibly been done by a mental unstable person, and this evaluation taken into consideration by a magistrate; in such cases, the higher crime takes precedence. If murder is involved, mandatory punishment is impalement.

Only the Head of Physician caste or Tatrix may authorize and/or procure Kanda leaves to lessen the suffering of the addicted and dying and it may only be procured to the amount needed; there may not be reserves at any given time. It must be registered in content and stored in the high security, dual locking safe of the Royal Mine & Mint, where procedure requires at least two persons to unlock and open.

“All arms of the city's might should be ordered to incinerate any Kanda plants when found. As far as our might reaches, those outlaw criminals, determined to propagate the sale of Kanda, must be attacked, annihilated and/or brought to justice.”

"The roots of the kanda plant, which grows largely in desert regions on Gor, are extremely toxic, but, surprisingly, the rolled leaves of this plant, which are relatively innocuous, are formed into strings and, chewed or sucked, are much favored by many Goreans, particularly in the southern hemisphere, where the leaf is more abundant."

~ pg. 43 Nomads of Gor

08 THE SOARING HERLIT [SCHEDULE]

A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

09 PORT OF OLNi [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

10 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 Astary

Take Teleporter at Docks to IoT Zar Tent

11 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

RARE DIALECTS OF GOR

12 WANDERMARKT IN FOREST OF ASGARD - AXE VILLAGE

Der Markt im hohen Norden war gut besucht, obwohl die Anreise per Schiff recht muehsam war. Mehrere Dutzende Passangs bis in das Tal mussten zu Fassen zurueckgelegt werden. Der Blick auf das Nordlicht hoch am Himmel entschaeudigte fuer die Strapaze des Anmarsches.

Da in der Naehue auch ein bekannter Handelspunkt fuer Panther ist, hatte sich der Markttermin auch bei denen herumgesprochen. Einige hatten sich als arme freie Frauen verkleidet und machten sich an die maennlichen Haendler heran, die nicht unempfaenglich fuer die Reize der Geaehteten waren. Eine Panther En wurde sogar auf dem Schoss eines Mannes gesichtet...

Die Haus of Yuroki Handelsgesellschaft hatte seltene Tiere aus dem Sueden angeboten, die auf reges Interesse stiessen. Die armen Bauern hatten aber nicht genug Muenzen, um zu bezahlen. Dafuer knuepften wir einige interessante Kontakte... Ein Maler hielt einige der Momente waehrend des Marktes fest:

13 NEUER MARKTTERMIN

Vierter Tag der zweiten Passage Hand im Monat Hesius (18.05.2014)

Vielen Dank an alle die sich Muehe machen den Markt zu erhalten Wir reisen weiter nach Thorstein, denn da wird der naechste Markt sein. Wie immer folgt vom Betreiber Info zum Markt.

Be well und sichere Wege Hadrian Troncon

14 OASE DER ZWEI SCIMITARE

Die Oase wurde komplett umgebaut, wie Reisende erzaehlen.... Die Oase war auch ein Kandidat fuer die Suedliche Handelsallianz. Wer werden die Leser auf dem Laufenden halten.

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

COINS FOR JASMINE

The House of Yuroki Bank delivered coins for the city of Jasmine.

FACTS

The HoY Companies are currently located in ancred'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:

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
CITY OF JASMINE

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)

SIM ADVERTISEMENT

(draft)

19 TANCREDS LANDING (BTB)

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]

20 NORTHERN LIGHTS OUTLAWS (GE)

The Northern Lights Outlaws are located in Northern Tranquility on a brand new light designed sim with low lag. We have a great fort with an underground dock and a village that serves to disguise the activities of the outlaw gang. We're recruiting a variety of roles from slaves to raiders.

Role Play Philosophy:

Our philosophy on role play is to keep it fun. We try to follow the rules and go beyond just the minimum requirements ourselves and to not nit-pick others.

GM HUD coins and G&S are used.

Northern Lights Outlaws (NLO) and the Sa'Tavi Panthers (EN, GE, part of Gimli | Valkyrie | Island of Brands continent, 18 sims), Tranquility Bay

22 VILLAGE OF AETOS (BTB)

Village Of Aetos Recruiting All Castes, Slaves We are an Island Town we expect role play and knowledgeable people of Gor not lifestylers but good role players, if your tired of feeling like the drama is pushing you out then come see for yourself and build your family. We export Wine, var cheese , Looking For a very Experienced Slaver, And Green Castes ,housing is available.

Contact

Hannah Christos Builder
Savario Freese Commander
Recklissant Resident Blacksmith

22 HEIMILI - TORVALDLAND

There was agitation amongst the serpents, waving and pointing gestures. The exhausted bonds all looked ahead and saw a great expanse of white ice high in the air.

"The first landfall is icy" said her Jarl, "We must sail around the shadow of the Hrimgar Mountains to reach the green, It is spring!" The day grew warm as the forested banks closed in and the sun glared down, until finally they reached a small hidden cove thick with crowded trees, mainly pine and birch, the forests rich with wild beasts to eat and to make valuable pelts for barter.

"We need more men to clear these trees" her Jarl told the others ... "and to farm and protect our new land which I have named"

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>.

HERLIT RADIO

How to Listen to Herlit Radio

Herlit Radio can be heard 24/7 on our SIM

If you'd like to listen on your SIM

In About Land

in Media

in Music URL: 216.155.128.202:8039

In WinAmp, open the following URL: <http://216.155.128.202:8039>

In Windows Media Player, open the following URL: <http://216.155.128.202:8039>

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>

Schedule - Calendar (group.calendar.google.com)

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

Classes

Monday May 5th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday May 5th - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday May 5th - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday May 5th - Kaissa Area - Occasional
Kaissa Tournament Opening Ceremony - Alfie Stuart - 3 pm

Monday May 5th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday May 5th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday May 6th - Gallery classroom - Weekly
New to Gor - Colly Kappler - 10 am

Tuesday May 6th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday May 6th - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 1:30 pm

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

Wednesday May 7th - Campfire - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday May 7th - Maproom classroom - Weekly
Intermediate Scribe - Paul Florent - 6 pm

Thursday May 8th - Campfire - Weekly

Kajira Review - Illuminous - 11 am

Thursday May 8th - Outdoor classroom - Weekly
Gorean Herbalist - El MacLeod - 12:30 pm

Thursday May 8th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday May 8th - Lounge - Weekly
Read Gor Like a Scholar (in voice) - Rose - 6 pm

Friday May 9th - Outdoor classroom - Weekly
Understanding Slavers Caste (in voice) - Jonathon - 1 pm

Friday May 9th - Maproom classroom - Weekly
Gorean Ambassador Graduation - GAA - 4 pm

Friday May 9th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 6 pm

Sunday May 11th - Outdoor classroom - Weekly
Assistant Healers - Darwin - 4:30 pm

Sunday May 11th - Outdoor classroom - Bi-Monthly
Medical Seminar - Jerrod - 6 pm

Monday May 12th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday May 12th - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday May 12th - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday May 12th - Outdoor classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday May 12th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday May 13th - Gallery classroom - Weekly
New to Gor - Colly Kappler - 10 am

Tuesday May 13th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday May 13th - Gallery classroom - Weekly
Gor Cultures (in Italian) - Lady Alys - 1:30 pm

Tuesday May 13th- Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday May 14th - Campfire - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday May 14th - Maproom classroom - Weekly
Intermediate Scribe - Paul Florent - 6 pm

Thursday May 15th - Campfire - Weekly
Kajira Review - Illuminous - 11 am

Thursday May 15th - Outdoor classroom - Weekly
Gorean Herbalist - El MacLeod - 12:30 pm

Thursday May 15th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday May 15th - Lounge - Weekly
Read Gor Like a Scholar (in voice) - Rose - 6 pm

Friday May 16th - Outdoor classroom - Weekly
Understanding Slavers Caste (in voice) - Jonathon - 1 pm

Friday May 16th - Maproom classroom - Weekly
Gorean Cartographer - GAA - 6 pm

Sunday May 18th - Outdoor classroom - bi-Monthly
Free Women of Gor - Juvana - 9 am

Sunday May 18th - Outdoor classroom - Weekly
Assistant Healers - Darwin - 4:30 pm

Events

Monday May 5th - Kaissa Area - Occasional
Kaissa Tournament Opening Ceremony - Alfie Stuart - 3 pm

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

Saturday June 14th - Arena - Occasional
Pleasure Slaves Graduation - Ahwi Ash - 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

June 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)

~ next course begins,

June 2014

classes each Tuesday at:

1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

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

~ Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many excellent Scribes having completed it and it is also applicable for Scribe slaves.

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

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

ROLEPLAY

23 PILGRIMAGE

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

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

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

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

KNOWLEDGE

24 A SLAVES WORTH

by Jade Tolwen, Port of Jasmine

The girls are generally kept, prior to their sale, in holding cells, lit by energy bulbs, beneath the ground level; soon, however, I was passing by the exposition cages, which are accessible to the public; these cages were now empty; they are used, from the tenth to the fourteenth Ahn of a given day, to display the goods that will be sold that evening; access to the exposition cage area is free to the public prior to the sale, but, after the fourteenth Ahn, the Curulean is cleared and made ready for the evening's work; after that time a citizen must pay to enter the market; the cells themselves, and the corridors on each side surrounding them, are carpeted; the bars are set rather widely; inside the cells there are cushions and silks; on each cell there is a lot number and its date of sale; in the cells the girls are exhibited unclothed; moreover, they must be shown precisely as they are, absolutely without makeup; the only exception to this, interestingly, is that perfume is permitted; even the slave collars are removed, lest they be used to conceal a scar or blemish; the girl is simply washed, brushed and combed, and perfumed, and turned into the cage where, at the prospective bidder's pleasure, she may be examined; she is also expected, upon command, to walk, to assume

postures, or otherwise to present the properties of her beauty for discernment and comparison.

25 TEMPLE OWNED KAJIRUS; THE BASICS

Written by arax, Choir slave. [ARAXXAXX Bayn]

Greetings, chain-brother. You have been purchased by the Temple. Perhaps you longed for it or perhaps it has come as a terrifying surprise. The auctioneer closed his fist and you suddenly realized that you were not bought by the farmer, the miner, the forester or the Lady in her palanquin. Instead, you see the coins change hands and a man in white is now your Master.

What now?! Well, first things first. You will not address the man in white as "Master" nor even "My Master" because while this may seem startling, he does not own you. By long tradition in the White Caste, or caste of Initiates, all slaves are owned by the Temple of whatever city you are in. The honorific "Master" implies a personal relationship that does not exist. It is a lot like being a city or kennel slave. Instead, you will address all Initiates as "Blessed One" "Holy One" or, if he is high in rank "Your Holiness" or "Your Eminence" if he is a High Initiate or on the High Council.

You may be bought by a temple slaver. You do address slavers as "Master" but never as "My Master" because, again, you are corporately owned. If you are purchased by a temple slaver, you will be leashed or coffled, shackled and handled the way you are used to being handled. Slavers may touch slaves. Slavers may wear the colors of the Slaver Caste, blue and yellow, or they may wear robes that you have never seen before: black with a white stripe down front and back. Men in the black and white robes are known as "Facilitators" and they are sort of like "half-Initiates" Slavers are to be addressed as "Master" and Facilitators are to be addressed as "Reserved One" or "Blessed One" but NEVER as "Holy One." They regard this as an insult, as they are specifically NOT ritually pure.

Contact. Slavers may handle you as livestock. Facilitators may also handle you or leash you, and if you are to be whipped it is the Facilitator who administers the punishment. Initiates will NEVER touch you, nor are you ever to touch them. Even by accident. You are a beast, livestock, and ritually impure, no matter what your station is. If you follow a slaver or Facilitator, you may be leashed and led. If you follow an Initiate, you will heel, at his left, two to three paces behind. Always make certain you are at least two to three paces AND that you are far enough "out" from his side that, should the Initiate suddenly halt, you will not run into him or even brush against his robes.

When serving Initiates you will never hand anything directly to him. Instead, all items to be given will be placed on a table before him, or, if no table is present, to any male Free to hand to him. Sometimes it may even become necessary to lay an item on cloth on the floor to be retrieved by the Initiate. Awkward, but their purity is always to be respected.

Kneeling and positions. From now on, you will kneel in the 'tower' position. That is, with both knees together, heels tucked under your behind. It is the way Free Women kneel. If you are uncut, you may angle your heels outward slightly, providing a space where you will be more

comfortable. Eunuchs do not have this difficulty. Do not worry about being cut for service. All male slaves who have attained puberty and developed as men develop are to remain uncut. Only young children, before puberty, are castrated, and they, almost exclusively, for choir service. You will always take positions that keep you marginally out of direct sight of Initiates, but close enough so that a turn of the head will bring you into their view.

Silence. Yard slaves may talk as they will, so long as they are NOT within hearing range of Initiates. That includes being near opened monastery or Temple windows. Indoors, slaves are to be silent. Any conversation must be limited to utility, direct instruction or answering questions. ALL spoken communication must be in a low soft voice or whispered. Slaves are a distraction and we must keep our presence minimal when in sight or hearing of Initiates. If serving in a monastery, then during the canonical hours of Noctis (the 7th to the 10th ahn evenings, and 1st to the 3rd ahn mornings) you must observe the Grand Silence. NO speech of any kind is to be heard. Communication is by writing or sign. If you work in the monasteries, you will be taught sign language, and to obey hand signs.

Types of Temple Owned Slaves: Yard, House, Monastery, Servant, Temple, Choir and Sacristan in increasing order of rank. The lowest rank, that of Windlass slave is not addressed here as those slaves are convicted criminals and blinded before being set to the back-breaking labor of the Sardar Windlasses. They are far lower than beasts, and to be pitied and not considered as chain brothers in any sense.

Yard slaves. You may keep your hair, although it may be trimmed shorter. Your tunic will be tan or off-white. Your collar will be iron or steel. You are not ritually pure, and will probably seldom if ever see an Initiate, except at a distance. You will bathe at least weekly, or when you are sweaty or soiled. Your duties are the same as any farm slave. Tending livestock, caring for gardens, planting and harvesting crops and doing the heavy work of lifting, drawing water, carrying heavy things and so on. Yours is the freest life of Temple owned slaves. At times, you may be thrown a kajira to satisfy your appetites, or if you are so inclined, seek comfort from your chain-brothers. You will sleep in barracks on the Temple estates.

House and Monastery slaves. You will serve in the dwelling-places or cylinders of the Initiates. Your collar may be brass or white enameled over brass. Your tunic will be white. If you read and write, you may become archive or library slaves. You will have extremely short hair or be shaven, as Initiates wish it. You will bathe daily in the mornings. You are ritually clean, but not pure. Your duties are to fetch, carry, clean, arrange, sweep, dust and basic household chores. You will be taught commands in hand-sign, so that you may keep Grand Silence with the Initiates. You may be taught to cook. If in a monastery, you will likely sleep in a small barracks or room off the kitchen or service area. If in a Cylinder of Initiates you will probably be housed on the kitchen level in a separate area in kennels. If you are a house slave, you may either be in a small kennel, or, depending on the size of the house, on a mat beside the kitchen fire at night.

Servant slaves are slaves assigned to attend to the needs of a single Initiate or a small group of up to three Initiates. You will bathe morning and evening. You will function as a personal assistant to the Initiate, learning how to cook, clean, sometimes launder robes and small-clothes. The robes of an Initiate can be very simple, as in the Tahari or the tropics, or very complicated and many-layered, as in colder climates or in the case of a High Initiate. There are undergarments, purity robes, mid-robes and over-robes, belts, cloaks and headgear to

keep track of and launder perfectly. An imperfection such as a snagged thread or tiny stain is not to be tolerated. You will see to the Initiate's shaving knives, personal grooming equipment, cleaning his rooms, carrying slops and more. You will be taught commands in hand-sign, so that you may keep Grand Silence with the Initiates. Each Initiate is different in his tastes and requirements. You will be belted, celibate and expected to maintain your own cleanliness and purity while in his service. If the household is small you may cook for him. In public you will serve him at table, hold doors and clear the path. You will sleep in a kennel alone or at the foot of his bed, on a mat.

Temple slaves are kept ritually pure in order to enter and clean the Temples. You will bathe morning, at noon and evening and before every service. You will be kept belted and celibate for the term of your service in the Temple and you will be kept to the same restrictions as the Initiates themselves. That means no meat, beans alcohol, anything fermented, and you may never touch or be touched by women. You will bathe as they do and be shaven as they are. You will learn the names and functions of all the Temple furnishings and Altar furnishings such as Thurible, Brazier, Chalice, Candelabrum, Chrism and more. You will learn the exact height to trim candle wicks, what level of oil is used in lamps, how to clean everywhere, even in between bricks in a wall! You will be taught commands in hand-sign, so that you may be given commands during services without being heard. You will learn the ceremonial vestments to place ready before services, and which ones for which season. These will be laid out exactly as the High Initiate requires. You will sleep in a room in the Cylinder, House or monastery and you will be separate from the other slaves.?

Choir slaves. If you are fortunate enough to become a Choir slave, you will be among the highest of the high! You will have been trained in song as a small child, as well as taught to read and write. Most Choir slaves are given the Stabilization serum injections at age 9 or 10, just before puberty starts to appear and before any of your body characteristics change. You will then be belted and kept ritually pure. You will bathe morning and evening and before every service. Your head will be kept shaven smooth. About a year to two years after the Stabilization serum, you will be castrated when your voice is deemed to be at perfect clarity and range. Then your training begins in earnest. It is very hard work but you will be trained to read Archaic Gorean and ancient musical notation, as well as modern. You will learn to compose as well as sing. Some of the finest and oldest hymns and chants have been written by Choir eunuchs! If you are talented, you will be trained to play one or many musical instruments, such as the czechar, kalika, tabor, aulus-flute, sistrum or lyre. You will be taught commands in hand-sign, so that you may be given commands during services without being heard, and you will learn the hand language of the Choir Director. Below is an article on Choir slaves and their service.

ONLINEISMS OF THE WEEK

26 STEPS TO BECOMING A PANTHER

[16:56] Bandit [asylum Bandit]: here are my steps to becoming a panther

[16:57] Bandit [asylum Bandit]: step 1....take off your clothes and get really shitty cheap leather strips

[16:57] Marionette Jinx: Step one, take off collar
[16:57] Bandit [asylum Bandit]: step 2...tie strips to self
[16:57] Marionette Jinx: step two, climb tree
[16:57] Bandit [asylum Bandit]: step 3...have a very arrogant and unwarranted attitude
[16:57] Bandit [asylum Bandit]: step 4...fuck anything that moves
[16:57] Bandit [asylum Bandit]: step 5...run about playing chase the boys
[16:58] Bandit [asylum Bandit]: step 7...have no personality beyond leather strips tied to self
[16:58] Bandit [asylum Bandit]: step 8...????
[16:58] Bandit [asylum Bandit]: step 9...steal underpants
[16:58] Bandit [asylum Bandit]: step 10...profit
[16:59] J Sh [Joshua Heston]: step 11 anti lag suit
[17:01] Surf Kai [Surf Huckleberry]: step 12 ... repeat you are a free woman, over, and over, someday you will convince yourself.

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 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>

The Soaring Herlit (docks) <http://slurl.com/secondlife/The%20Soaring%20Herlit/165/231/100>

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>