

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 161

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

Fourth day of the third hand of the month of Camerius 10165 Contasta Ar

Based in Tancred's Landing

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 161st issue of the NEW VOICE OF GOR !

[OOC] Our scribe Lady Wendie (Lemon) is missing since almost three months now - we are worrying. She was one of the most loyal persons I have met in SL Gor. She would have told me if she is playing an alt.

[2014-03-17 04:17] Wendie [wendie Lemon]: take care see you soon

- this was the last contact. If anybody has her e-mail-adress or phone number, please inform me. [She is an older woman living in UK countryside)

Rarius Yuroki, editor of the NEW VOICE OF GOR

ALL OVER GOR

03 THE TALE OF TARLIR KALAEN - CAPRUS ANAGO-SCARIAN - PART IV

by innerzeitgeist, Port of Alsum

But Tarlir Kalaeb wasn't listening, now. "You are the only man left on Gor." That had been enough for him to hear. He didn't more than half believe it. His mind was too confused for conviction about anything. Everything he saw and felt and heard might be some kind of nightmare. But then it might all be real instead, and that was abysmal horror. Tarlir was no coward, death and danger of any ordinary kind, he could have faced bravely. But the loneliness here, and the utter strangeness, were hideous like being stranded alone on another world!

His heart was pounding heavily, and his eyes were wide. He looked across this eerie room. There was a ramp there at the other side, leading upward instead of a stairway. Fierce

impulse to escape this nameless lair, to try to learn the facts for himself, possessed him. He bounded out of the vat, and with head down, dashed for the ramp.

He had to go most of the way on his hands and knees, for the up-slanting passage was low. Excited animal sounds around him, and the occasional touch of a furry body, hurried his feverish scrambling. But he emerged at last at the surface.

He stood there panting in that frigid, rarefied air. It was night. The Three Moons were hanging in the sky as he remembered but the stars by which he had often navigated on his flights at night were unrecognizable. The rodent city was a glowing expanse of shallow, crystalline domes, set among odd, scrub trees and bushes. The crags loomed on all sides, all their jaggedness lost after a million years of erosion under an ocean that was gone. In the moonlight, the ground glistened with dry salt.

"Well, it's all true, Tarlir Kalaeb muttered in a flat tone. Behind him he heard an excited, squeaky chattering. Rodents in pursuit. Looking back, he saw the pinpoint gleams of countless little eyes. Yes, he might as well be an exile on another planet so changed had Gor become.

A wave of intolerable homesickness came over him as he sensed the distances of time that had passed those inconceivable eons, separating himself from his family, his friends, from Selina, from almost everything that was familiar. He started to run, away from those glittering rodent eyes. He sensed death in that cold sea-bottom, but what of it? What reason did he have left to live? He'd be only a museum piece here, a thing to be caged and studied....

Prison or a madhouse would be far better. He tried to get hold of his courage. But what was there to inspire it? Nothing! He laughed harshly as he ran, welcoming that bitter, killing cold. Nostalgia had him in its clutch, and there was no answer in his hell-world, lost beyond the barrier of the years....

Laey Morh and his followers presently came upon Tarlir Kalaeb's unconscious form, a passang from the city of Kar-Rah. In a flying machine they took him back, and applied stimulants. He came to, in the same laboratory room as before. But he was firmly strapped to a low platform this time, so that he could not escape again. There he lay, helpless, until presently an idea occurred to him. It gave him a few crumbs of hope.

"Hey, somebody!" he called.

"You'd better get some rest, Tarlir Kalaeb," came the answer from the black box. It was Laey Morh speaking again.

"But listen!" Tarlir protested. "Your wonderous machines he gestured to the speaking box, can you not send me back!"

Little Laey Morh was in a black, discouraged mood, himself. He could understand the utter, sick dejection of this giant from the past, lost from his own kind. Probably insanity looming. In far less extreme circumstances than this, death from homesickness had come.

Laey Morh was a scientist. In common with all real scientists, regardless of the species from which they spring, he loved the subjects of his research. He wanted this ancient man to live and to be happy. Or this creature would be of scant value for study.

So Loy considered carefully what Tarlir Kalaeb had suggested. To move in time. Almost a legend. An assault upon an intangible wall that had baffled far keener wits than Laey's. But he was bent, now, on the well-being of this anachronism he had so miraculously resurrected this Gorean, this Kaallee....

Laey jabbed buttons on the black box. "Yes, Tarlir Kalaeb," said the sonic apparatus. "Perhaps that is the only thing to do--to send you back to your own period of history. For I see that you will never be yourself, here. It will be hard to accomplish, but we'll try. Now I shall put you to sleep to rest".

GOREAN CITIES

04 PORT OF OLNi

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

I'M BAAAAAACK ~ The Return of the Prodigal
By Teal Razor

In the first place you could say, "She's back? I didn't know she was gone." and in the second place, you could say, "Oh God no! If she calls, tell her I'm not here." Either way I am glad to be back and I want to warn you, don't duck into the nearest alley when you see me coming.

There were so many things to observe and hear in Port Olni on my first day back. My Master rented a house. He wanted to rent the same house he was living in when he left Olni. Unfortunately someone had rented his old house and he took the house across the lane. The houses are similar in everyway except they are across from each other. When he told me that we could not have the old dwelling, I tried to hide my piteous cries by stuffing my face with a cream cake.

He could see through my deception which means either I am a poor liar or I find it amusing to feign distress through a mouthful of cake. In any instance, he said, "Would you like me to gag you slut? I think I will gag you, then you can't make noise and you can't eat. That will solve your problem and mine." I rather thought he was being harsh with me but I quickly remembered that I had no rights as I am an animal. So I stopped screwing around and came correct.

It turned out okay because the new house is more commodious. I would like to say to the

citizen that rented the old house of my Master in Olni Var...I don't like what you have done with the place.

I was actually hoping that my Master would have changed his hair color, taken on a new caste and moved to Vonda. I would also have disguised my appearance. Moving to Vonda would have made it expeditious to poison the wells there and kill off the vermin who inhabit the city.

But, I am happy to be back in Port Olni. I am familiar with the market stalls and those who keep them. The proprietors were glad to see me back with my marketing basket. They give me free samples of their wares so I will stand by their places of business and attract men which brings in needed tarsks.

It is also easier to write my column in Port Olni. It is very quiet in Olni Var. One my first day back I was stopped by our sainted Ubara. She was carrying a scroll case loaded down with scrolls that had arrived for me while I was gone. They were from Gorean's who had sent in questions for "ASK TEAL". I must get to answering them.

There were a lot of things that have taken place though since my Master left. A few of them, architectural in nature. The first building I was greeted by is a new tavern that was erected by Buildem and Pray, the architectural firm that the Ubar and Ubara so often put into their employ. The tavern is a public building that is now worthy of the town of Olni.

The new tavern off the commons is akin to a four star restaurant on earth and probably would receive two stars in the Guide Michelin if it were an earth bound establishment. But as it is a Gorean tavern the men could care less if there was excrement on the floors. I, on the other hand, appreciate a well designed and sumptuously decorated space. The new tavern off the commons is now such a place. There is a full kitchen, tasteful art on the walls and a nice dance pit. The only disconcerting note inside the building was a low wooden table with bench seats. The wood used in its building appeared to have been taken from some weathered material in an outdoor picnic area. I overheard that the Ubara is having a lovely marble table constructed for the tavern which will soon replace the old one.

Another building I was glad to see reinstated was the male and female bath house. I think water had become precious in Olni at one point and the bath house was demolished. In its place was a rickety old building that one felt afraid to go into. There was no privacy for men or women and it languished for a time. Olni was starting to smell ripe since no one wanted to use the bath house. I took to swimming in the Olni River everyday. Now a bath house that is accessible in a garden setting. It is also far enough out of the city that loud late night parties will not disturb anyone.

While covering the new construction in Port Olni I have one sad note to report. It is the existence of a group of apartment cylinders in the Olni Var garden. I visited them briefly and felt immediately trapped inside their forbidding walls. I think we need to put the jail where the apartments are and replace the jail with the apartments. With a few deft touches the jail could become a sought after address and the cylinder apartments would function nicely as roomy jail cells.

PORT OLNi SPONSERS RACES ~ Relay for Life

By Teal Razor

Well, if you were a betting person you should have been in Port Olni this weekend at the Day of the Wagon Peoples Fest. I made a tidy little profit betting on the Bola Throw. I lost big time on the Kailla races. The Bolla Throw was at first poorly attended and then a huge crowd gathered. Everyone wanted to participate it seemed. It was a well run event. The Bola Throw pitted one Master against a girl running down a long field. When it was my chance to run, I pictured myself to be a star quarterback with the ball in hand and no one behind me. Such silly dreams I sometimes have.

I eluded capture twice. The third time I ran a Master Zane Kanze took me down. He was fast indeed. Other girls were not quite as lucky. Some where eating dirt as soon as they crossed the line.

Great fun on a lovely day in En'Kara.

There was also a spirited Kailla race. The animals were fiesty and would not behave. May I say that Master Zane Kanze won the 5 lap race easily. I think he must have been beating his kailla. But, I am a sore sport at heart. I did not win after all.

If Olni advertises other races, get your purses out and cast your ostraka to get a winner.

[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

05 ABYDOS

ABYDOS HAS LOST A STORM REBUILDING

Just a few ehn ago Abydos we met by a storm sweeping the Thassa over the island. This storm destroyed most if not all of her buildings. This was devastating to her citizens, we did have some causalities lost to the Thassa. I'm so happy the builders had used the natural cavern to protect the fine citizen. We morn our losses but we will hold tribute and rebuild in honor of their lives. With most if not all the Island cleared, the builders are working quickly and will have done their best in just 3 hands time completing our home to be lived in again. Our citizens are cleaning up and have set up merchant shops our port will remain duty free for Gor to come and trade goods and transfer from ship to ship. Hail Abydos.

Lady Yankee

06 THE SOARING HERLIT

[OOO] 2014 JUBILEE - THE SOARING HERLIT [SCHEDULE]

Come Join Us as We Celebrate our 2014 Jubilee, the Start of Our 6th Year on Second Life.
The Soaring Herlit Invites Everyone to Help Raise Awareness and Lindens For Relay For Life!

Attached is the Schedule of Events for the TSH 2014 Jubilee - All Times SLT June 6th, 7th & 8th

We have placed all the details for every event on the web!

Please go to <http://tsh.phlsystems.com> for all the details!

A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

Honor and Steel! honor above All!

Tonights Results from the TSH Clash of Steel:

1st Place - Dark Kegel - prize: \$2000L

2nd Place - Harry Horchester - prize: \$1000L

3rd Place - Torick Mistalker - prize \$500L

Last Man Standing - Dark Kegel - prize: \$500L

The Soaring herlit honors all who fought in the Arena!

Ta Sardar Gor!

07 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

08 WANDERMARKT

Am 15.06 findet in Turia der Wandermarkt statt.
Info zu den Markt kommt wie immer vom Sim Betreiber selbst.
Freuen wir uns auf ein neues Land im unsern Kreise.
Be well und sichere Marktwege...

Hadrian Troncon

[Da es schon ein grosses Turia gibt, ist sicher ein Vorort davon gemeint, der Herausgeber]

TRADE

09 TRUE SOUTHERN TRADE ALLIANCE (STA)

The next montly meeting of the true southern Trade alliance will take place in Kasra. Date and time are confidential. One oasis of teh Tahari and one two cities want to join as as new members. Members are the Kasbah of the Guard of the Dunes, the Oasis of Nine Wells, the Oasis of the Sand Sleen, the Oasis of Klima, the City of Tor, Kasra - Fayheen river, the Ukunga Region, Asperiche, Tancred's Landing, Tabuk's Ford , City of Jasmine, Port Alsium, White Water & Dark Water Swamps, the Phoenix Trading Company, The Hoy company and the associated member Tharna

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.

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.

10 HOUSE OY YUROKI COMPANIES

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.

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

13 IN MEMORIAM

by Rarius Yuroki, editor of the NVOG

A friend sent me this quote:

[12:11] : xxx, im sorry i have not returned your calls i have not left the hospital. this morning, Gemda Passed away at 11:18 pm please inform your family for me and tell them she wished to be creamated and no funeral and had made arrangiemnts prior to passing on. Im so sorry I know you and her family loved her I will be away for a few days this is very hard for me to coup.

I still remember her:

[2010/06/07 10:15] Gemda Devin: Well before you left the desert we were toget some things together on the teaching of slaves. do a class. but i had taken sick and only started really coming back. That is why I am no longer head Scribe of Vonda. I will be here but I can not do what I did before .

[2010/06/07 10:16] Gemda Devin: I was very happy to see you in Vonda

[2010/06/07 10:21] Gemda Devin: I am under protection in Vonda Jarvis has placed me here

SIM ADVERTISEMENT

(draft)

14 DARKPORT (BTB, homestead)

Darkport is, as far as I know, a fictional name for a port on the Vosk. If there is one let me know I have not read all 32 books.

It is neither BTB nor GE, more substantially inclined to BTB - the Gorean culture btb is the foundation on which we build our RP.

We are not part of the great GE raid and rescue and repeat game that is played in the name of Gor.

Nor are we part of the Fundamentalist Gorean groups who do not deviate from BTB chapter and verse and spend most of their time engaged in the drama of BTB debate.

We are here for ROLEPLAY, the creation of good story lines acted out by good quality characters with back stories and not BDSM and merely capture/RP orientated people. If you are any of the latter then turn around - there are some great places for this in SL - Darkport ins't one.

We live gorean lives, and immersive ones at that, engaged in the culture which drives the everyday lives in RP and provides the backdrop for which characters can be brought to life. The starting point being the Darkport back story below.

need to know more? IM Darkness Papp

15 OASIS OF KLIMA (EN, FR, BTB)

The Oasis of Klima is a new sim recently opened and actively seeking all roles. Enclosed find a landmark and useful information. We hope you will come visit if you seek a new home or just good roleplay.

(includes citizen application and observer tag)

Klima is an English/French sim. It is open to all orientations. Gay, bisexual and hetero roleplayers are already there..

Cano, Guard of the Dunes (Timberwolf7x Resident)

acting for

Spinaker Avro
Ubar of Salt

16 ASGARD FOREST (GER, BTB(C))

Hier sind die Wälder Asgards, hier haben wir unseren fuss an Land gesetzt und mit unseren Äxten die Bäume für das Leben hier gefällt.

Hier ist Torvaldsland und hier wollen wir sein.

Wir suchen für das Dorf noch Bonds, Schmied, Köhler, Bogenbauer, Krieger, Bäcker... und andere Berufe. Wenn ihr euch das Leben im Hohen Norden vorstellen könnt, so seid ihr willkommen.

Ihr findet auch einen g&s markt am landepunkt.

Wir suchen für unsere Tanzgruppe Tanzen Lieben Leben noch Leute die freude am tanzen haben und eijnen DJ für die musik der gruppe

Hierfür einfach die Admins ansprechen

Kajira Idesma
ChangQang Chayoo
Thom Dittmann

Anfänger sind immer willkommen.
die Axe Bewohner

17 WHITEWATER (EN, BTB)

Whitewater is a town on the upper portion of the Vosk river and near Lara, with which it is linked via a barge canal around the rapids (Rogue of Gor page 62) It is downriver of the Olni and west of Lara and east of Ar's Station. It is the farthest eastern town and is on northern bank.

We are now open and welcome all that are interested in good old fashion RP.. we are not a raid town, as a matter of fact we have some strict rules surrounding raids that will pretty much eliminate that... we are not here for Pew Pew, nor to have our women hiding in a locked room for hours or captures which will drag them off our sim.

We would love to tell you that there will be no drama like every other place does, but it will be what you make of it. We have little tolerance for drama and even less hesitation in getting rid of it.. We have a zero tolerance policy and have no issue is asking troublemakers to find another sim... this is our home, we are looking for people who know or want to learn Gor, are interested in great rp, want to develop their character and build a town with us.

Of course all caste are welcome, along with slaves. We have high caste positions open as well as low caste.. Come check us out and stay a while. If you are interested in joining us,

you will need to meet with Reno and Sara for a discussion on how you will fit into and add to our town. We are not here for numbers, just good quality role players.

Seeking Innkeeper and Metal Worker

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>

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 June 2nd - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday June 2nd - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday June 2nd - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday June 2nd - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday June 2nd - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday June 3rd - Gallery classroom - Weekly
New to Gor - Colly Jorn - 10 am

Tuesday June 3rd - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday June 3rd - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday June 4th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday June 4th - Maproom classroom - Weekly
Path of Luther - Thais - 6 pm

Thursday June 5th - Main classroom - Weekly
Gorean Herbalist Graduation - El MacLeod - 12:30 pm

Thursday June 5th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday June 5th - Gallery classroom - Weekly
New to Gor - Lady Lynn - 3:30 pm

Friday June 6th - Main classroom - Weekly
Understanding Slavers Caste (in voice) - Jonathon - 1 pm

Sunday June 8th - Main classroom - Bi-Monthly
Medical Seminar Poisons - Jerrod - 6 pm

Monday June 9th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 10 am

Monday June 9th - Lounge - Weekly
Gorean Freewomen 101 - Lady Lacey - 11:30 am

Monday June 9th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 1 pm

Monday June 9th - Main classroom - Weekly
Gorean Merchant Course - Ehnnanola - 4:30 pm

Monday June 9th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 5 pm

Monday June 9th - Arena - Weekly
The Gor That Is (WHIP radio show) - Jacob Gatsby - 6 pm

Tuesday June 10th - Gallery classroom - Weekly
New to Gor - Colly Jorn - 10 am

Tuesday June 10th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday June 10th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 1 pm

Tuesday June 10th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 5 pm

Tuesday June 10th- Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday June 11th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday June 11th - Main classroom - Weekly
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday June 11th - Maproom classroom - Weekly
Path of Luther - Thais - 6 pm

Thursday June 12th - Maproom classroom - Weekly
Intermediate Scribe - Colly Jorn - 12 Noon

Thursday June 12th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday June 12th - Main classroom - Weekly
Essential Kajirus - Mars - 2 pm

Thursday June 12th - Gallery classroom - Weekly

New to Gor - Lady Lynn - 3:30 pm

Saturday June 14th - Arena - Occasional
Pleasure Slaves Graduation - Ahwi Ash - 1 pm

Sunday June 15th - Amphitheatre - Occasional
Poetry Show & Skits - Quercus - 12 Noon

Events

Ongoing - Games Pavilion - Occasional
Kaissa Tournament - matches to be advised

Saturday June 14th - Arena - Occasional
Pleasure Slaves Graduation - Ahwi Ash - 1 pm

Sunday June 15th - Amphitheatre - Occasional
Poetry Show & Skits - Quercus - 12 Noon

Sunday July 5th - Amphitheatre - Occasional
Poetry & Comedy Show - Panner & Alekk - 2 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

18 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

19 TOS DISCLAIMER PICKS INVALIDATED BY LINDENLAB

[Reprint of The landa Times v.1 Issue 12]

Chat Started: 10-07-2010 21:46:44

Craig: Hello, Thank you for contacting Linden lab Support. How can i help you today?

You: Hello, Craig. I have a question and would like an official position regarding it.

You: Many people have in their profile Picks that if you IM then, you are instantly consenting and granting permission for them to not only log the IMs (which is a feature of SL) but, also, to broadcast these logs (which is against the TOS). Is there any validity to such Picks? Do they overrun the TOS where it says IMs are not to be undisclosed?

Craig: They do not overrun the ToS at all, if you report anyone who is broadcasting private IMs then they will be investigated as it is against the ToS.

You: Do you mind if I share this with my group so they are aware?

Craig: That is fine.

You: Thank you so much!

You: Good night!

20 WARRIORS - THE MOST MISINTERPRETED CASTE

[Reprint of The landa Times v.1 Issue 20]

Of all the five Gorean High Castes, the most romanticized and probably the most often misinterpreted caste is the scarlet caste... the Caste of Warriors. Too many foolish young men seem compelled to pronounce themselves "warriors" simply because they like to think of themselves as dangerous, mysterious and chivalrous. This not only is an insult to those who truly are of that caste, it tends to result in the delivery of many such braggarts to the Cities of Dust by the able hands of those who truly know and follow the codes. Although upon the world of Gor Warrior is a social caste title, in truth social position tends to matter little in dictating who shall be true warriors. Nor does physical size determine who may consider themselves a warrior. The fact of the matter is that being a warrior is almost completely dependent upon learning, and maintaining, a specific "mindset" which applies to all things in your life, a set of rules which you strive to live by.

21 THE HISTORY OF COUNTEREARTH

[Reprint of The landa Times v.1 Issue 33]

Gor is the planet of the Priest-Kings, a species of higher intelligence which hides in the depths of the Sardar Mountains. It is believed the planet shares the Earth's solar system but remains concealed from Earth scientists by careful shielding.

Read more:

ONLINEISM OF THE WEEK

"But, Talena, how can you solve your problem? You might be the Ubara of Ar, but Tarl Cabot can always return and claim you as his slave. And why have you let all those filthy abolitionists into your waiting room?"

From: Emancipation Proclamation of Gor

ABOUT THE NEW VOICE OF GOR

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011 - actual: volume four, issue 161.

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])

(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:

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>

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>

Living Gor (library) <http://slurl.com/secondlife/Fini/128/128/42>

Village of Abydos (temporarily removed)

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>