

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 166

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

Third day of the fourth Hand of the month of En'Var (The First Resting) 10165 Contasta Ar

Based in Tancred's Landing

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

# A warm welcome to the pages of the 166th issue of the NEW VOICE OF GOR !

Five people whose skeletal remains were found in a remote area of a Tahari smuggling corridor are thought to have been cartographers from the Vosk area. Read more about this story in this new issue of the NEW VOICE OF GOR.

Rarius Yuroki, editor of the NEW VOICE OF GOR

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## ALL OVER GOR

## 03 CARTOGRAPHERS MURDERED

Five people whose skeletal remains were found in a remote area of a Tahari smuggling corridor are thought to have been cartographers from the Vosk area. □

As you all know: There are many secrets in the desert. Those of the Tahari will kill anyone who tries to make maps of the land. They already know the land and do not want anyone else to know of it. Caravan schedules, inventories and routes are also carefully guarded.

The NEW VOICE OF GOR has been informed that these cartographers tried to make maps of the area of the Oasis of Klima. These dead corpses are a serious warning: DO NOT TRY to get to the Oasis of Klima without the permission of the Salt Ubar! You MUST be accompanied by a certified merchant of the true Southern Trade Alliance and the guards of the dunes.

Reminder: Klima is hidden deep within the dune country and its location is closely guarded. It is worked by thousands of male slaves and escape is nearly impossible. Kaiila are not permitted there, even for the guards. There is a well there but no other water for about a thousand pasangs. Women are not permitted there so that men will not kill each other for them. Slaves are taken to the mines on foot, hooded and chained. Many die on route. At the mines, their feet must be bound in leather to the knees as they will sink through the salt crusts. The salt would grate and burn their flesh. In the mines, most of the salt is in solution. It

is obtained in either of two ways, by drilling and flush mining, or by sending men to collect it in the deeper pits. A work day is from dawn to dusk and some men kill others for lighter assignments.

One of the most powerful men in the Tahari is the Salt Ubar, or Guard of the Dunes. His kasbah is located northwest of Klima and is a secret. Only a few merchants of the true Southern Trade Alliance know of its location. The Salt Ubar administers and controls the salt districts primarily by regulating access to the districts, checking the papers and credentials of merchants, inspecting caravans, keeping records of the commerce, etc. The support of the Kasbah of the Salt Ubar comes from fees supplied by the salt merchants. The Salt Ubar's men are customarily veiled as their allegiance is supposed to be to no tribe but to the protection of salt.

00 [OOC] UKUNGA CLUSTER WILL BE CLOSED

ShanePaul Benazzi (SP), the sim owner of Ukunga cluster (9 sims), will close these sims the first September. It is a beautiful area. Klima's players thank very much SP for all he did for us, he is a very generous land baron. It is possible to own our sim (a homestead called Ukunga Forest) or to leave it.

Spinaker Avro, Pasha of Klima

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## GOREAN CITIES

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04 PORT OF OLN

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

GRUEL IS CRUEL ~ A New Recipe is born

By Teal Razor

My Master was away for a day and after I finished my chores in the house I looked around for something to eat. I was so busy fixing snacks for my Master to take on his short trip that I neglected to eat my first meal of the day. I had an unpleasant feeling of shakiness and a small headache from the lack of food. As I looked around the house I found a half eaten piece of bread that had seen better days. I did not fancy eating moldy Sa-Tarna bread and I chucked it out in the street for the birds to peck at. I was getting mighty hungry. There was no coin in the house either to purchase something at the market stalls. I thought about asking the baker to put some fresh bread on my Master's account but he has been put out with me since I poked my finger inside a cream cake on his shelf. I just wanted to taste it but, I was caught. He told me not to come back any time soon.

I thought maybe I would go to the vegetable merchant and ask him for a few sul and put the cost on my Master's account but, the last time I went there to buy vegetables, the merchant and I had a heated argument and to spite him, I rubbed a sul in my butt crack, put it back in his display, and thumbed my nose at him. He chased me but, he is an enormous man and I out distanced him and got away. He should eat more of the vegetables he sells. Maybe he could then win a foot race with me.

I was going to have to go to where the food was plentiful, albeit, distasteful. Yes my friends, I went to the city kennel. It was there that I met the slaver of Port Olni, Master Tuor, a Tuchuck. Our slaver is a very kind man and the girls that come in for processing and training are well treated.

As all of Gor knows, the food that is commonly given slaves is a gruel consisting of Sa-Tarna meal mixed with water. This is a cheap but life sustaining repast. Before one ingests this substance, you find yourself asking, do I live to eat or do I eat to live? Slave gruel is definitely something that you eat in order to live. And so you eat it to ward off death.

And so I begged the Master Tuor to go to the kennel kitchen and get some Sa-Tarna meal. He was most accommodating and said I could have half a sack if I wanted it. I took a sack that was open and about 1/3 full. I thanked him profusely and went home. At the house I put the sack on the counter and peered in at the substance. It was yellow and coarse similar to the cornmeal I had known on Earth. First I tried mixing a half of a cup with water and heating it up in a pan. The smell that came from it was not appetizing and even with my great hunger, I threw it out into the street for the birds to peck at.

I looked around the kitchen and remembered a pitcher of bosk milk that had soured but had not been thrown out yet. So I took two cups of the soured milk, three cups of Sa-Tarna meal, and some baking soda and salt and mixed them in a bowl. It started to look more like a cake batter. I tasted the mixture and realized it was missing something. The missing ingredient could be obtained for free. I ran out the door and through the Olni Var gate to the Olni Var park. It is there that our Ubar keeps his bee hives. A low table is set up with pots of honey and a barrel full of honey. The Ubar encourages the residents to partake freely of his honey and so I took a pot of it home.

I mixed half a pot of honey into the batter and tasted it. By this time my hunger was so great that I was sampling the honey to keep from having the low sugar shakes. I took some butter from the counter and slathered the inside of the baking pan.

I poured the batter into the pan, covered it, and shoved it in the hearth, covering it with coals. I waited, sucking the honey off my fingers for about 20 ehn. I uncovered the pan and inside was a pretty good replica of the earth starch, corn bread. I cut a huge piece out of it and started gobbling it with honey.

I wound up eating the whole pan and suffered from the results of my gluttony afterward. I slept the rest of the day like an ost who just swallowed a large urt.

I was thinking of writing on a scroll my recipe for this "gruel on steroids" and passing it on to the cook at the House of Spiritweaver city kennel. I think it would even be better with a

couple of vuolo eggs in the batter.

I heard a knock on the door much later and the next door neighbor wanted to know if I was throwing food out into the streets to attract urts. She made me clean it up.

# [SCHEDULE] FESTIVAL OF STEEL

Tal Warriors of Gor!

The city of Olni is proud to announce:

THE FESTIVAL OF STEEL!  
THIS COMING SATURDAY  
4 PM SLT

This is an IC event, that will consist of a two part sword tournament and a feast to top it off. So sharpen your steel, dress your slaves in their finest attire and pull out the finery in your home that hasn't seen use since the honeymoon phase of your companionship wore off.

To the victors! Gold, honor and trophies!

To the fallen! Being fed to the hungry pawing hands of sweat sheened slaves, their need to serve afire from the conflict of men they have witnessed.

Top three will be awarded prizes to be determined

After the three best component of the tournament, first and second place will select lieutenants from the bodies they climbed over to reach the top, and a 3v3 melee will commence. this portion has it's own purse, which will be divided amongst the winning team.

OR

As an alternative, depending on time available, a Grand Melee for all comers with the prize going to the Last Man Standing.

Once all of the blood, sweat, tears and cries of triumph have subsided Join Olni in celebrating the courage and heart of those that competed in a feast that will allow one to toast their victory, or eat away their feelings of defeat.

Again. IC event. but open to all. there will be Peace in Olni for this time. Break the peace, and then we might have some issues, but for the most part I think we'll all be fine. Arena mode WILL be used, as the contest is not to the death. Proudly brought to you by those that keep Olni running.

As this is an IC event there will be a limited window for late arrivals, as we'll not be waiting for a long period of time to start the tournaments. Late comers may still be selected for the 3v3 group melee.

# [SCHEDULE] CAPTURE THE FLAG  
every thursday at 5:00 pm

Contact: Lucy Bronet

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05 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

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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

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## RARE DIALECTS OF GOR

08 WANDERMARKT

Neuer Markt Termin 17.7.2014

Der Wandermarkt zieht nach Jorts Faehre, Info kommt wie immer vom Betreiber selbst.

Be well und sichere Wege

Hadrian Troncon

00 PANTHERS HOPE

Panthers Hope, die Zuflucht für alle Talunas und Panther Gors, die entweder keinem Tribe angehören, ziellos umherwandern oder einfach mal mit anderen zusammen etwas erleben und unternehmen wollen.

Du gehörst keinem Stamm an, du bist Einzelgänger, aber du willst trotzdem auch mal in der Gruppe spielen?

Du suchst Unterstützung für ein Vorhaben, das du allein nicht bewältigen kannst?

Du bist in einem Tribe, aber ihr seid nicht stark genug, um eine Jägerin zu befreien oder einen unbotmäßigen Kerl Mores zu lehren?

Du willst neue Kontakte knüpfen oder bist daran interessiert, auch Leute kennenzulernen, mit denen du in Gor sonst eher selten zusammentrifftst?

Für all das gibt es jetzt "Panther Hope", ein versteckter Treffpunkt für Talunas und Panther. Abgeschieden von der Zivilisation im Süden Gors gelegen, könnt ihr hier Pläne schmieden, Lager-RP machen, Unternehmungen vorbereiten und euch zwanglos mit anderen Talunas und Panther treffen. Hier gibt es keine EN, keine SE, keine Pledge, Alle sind gleichberechtigt und allen soll geholfen werden. Egal, ob du keinem Tribe angehörst oder Jägerin eines großen Stammes bist - hier gibt es keine Unterschiede, jede ist gleichviel wert und jede soll gehört werden.

Panthers Hope will eine große Gruppe von Talunas und Panthern werden, in der alle eine Heimat finden, ohne Zwang, ohne feste Regeln. Ziel ist, einen Anlaufpunkt zu schaffen, an dem jeder Jägerin nach Möglichkeit geholfen wird und an dem jede Jägerin einer anderen behilflich ist.

Fragen beantwortet gerne Selma71 Resident, die dafür sorgt, daß an Panthers Hope für Talunas und Panther immer genug zu essen und zu trinken bereit steht.

<http://slurl.com/secondlife/Gemini%20Gem/163/247/22>

## 10 [OOC] SECOND LIFE: LA NUOVA PIATTAFORMA PER IL 2015-2016

by Jan [gmc Carter]

Quest'anno SL ha un nuovo Amministratore Delegato con rinnovate ambizioni di cambiamento.

Nel 2015, in versione beta, verrà lanciata la nuova piattaforma, completamente diversa e costruita da zero, nuovissimo motore grafico, senza riferimenti alcuni con quella attuale, nel 2016 verrà commercializzata.

50 nuove assunzioni della Linden Lab confermano questo indirizzo.

La clamorosa novità sarà l'integrazione addirittura con Oculus Rift (un visore di realtà virtuale di proprietà di Facebook, tipo Google Glass ma molto più immersivo). Accordi e collaborazione tecnica sono già in corso.

Questo nuovo mondo virtuale sarà dunque completamente diverso ed è difficile pensare che le nostre inventory potranno essere esportate. Dite addio ai vostri vestiti ed oggetti ed armi. Dite addio al Gorean Meter, la nuova piattaforma conterrà la possibilità di personalizzare un meter di combattimento, finalmente integrato nel programma. La nuova SL non sarà open

source, dite addio a firestorm, singularity, Snowglobe....

Il nome del cambiamento si chiama Ebbe Altberg, nuovo CEO di SL ed ex pezzo grosso di Yahoo.

Quindi ricapitolando, nel progetto nuova SL, possiamo dire che è coinvolto Zuckerberg di FB che, come abbiamo capito, punta spedito sulla Realtà Virtuale e sui visori speciali.....lo avevo detto in tempi non sospetti, SL non è solo un gioco ma è un social network evoluto e presto tutti useranno un sistema simile.....

Ma niente paura per chi non vorrà sperimentare, la "vecchia" SL continuerà ad esistere.

Jan Carter lo Scriba

Segue comunicato ufficiale Linden Lab (traduzione google)

"Linden Lab sta lavorando su un mondo virtuale di prossima generazione che sarà nello spirito di Second Life, un mondo aperto in cui gli utenti hanno il potere incredibile di creare tutto quello che possono immaginare.. Questo è un punto importante per la Linden Lab, e stiamo attivamente assumendo ( 50 persone n.d.r.) per aiutare questo sforzo ambizioso. Noi crediamo che ci sia una grande opportunità per portare avanti lo spirito di Second Life sfruttando i notevoli progressi tecnologici che si sono verificati fin dalla sua creazione, così come la nostra esperienza senza pari come il fornitore del mondo virtuale creato dall'utente di maggior successo.

Il mondo virtuale di prossima generazione andrà ben oltre ciò che è possibile con Second Life, e noi non vogliamo limitare il nostro sviluppo impostando la compatibilità con Second Life come un requisito assoluto dall'inizio. Ciò non significa che necessariamente non sarà in grado di portare le parti del vostro Second Life oltre, solo che la nostra priorità nella costruzione della piattaforma di nuova generazione è quello di creare un'esperienza incredibile e incredibilmente attivare la creatività di alta qualità, piuttosto che per garantire che tutto potrebbe funzionare perfettamente con tutto il creato nel corso della storia 11 anni di Second Life.

Questo significa che stiamo rinunciando a Second Life? Assolutamente no. E 'grazie alla seconda comunità di vita che il nostro mondo virtuale di oggi è senza dubbio la migliore che ci sia, e dopo 11 anni di certo non abbiamo alcuna intenzione di abbandonare i nostri utenti, né il mondo virtuale che continuamente riempiono con la loro creatività sorprendente. Second Life ha molti anni davanti a sé, e in aggiunta ai miglioramenti e nuovi sviluppi specifici per Second Life, pensiamo che gran parte del lavoro che facciamo per il progetto di prossima generazione sarà anche utile per Second Life.

E 'ancora molto presto per questo nuovo progetto, e come andremo avanti nella creazione del mondo virtuale di prossima generazione, vi informeremo quanto più possibile.

Se avessimo un messaggio da condividere con gli utenti Second Life su questo nuovo progetto, a questo punto, sarebbe: niente panico, emozionarsi! Ancora una volta, Second Life non sta andando via, non stiamo cessando il nostro lavoro , lo stiamo migliorando. Ma stiamo anche lavorando su qualcosa che riteniamo farà veramente mantenere la promessa di mondi virtuali che poche persone capiscono così come gli utenti di Second Life."

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## TRADE

11 TRUE SOUTHERN TRADE ALLIANCE (STA)

# Southern Trade Alliance members:



## # 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 has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

## 12 HOUSE OF 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 CURRENCY EXCHANGE RATES HOY BANK

The base unit of exchange rates are the coins of the city of Tharna.

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)

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## ## MISCELLANOUS

### 12 SON, WHERE ARE YOU?

Looking for someone to rp our Son,you have a Twin sister .Your father and me are no longer together but have still a close friendship We (your father,your Twin Sister and me)are in Genesian Port..You don't have to live with either of us if you have a home already but we do ask that you are btb and come to rp every now and then .your father name is Drakkas Kaupas and you was named after him .I am Telima Landar

Read more: [□](#)

### 15 LOOKING FOR MY LOST SON SALUMAN

Esalinus -Certificate of Free Birth  
Attending Physician-Busybee Ashbourne

It is so recorded on this 12th day of April, in the year of the Priest-Kings 2009, that a child named Saluman Breen Uriza was born to Kristiana Breen, a Citizen of Esalinus and Yuroki Uriza, a Citizen of Esalinus.

Ask Rarius Yuroki (Yuroki Uriza) for more.

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## ## SIM ADVERTISEMENT

(draft)

### 16 VILLAGE OF ASGARD (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 Slaver, Köhler, Bogenbauer, Krieger, Pelzjäger, Bäcker... und andere Berufe. Wenn ihr euch das Leben im Hohen Norden vorstellen könnt, so seit ihr willkommen.

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## ## ADVERTISEMENT

### # GOREANS PORTAL RADIO

We have been around broadcasting to Goreans for Over 8yrs, we started in IRC...and moved here to Second Life in 2004. So all Goreans that have been around for awhile in this SIGor community know us and Our Good Standards. But there have been some changes To forms and such so this is for the New that have never heard of us and for the Old timers that just need the new forms.

The mandate of Goreans Portal Radio has always been to be a positive presence on Gor, to model the core values of Gor and to provide a place for discussion, education and entertainment that is for, by, about and to Goreans. We hope to bring only what is relevant, what is interesting, what is educational and what is entertaining to our listeners.

Goreans Portal Radio offers a variety of broadcasts from a host of skilled broadcasters from different parts of the world, with incredible collections of music and information. We encourage a fun, relaxed atmosphere, and you can expect a surprise show now and again. We are Gorean. Always. Basic Gorean protocols apply at all times.

You can find out more about us by going to <http://www.goreansportal.com/> and also can use the media player at this web address to listen

You can find our schedule here: <http://www.goreansportal.com/Radio/calendar/>

If you would like more information in world, please contact Varik Marat, VictorianLace Goodliffe , razi Berry or any staff member we are all available to help if we can.

### # THE GOREAN WHIP RADIO

"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

1. Click on "World"
2. Click on "About Land"
3. Click on "Media Tab"
4. Type: <http://50.7.98.106:8538/>

TO PLAY ON WINAMP OR MEDIA PLAYER:

1. Click on "File"
2. Click on play URL
3. Type: <http://50.7.98.106:8538/>

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree

Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

## # 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.

Best Wishes  
Astarte Hubbenfluff

## # GOREAN UNIVERSITY

The Gorean University  
(previously Gorean Pleasure Silk University)  
Educating Gor since 2008

Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>  
<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

## # GOREAN CAMPUS

<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2> □

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

### NEW TO GOR Classes

Gorean Campus presents "NEW TO GOR" series of classes, that run in continuous rotation

Tuesdays @ 10 AM & 6:30 PM

in the Campus Gallery classroom

Classes are a basic introduction to SL Gor for those that are new, and a valuable review for the more experienced.

Although geared toward the Free.. kajiri will find them beneficial & valuable as well.

Gorean Campus is a safe, independent, non-commercial, non-aligned academy.

Cities sending students, have no fear of their citizens being 'recruited'.

Classes cover the (by the books) basics of Gorean behaviour, dress, deportment... and the 3 pillars of Gor, Home Stone, caste system and natural order/slavery.

Discussion leaders:

~ on Tuesdays

Lady Lynn (10 am)

Krista (6:30 pm)

Gallery Classroom

Classes

Monday July 7th - Olni classroom - Weekly

Gorean Magistrate - Lady Jan - 1 pm

Monday July 7th - Olni classroom - Weekly

Gorean Magistrate - Lady Jan - 5 pm

Monday July 7th - Arena - Weekly

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

Tuesday July 8th - Gallery classroom - Weekly  
New to Gor - Lady Lynn - 10 am

Tuesday July 8th - Meet at the docks - Weekly  
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday July 8th - Courtroom - Weekly  
Gorean Advocate - Lady Jan - 1 pm

Tuesday July 8th - Courtroom - Weekly  
Gorean Advocate - Lady Jan - 5 pm

Tuesday July 8th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday July 9th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 Noon

Wednesday July 9th - Maproom classroom - Weekly  
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday July 9th - Arena - Weekly  
Philosophy of Gorean Dance - Raaja - 4 pm

Wednesday July 9th - Maproom classroom - Weekly  
Path of Luther - Thais - 6 pm

Wednesday July 9th - Main classroom - Weekly  
Free Women of Gor - Juvana - 8 pm

Sunday July 13th - Main classroom - Weekly  
Free Women of Gor - Juvana - 9 am

Monday July 14th - Olni classroom - Weekly  
Gorean Magistrate - Lady Jan - 1 pm

Monday July 14th - Olni classroom - Weekly  
Gorean Magistrate - Lady Jan - 5 pm

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

Tuesday July 15th - Gallery classroom - Weekly  
New to Gor - Lady Lynn - 10 am

Tuesday July 15th - Meet at the docks - Weekly  
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday July 15th - Courtroom - Weekly  
Gorean Advocate - Lady Jan - 1 pm

Tuesday July 15th - Courtroom - Weekly  
Gorean Advocate - Lady Jan - 5 pm

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

Wednesday July 16th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 Noon

Wednesday July 16th - Maproom classroom - Weekly  
Preparation of Medical Herbs - Lady Lynn - 4 pm

Wednesday July 16th - Arena - Weekly  
Philosophy of Gorean Dance - Raaja - 4 pm

Wednesday July 16th - Maproom classroom - Weekly  
Path of Luther - Thais - 6 pm

Wednesday July 16th - Main classroom - Weekly  
Free Women of Gor - Juvana - 8 pm

Thursday July 17th - Maproom classroom- Weekly  
Intermediate Scribe - Victor - 1 pm

Thursday July 17th - Lounge - Weekly  
Creating Role Play - Jacob - 6 pm

Friday July 18th - Zoo Classroom - Weekly  
Gorean Tarnsmanship - Daedalus - 1 pm

Saturday July 19th - Amphitheatre - Weekly  
Kaissa: What You Didn't Know About The Game - Tikaani - 11 am

#### # Events

Saturday September 6th - Arena - Occasional  
Dance Contest - 1 pm

#### # GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/OInI/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).

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## ## ROLEPLAY

### 18 TALE OF TWO CHESTS: A STORY IN BESNIT CONTINUES - PART IX

by Mercy Riiser

The Initiate arrived outside of Besnit with a focused look on his face. It was time to speak with the Ubar of the city and to demand that the chest be returned to him. Too many events were occurring in and around the city that could easily get out of control. Whoever the other men were who were trying to retrieve the chest, their success could spell doom for his caste and for those they served. Too many of his caste were consumed with the desires of this world, especially with gold and power, and had forgotten their purpose to serve. His mind raced through the recent events trying to fill in some of the unknown pieces to what had occurred. He was convinced it was the Kur who had written the scroll and who were trying to get men to decipher it and then use the knowledge to destroy the nest. Who could have hidden the chest in Besnit was unclear but the city's proximity to The Sardar clearly was the reason. Men were not allowed to have explosives of any kind as this was the will of the Priest-Kings. The Kur however would do anything to destroy the nest even give men access to such a powerful weapon of destruction regardless of the consequences. Something was still missing though in this explanation that the Initiate could still not figure out. His orders however were to bring the chest with the scroll to the Sardar where it would be examined for clues as to its origin and then destroyed. Such was his task as he left to walk towards the front gate of Besnit.

Approaching the front gate he nodded to the Guard "I come to speak with your Ubar." "He is not here replied the guard. "Then your Commander! said the Initiate. "I am the ranking Scarlet in the city at this moment but I can bring you to the Ambassador." The Initiate nodded and stepped forward as the front gate and then the inside gate was opened for him. "What is his name, your Ambassador? "HER name is Ambassador AJ." The Initiate stopped walking further up the steps and turned slightly "Your Ambassador is a woman?" "She has the Ubar's confidence said the warrior in response. The Initiate shook his head slowly "If that is who is able to speak this day on behalf of your city so be it." The Initiate followed the warrior through the city and a second set of gates towards what appeared to be the Administrative Building covered with the purple banners for their Ubar. Up the stairs they went to a door on the second floor which the warrior knocked on with his closed fist "Lady Ambassador I have a visitor that needs to see you." "Come inside" was her response as the warrior opened the door with the Initiate right behind him.

The Ambassador looked somewhat startled as the white robed man stepped into her office. The warrior proceeded to place himself at a short distance from the Initiate in case he became a threat of any kind to the Ambassador. "Please have a seat and tell me what brings you Blessed One to our city." The Initiate stood in his place "I will stand but you may sit." The Ambassador long skilled in the subtleties of diplomacy walked to the side of her desk to make it be known that she too will stand and not defer to the Initiate or be intimidated. "I come to retrieve something that was stolen from my caste and that is in this city. It is a chest and it should be returned to its rightful Owner." "What is in this chest that is so important asked the Ambassador. "Do you not know what has been occurring in your city as of late? asked the Initiate. "I have been traveling and so while I am aware of some strange happenings in Besnit I do not know all the details." The Ambassador looked to the warrior "Keith go see if the Ubar is available now and if he would join us. The Initiate folded his hands quietly behind his back and turned away from the woman in anticipation of speaking with the Ubar. After a few ehns, he heard several people coming up the stairs until the door to the office opened and in walked a man he had met a few days before by the wagon and another woman.

Read more: <http://www.gor-sl.com/index.php/topic,14561.msg130528.html#msg130528>

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## ## KNOWLEDGE

### 20 [OOC] WEBSITES OF ACTIVE GOREAN CITIES

City of Jasmine: <http://city-of-jasmine.jimdo.com/>

City of Thentis <http://thentis.com/>

Oasis of Klima <http://klima.unblog.fr/>

Omen Valley <http://omen-valley.jouwweb.nl/>

Sands of the Tahari - Home of Sand Sleen, Nine Wells and the Black Dagger Mercs  
<http://sands-of-the-tahari.jimdo.com/>

Ukunga region - the family Kron <http://www.familykron.com/>

The Soaring Herlit <http://tsh.phlsystems.com/>

Arcadia <http://buccaneer007.wix.com/arcadia>

Isle of Tarns <http://isleoftarns.weebly.com/>

Tancred's Landing <https://www.facebook.com/pages/Tancreds-Landing/1433226383591759>

United Continent of Gor <http://united-continent-of-gor.ga-weblog.com/>

Valkyrie Panthers <http://www.valkyriepanthers.com/>

Jorts Faehre (GER) <http://jortsfahre.wordpress.com/>

Kasra / Fayheen (GER) <http://feuerkrug.blogspot.de/>

Oase der vier Palmen (GER) <http://oase4palmen.de/>

Verr Fjord <http://verrfjord.wikifoundry.com/>

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## ## ONLINEISM OF THE WEEK

Anonymous asked: What about people that can't stop complaining about how great Gor used to be, refuse to do anything else but complain, and do the same in a few years about the time in Gor now?

The answer: <http://tinyurl.com/kh8pd2t>

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## ## ABOUT THE NEW VOICE OF GOR

# The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011.

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 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:

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>

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/165/171/1501>

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>