

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 170 (short online version without pictures and attached notecards)

Second day of the fourth hand of the fifth month 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 170st issue of the NEW VOICE OF GOR !

[OOC] First: From now the NEW VOICE OF GOR will be published ONLY in three groups: Cartographers and Explorers of Gor, Alliance of Valkyrie Panthers and Goreanische Freie Presse (german). Second: If you are a sim owner and want to advertise for your sim: The NEW VOICE OF GOR it the best opportunity (and it is free!). Just pass a notecard to the editor. The NEW VOICE OF GOR has about 3000 readers.

Rarius Yuroki, editor of the NEW VOICE OF GOR

ALL OVER GOR

03 UNITED WE STAND - DIVIDED WE COULD FALL

by Rarius Yuroki, editor of the NEW VOICE OF GOR

I recently received and confirmed a message from the new Ubar of Turia. The message was: Turia, the "Ar of the South", has left the "so called" Southern Trade Alliance.*

This is very disturbing to me and when I relate the facts to my readers, I think it will disturb them also.

It the past there were two different "Southern Trade Alliances". It seems strange that there were two. Let's look at this. Years ago there was only one "Southern Trade Alliance". Members were Turia, Landa (an island far south in Thassa), Megara Point (the founder of the Southern Trade Alliance), and other cities of the Vosk, such as Fina.

The army of Landa had attacked Rarn, the city of silver, which was an ally of Turia. Turia declared war against Landa. Landa won several battles, and Bounty, a man of Turia (later,

his twin brother became regent of Turia) was killed.

When the assembly of the Southern Trade Alliance had voted out Landa (because Turia persuaded the cities of the Southern Trade Alliance to back them against the belligerent Landa), Landa declared war against all members of the STA and their allies: Fina, Sulport, Midas, Port of Meqara, Turia and Thentis. This took place on the first day of the first Hand of the Month of Hesius, year of contasta Ar 10062.

Landa won the famous battle which took place the second day of the first hand of the Month of Hesius. The fierce warriors of Landa tromped the allied armies and drove them away from the shores of the lovely island.

After that battle, a new "true" Southern Trade Alliance was founded in the month of Camerius of the year 10162 contasta Ar [June 2012]. The founders were the City of Landa, the Kasbah of the Guard of the Dunes, Tarn Cove, Oasis of Klima, the Kasbah of Seraphina, the Oasis of the Two Scimitars, the Oasis of Nine Wells and the Oasis of the Sand Sleen.

After a time, Darius Kabasilas (Darius Vayandar), former Ubar of Turia resigned, the regent Bounty left Turia and Xavier, the founder of the "old" Southern Trade Alliance and the administrator of Meqara Point died [left Gor] the situation changed completely. Xavier's former free companion, Rayah Marenwolf, settled in Genesian Port. The old Southern Trade Alliance is no longer active. Only Sulport on the Vosk still shows their coat of arms at the wall. Meanwhile, the "new" Southern Trade Alliance grew and became the most important trade alliance on Gor boasting fourteen members at the moment.

We call on the cities of Tafa, Sulport and Isle of Tarns! We call on Turia itself! We are extending to your cities the hand of reconciliation!

The old Southern Trade Alliance should dissolve, because a "Southern" Trade Alliance without the most important power, Turia, and without the oases of the Tahari does not make sense at all. All oases of the south are already members of the true Southern Trade Alliance (except Vigo).

Our focus right now must be the trade and defensive support to unify the south against invaders, especially from the North. Also, we must unite against the disruptions of outlaws and pirates, that try to destroy our mutual trade investments within our ports and cities. We must also unite for the peace, prosperity, and protection of our trade routes.

The true Southern Trade Alliance already controls the trade with red and yellow salt from Klima and the Tahari. It would be an advantage for you to join us and to concentrate the forces.

This is my personal opinion and has not been confirmed by the assembly of the true Southern Trade Alliance.

* [10:09] Blaze Kabasilas [Blazied Resident]: Turia is NOT a member of ANY STA, how many times do I have to state this?"

04 UNWISE STRANGER

by Maria Tisane

A tall dark handsome stranger exited from the boat. He walked as if he knew exactly what he was doing but yet he must have been seriously confused. Only a confused and maybe a deranged stranger would dare to think he could steal away a leashed slave.

As the story was told to this reporter, the stranger leapt onto the roof, where our Warrior was dozing with his slave, mandi, leashed at his feet. It would seem the stranger took a shine to the slave, because he decided to join the pair on the roof. You would think he would have stopped when his first leap landed him on the ground below, but no, he picked himself up and tried again finally managing to land on the roof with them.

Now who in their right mind would dare to try to yank a leashed girl from her Master? Not many, but this fellow did just that. He grabbed the leash with two hands, holding one side so it didn't wake up the warrior while he tried to yank the steel from the slaves neck, not realizing he was choking the girl in the process.

After nearly killing the girl, he decided to take liberties with the her. The girl cried out quite loudly, trying to warn the stranger what would happen if her Master awoke.

What has happened to this world we live in. that strangers act so bold? he girl begged him to stop, warned him of his fate if he continued, but the deranged, would-be thief, took no heed. By that time, I had heard enough as I worked on my books nearby. Already numbers were dancing in my head and now the desperate cries of a slave was mingling with them. Who could get any work done that way?

I tossed my quill and went outside. I saw him, but he didn't see me, or hear me coming. He was still intent on stealing the leashed slave. When I finally got closer, I cleared my throat. He jumped up and turned around. I think I must have scared him, fully aware of his dishonorable actions, and interrupting my work, he didn't even have the manners to greet me. He just took off running like something scared him badly. Do you suppose it could it have been me that spooked him so?

As he jumped on the boat and paid the captain, he yelled, "I will be back for that slave. You don't know when or how, but I will be back, she is going to be mine." Will he be back? We shall see. I'm sure our Warriors will be looking forward to his return.

[taken from the Treve Tribune, Issue 13 05/16/2010]

05 HOMAGE TO THE WORKING CASTE OF GOR

by Zax

A bunch of Mercenaries are out in the woods when one of them falls into a deep well. Another,

bravely jumps after his brother into the well. The first one doesn't seem to be breathing, his eyes are rolled back in his head. One of those left above, whips out a bird from his pocket and rapidly attaches a scroll to its foot, sending it off to find a Physician.

The bird finds a Physician just a mile away and lands on his shoulder. The Healer opens the scroll and reads: "My brother is dead! What can I do?"

The Physician quickly writes a reply and shoos the bird back to its owner. The Mercenary opens the Physician's scroll and reads, "Just take it easy. I can help. First, let's make sure he's dead."

Suddenly, the Physician hears the familiar sound of an arrow being fired, off in the distance. Moments later, the bird returns. The Man quickly detaches the scroll from its leg and reads, "OK he is dead, now what?"

A Year Keeper recites some ancient legends and lore at a camp fire. Everyone present listens intently as he begins to speak about three Trevan women who, together, met an early fate during a raid. According to the Year Keeper, after their death they are met by the Spirit Guardian of the Land of Dust who says to them, "We only have one rule here in the spirit world...and that is - don't step on the vulos."

So they enter the Land of Dust, and sure enough, there are vulos all over the place. It is almost impossible not to step on a vulo, and although they try their best to avoid them, the first Trevan woman accidentally steps on one. Along comes the Spirit Guardian with the ugliest man she ever saw. He chains them together and says "Your punishment for stepping on a vulo is to spend eternity chained to this ugly man!"

The next day, the second Trevan woman accidentally steps on a vulo, and along comes the Spirit Guardian, who doesn't miss a thing, and with him is another extremely ugly man. He chains them together with the same admonishment as was given to the first woman.

The third Trevan woman has observed all this and, not wanting to be chained for all eternity to an ugly man, is very, VERY careful where she steps. She manages to go months without stepping on any vulos, but one day the Spirit Guardian comes up to her with the most handsome man she has ever laid eyes on. Very tall, long eyelashes, muscular, thin, and to her surprise, he has a collar around his neck.

The Spirit Guardian chains them together without saying a word. The woman remarks to the handsome slave, "I wonder what I did to deserve being chained to you for all of eternity?"

The slave looks up and says, "Well, I don't know about you Mistress, but I stepped on a vulo!"

"A slave walks into a scribe's office and tells him that she needs to file her manumission papers. The scribe says, "Before we begin, I'll need to ask you a few questions." He gets her given name, homestone of her birth, the owner's name, etc. and then asks, "What was your caste?" "I was a collared slave," she says. The scribe is somewhat perplexed and says, "Let's try to rephrase that." The slave says, "OK, I was a high-end call girl". "No, that still won't work.

Try again" says the Scribe.

They both think for a minute then the woman says, "I was an elite vulo farmer." The scribe asks, "What does vulo farming have to do with being a slave?" "Well," she said, "I raised a thousand little peckers last year." The Scribe smiles and quickly scribbles on her papers and says "Vulo Farmer it is!"

[taken from the Treve Tribune; Issue 7 03/28/2010]

06 THARLARION RACES

We hope that you will join us at the Tharlarion Racers of Gor Grand Circuit Races held at various tracks during each month. This Season's Circuit runs from July 1, 2014 to Sept. 30, 2014 with a Champion Racer and team named at the end. All riders are welcome, free and slave (with permission of their owner).

Every week we hold Division races. These divisions are based upon the improved level of G&S Tharlarions and are:

Division 1~~Levels 0-9 or a maximum of 12 improvement points

Division 2~~Levels 10-14 with a maximum of 17 improvement points

Division 3~~Levels 15 and above with no restriction of improvement points

Registration fee: 10 \$L per race.

GOREAN CITIES

07 PORT OF OLNİ

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

DI DOVE SEI? ~ Where are you from?

By Teal Razor

Back on the planet I came from, the Italian side of my family asked visitors to their home, "Where are you from." The response would be, "Sono di..." which was, I am from (insert name of town). Those two phrases for me seem aptly Gorean. At the gates of the city one is always asked to declare one's Home Stone. Then again in the commons, if a free person sees an unfamiliar face, the unfamiliar face is asked where on the planet they hail from. This remark is asked more seriously at the gate but once you declare yourself and you are inside the gates, then being asked where you are from is seen as light banter.

The question of "where are you from", is never asked of slaves. I mean, you would ask a pet sleen where it is from. Instead you would ascertain its owner. As all slaves are animals, and they, for the most part can speak, the question asked of a slave is "Who is your owner?" Even slaves ask other slaves, "Who owns you?" If the slave being asked, "who is your owner", adds some inane factoid like, they came from Tafa, no one will give a rosy red urts bottom. The owner is the most important thing. Besides slave's too have their pecking order. The more important the owner, the more important the slave, or so those princesses claim.

Many Goreans carry around little scroll pouches on their belts or secured under robes of concealment. These scrolls contain their identification, all the particulars the magistrate of another city might need to double check when checking the veracity of certain people. Also, it helps a member of the High Counsel to get a hold of these individuals should they cause a small insurrection or an all out war.

I have been privy to some of these identification scrolls. I have read them at the gate when my Master put ID scrolls down to talk to the stranger as he guarded the portals of Port Olni. I had a hard time not laughing as I read some lengthy autobiographies on those scrolls. Some of them I laughed at because they seem to match the visitor's demeanor who was standing before us. Some were funny because they were a fantasy concoction of the holder's own life. For example; a puny free man, dressed in clothes that have seen better days, gave my Master his scroll that read like a page out of an earth manual, Debrett's Peerage. According to him, he was first in line of succession in a very old royal dynasty on Gor. He went on for paragraph after paragraph about how high he was in that royal family. I was starting to think of him in earth terms again and I wondered how "high" he was when he wrote it.

Now bespoke clothing is quality clothing. When a person wears clothing that is frankly from another fashion period and that ensemble looks smart, that person is truly wearing a bespoke item. The puny man before us at the gate looked like a wastrel and in fact he appeared to be a vagabond. This is only one example I could regale you with regarding the question, "Where are you from".

I am going to refrain from doing so as I could receive angry threats from those who might see themselves in what I have written. I think all that could be avoided if free persons would avail themselves of my side business, Teal's ID Scribe Service. I compose smart and true identification scrolls. I correct your Gorean and punctuation. Then I move on to content. I would want to team up with a painter of renown, for instance, one Mistress JJLowe. Her likenesses could be included on the scroll to accompany my words. Together we could produce some of the snappiest identification scrolls upon which would flow understandable Gorean. The owners of these ID's would be presented in a more favorable light to the viewing public.

To get back to the puny free man at the gate, he was obviously an opportunist. I saw stamped in the lower left corner an advertisement for Sammy's Slave Auctions with an address and times of operation. I am sure that Sammy paid the puny fellow for taking up space on his ID. But I have seen advertisements on ID scrolls that are there for the sheer pleasure of giving the magistrate something else to look at than just the ho hum life of the stranger.

I will have to respectfully decline composing ID scrolls for the Mamba group. As darling as their language is, I do not read, write, nor understand it. This past week I was treated to the Mamba language by a group of free people in the commons. I listened for repetition of a word and I heard one that I thought I could make a spring board for understanding this foreign tongue. I came to find out later this word meant Bosk Shit.

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

Contact: Lucy Bronet

09 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

10 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

11 GOREAN FALLS [SCHEDULE]

Gorean Falls: Clash of Swords Tournament

Gorean Falls Weekly Clash of Swords Tournament every Monday night at 7:00 P.M. SLT. The board will open at 6:30 PM SLT. Come early and get in some friendly sparring. Come One, come all! Gorean Portal Radio will be broadcasting the event! Prizes are: 1st place: 3000L. 2nd place 2500 L 3rd place 1500 Battle Royal: 1000 L Special Event: 1000L. Point

system for the tournament. If you wish to attend, please IM jaden-akia (jadenM Samas) and a tarn will be sent.

RARE DIALECTS OF GOR

12 CITY OF AVENTICUM -EINE REISE DER MERKWUERDIGEN ART

von Raschid Hassanein, Guard of the Dunes

Wie ein wuchtiger Klotz ragen die Stadtmauern der City of Aventicum aus dem Gebirge. Sie erscheinen so stark und maechtig, dass man sich kaum vorstellen kann, sie wuerden jemals von Angreifern ueberwunden. Jeder Reisende wird beeindruckt sein, aber allein schon aus Neugier den beschwerlichen Weg hinauf in die Berge auf sich nehmen. Ich will also berichten, welch merkwuerdiges Erlebnis ich dort hatte...

Der Weg fuehrt eine Weile am Fuss der Berge entlang. Man bemerkt sofort, dass sich die Erbauer sehr viel Muehe gegeben haben; man wird sogar durch durch Meilensteine auf die Entfernungen hingewiesen. In der weiten Ebene erkennt man von fern Felder und landwirtschaftliche Gebaeude. Der Weg hinauf fuehrt ueber eine kleine Bruecke. Man kann ihn kaum verfehlen.

Die atemberaubende Aussicht entschaedigt fuer die Muehen des Wegs. Ich habe immer wieder halt gemacht, um sie zu geniessen. Wie viele Muehen hatte die Erbauern und die Arbeiter wohl, um die Unmengen von Steinen dort hinauf zu schleppen, um die starken Mauern der Stadt aufrichten zu koennen?

Wenn die Tore der Stadt endlich aus dem Nebel auftauchen, der in den Bergen oft urploetzlich hereinbricht, kann man sogar die Aussicht zur anderen Seite der Berge geniessen! Ich konnte mich von der Schoenheit des Anblicks kaum losreissen, erinnerte mich aber daran, dass ich eine wichtige Mission und einen Auftrag hatte. Ich klopfte an das Tor. Ein Mann oeffnete mir, der sich als Sattler vorstellte und auch die Farben seiner Kaste trug. Er empfing mich freundlich. Ich musste aber missbilligend feststellen, dass eine Freie Frau, die mich beobachtete, nicht nur auf ihren Schleier verzichtet hatte, was bei niederen Kasten ja oft ueblich ist, sondern mir auch ihre halb nackten Brueste zeigte - ein unverzeihliches Benehmen fuer eine frei Frau in Gor. Wenn ich nicht Gast gewesen waere, haette ich ihr sofort einen Kragen umgelegt.

(aus: Voice of Gor, Jahrgang 2, Ausgabe 88, 16.02.2011)

LONELY HEARTS

SEEKING A BOND/SLAVE

Tal and Greetings My Names is Henrak Dumosh Hyuben i am Seeking a Bond For Private i am A Northern Torvie Man Hailing From Asar Village Currently and im looking for a bond that will enhance role play and isnt a total Fur Bunny One That I Can Shape To My Ways and Is

Willing To Learn Preferably One That Will Work with Me and wont Mind Changes At Times
redheads is a Lovely hair but not strictly I am a Smithy and One That Knows his trade Well im
one that wishes to find the right bond that isnt gonna play these

BLADESONG SEEK FAMILY

Tal everyone, I am head of the family, and I am seeking relatives of many kinds.
Predominately children, but brothers, sisters, cousins, uncles, aunts, and yes, even parents
are welcome. I do not carry the name of my parents and there is an entire story about that.
The Bladesong name carries with it a high standard.
Message Ettore Bladesong (Zyke Dragoone) or Caroline Bartlett (Sable Ashbourn) if
interested.

SEEKING HER FAMILY

I am Lady Ireland I am seeking my family (ie mother,father, extend family)I am of the blue
cast. I have black hair blue eyes I have a family of my own with a mate and 3 beautiful
daughters I am on sl most days usually all day. I am seeking a family that knows what
family is and not some twisted sense of the word as I have noticed lately on gor.
If interested feel free to send me a lm or a nc
ëï3Ireland Celtic Argonëï3 [k1tt1e Resident] □

SEEKING A FAMILY TO BELONG

Tal everyone Im seeking a Family to belong to. I do have a mate as well. We are of the north
and trovie by blood so would need to be a northern family.We are BTB as well. So if your
looking for a daughter that is grown with a mate to grow the family. please im me thank you
LadyRainUlven Resident

ARE YOU LOOKING FOR FAMILY?

Join our growing clan, we are active and on daily to roleplay our story and learn yours.

The Stark Rost Mod Clan is seeking kin and we are open to discussing many things. We are
based in Kattegat, but you do not have to join Kattegat, we simply want to expand our family
and story!

If you are tired of being alone; yearning for strong family ties and the feeling of being apart of
a family please contact Quinn Zeitman, or Cohanna Resident (Quinn's mate).

SEEKING FAMILY

Am seeking a blood brother and two uncles. Interesting backstory, dont even have to leave
your sim your apart of I can come visit and rp with you!! If interested IM Morrgain Blackhawk

for more details!

SEEKING AN ARRANGED COMPANIONSHIP

I want a companionship. Not a marriage. in fact, I would adore the rp to be with the father, not the daughter. something about rping a contract not knowing the person in the slightest appeals to me. I am a Officer of Jahesa. a Captian, so I am high casted, and no pauper.. I para rp, am as btb as I can be, and love detailed, and descriptive rp. IM me if you'd like more details. or better yet, have your dad IM me to arrange negotiations.
Thayik Resident

LOOKING FOR A FC

I am Southern fw looking for a Companion, I am part Torvaldslander, Savage and Paravaci. (btb) i am only Seeking Roleplay Only, NO RL.
Isabella (Bastet Ronin) ☐

SEEKING A SON

We are Northern and are looking for our son that is active and RPs BTB. Would prefer you move to our village of Skolldir. Your due to be born in just a couple more hands. There is alot RP in Skolldir. You would have a large family and be our oldest son. Our village is BTB. Your mother has blond hair blue eyes and your Father has dark brown hair and blue eyes. Please drop either of us an IM or NC with your name. We are central time zone.
TeddyStark or Faith.Pond

FAMILY SEARCH

i'm a fw in search of a family., obviously lol. i have more information in the notecard and don't want to sound repetitive. so yea just give it a read?
ermclemore [ermclemore Resident]

LOOKING TO BE OWNED

I am a kajira, trained Southern, and I am looking to be owned by someone Southern and BTB. Contact Salima Portal if interested.

SEARCHING

I'm searching for a daughter, someone who is nice, friendly, pleasant, and can voice or at least hear. I'm in a Southern village, and we are BTB. I'm also looking for loyalty, if interested contact me at xaver99 (Resident)

LOOKING FOR A FAMILY TO JOIN

Tal everyone im looking for a family to join. I been in gor for some time now. Looking to be a daughter as well as a FC. I know both north and south and willing to do ether. I have no homestone as of now. im on est time as well and dont mind voice. If interested please Im Me thank you

NylaDestiny Resident

FC

My name is Kaya Salomon , daughter of the Admins in Abydos . I am Chief Scribe , after a long travel and study in my caste , Kaya is now ready to have a companion . Prefer High Caste man.. IM me for more info .

Eleanor Cadell

LOOKING FOR MY SONS

I am seeking for: one son of my previous companionship with Magistrate of Fort Haskins, who disappeared, long time ago. This one can be like anything. Sons of my current companionship with Salt Ubar, born and raised Taharians, in loving and wealthy family. You been playing at the Oasis with wooden scimitars, when learned to fight desert ways and finally, when adults, who knows...is up to you, of course we wish you would continue in father's foot steps in salt business.

Anastazia Bellecoeur Saran (Anastazia Cameron)

SEEKING FREE WOMAN FOR COMPANION

I am seeking a high caste free woman to join in companionship. I am a physician and I am not picky as to your caste, as long as it is recognized as one of the high castes.

I try to remain close to the books, and I seek a woman who knows her role and plays it well. Especially when it comes down to honoring your family and home stone.

I'm EST and online mostly in the evenings - so if interested, go on and send me a message.
Livingitup Resident

SEEKING FC

Tal! Im Fia. i am currently looking for a free companion. if you wish to know details. please feel free to im me. i am available to move homestones as well.

FianaitMcKay Resident

YOU HAVE BEEN BORN

Are you a male looking for parents. Well we are looking for our recently born son. Your

Father is a red caste and your Mother a scribe. We would like if you could reside in our city as well. Please contact Alana Tinamou or enderoctanis for more information.

TRADE

13 TRUE SOUTHERN TRADE ALLIANCE (STA)

Southern Trade Alliance members: The Kasbah of the Guard of the Dunes, Oasis of Nine Wells, Oasis of the Sand Sleen, Oasis of Klima, City of Tor, Kasra - Fayheen river, Ukunga Region, Asperiche, Tancred's Landing, Tabuk's Ford , City of Jasmine, Port Alsiun, Island of Naath, 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 has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

14 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

15 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)

SIM ADVERTISEMENT

(draft) □

17 SULPORT

Dawn breaks over the Town Of Sulport, Slave girls rush around readying the land of another day , handsome guards stand watch over the gate ensuring the safety of the women within. If you feel you could ba a part of this bustling community visit us today.

18 SA'VELLA

Vella's band has now moved to their new summer-camp. Your offerings may be laid in our forest with the prettiest of your slave boys but tread warily in our lands for we are not of a forgiving nature and strike terror in the hearts of most!

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 Aug 4th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 1 pm

Monday Aug 4th - Olni classroom - Weekly
Gorean Magistrate - Lady Jan - 5 pm

Monday Aug 4th - Lounge - Weekly
The Gor That Is (WHIP radio show) - Lady Rose - 6 pm

Tuesday Aug 5th - Gallery classroom - Weekly
New to Gor - Lady Lynn - 10 am

Tuesday Aug 5th - Meet at the docks - Weekly
Guided Tour of Gorean Zoo - Dani - 12 noon

Tuesday Aug 5th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 1 pm

Tuesday Aug 5th - Courtroom - Weekly
Gorean Advocate - Lady Jan - 5 pm

Tuesday Aug 5th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Aug 6th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday Aug 6th - Maproom classroom - Weekly
Preparation of Medical Herbs - Lady Lynn - 4 pm

Thursday Aug 7th - Maproom classroom - Weekly
Intermediate Scribe - Victor - 1 pm

Thursday Aug 7th - Lounge - Weekly
Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Aug 7th - Amphitheatre - Weekly
Gorean Trivia - Felicity - 4:30 pm

Thursday Aug 7th - Lounge - Weekly
Creating Role Play - Jacob - 6 pm

Friday Aug 8th - Main classroom - Weekly
Scarlet Caste - Saxon - 1 pm

Saturday Aug 9th - Amphitheatre - Weekly
Kaissa: What You Didn't Know About The Game - Tikaani - 11 am

Saturday Aug 9th - Main classroom - Weekly
Players Caste - Ettore - 4 pm

Sunday Aug 10th - Campfire - Weekly -
Woodsman Caste - Quercus - 1 pm

Monday Aug 11th - Lounge - Weekly
The Gor That Is (WHIP radio show) - Lady Rose - 6 pm

Tuesday Aug 12th - Gallery classroom - Weekly
New to Gor - Lady Lynn - 10 am

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

Tuesday Aug 12th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Aug 13th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday Aug 13th - Maproom classroom - Weekly
Preparation of Medical Herbs - Lady Lynn - 4 pm

Thursday Aug 14th - Maproom classroom - Weekly

Intermediate Scribe - Victor - 1 pm

Thursday Aug 14th - Lounge - Weekly
Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Aug 14th - Amphitheatre - Weekly
Gorean Trivia - Felicity - 4:30 pm

Thursday Aug 14th - Lounge - Weekly
Creating Role Play - Jacob - 6 pm

Friday Aug 15th - Main classroom - Weekly
Scarlet Caste - Saxon - 1 pm

Saturday Aug 16th- Amphitheatre - Weekly
Kaissa: What You Didn't Know About The Game - Tikaani - 11 am

Saturday Aug 16th- Inn - Occasional
GLA Graduation Magistrates & Advocates - Lady Jan - 1 to 4 pm

Saturday Aug 16th - Arena - Occasional
GLA Graduation Dance & Fireworks - Lady Jan - 4 to 6 pm

Events

Saturday September 6th - Arena - Occasional
Dance Contest - 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

19 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 safety.

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

20 FIRST AID

by Judy [Judygirl Beck], former Head Physician of Landa

[reprint from the landa Times]

First Aid Instructions

There is always the possibility of a raid, and all citizens must be able to assist in case of attacks causing our citizens wounds.

#1 Call a Physician

If one is not present in city or available contact Physician Caste of Gor either via their group IM or via Lady Kaiila Mahoney.

#2 Stabilize patient & prepare for transport

Assess wounds and perform triage. Determine if immediate action must take place (e.g. stopping bleeding), or if patient can await physician. Issue pain relief if this is too severe to await physician's arrival.

FIRST ASSISTANCE

-lay victim down, calm and reassure them

-check for breathing and pulse. If not breathing, check to make sure airway is open and if blocked, open. If necessary start rescue breathing and chest compressions.

-check for bleeding, it is important to take action to stop bleeding right away (see below)

-watch out for shock. Symptoms: pale, sweaty or clammy skin, bluish tint to lips and fingernails, weakness or disorientation, drop in blood pressure, elevated pulse, rapid, shallow breathing. Lie victim down and elevate feet. Cover with coat or blanket.

-continue to monitor vitals (pulse, breathing, blood pressure) until medical help arrives.

WOUND CARE & BLEEDING

Wounds can involve simple skin/muscle penetration or can be more serious with organ and circulatory damage. There may be internal bleeding. It is critical to stabilize the patient and seek a physician to further assess the damage.

-if superficial, wash with soap and warm water or flush with sterile water or marigold oil (natural antibiotic) and pat dry. Marigold oil is on the table in the infirmary

-if bleeding, apply pressure on wound with sterile bandage or clean cloth or clothing, or with hand

-if blood is spurting out rhythmically with heartbeat there is arterial damage..critical to apply pressure and call a physician immediately!

-remove obvious debris or dirt from wound (never remove any embedded objects, including arrows, spears, daggers, etc....in many cases the embedded object must be pushed through the skin (broad-headed arrow, barbed arrows) as opposed to pulled out (simple-pile arrow), to avoid serious damage, removing any embedded object can cause hemorrhaging)

-if bleeding continues, do not wash, but continue to apply pressure until bleeding stops, then bandage tightly, add bandages as needed if blood seeps out. If after 15 minutes. of direct pressure bleeding continues apply pressure to main artery feeding the wound area (e.g. upper arm for hand or lower arm), while also maintaining pressure on wound area.

21 [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/>

ONLINEISM OF THE WEEK

22 I AM NOT HANDSOME?

Anonymous asked:

Dear WTG Dude, I need advice. My slave likes to skyype sex with handsome masters but won't skype with me. Does this mean that a) she is really a dude and b) that I am not handsome? Sincerely, Concerned Master

Dear Concerned Master,

Yes, "she" is absolutely a he and you are definitely not handsome. Sorry to break it to you, bro...

Sincerely,
WTG Dude

23 WANTED

□

[taken from the Treve Tribune; Issue 12 08/05/2010]

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 Ianda 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 Alliance of Valkyrie Panthers

for members of the group Goreanische Freie Presse

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>