

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 173

[short online version without pictures and attached notecards]

Third day of the second hand of the sixth month 10165 Contasta Ar

[Earth date: 08-25-2014]

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 173rd issue of the NEW VOICE OF GOR !

There are two trade monopolies on Gor: the monopoly of Thentis to trade with blackwine beans and the monopoly of the Salt Ubar of the Tahari desert. The Southern Trade Alliance is preparing an agreement with the Soaring Herlit and Thentis to recognize their trade monopoly, and they will recognize the monopoly of the STA to trade with red and yellow salt. Read more in this issue.

Rarius Yuroki, editor of the NEW VOICE OF GOR

ALL OVER GOR

03 MONTHLY MEETING OF THE TRUE SOUTHERN TRADE ALLIANCE

The monthly meeting of the true Southern Trade Alliance (STA) took place in the city of Tharna. Present were delegations from: The Kasbah of the Guard of the Dunes, the Oasis of the Sand Sleen, the Ukunga Region, Asperiche, Tancred's Landing and the House of Yuroki Company, the city of Jasmine, the Phoenix Trading Company (located in Besnitt), the city of Venna and Tharna, as guests a delegation from the Soaring Herlit and the Village of Korat.

The STA decided unanimously to make an agreement with the Soaring Herlit and Thentis about their trade monopol of blackwine beans and the STA salt decree. This agreement needs to be confirmed and sealed by both sides. The details are still confidential.

Just one point. Merchants all over Gor: you shalt NOT trade with blackwine beans of the Soaring Herlit without being authorized by the Soaring Herlit. Merchants of Gor, you shalt

NOT trade with yellow and red salt without being authorized by the Southern Trade Alliance. If you don't respect that, your life could be shorter than you expected.

Quote from the draft of the agreement:

"The signing Heads of State do agree to actively arrest and extradite all smugglers found in their territories actively selling or importing smuggled, falsified, or illegally appropriated goods of the nature blackwine, red or yellow salt. Said criminals are to be transferred to the appropriate originator of the goods in question for trial, along with all evidence necessary for adjudication. "

QUOTES

BLACKWINE MONOPOLY:

"'Actually,' I said to Elizabeth, 'this is very rare. Thentis does not trade the beans for black wine. I have heard of a cup of black wine in Ar, some years ago, selling for a silver eighty-piece. Even in Thentis black wine is used commonly only in High Caste homes.'" (Assassin of Gor, page 107)

"'Black wine,' said she, 'from the Mountains of Thentis.'
I had heard of black wine, but had never had any. It is drunk in Thentis, but I had never heard of it being much drunk in any of the other cities.'" (Assassin of Gor, page 106)

"Black wine, except in the vicinity of Thentis, where most of it is grown on the slopes of the Thentis range, is quite expensive." (Guardsmen of Gor, page 244)

"In Thentis, for example, sleen are used to smell out contraband, in the form of the unauthorized egress of the beans for black wine from the Thentian territories. (Slave Girl of Gor , page 186)

I had breakfasted well, on larma, vulo eggs, fried sul, roast bosk, sa-tarna, and even black wine, the beans for which, I supposed, derived from the far slopes of the Thentis mountains, and may have been brought west at some risk.
(Smugglers of Gor, page 76)

SALT MONOPOLY:

"None at Klima knew the trails. The free, their masters, had seen to this. Moreover, to protect the secrecy of the salt districts, the trails to them were not openly or publicly marked. This was a precaution to maintain the salt monopolies of the Tahari, as though the desert itself would not have been sufficient in this respect."
(Tribesmen of Gor, page 243)

"I had heard of the Salt Ubar, or the Guard of the Dunes. The location of his kasbah is secret. Probably, other than his own men, only some few hundred know of it, primarily merchants high in the salt trade, and few of them would know its exact location." (Tribesmen of Gor,

page 207)

"Nominally a sheriff of the Tahari merchants, he, ensconced in his kasbah, first among fierce warriors, elusive and unscrupulous, possesses a stranglehold on the salt of the Tahari, the vital commerce being ruled and regulated as he wills. He holds within his territories the right of law and execution. In the dunes he is Ubar and the merchants bow their heads to him. The Guard of the Dunes is one of the most dreaded and powerful men in the Tahari." (Tribesmen of Gor, page 209)

04 THE HOUSE OF YUROKI JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

The House of Yuroki Bank is a privately owned company. It employs its own bankers, merchants and guards, all of the highest quality. The House of Yuroki Bank has branches in Tharna and in Tancred's Landing (Vosk region/Saleria). More branches are under construction. The House of Yuroki Bank is the oldest and most important bank company of Gor. [since 2011]

Specialising in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

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)

- EMPIRE OF AR
- OASIS OF SAND SLEEN
- PORT OF OLN I
- KASRA/FAYHEEN (GER)
- 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 (Yuroki Uriza)

Bank of Reginald in Vonda

He grinned and lifted before her eyes the bank draft, drawn on the bank of Reginald in Vonda, certified, and signed by the Lady Florence, for one thousand, four hundred and twenty tarns of gold.

(Fighting Slave of Gor)

Various banks of Schendi

From the sea bag I drew forth the notes for fortunes, made out to Shaba, to be drawn on various of the banks of Schendi, and the false ring, that which he was supposed to carry to the Sardar in place of the true ring.

(Explorers of Gor)

Bank of Bemus in Venna

These papers are certified by the bank of Bemus in Venna, and are witnessed by the signatures of two citizens of that city.

(Fighting Slave of Gor)

05 WARNING: SUBZEROX

"Please check your sims.. there is an avatar who is placing chat logging objects even in completely protected sims .. the name is Subzer0x followed by a series of numbers. SL Governance is looking for the objects. They can not be returned deleted or even seen. Look in About Land.. they are found around 128/128 If you find one send an Abuse Report to LL

GOREAN CITIES

06 PORT OF OLN I

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

SHE WHO MUST BE OBEYED ~ Or My Life as a Warrior

By Teal Razor

We have all met them. Free and slave alike, who insist on regaling us with snippets of their life on Gor. I must admit I am curious, at times, as to how some persons arrived here. I wonder whether they were brought on slave ships, born to free persons or slaves, or maybe even crawled out of the sea in some predawn mistake by a Priest-King to liberate a fish who had suddenly developed a penchant for breathing air. In fact I think some of my previous Masters may have come up through the ranks of land dwellers brought into Gor by such a mistake. Most were no more developed than troglodytes addicted to mouth breathing and they remain in such a state even today.

And so the curiosity of my Master was piqued last night. I finished serving him his evening repast, a most delicious bosk steak, fresh sa-tarna bread, and a medley of vegetables. As I brought him a warm bowl of paga he encouraged me to fill a pitcher with extra paga. He sat back and had me drink from his bowl. I was content as we sipped the paga and sat warming ourselves by the lighted brazier. Even though it was En Var, there was a chill coming off of the Olni River and the heat was welcome. We sipped and sat in silence. After about a quarter of an ahn he surprised me by asking a question he had never put forth before.

"Teal, mine," he said slowly, "tell me how it is you came to Gor. When I bought you, I knew you were a barbarian. I desire to know your story." I put my head down so that he would not see the look of concern on my face. I have never been asked this question by any free or slave so I wondered if it was a test and most of all, if it was a test, would I pass it?

Slaves are never supposed to lie to the free, right? That's a big "correct" on that one. And so I was not prepared to trot out my story to anyone let alone the Gorean man I serve. So at that point I grabbed the pitcher that the paga was in, filled the bowl, raised it to my lips and drank the whole damn thing down. After that I filled the bowl again and drained the second one. I thought my Master was going to ask me to get the whip, but he was so startled that all I caught was the raising of his eyebrows at my poor behavior.

In retrospect, I should have told him with a logical sober brain how it was that I was "hatched" on this world of Gor. But stupidity intervened and I had a hard time not injecting emotion into this soliloquy of my boring arrival. Also, I had to keep asking my Master for permission to speak while maintaining my placeholder in my thoughts. He would stop me to ask a question and before answering I would say, "May your slave be permitted to speak Master."

I related physical facts. Master's like to hear the straight facts. Therefore, as with my Master, I must speak to him with a bullet list of facts. On earth I was trained to give short and "to the point" answers to everything. One must communicate clearly. One must give the "who, what, when, where, why and how" of a situation. As in when I ask my Master for permission to do the marketing for his home. There are two ways in my mind to approach this task. The first and more logical presentation would be to hand my Master a list of groceries that need to be purchased to garner his approval. I would kneel smartly and offer it to him with upraised hands, head bowed between them. I would reveal to him that these supplies are needed so that he will remain comfortably fed this coming week. It never fails that I am granted this request as these appeals are pleasing to the ear of my Master.

Now, the second way takes longer and results in irritating my Master. His face will be a picture of annoyance as he suffers through my rambling presentations. He does not need to know that the birds are outside singing or that the river is flowing downstream and the rate at which it takes paint to dry. All this palaver just to ask permission to buy some vegetables and something from the butcher is a bad way to demonstrate your intelligence. The fact that my Master is of the warrior caste makes it all the more important that I give him the facts...just the facts. Whining and nagging is an unfortunate flaw in a person and in a slave, it is a "whip worthy" offense.

And so it was that I related the story of my exposure to Gor. The facts were spilled but every once in a while my emotions would kick in the door and display my deepest desires. I was

irritated with myself for exposing my flanks. I actually should not look upon my Master as an enemy who needs be defended against. I believe this conditioning comes out of the "old brain" that looks upon everyone who is not you as the foe. This dictates that you must look upon yourself as the protagonist and everyone else as antagonists in an "every man for himself" attitude.

Thinking back I remember actually meeting my "slaver" on earth on one of his voyages of acquisition. I wish I could go back to the location that I was kidnapped from to warn other unsuspecting females. The fact that at the time of my abduction I was dressed in full battle gear should have given my abductor cause for concern. I was packing a scoped M4 rifle with an offset tactical aiming laser. In my holster was a fixed blade combat knife, four grenades and some flash bangs. Strapped to my leg was an M9 Beretta pistol. Why anyone would attempt to collect a woman armed to the teeth and shove her aboard a craft bound for another planet seems a foolhardy proposition.

I was out on training maneuvers with another cadet who was also studying at this prestigious military school. We were put in a situation that simulated two soldiers behind enemy lines sent to obtain intelligence on enemy positions and weapons strength. These training maneuvers took place over many days where I was to learn to "have the back" of my fellow soldier at all times. How I was taken in mid week away from my comrade-in-arms by the stalking slaver is beyond me. He must have drugged us both in order to get me. I thought about the shock and awe my partner must have experienced as he woke and discovered that I was no where to be found and had apparently disappeared into thin air.

I related my story to my Master in terms he could understand, explaining the weapons as best as I could. As I spoke I watched his eyes widen and his body stiffen. I imagine it was because I was mentioning handling weapons. He looked at me as though I was about to use a knife to slit his throat due to the passionate way I described my arms.

I continued with my story telling him how I remembered coming to, I know not the hell where, in a clearing in a wooded area. Curiously I was still dressed in my fatigues with my face covered in brown and green camouflage paint. My weapons were missing.

A few yards from me were three men wearing scarlet tunics. They appeared to be Roman legionnaires and were inspecting my person. To say I was "weirded" out would be an understatement.

True to my training I jumped up and prepared to defend myself in hand to hand combat. I was quickly made aware that this attempt was foolish when I was easily taken to the ground by a seeming giant of a man who reared up to show his umbrage at my "David vs. Goliath" attempt. I am no David to be sure. Although I got in a few blows, the strikes were like bothersome mosquito bites to the male who was squashing me like a pillow. I quickly found myself bound hand and foot. That it was done with such efficiency and speed left me marveling and wondering how I could learn such an act. I was still exhibiting the demeanor of a warrior. In my mind, I perceived this scenario to be some strange tactic of my instructors. I was convinced that I had been given a hallucinogen and was therefore interpreting the scene in a drug induced fantasy. Although, the whipping I received after having my clothing cut off certainly felt real.

After swilling down another bowl of paga while talking to my Master, I started pounding one fist into another to emphasize points in my story. I think I am going to have to wait for my next column to reveal the rest of this saga since I am getting myself all worked up writing about it. It does not help that I need to go sharpen the edges on my Master's blades after putting down my quill.

To be continued...

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

Contact: Lucy Bronet

07 THARNA

THARNA BANK BROKEN INTO

During the absence of the staff on annual vacation First Hand of the Sixth Month in the Year 10165 Contasta Ar the Tharna HoY Bank was broken into twice. Acts of vandalism were perpetrated, but nothing of value was taken. It is suspected that a Panther, seen in the vicinity, was responsible.

A reward of 2 gold Tarn is offered for the apprehension of the culprit, with possession, after she has been punished. Ranger Eve of the Tharna Royals commented: 'We have had a rash of such incidents recently one malefactor, a male, was recently impaled. We have high expectations of capturing this one as well'.

Lady Vikki, Branch Manager

[SCHEDULE] TOURNAMENT OF ROSES

Tharna "Tournament of Roses" beginning on Monday, August 25th 2014.
There will be a separate event each week day from Mon-Fri, with the finals of each event being held on Sunday, August 31st. All events will begin at noon SLT, including the finals.

Events to be held are as follows:

Per Day (SLT):

11AM (Practice)

11:30AM (Sign-ups)

12PM NOON (Start)

Prizes awarded as follows:

First place 5,000L

Second place 3,500L

Third place 2,000L

Fourth place 1,000L

Read more:

08 THE SOARING HERLIT [SCHEDULE]

A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

09 SAIS [SCHEDULE]

SAIS STEEL TOURNAMENT

Sais welcomes all free men to come and fight for honor and Home Stone. The tournaments will be biweekly on Saturdays at 6pm and also on opposite weeks on Wednesdays at 3pm SLT. Sign-up will begin 30 minutes before start time and a Sais sword and shield will be provided for the tournament.

Great prizes available for those that do well:

1st place - 2500L

2nd place - 1500L

3rd place - 1000L

Battle Royale :1000L

We hope to see you there winning some prizes. All are welcome to come and watch.

SAIS STEEL TOURNAMENT WINNERS

1st Place is ScoobieSnax Resident for 2500L

2nd Place is Dark Kegel for 1500L

3rd Place is Draugar Overland for 1000L

Battle Royale is Dark Kegel for 1000L

Was a great turnout and some excellent fighting, well done all

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.

12 THARLARION RACES

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.

RARE DIALECTS OF GOR

13 MUENZEN IM ROLLENSPIEL

Wie man mit nicht-kopierbaren (prim) Muenzen das Rollenspiel intensivieren kann und wann man sie braucht und wozu

- Es ist unrealistisch, dass jede/r Millionär ist und jederzeit genug Geld für alles hat. Man kann aber auch niemanden zwingen, Prim Münzen zu benutzen.

- Muenzen, die nicht gerezt werden koennen, sind in Second Life Gor genau so unrealistisch wie unsichtbare Sklaven oder unsichtbare Waffen (die auf allen Sims verboten sind).

- Münzen mit dem Wappen der Stadt koennen eine gute Werbung fuer die Sim sein, wenn sie woanders benutzt werden.

- John Norman schreibt eine ganze Menge ueber Muenzkaufleute und Banker auf Gor. Wieso will diese Rollen eigentlich kaum jemand spielen, obwohl das oft mehr Rollenspiel ist als Krieger, die oft nur herumsitzen und mit ihren Sklavinnen herumspielen?

14 REISEZIEL TAFÄ

in Tafa haben sich die ersten Bewohner nieder gelassen, auch finden Händler und Pilger regelmäßig den Weg hierher.

Wir nehmen uns Zeit für ausführliches Rp und freuen uns über mehr Zuwachs...

15 [OOO] GOR-ROLLENSPIEL-PARTY

Nun ist es endlich soweit. Wir starten am 20. September 2014 im SM-Club BMH die erste Gor-Rollenspiel-Party. Damit sie für alle ein unvergessliches Erlebnis wird brauchen wir ein paar Regeln um die Rahmenhandlung einhalten zu können.

Die Grundidee

Wir wollen mit euch gemeinsam nach Gor und einen goreanischen Abend verbringen. Dazu gehört es, das jeder von euch einen Charakter für den Abend ausarbeitet – wir geben auch gerne Hilfe dabei – und ihr an diesem Abend in die Rolle eintaucht und ihr Leben einhaucht. Hierzu gehört auch die passende goreanische Kleidung. Freie Männer sollten ihrer Kaste (bitte nicht nur Hohe Kasten) entsprechend gekleidet sein, ebenso die Freie Frauen, wobei hier auch an den Schleier gedacht werden sollte. In den „privaten“ Räumen besteht jedoch keine Schleierpflicht. Die Kajiri sollten entsprechend ihres Standes an der Kette, bekleidet und „weiße Seide“ sollte gut erkennbar sein.

Bedenkt bitte, das es nicht sehr viele Kajirus auf Gor gibt, die ihre Besitzer auf eine Festlichkeit begleiten.

Aktuelle Informationen immer unter:

<http://www.gor-party.de/>

LONELY HEARTS

SEEKING A SON

The Enigmas are still looking for their son! Must be Honorable Scarlet to a Southern BTB Sim. Name change is expected and we prefer to be in the same homestone. We are fun loving but do expect the IC role to be played with honor.
If interested please IM Gabbi Sapphire or Thomas Enigma
GabbiSapphire Resident

LOOKING FOR A GRANDDAUGHTER

We are currently looking for a woman to play our grand daughter. Her mother died in child birth and she has since been in the care of her grandmother and grandfather. We reside in the north and would prefer that you live with us as you would still be our ward and under our care until being mated but if you are already in a companionship then that can be worked with as well.
Lucinda Anton

LOOKING FOR DAUGHTER

I am looking for someone to play my daughter in GE sims...you must know how to rp ...as well as fight..for more INFO please contact
Mercy Winkler.

SEEKING FC AND FAM

I am EST. Free woman with Northern background. I have been BTB, but would love an active GE life now, with a Lively, Passionate Pirate or Outlaw type Man. Message Giani Aeon

LOOKING FOR SIBLINGS

I am looking for siblings/family for my character. Everything can be discussed. Currently I am a torvaldslander, I wish to stay this way. Should all bases be covered and acceptable, I would hope my siblings would live where I live, but its not at all mandatory. We could visit instead.
My hair is strawberry blonde/ginger
Eyes are blueish-green

contact Ourelia resident
if interested. I look forward to meeting you!

SISTER/BROTHER ARE YOU THERE?

I'm searching for a sister or a brother.
if interested or would like to receive more details contact
Ourelia resident.

LOOKING FOR MY FAMILY

Back in gor after a break. I am looking for a family to join. I have black hair and blue eyes and I am mute so yes I rp. I generally only do btb. Interested in a rather interesting companion (since I play mute) as well. Drop a message if you would like to know more about either search. Thanks
Mystyk Levitsky

NORTHERN FW LOOKING FOR FAMILY

I am Alfrun (Alfrun12 Resident)), I am a free woman looking for her family. I only know this much, my mother was taken by raiders shortly after I was born, and I grew up in a small village with my father which was taken by an avalanche only a few passage hands ago...I know my father was sick when I left and I believe him to be dead now...However, with all this I am willing to negotiate, if you are interested please IM or NoteCard me. I am up for interesting rp and political drama.

LOOKING FOR TWINS

My mate and I are looking for two people to play our twin sons they do not have to be identical.
If you would like more information please message me
SweetAngel05 Resident

LOOKING FOR A MATE

I am Free women living in Skolldir (btb) i am looking for a mate, i would like to stay in Skolldir. i have black hair brown eyes. you must not Already be Himura or a Reardon
Im me to talk about more details

Isabella Reardon (Bastet Ronin) ☐

SEEKING CHILD OR CHILDREN

Seeking twins, or just a girl or boy wanting to play me and my mates child. we plan to bare child. I have red hair with green eyes. and my mate has black hair brown eyes. We are seeking one or two who are interested in GE and willing to come to be with us in Ravenscar which is a northern outlaw village. We are active in raids and rp. if you have any questions you can IM me with questions. i look forward to hearing form you. Picture of me and my mate

are attached.
LadySevda Resident

LOOKING FOR A FC

I am Kurtanis Kalagiri, from the Schendian Isle of Kalagiri. I look for an FC. I am btb and para. Interested? Please IM Kurtanis Resident

SEEKING FAMILY

Seeking a family, parents and/or siblings. BtB and para preferred.
IM me if interested.
Odailla Resident

TRADE

16 TRUE SOUTHERN TRADE ALLIANCE (STA)

Southern Trade Alliance members: The Kasbah of the Guard of the Dunes, the Oasis of Nine Wells, the Oasis of the Sand Sleen, the City of Tor, Kasra - Fayheen river (GER), Ukunga Region - Land of the Family Kron, Asperiche, Tancred's Landing, Tabuk's Ford, City of Jasmine, Port Alsium, Island of Naath, The Phoenix Trading Company (Besnitt), the House of Yuroki Company, Tharna (associated member), City of Venna, Oasis of Klima. Pending member: Village of Korat (FR).

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.

17 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.

18 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

20 CARDONCUS: A LEGEND RETURNS

A far cry rallies through the lands of Gor: the floods of the Thassa have receded and given free the lands which once belonged to the proud Town of Cardonicus.

Driven by the burning desire to regain what was lost, the loyal defenders of the stone hastened home to rebuild once again their town.

After finishing the grand task, the Stone of Cardonicus was carried in triumph into the safe walls again and heralds were sent out to bring message to the expatriates spread all over Gor

21 THE EMPIRE OF AR

Finally... The Great City of Ar has returned.

Para RP oriented, Mesh build.

Apply today with an ultra-short 60 second Application. Start the Opening Weekend as a Citizen of Ar!

For the Glory of Ar! For the Glory of the Empire!

22 TOR

Tor is the main trade center of the Tahari and where daily thousand caravans set camp to trade, re-stock, rest and relax over those 50 cafes available, washing down the sands from their throats

We still looking for gorean role-players now focusing in Merchants and Traders

We also need warriors to escort our caravans, Scribes to work out the taxes and accounts, slaves to entertain the visitors

Como check us out – the beautiful city of light of the Tahari

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 25th - Main classroom - Weekly

Medical Seminar - Lady Sanny - 9 am

Monday Aug 25th - Lounge - Weekly

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

Tuesday Aug 26th - Gallery classroom - Weekly

New to Gor - Lynn - 10 am

Tuesday Aug 26th - Meet at the docks - Weekly

Guided Tour of the Great Gorean Zoo - Dani - 12 noon

Tuesday Aug 26th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Aug 27th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Thursday Aug 28th - Maproom classroom - Weekly
Intermediate Scribe - Victor - 1 pm

Thursday Aug 28th - Lounge - Weekly
Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Aug 28th - Maproom classroom - Weekly
Physicians Procedure - Lynn - 4 pm

Thursday Aug 28th - Amphitheatre - Weekly
Gorean Trivia - Felicity - 5 pm

Thursday Aug 28th - Lounge - Weekly
Creating Role Play - Jacob - 6 pm

Friday Aug 29th - Main classroom - Weekly
Scarlet Caste - Saxon - 1 pm

Friday Aug 29th - Main classroom - Weekly
All About the Pani - Orochi - 3 pm

Friday Aug 29th - Main classroom - Weekly
Scarlet Caste - Saxon - 6 pm

Saturday Aug 30th - Amphitheatre - Weekly
Kaissa Drop-in - Tikaani - 11 am

Sunday Aug 31st - Main classroom - Weekly
Bem-vindo ao Gor (in Portuguese) - Lua - 11 am

Sunday Aug 31st - Amphitheatre - Weekly
Northern Studies - Adira - 5 pm

Monday Sep 1st - Main classroom - Weekly
Medical Seminar - Lady Sanny - 9 am

Monday Sep 1st - Lounge - Weekly
The Gor That Is (WHIP radio show) - Rose - 6 pm

Tuesday Sep 2nd - Gallery classroom - Weekly
New to Gor - Lynn - 10 am

Tuesday Sep 2nd - Meet at the docks - Weekly
Guided Tour of Great Gorean Zoo - Dani - 12 noon

Tuesday Sep 2nd - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Sep 3rd - Campfire - Weekly
Panther Girls Discussion - Minx - 12 Noon

Wednesday Sep 3rd - Main classroom - Monthly
Gorean Combat - Saxon - 4 pm

Thursday Sep 4th - Maproom classroom - Weekly
Intermediate Scribe - Victor - 1 pm

Thursday Sep 4th - Lounge - Weekly
Reading Norman - Witness of Gor - Rose - 2 pm

Thursday Sep 4th - Maproom classroom - Weekly
Physicians Procedure - Lynn - 4 pm

Thursday Sep 4th - Amphitheatre - Weekly
Gorean Trivia - Felicity - 5 pm

Thursday Sep 4th - Lounge - Weekly
Creating Role Play - Jacob - 6 pm

Friday Sep 5th - Main classroom - Weekly
Common 4 Medical Procedures - El MacLeod - 9 am

Friday Sep 5th - Main classroom - Weekly
Scarlet Caste - Saxon - 1 pm

Friday Sep 5th - Main classroom - Weekly
All About the Pani - Orochi - 3 pm

Friday Sep 5th - Main classroom - Weekly
Scarlet Caste - Saxon - 6 pm

Saturday Sep 6th - Amphitheatre - Weekly
Kaissa Drop-in - Tikaani - 11 am

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

Sunday Sep 7th - Main classroom - Occasionally
Free Women Basics - Juvana - 9 am

Sunday Sep 7th - Gallery classroom - Monthly

Free RP Items Training - Restless - 11 am

Sunday Sep 7th - Main classroom - Weekly
Bem-vindo ao Gor (in Portuguese) - Lua - 11 am

Sunday Sep 7th - Gallery classroom - Weekly
Kajira Basics - Lynn - 1 pm

Sunday Sep 7th - Amphitheatre - Weekly
Northern Studies - Adira - 5 pm

Events

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

Sunday September 21st - Chapel - Occasional
Live Musical Concert - Dainial - 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).

KNOWLEDGE

23 QUOTE ABOUT LOOSE HAIR AND PONYTAILS

"There are various hairdos in which such combs are worn in the hair. usually, however, the hair of slaves is worn long, and loose, or confined only in some simple way, as with a ribbon or woolen fillet. Some masters like the ponytail hairdo on a slave, which, on Gor, is usually spoken of as the "leash," or "hair leash," for, by it, a girl may be conveniently seized and controlled. Upswept hairdos are usually reserved for free women, or high slaves. They are a hairdo of that sort to a slave is the master's pleasure in undoing it, in loosening it, thus reminding even the high slave that in his arms, ultimately, she, the high slave, is yet a slave, and as much or more than the lowest girl in the most remote village. The loosening of a woman's hair on Gor in an extremely sensuous, meaningful act. "Who loosens her hair?" is a

way of asking, in effect, who owns her." - Dancer of Gor

24 [OOC] WEBSITES OF ACTIVE GOREAN CITIES

[City of] Jasmine: <http://city-of-jasmine.jimdo.com/>
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>
Forest Moon <http://lunacaleengpanthers.wordpress.com/>
Isle of Hellenos <http://hellenos.wordpress.com/>
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://jortsfaehre.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

Anonymous asked: Dear Mr. Twatface, why are there no space marines in GE yet? The answer: <http://tinyurl.com/ns9lmkf>

<http://whatthegor.tumblr.com/post/95531628576/what-i-am-thinking-during-a-fc-ceremony>

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/54/198/1011>

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>