

THE NEW VOICE OF GOR
(short online version)

PUBLICARE ET PROPAGARE!

Second Edition, v. 3 No. 103

Third day of the first Hand of the month of Hesius 10164 Contasta Ar

Based in the City of Olni in Saleria

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Note: Though the NEW VOICE OF GOR is based in Olni it is not associated with the city. 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 103rd volume of the NEW VOICE OF GOR !

After the festivities in Tharna It reminded me of those dark days when men left the city before dark in fear of their lives. This was the only city of Gor where warriors not of Tharna never wanted to stay after dark. Now the dark days have gone and all Gorean cities are open to trade and where the Red caste protect citizens and travellers. May this long be the case throughout Gor!

Lady Wendie, HoY scribe and accountant
Staff member of the NEW VOICE OF GOR

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This newspaper is available IN CHARACTER at message boards in several cities. But it has OOC parts and IC parts which can be identified although many people mix both. We try to keep the two separate. But if you start a storyline based on an IC article of the NEW VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

The NEW VOICE OF GOR can be true or false, propaganda or journalism like on earth. There is no freedom of the press on Gor. Why let the truth get in the way of a good story?!

"Goreans were not always fooled by posts on boards.
Those who control the public boards, it is said, control the city.
But I was not sure of this.
Goreans are not stupid.
It is difficult to fool them more than once. They tend to remember."
(Magicians of Gor)

Why is "publicare et propagare" the motto of the NEW VOICE OF GOR?

You all know that Goreans use message boards to spread news, announcements and gossip. Such are found at various points in Ar, such as the vicinity of squares and plazas, near markets, and on major streets and avenues.

Books are rare on Gor and expensive. Paper is the essential trade good of the Rencers and they sell their wares on both the eastern and western edges of the Delta of the Vosk river. The NEW VOICE OF GOR is a collection of 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.

I want this clearly structured layout for my "notecard newspaper"!

Look here: <http://www.headstar.com/ten/>

ALL OVER GOR

GOREAN CITIES

03 PORT OF OLNİ

THE SLAVE'S CORNER

By Teal Razor ~ slave of Siri Emerald Jr ~ Captain Olni Scarlet's

GOR BECOMES STAR TREK

By Teal Razor

Gor is my adopted planet. Even though I was forcibly taken here, I have developed a fondness for the sphere upon which I am enslaved. This past week I have noticed a growing lack of manners among new citizens and some old citizens as well. I was quite affronted at the beginning of the week when a warrior at the gates, talking to my Master who was on gate assignment that day, walked off without a by-your-leave being said to my Master, who is his superior officer. I watched my Master's face as his jaw dropped open. I could see that he wanted to call after the guard but the man was so fast on his feet that he was at the end of the docks where my Master's voice did not carry. My Master turned away muttering about how he was going to bust this warrior in rank for his constant insubordination. It led me to think of

an old story on earth that was broadcast over the airwaves, a very interesting saga of a space ship, not unlike the one that so rudely took me away from earth. Well this space ship, housing all kinds of individuals, flitted about the cosmos while the persons who lived on the ship found ever more inventive ways to trifle with the space time continuum. The one most annoying trait of the people who inhabited this ship was their irritating way of "beaming" into and out of situations they found themselves in without so much as a proper farewell or a heartfelt hello for that matter. Although technology was certainly on the side of these people it seemed an imminent and predictable breakdown in their society should have been the first concern of theirs. It seems that these ship dwellers were too in love with their food replicator to break away and teach some etiquette to underlings. That is probably why a lack of good manners ensue which affects everyone's proper enjoyment of their individual airspace. Say you were one of these star ship dwellers and you were in your "cabin" and one of these shipmates "beams" into your proximity just as you were about to enjoy a jolly good time, his or her lack of manners might get him or her a kick in the nuts thus hastening the downfall of a society.

And therein lies the connection. My Master's people are collaborating in their own downfall by a similar breach of common decency and protocol in everyday matters. People you were talking to one minute seem to vanish as you avert your glance for a moment. I have seen people in Port Olni, whip their heads around twice when these nearby golean meat casings make themselves scarce. These poor souls would then exclaim, "Huh?", wondering if the other person was offended by the spinach in their own teeth which caused them to scamper away unexcused.

And even though one sees a problem that does not mean there will be a concerted effort to fix it. Much like the problem of the deep crevasse that lies in the city of Olni between the Infirmary and the public baths. It was there long before my time and will be there long after. I suspect the docks will see gambling ships before the crevasse is filled in.

I now do nothing but hang my head in sorrow marking the days on the calendar and taking bets against the date when the whole city will fall into total anarchy due to the lack of etiquette.

DEAR TEAL ~Advice to the Lovelorn and others
By Teal Razor

Dear Teal: I picked up this rash in Treve while spending time with a slave there and it's not going away with soap ... (Yes, I had to leave Treve to find soap).. What do you suggest I do?

Dear Itchy: I am assuming that you have one of the dreaded "STD's" (Scary Trevian Diseases) The one you mention sounds ominously like "RR" or Raider's Rash. It is commonly carried by slaves who have seen one too many raids to their city and as a consequence...one too many raids on their own persons by raiders. The ensuing rash communicated to the next male companion she sleeps with is annoying but not dangerous. A suggested cure I found in the Library in Olni is easily performed. You, however, are using the soap in a manner for which it was not intended. (Your enclosed picture of the cake of soap standing on your erect member gave me the clue and yes it IS enormous.) Instead of placing the soap cake on top of the affected area, use a rep cloth, hot water, and the cake of

soap. Mix them all together making a bubbly mixture and scrub the affected parts. Then rinse well and repeat. Do so three times a day and please do not soak yourself in the men's public baths for at least a week.

Dear Teal: I've noticed my Master's organ bends to the left... Is this a sign of his political leanings as well?

Dear Cockeyed: By "organ" I can only surmise we are talking about the one that protrudes from his body and swings in the breeze, unlike the liver, kidneys, lungs, heart, and other vital body parts REALLY needed for life. What's the matter with you? Why are you scrutinizing an appendage that can render sublime pleasure unto you? No matter what your Master's political "leanings" are, whether he belongs to the Distraught Ego Maniacs (DEM's) or the Gorean Old People (GOP) I would say position yourself (bodily that is) in a not too uncomfortable pose to accept his "leanings".....problem averted. No pun intended.

Dear Teal: I've heard some other slaves talking about a "Treve Tea Bagging" Is this a drink of some type?

Dear Curious in Port Salaria: You people in Port Salaria are pretty behind the times. I am sending back, by runner, a copy of my recently compiled Urban Dictionary of Gor, or Urban Dic as I call it. In there you will find the word Tea Bagging. As defined, it is the act of placing or repeatedly dunking ones testicles and scrotum into the open gaping mouth of a willing or unwilling partner. As we apply this with the word "Treve" I would say the partner was willing.

04 THARNA

THARNA SCROLL - FROM THE EDITOR'S QUILL

By KaTrina Velde, Editor

Tal, Tharnians! A bit late with our first issue of the spring (I will always try for the 15th when possible), but that fortunately means some major stories are not having to wait until next month.

Tharna continues to change as we mature, which is a positive sign for a dynamic city-state. That change is at the heart of this issue of your Tharna Scroll. Don't fail to read the stories on the coming of the House of Yuroki bank (HoY is a huge force in the economy of Gor, and placing the bank here puts us in the center of it all), and on the "Tharna Storyline" which is the basis of what makes Tharna the unique place that we are.

We reprint here (because of its importance) Tatrix Sahiela's announcement of the "multiple elders" system of leading the castes. (Your Editor feels to young to be an Elder; she sees wrinkles that were not there just a month ago.)

The new tribe of panthers that has encamped outside the walls have generated considerable

interest and excitement! These beautiful huntresses seem to be as adept at verbal sparring as they are at hunting, and good conversation is assured. If you feel safe venturing out the gates, greet them in peace.

Finally, Ambassador Rei Nori offers us a look at how the techniques of theatrical improvisation (usually just known as "improv") can be applied to what we do in roleplay. Being creative and sensitive to what others are doing can move a story in fascinating ways.

Tatrix assures me that there will be lots of news to report in May!

NEW HOUSE OF YUROKI BANK IN THARNA OPENED

by Wendie (Lemon)

It was a bright clear day when a crowd assembled in the market square of Tharna.

The noise of the crowd showed its eager anticipation for the momentous occasion. It was not everyday their beloved Tatrix was to address their citizens.

A lone man ascended the steps to address the crowd.

"I am Rarius Yuroki, the owner of the HoY Company. 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 Tarnwald, Tharna, Landa and in Saleria. More branches are under construction. I am very happy that the Tatrix of Tharna allowed us to open a bank here... and lady Vicky, my banker in Tharna, is very happy and thankful too."

The banker then descends the steps and bows to the Tatrix and escorts her to the head of the steps to address her people. This was the speech of the Tatrix:

"Greetings citizens of Tharna, visitors and diplomats of sovereign cities, and federations. We welcome you to the glorious city of silver, Tharna."

The Tatrix then waits for the applause to die down.

"What brings us all together is living history. Events of the past have consequences, and today we celebrate these consequences, and enjoy the fruits of our labors, without judgment or blame on actions taken in the past. Rather acknowledging them, and their results to our lives.

Yet, before I speak of the future, let me speak of the past.

I'm sure most of us know that during the, what we in Tharna speak of as, Silver Mask era, the production of precious metals in Tharna, gold and copper, but mainly silver, reached untold capacities.

This production of precious metals in Tharna, the majority precious metals producer of our

world, created in most all of Gor, vitality in trade and commerce unknown in all our history. Those were times where most all of us prospered.

Yet, the Silver Mask era closed in a revolt that shut down all the mines in Tharna. Many remained closed, often collapsed and filled with water. Death traps to any who entered them.

With Tharna mining at a standstill, not only Tharna's and the Vosk/Olni region's economy shuddered to an almost standstill, the effect was felt even in the remotest parts of our planet. Our economies, once at the peak of vibrancy, fell into a great depression within just a mere turning of the Central Fire.

The war we call the Silver War broke out. [Enacted on SL-Gor in 2008] Yet this war, and the peace treaty after it, did nothing to solve the problem of Tharna returning to being once again the majority producer of precious metals on Gor.

It took events within Tharna, and another revolt, to catalyze real change in Tharna, that set my predecessor back on the Golden Throne of Tharna, and promoted the production of precious metals, so needed in our economies.

It is therefore, that I proudly stand before you today, and declare that while we in Tharna have not reached the capacities in precious metal mining of the Silver Mask era, and may never wish to do so, we are producing far more than enough precious metals for the economies of our Gorean cities, and even stock-piling reserves, for events where they may be needed.

Thus we come to this event. In the treaty after the Silver War, Tharna was to become a neutral city-state, a city of sanctuary. A city, where even merchants of warring parties could meet freely under the laws of Tharna, and merchant law. An enlightened city, following the principles of the Sardar Fairs.

Therefore, we celebrate and welcome the House of Yuroki's Bank to Tharna. Yet another part to Tharna's willingness to comply with the Treaty of the Silver War, and become that enlightened city of Sanctuary to all of Gor.

May peace be with you, and all of yours."

Great applause and cheering was heard throughout the crowd.

Rarius Yuroki thanks the Tatrix for her words. He then descends the steps throws one of the chests at the bottom of the stairs to reveal a bag of coins: "citizens of Tharna all of you will receive a similar chest as a gift from the Tatrix and my bank."

05 LAURA

THE FAIR IS COMING TO LAURA!

The Thing-Fair is held by the high Jarl of a given territory for all his men to attend, and serves as well as a gathering of Northerners from areas beyond the Jarl's territory. The one and only

occurrence of a Thing-Fair the reader happens upon is found in the pages of Marauders of Gor and appears to be set in late spring time (if one uses the clues given about the growth of fall sa-tarna and the access to water for visiting ships).

It is not said whether or not this festival is related to a specific annual event or seasonal time though some of the games and events held at the fair would not be possible in winter time when the waters are frozen. Furthermore, as we are told the ships are put away for the winter months and taken out of the sheds in the spring time, attendance to the fair by as many as is read about would not be likely.

What we do know is that the Thing-Fair is an event that all free men MUST attend unless they are alone, needing to stay on their land to tend to it; that during this fair that they will present their weapons for inspection to one of their Jarl's officers; that there exists a set of rules and laws which pertain to what may or may not happen within the perimeter of the fair and that this law extends over the entire duration of the Thing and seems to supersede other existing laws for that time.

At the Thing, to which each free man must come, unless he work his farm alone and cannot leave it, each man must present, for the inspection of his Jarl's officer, a helmet, shield and either sword or ax or spear, in good condition. ... Those farmers who do not attend the Thing, being the sole workers on their farms, must, nonetheless, maintain the regulation armament; once annually it is to be presented before a Jarl's officer, who, for this purpose, visits various districts.

(Marauders of Gor, 10:142)

07 TURIA

WINE FESTIVAL OF GOR

Calling all Vintners! Wine Drinkers! Wine Collectors!

You are invited to attend and partake in the greatest Wine gatherings of ALL OF GOR!

ALL Wine merchants, buyers and sellers, head to the City of Turia. Present your Wine to taste, purchase or Auction.

Bring your goblets to taste. Bring your wines to sample!

Vintners, this is your opportunity to present your most coveted wines for sale.

We invite the makers of authentic wines from: Ar, Turia, Schendi, Isle of Cos and All Across Gor. Come out in your numbers!

Ka-la-na Wine

Ta-Wine

Grape Wine

Plum Wine

Various Fruit Wine

Palm Wine
Date Wine
Kal-da Wine
Red & White Wines
Inspired Wines
Known and Rare wines of Gor.

OTHER RELATED MERCHANTS:
Makers of Wine Goblets and Wine Making packages.

TRADE

08 TRUE SOUTHERN TRADE ALLIANCE (STA)

The true Southern Trade Alliance is a trade alliance of southern Gorean cities and oases only (and associates of the Vosk region) and has nothing to do with Turia. The STA is the biggest and most important trade alliance of southern Gor.

The next meeting of the STA will take place in about four hands and will be very important: The assembly will elect a council and a General Secretary or ambassador.

Six cities want to join and four more are interested.

Full STA Members:
The Kasbah of the Guard of the Dunes
Oasis of Nine Wells
Oasis of the Sand Sleen
Kasbah of Mizar
Jazirat al Khusuf - House Rogerian
Karak (Kassaryan State) (ITA)
Decadence Isle
Kamras (ITA)
City of Tor
Ukunga Region - Land of the Family Kron
Asperiche (ITA)
Kasra (ES)
House of Yuroki (HoY) Companies

MAGNA CARTA

The Citizens of the TRUE SOUTHERN TRADE ALLIANCE, in league to form a more perfect coalition, establish Justice, insure domestic Tranquility, provide for trade with safe passage, promote the general well-being, and secure the Blessings of the Priest Kings to ourselves and our Posterity, do prescribe and validate this:

We proclaim to work together towards trade support to unify the south against invaders seen from any entity especially from the North that disrupts our mutual trade investments within our Ports, Cities and Oases, for peace and prosperity and the protection of our trade routes.

09 HOUSE OF YUROKI COMPANIES

NEW HOY BANK BRANCH AND COINS FOR THARNA

(see Tharna section above)

REWARD - DEAD OR ALIVE

A messenger arrived at the HoY headquarters delivering this scroll, sealed and encrypted:

"On Monday night of this week a man with long dark hair, a small short beard around his jaw line and a patch of hair under his chin came to Olni and confronted, if that is a good word, the Ubar of Port Olni as he was leaving the small area after a spar match. The Ubar was talking to his Captain of the guards, Siri Emerald. We found out through his confession that he was from Port Salaria. He wants to kill Yuroki.

He confessed to using a lot of different weapons so I could not vouch for that..He is slender of body and dresses all in black...He usually has a Glaive on that looks like a Q-tip with spikes on the ends encrusting it. I have never seen this glaive and I watch weapons obsessively. It is quite unusual."

The House of Yuroki Companies will pay

TWENTY GOLD TARN

for this man DEAD OR ALIVE.

His name is unknown but the description is very accurate.

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The House of Yuroki Companies (HoY) is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the banks.

Remuneration is by the 4 Hands ranging from 1 silver to 1 gold depending on the work required .

Merchants are also required to further the interests of the house of hoy remuneration is negotiable.

Agents in other cities are also required.

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

THE CITY OF OLN
CITY OF LANDA

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

10 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)

New: the HoY banks convert and accept coins from Tharna (made by the HoY mint), Insel Anango (made by the HoY mint) and the Isle of Tarns.

ADVERTISEMENT

LADY JJ'S ART GALLERY IN OLN

Welcome to my Art gallery. I have many sketches on view of people who you may recognize so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Olni residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the square besides the bank building in Olni so please come along.

Lady JJ

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

Gorean Campus Timetable (All times in SLT.)

Classes

Monday April 22nd - GLA - Olni classroom

Magistrate class 1 -Janette - 1pm and 5pm - Weekly

Tuesday April 23rd - GLA - Campus courtroom

Advocate class 1 - Janette - 1pm and 5pm - Weekly

Wednesday April 24th - Outdoor classroom

Caste series - Ambassador - Dracos - 1pm - Occasional

Thursday April 25th - Campfire

Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Friday April 26th - Outdoor classroom

Spanish language Gor - Azhar - 1pm - Weekly (Final class)

Saturday April 27th - Outdoor classroom

Healers course - Darwin - 12 noon - Weekly

Monday April 29th - GLA - Olni classroom

Magistrate class 1 -Janette - 1pm and 5pm - Weekly

Tuesday April 30th - GLA - Campus courtroom

Advocate class 1 - Janette - 1pm and 5pm - Weekly

Wednesday May 1st - Outdoor classroom

RP & Emote Course - Nephtides - 12 noon - Weekly

Thursday May 2nd - Campfire

Reading Hunters of Gor - Alekk Baroque - 12 noon - Weekly

Saturday May 18th - Arena

Basic Dance Workshop - Tuka - 10 am - Occasional

SHOWS

Thursday April 25th - Cinema
Inglorious basterds - 1:30 pm

Saturday April 27th - Outdoor classroom
The poetry of Panner - 2 pm

Saturday May 11th - Skybox
Jewell Theatre present "Flowering Jade" -3 pm

DANCE CONTESTS

Saturday June 22nd - Arena - 1pm
Saturday August 31st - Arena - 1pm
Saturday November 2nd - Arena - 1pm
<http://slurl.com/secondlife/Serena%20Aquarius/10/126/2>

GOREAN LEGAL ACADEMY (GLA)

<http://slurl.com/secondlife/Olni/127/8/507>

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

- 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
- graduates receive a Magistrate's Wand of Office

- next course will begin Mid-April for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.

It 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
- graduates receive a Law School Advocates Ring

- next course will begin mid-April for 8 weeks
classes each Tuesday at:
1pm OR 5pm SLT

- To enroll in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)
- info regarding GLA self study basic scribe course

Gorean Legal Academy (GLA)
SCRIBE DIPLOMA COURSE
self-study (version 3, 2013)
Lady Janette Inglewood

Thank you for your interest.

- 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, Janette Inglewood or my girl Krista (krista1k).

ROLEPLAY

13 HOCHBURG'S TRIAL OF THE CENTURY

by Victor Warilard

16:57] HerbertLecher looked around and was nervous. he saw two free women and no other men to restrain them if they got excited and tried to have their way with him before the trial started. he clutched his cane ready to beat them off if they tried anything

[16:59] myia (anabella.mosely) moves up to the gathering and looks around then she ask "So what is happening here this evening?" Not that she didn't have an idea already but she did have to keep up appearances.

[16:59] HerbertLecher: "Greetings, Daisy," he said to his counsel as she arrived. "You look quite lovely," he told her, knowing that a compliment from a man like himself would boost her spirits before the big trial

[16:59] Daisy Warilard (daisymist) walks into the court room and sees her client. "Greetings, Herbert." She appears to have brought some records with her, as indicated by the roll of papers she holds.

[17:00] Daisy Warilard (daisymist) simply nods at the compliment. She is all business and has no need for niceties from men.

[17:01] Medea Tacitus (zinna) stands calmly in the courtroom, hands folded primly as she looks around the room. Spotting the man in question she studies him with her cool eyes, she would use anything she could against him to have this case thrown out of the courts.

[17:02] HerbertLecher sneered at Myia and would have bopped her with his cane had she been closer. "The very future of the city is at stake. are we to be feared and governed by men, or are we to fall into ruin by letting women hold sway in matters that belong in the providence of men?" he said rhetorically, practicing some of his brilliant speech he planned for the magistrate later

[17:02] Mere (meredith.topaz) rolls her eyes and edges away from the old man just in case his was contagious. She was way too beautiful to get old.

[17:03] Nevaeh Warilard (nevaeh.darkfury): Greetings sweetheart. "She smiles at her daughter."

[17:03] Daisy Warilard (daisymist) pats Herbert on the shoulder and speaks in a soothing tone. "You will have your say, sir. No need to argue with her now." As she soothes him, she glares over at opposing council, not because she doesn't like her, but because she is ready to argue Herbert's point.

[17:04] Daisy Warilard (daisymist) hugs her mommy. "I love you, Mommy"

[17:04] HerbertLecher grins when the magistrate arrives. He waggled his eyebrows at her wanting to curry her favor. he was pleased with himself for hiring the magistrate's daughter to represent him knowing she would want to see her offspring do well. "I know this will be a fair trial" he pronounced out loud.

[17:05] Nevaeh Warilard (nevaeh.darkfury): Beaming at my beautiful daughter. Her fingers gently touch the side of her face as she pushes a few of her stray strands back out of her eyes. "Are you ready hon to defend Herb?" Leaning in and whispering, "Love you too."

[17:05] Medea Tacitus (zinna): What is this? The council is hugging the magistrate before the trial begins? Lady Nevaeh, I would assume that you will listen to both sides here. My brother, the Ubar would be very interested in these proceedings.

[17:06] Lady Heaven Wahwah (heaven.andretti): Tal Herbert. Tal Ladies.

[17:06] Daisy Warilard (daisymist) walks boldly onto the blue carpet. "We are scribes, Lady Medea. Do not question our integrity, please." She looks offended, as she should be.

[17:07] HerbertLecher glares at Medea "I have full confidence in the magistrate's ability to be as impartial as needed for these proceedings"

[17:08] HerbertLecher steps away from Lady Solaris knowing she has the hots for him and that it would be unseemly if she tried doing anything before all these people

[17:09] Medea Tacitus (zinna) looks to her fellow council. "To avoid the accusation of some sort of collusion here then it probably would have been best not to have thrown your relationship with the magistrate to those gathered here. Surely you can see how bad that can look Discretion is the best in such a circumstance. I must admit that personally this makes me a bit unsure, but knowing the Lady Nevaeh and her professionalism I will let it pass."

[17:10] HerbertLecher grinned, glad to see the other counsel had just been goaded into insulting the magistrate which would serve his purpose

[17:10] Daisy Warilard (daisymist): "Do not try to change the subject from the matter at hand. Please, we are all concerned professionals, here." She looks at Medea as she speaks, but then quickly turns her attention to the magistrate, where it belongs.

[17:11] Caitlin (carashel.brodie) entered the court house with a distinct air of high and mighty about her. She glanced at her sister then moved forward and greeted curtly, "Tal everyone." though did not even give the old man a second glance. She smiled towards her advocate, " I guess we should get this absurd trial over with."

Read more: www.goreanforums.net/viewtopic.php?f=123&t=7789

KNOWLEDGE

14 COINAGE

There is little standardization in currency exchange rates throughout Gor. These ratios vary from city to city. The bankers, or literally the coin merchants, try to standarize coinage at each Sardar Fair but their motion never passes. Certain coins though are respected and accepted throughout the civilized cities. These include such coins as the gold tarns of Ar, Ko-ro-ba and Port Kar, golden staters from Brundisium, and the silver tarsk of Tharna.

On Gor, the basic unit of currency is the tarsk coin, made of copper or silver. Each city then decides on the ratio between such coins. A tarsk bit is the smallest unit of currency. From four to twenty tarsk bits equals one copper tarsk. From forty to one hundred copper tarsks equals one silver tarsk. Ten silver tarsks equal one gold tarn disk. Gold tarn disks are also made in double weight. Some coins may be split into pieces to make change. A coin is about 1.5" in

diameter and 3/8" thick. There is a tarn or tarsk on one side and usually a letter to identify the city of origin on the other side. There is no paper currency on Gor.

The early novels mentioned the existence of copper and silver tarn disks but the later books, especially when discussing exchange rates, omit these coins. If you monitor the appearance of these tarn disks, they begin to disappear from the books as they progress. And the initial books neglect to mention tarsk disks. This seems to be another area where Norman chose to change matters in the latter books. The latter books should be taken as more authoritative in this matter as they are the ones where the issue of coinage is more thoroughly described. Tribesman of Gor, #10, may be the last book to mention a copper or silver tarn disk.

To most Goreans, a silver tarsk is a coin of considerable value. A gold tarn disk is more than many common laborers earn in a year. A gold tarn may buy a tarn or five slave girls. Five pieces of gold is a fortune and one can live in many cities for years on such resources. For the most part, many items on Gor will sell for copper tarsks. Business is often conducted by notes and letters of credit. Most cities have their own mints. Coins are struck, one at a time, by a hammer pounding on the flat cap of a die. Coins are not made to be easily stacked. In some cities, such as Tharna, coins are drilled so that they might be stringed.

A coin is a way in which a government certifies that a given amount of precious metal is involved in a transaction. It saves the need of weighing and testing each coin, thus making commerce much easier. But, some less scrupulous people may shave coins, slicing slivers of metal off of them. This is akin to theft and fraud. The coin is worth less than it should be.

15 SLAVE PRICES

by Darkangel Mavendorf

There are dozens of references in the novels to the prices of slaves. The prices range from a copper tarsk to many gold tarns. A mere list of these references is not that useful due to the great variation involved in such pricing. Luckily, an analysis of the references does indicate some general guidelines. "In a sense a woman is worth as much or as little as someone is willing to pay for her." (Magicians of Gor, p.338) One man might feel a girl is worth only a silver tarsk while someone else might see her as a gold tarn girl. Slave preferences vary greatly. Like all other Gorean prices, there are also a multitude of variables involved.

The general class of slave will affect one's price. Fighting Slave of Gor (p.163-165) gives some useful guidelines in this area. The most inexpensive slaves are female work slaves purchased for public kitchens, laundries, mills, etc. These are the kettle-and-mat girls, the pot girls and other such lowly slaves. The next level of slaves are the male work slaves who commonly work on cargo galleys, wharves, fields, and quarries. They are often criminals or war captives. The next general level, the most common type of slave, are the ones who can be used as a pleasure slave. These slaves are not all trained pleasure slaves per se but only slaves for whom part of their duty is to sexually please their owner. The next level are the male silk slaves, a rare breed on Gor. The most expensive slaves though are generally special pleasure slaves, dancers, exotics and passion slaves. These slaves are generally all highly trained.

Slaves who were once High Caste generally are worth more than Low Caste ones. Pierced ears, once a mark of degradation, now also increase a girl's value. Individual slaves also often appreciate in value over time. "Slavery, for example, marvelously, subtly, tends to bring out the beauty in a woman. Many women, after a year or two in bondage, become so beautiful that they can double or triple their price." (Players of Gor, p.23) If a slave is young when she is initially sold, her value may increase once her body matures into a more womanly figure. As a girl's training level and knowledge increases, her value also appreciates. Pleasure slave training and dance training are key elements in raising a girl's price.

The place where you purchase a girl may also affect the price. The most expensive girls are sold at the Curulean, the most prestigious auction house in Ar. Slaves desire greatly to be sold here because they are often guaranteed to be sold to a wealthy owner. A slave girl is seldom sold here for less than two gold tarns. A beautiful, High Caste woman commonly sells for thirty to fifty gold tarns while a Low Caste woman will sell for half that amount. Based on the above mentioned Earth conversion rates, a High Caste woman might be sold for up to \$1,000,000. In other auction houses, the slaves would sell for much less. A gold tarn in such other places might purchase a girl worthy enough for a Ubar's Pleasure Gardens.

The most expensive slave would likely be the daughter of a Ubar or even a Ubara herself. In a private sale, she might bring up to 10,000 gold tarns. In a public sale, where her status was unknown, such a woman might only be worth a few copper tarsks, dependent on their beauty. Exotics also get top prices due to their rarity, special abilities or talents. Passions slaves are one of the more common exotics and they garner high prices. Exotics such as poison girls or women who are raised never knowing the existence of men would be very expensive commodities.

Auctions generally bring the highest prices for girls due to the number of bidders. An auction brings out the competitive nature of man and can cause girls to be sold for amounts higher than they are worth. Other girls may be sold for set prices at a slaver's house. Purple booths are also used to girls in private sales though generally only to important or wealthy buyers. These booths are commonly set within the courtyard of a slaver's house or at a fair. In each booth there will be a special slave, one of a slaver's best. A potential buyer can examine and try out the girl in the booth and then negotiate a price with the slaver.

Certain physical types also garner higher prices in areas where those physical types are a rarity. For instance, blue-eyed, blond women are rare in the Tahari region so they are more valuable there. Other physical types are not so much as rarer but more desired in certain regions. For example, in Torvaldsland they prefer large breasted women so pay more for them. In general, auburn hair increases the value of a slave in many areas.

Most male slaves are inexpensive and usually will not garner more than a silver tarsk. The exception is male silk slaves whom commonly sell for four to six silver tarsks. A silk slave is a pleasure slave for a free woman. They usually bring higher prices than basic female pleasure slaves only due to their rarity. Most Gorean men make poor silk slaves.

The most inexpensive of slaves are infants. It is not unusual in the cities for free women to sell their infant daughters into slavery. Some women even do it on a regular basis, as an added form of income. Two tarsk bits is a standard price for an infant. The price could be

higher depending on the qualifications of the mother. The women doing actually make a pittance when you consider all of their time and labor.

Most men cannot afford to own more than one slave at a time. But, a slave is often a good investment. As many slaves appreciate in value over time, a man can eventually sell his slave for a profit and either buy a more expensive slave or multiple slaves. Once you can afford a single slave, you will likely then always be able to own a slave. A buyer must realize that his costs are not contained to the original price of the slave. Upkeep costs are constant such as food, clothing, equipment or whatever other items a slave might require. Upkeep costs can be closely monitored by the owner though, spending only what he desires. He could obviously keep a slave naked and feed her only the cheapest foods. He could on the other hand keep her in fine silks with a jeweled collar. It is all a matter of personal preference.

Slave collars:

In general, slave collars were not made of precious metals and did not have expensive gems on them. First, few could afford to do that. Second, such items are much more valuable than the slave and would leave her even more tempting to a thief. Some would feel no compunction with killing a slave to steal her bejeweled collar. The few girls that possessed such items were the personal slaves of the wealthy and those girls did not wander around a city unaccompanied.

Quotes:

Slave rental:

To rent a slave for a quarter Ah in Ar costs one copper. (Assassin of Gor, p.156)

Slave boarding:

"To board a slave costs a copper tarsk a day and training would cost extra."

(Tribesman of Gor, p.53)

Slave manuals:

"These books on the feeding, care and training of slaves are relatively inexpensive."

(Maurauders of Gor, p.144)

Branding:

"It costs a copper tarsk to brand a slave."

(Explorers of Gor, p.74)

"A Metal Worker was given a silver tarsk for two brands and to saw off a metal collar. He was very pleased with the payment." (Beasts of Gor, p.137)

Slave locker:

"It costs a tarsk bit to use a slave locker. You put your coin into a machine and receive a key to the locker. You can then leave your slave girl here and lock it."

(Magicians of Gor, p.67)

Bath girl:

"The cost for a bath girl varies depending on the quality of the bath and the quality of the bath girl. The cost generally ranges from a copper to silver tarsk for their use."

(Assassin of Gor, p.160-1)

Brothel:

"The prices of brothels depends on the quality of the place. There are cheap tarsk bit places but also very expensive brothels. A common price would be a copper tarsk, the same amount you would pay at a paga tavern."

(Mercenaries of Gor, p.312)

(Magicians of Gor, p.154)

Camp slaves:

"These are girls owned by merchants who hold contracts to supply girls to soldiers. They rent the girls to the soldiers for a fixed fee, usually a very nominal amount."

(Kajira of Gor, p.193)

(Mercenaries of Gor, p.216)

This would likely be a copper tarsk or less.

Coin girl:

"These slaves go out into the streets at neck seeking to earn money for their use, generally only a tarsk bit. The money is placed into a small locked box. Satisfaction is guaranteed or you can get your money back from the girl's owner."

(Rogue of Gor, p.89-90, 234-5)

(Guardman of Gor, p.143-50, 157-8)

16 WAGES

by Darkangel Mavendorf

We need to place the currency system into a perspective that can be understood. This will give us a better framework to understand prices and wages. An excellent starting point is this quote:

GOLD TARN:

"A gold tarn disk is more than many common laborers earn in a year."

(Tribesman of Gor, p.158)

"Five pieces of gold, in its way, incidentally, is also a fortune on Gor. One could live, for example, in many cities, though not in contemporary Ar, with its press on housing and shortages of food, for years on such resources."

(Magicians of Gor, p.468-9).

"A golden tarn disk was a small fortune."

(Tarnsman of Gor, p.191).

SILVER TARSK:

"A silver tarsk is, to most Goreans, a coin of considerable value."

(Rogue of Gor, p.155)

"My financial resources, the ten silver tarsks,?such a sum would last a man months on Gor."

(Rogue of Gor, p.59)

The wages of a common laborer would then be about 1-2 copper tarsns a day. More skilled laborers would earn more money. For example, a sail-maker in Port Kar earns 4 copper tarsns a day. A High Caste Builder, such as a fine shipwright in Port Kar, could earn as much as 1 gold tarn a day. Based on my above Earth comparisons, this shipwright would be earning over seven million dollars a year. To hire an average mercenary, a price of a silver tarsk a month would be a good wage and many would not even get that much. If this is a Gorean month, he would average 4 copper tarsks a day.

Obviously, a person's wage is determined by several different factors. The type of Caste, the skills of the person, the knowledge level required for the job, the city, rarity of one's skills, wealth of one's employer and more will help determine the wage. Most wages for Low Castes will be in copper tarsks per day. There will be few who receive silvers tarsks per day and even fewer that receive gold tarsns per day. Try to think about the matter realistically. If an average mercenary's wage is less than a silver tarsk a month, would anyone pay a mercenary 10 gold tarsns a week unless that mercenary happened to be Dietrich? Make comparisons in your wage calculations. If you pay a mercenary 1 gold tarn a month, is he really worth ten other mercenaries? Gold tarsns should generally not be the common currency of your role-play.

Miscellaneous Prices:

The novels contain a scattering of price information on a number of other items. They also ignore the prices of many others. I will list the items with price information here but please note that these are general prices only, subject to many other factors. Use these as a guide and not as an absolute.

Branding:

"It costs a copper tarsk to brand a slave."

(Explorers of Gor, p.74)

"A Metal Worker was given a silver tarsk for two brands and to saw off a metal collar. He was very pleased with the payment." (Beasts of Gor, p.137)

Physician:

"Little is said about the cost of a Physician's services. There was only reference where a Physician earned a tarsk bit for cleaning, sterilizing and dressing a wound."

(Beasts of Gor, p.104)

Musicians:

"A group of musicians each earned a silver tarsks for their performance."

(Raiders of Gor, p.117)

Advertising:

"In Tor, young boys were paid a copper tarsk for every customer they could convince to come to a café."

(Tribesman of Gor, p.45)

ONLINISM OF THE WEEK

THE MOST POPULAR ONLINISM AT ALL:

"Aye" is the gorean way of saying yes

FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE
FALSE FALSE FALSE FALSE FALSE FALSE

(The word "Ai" appears in the books as an exclamation and not with the meaning of Yes.)

"I think it will do you good to feel this," I said, shaking out the five, soft, broad blades. I then went behind her.

"Ai!" she cried, struck. "It hurts, so!" she wept, now, a moment later, beginning to feel the pain in it's fullness, now on her stomach, disbelief in her eyes."

"Mercenaries of Gor" page

In fury the free woman turned about and slapped him again, it not being his day in Ko-ro-ba. (Assassin of Gor)

KNOWN GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (Gor wide)

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant

Accountant: Wendie, scribe of HoY (Wendie Lemon)

Correspondent in Olni: Teal Razor, Slave of Siri Emerald Jr.

OLNI GAZETTE

Editor: Janette Inglewood

THE GENESIAN GAZETTE

Editor: Sophia Farella

THE VIGO TIMES

Editor: Alphil Darkfire

THARNA NEW TIMES SCROLL

KaTrina Velde, Editor

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER [inactive]

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editors-in-Chief: Penumbra Straaf and Tala Winterwolf

JAHESA CHRONICLE [inactive]

Editor and Publisher: Elena Dreamscape Jahesa Head Scribe and Moana Jahesa First girl

THE LANDA HERALD [inactive]

Editor: NN

THE HERLIT CRIER

Editor: Felicia Soleil

THE TREVIAN TRIBUNE [inactive]

Editor: Payton999 Robonaught

THE GAMES OF GOR NEWSLETTER

produced by the Kaissa Guild of Gor

Editor: shani (littleredhead Resident), slave of Master Jonathan Crane, Sword of Ko-Ro-Ba

ABOUT THE NEW VOICE OF GOR

The Landa Times became the NEW VOICE OF GOR (since issue 72).

The reasons for this are the former VOICE OF GOR was one of the oldest publications of second life Gor. Many Goreans have come to know it and its editor Verona Lorgsval.

Verona does not longer publish the Voice of Gor which was based in the city of Olni. Her mission statement for the paper was:

"The Voice of Gor is a cross sim Gorean wide newspaper. It is designed to promote and increase Cross Sim Role play and communication. The Voice of Gor strives to ensure that all parties are contacted ahead of time; however, occasionally a city will object to what was written. Any city is free to write a rebuttal or send in their own news."

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor (about 1850 members)

for members of the group BTB Goreans

for members of the group Alliance of Valkyrie Panthers (about 1540 members)

for members of the group Gorean Information and Notices

in the Gor Hub (near the map there)

<http://slurl.com/secondlife/0%20%20Acajou/191/148/3009>

in the City Port of Olni (gate house) <http://slurl.com/secondlife/Olni/127/8/507>

In Forest Port (docks) <http://slurl.com/secondlife/Forest%20Port/186/230/3251>

in Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>

in the Oasis of Nine Wells (near the gate) <http://slurl.com/secondlife/Nine%20Wells%20East/19/188/63>

in Tarnwald (docks) <http://slurl.com/secondlife/City%20of%20Tarnwald/251/133/1013>

in the Gorean campus (besides the gallery) <http://slurl.com/secondlife/Serena%20Aquarius/8/125/22>

in Landa (docks) <http://slurl.com/secondlife/Isle%20of%20Landa/0/18/26>

in Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters%20XIII/14/152/22>

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/>