

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

[Short online version]

PUBLICARE ET PROPAGARE!

Third volume, issue No. 136

24th day of the ninth month 10164 Contasta Ar

Based in Tancred's Landing

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

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

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

The proprietors reserves the right to edit articles submitted.

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

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## 02 EDITORIAL

# A warm welcome to the pages of the 136th issue of the NEW VOICE OF GOR !

The agents and merchant of the members of the true STA visited several cities, oases, villages and markets. We appreciate that all merchants respect the salt decree and do not risk to get into trouble. Only STA merchants are authorized to sell the verified southern red and yellow salt.

Rarius Yuroki

editor of the NEW VOICE OF GOR

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## ## ALL OVER GOR

## 03 PRICES OF VERIFIED RED AND YELLOW SALT OF THE TRUE SOUTHERN TRADE ALLIANCE (DRAFT)

by Sahiela Lavendel, Tatrix of Tharna

Modern Values of Salts:

Salt is sold in bulk in various grades.

- Mill Salt from Mines: (Includes yellow & white) \$0.78 per lb.
- Sea Salt: \$0.78 per lb.
- Kala Namak: \$2.75 per lb.

However, the price of salt through the ages has differed greatly from our modern day pricing. At times, salt was a greater cause of wars than religion was. Depending on the location & time, salt's price could be anything from worth its weight in gold to, "glad to get rid of it."

In Roman times (301 AD), a common laborer earned 7,625 Denarii communes (copper coins) per year, or 25 per day. Salt cost was 100 Denarii communes for one modius bag of salt. So, in other words, a 4lb sack of salt was priced at \$22.89.

In the Dark Ages, salt prices went up 14 times higher than it was during Roman times. A 4lb sack of salt in England of 800AD would cost then \$320.46. In comparison, 4lbs of gold would equal \$101,978.56. Still, salt, any salt, was so costly, that later, it was stored in the Tower of London. (Medieval salt came mainly from Poland. In the Middle Ages, people thought sea salt was not healthy, but only mined salt was eatable.)

I personally, would suggest using the 800AD pricing for Gor, unless someone finds quotes otherwise. That would therefore mean retail prices of: (All Gorean coins in the Tharna system.)

#### Quarter-Stone Fine-Ground and/or Rock Salt: (1 lb.)

- White & Yellow Salt: (\$80.12 per lb.) Two Silver Tarns, 1 Silver Half-piece, 1 Silver Eight-piece, 3 Copper Tarns, 1 Copper Half-piece, 1 Copper Eight-piece per Gorean Quarter-stone.
- Kala Namak - Red Salt: (\$282.47 per lb.) Eight Silver Tarns, 1 Silver Half-piece, 2 Copper Tarns per Gorean Quarter-stone. (Roughly 3.5 times the value of white & yellow salt.)

#### Two-Stone Fine-Ground and/or Rock Salt: (8 lbs.)

- White & Yellow Salt: ( \$640.96) 18 Silver Tarns, 1 Silver Tarsk, 26 Copper Tarns, 1 Copper Tarsk.
- Kala Namak - Red Salt: (\$2,259.76) 1 Gold, 14 Silver Tarns, 1 Silver Tarsk, 1 Silver Half-piece, 1 Silver Quarter-piece, 1 Silver Eight-piece, 2 Copper Tarns, 1 Copper Tarsk, 1 Copper Half-piece.

#### One-Weight Fine-Ground and/or Rock Salt: (40 lbs.)

- White & Yellow Salt: (\$3,204.80) 1 Gold, 42 Silver Tarns, 1 Silver Tarsk, 1 Silver Quarter-piece, 1 Copper Tarsk.
- Kala Namak - Red Salt: (\$11,298.80) 6 Gold, 23 Silver Tarns, 1 Silver Tarsk, 1 Silver Quarter-piece, 1 Copper Tarsk, 1 Copper Half-piece.

These would be of course Retail prices for the larger Vosk River region, and not wholesale, nor prices for Torvaldsland. In Torvaldsland, white salt from local sources could even be cheaper, however Kala Namak would be around twice to three times as high. In the Tahari, Kala Namak (red salt) could be just 1.5 times the value of White & Yellow. While white or yellow could be worth only half its Vosk value. Depending on distance to source, and state of raw salt (block or refined) wholesale price could be as low as one-quarter of the retail price.

#### SIMPLIFIED:

yellow salt = 1 gold, 42 silver

red salt = 6 gold, 23 silver

1/4 stone yellow salt = 2 silver

1/4 stone red salt = 8 silver  
2 stone yellow salt = 18 silver  
2 stone red salt = 1 gold, 14 silver

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## ## GOREAN CITIES

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### 04 PORT OF OLNI

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

By Teal Razor ~ slave of Captain Siri Emerald Jr ~ Port Olni

ASK TEAL ~ Dubious advice to Goreans

DEAR TEAL:

I am a slave whose Master is, how shall I say this, long winded. At first, when he collared me, I thought it a charming trait. He would wax ecstatic over the ripples on the river, the grass waving back and forth, the birds flying in the air, the flowers pushing up out of the ground, then a long story about when he was a boy, followed by how he has applied that experience in his boyhood story to his present life. Usually it ends about 40 ehn later at which time he looks at me and gives me my duties for the day. It has become so predictable that I can catch a few winks of sleep waiting for him to get to the point of what he wants me to do. I am starting to lose interest in this Master and my actions display this. His pompous manner belongs on the stage at one of the traveling fairs. Also, it is cutting into my chore time. I have a good life in this household and I would not like to be sold to another. How do I fix this situation to the satisfaction of us both?

DEAR ALLERGIC TO BLOWHARD'S:

My heart goes out to you. I too have been subject to bombasts. I was not alone in the assessment of one of these rhetorical bores who showed up at the grand gates of Olni. Kneeling at the gate on a cool afternoon with my Master and his lieutenant, I was listening to the warrior chat that the two soldiers were exchanging. Up the ramp walked a man of uncertain lineage. He was greeted cordially by each of Olni's finest and was asked the age old question of, "What business are you to conduct in Olni?"

The three of us stood there staring at the visitor for a good 5 ehn. All of a sudden, out of nowhere, there came a "speech" that sounded like he was reading from a script. I quickly looked around to see if the Master at the gate was reading from a scroll containing this spiel. All eyes were on the visitor as he recited a mish mash of unrelated drivel and finally came to the end to announce that he wanted to see the Ubara.

We were forced to attend this solo performance as the visitor talked about the ripples on the river and the warm breezes that were wafting the scent of talendar flowers up his nose. (I was kinda thinking he was blowing talendar flower gas up the warrior's kilts.) It did not stop there. All of a sudden, we were privy to how much he hated his mother, how his slave would not join him in the furs any more (possibly because of the monotonous words that utter from

the hole in his face) and why suls have gone up in price since En'kara.

He responded in kind to the next question. One warrior asked him what the name of his Home Stone was. Instead of listening to the drivel, I counted down the seconds. One hundred and eight to a Gorean ehn. It wasn't too hard and the count came to 9 and a half ehns. My Master's lieutenant was heard to remark, "My clothes are going out of style waiting for him to respond our questions." I think the warriors got disgusted with hearing about the fly that was buzzing around his head and the fact that the seasons were changing.

They finally let him in. A guardsman was called to accompany him to the commons to wait for the Ubara basically to signal to citizens that we had a gasbag on our hands. Meanwhile, a slave was sent to announce the visitor to our Ubara and warn her of the time it would take to find out what exactly his business was with her.

Now your situation. Obviously you cannot send your Master packing and you don't want to leave your situation. I believe I can give you the solution. You know how when you are trying to defend your Home Stone against a warring city that has lit a fire that threatens to breach your gates? Instead of trying to stomp it out, you light a fire far enough away from the perimeter of the city so that it will burn any fuel the enemies fire storm might use to encroach on the walls.

Picture your mind as if it is a city under siege. Your best offense at that point is a good defense. To that end, your Master's words are like the fire that threatens your mind's walls. You use your words as the back fire to dampen his misplaced expressiveness. So, you start your own train of thought out loud. Talk of the spiders nesting in the corners of the house, talk about the streets deserted at night, speak of the clouds scudding in the sky and predict the temperatures for the week, expound on the fact that you never knew your mother or father and how your slave friends have more coin to obtain their Master's foodstuffs from the market place. Make it long and boring and gaze off into the distance as you speak as if you are looking at some inner manuscript and cannot see around you. Your Master, if he is polite will sit and listen for a time and then remember that he has some pressing engagement to attend. At which time he will depart probably without giving you the chores for the day. Consider that day an excuse for "me" time.

Now if your Master decides to strike you for the smoke you are blowing up his tunic, I would say it might be time for a change.

DEAR TEAL:

I am a warrior who just entered his caste. I would love to progress up the ranks and display the devotion I have to my Home Stone and the brothers who I serve with. I have a large problem in this regard. I am young. All the warriors call me youngling. I would not mind if they called me urt face if I could show them my prowess with my blade. To this end, I even stooped to have a female slave "teach" me the principles of swordsmanship. This is embarrassing to me. I have no one to tell this.

DEAR THINKING YOU ARE ALONE:

Well...Master, (Don't forget, even as young as you are, you are still a Master.) even though this warrior slave is secretly teaching you the warrior's way, you still outrank her, so to speak.

You can, first of all, threaten her with death if she reveals your covert ops. But always soften up the threat with gifts of candy. I happen to know all slaves love honey candy.

I would want get instruction from anyone I could, even if the person was beneath me. Slaves have seen their share of sword fights. After a while, you can recognize the superior skills of some swordsmen. I myself have watched these sword competitions since being dumped on this planet. My problem is that I am too forward in asking warriors what moves they favor. Sometimes I am greeted with lascivious remarks on how they would like to show me some of their moves but not in the arena. Sometimes I am lucky and regaled by the most delicious tales of how far a man's striking range is, how some like to have their back against a wall while fighting off the opponent, and where to strike on a man's body. These have all been useful when sparring with my Master using my "little wooden sword" he made me. I think he has an unfair advantage and sparring matches usually turn into rolling around with me in the sands of a deserted arena.

So as I have admonished people before. Practice, practice, practice, as it is the only way to get "good" at your profession. I will tell you of a book that read on earth before being so rudely taken. It was a dissertation on the amount of time it took to gain recognition in one's field of endeavor. The number of ahns was startling. The author mentioned 10,000 ahns. I hope it does not take you that long to perfect your swordplay as you might be killed in battle before that time is reached. But do practice anyway and I hear that particular slave has a predilection for cream cakes.

## # OLNI SCHEDULE

Capture the Flag every thursday at 5:00 pm

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## 05 THE FALL OF THE CITY OF TARNWALD

by Lady Wendie and Rarius Yuroki

On the third day of the fifth month of the year 10164 contasta Ar it was early afternoon, lady Wendie, scribe to the House of Yuroki, sat making notes of the days trade for the banker Yuroki . Suddenly her attention was drawn to a cloud of unusual size and appearance some pasangs from the mountains of Tarnwald . She called the slaves for her shoes, then with her slave Jill she climbed to a place which would give her the best vantage point of the phenomenon. Still a distance from the event,she was not clear from which mountain the cloud was rising. its general appearance can best be expressed as being like an umbrella pine, for it rose to a great height on a sort of trunk and then split off into branches, I imagine because it was thrust upwards by the initial blast then left unsupported as the eruption subsided, it was borne down by its own weight so that it spread out and gradually dispersed. In places it looked white, elsewhere blotched and dirty, according to the amount of soil and ash it carried with it.

As Rarius Yuroki was leaving the village near the docks of Tarnwald he was handed a message from Lady Catarina, a free woman of the city, whose house was at the foot of the

huge mountain three pasangs from Tarnwald, escape for her was impossible except by boat. She was terrified by the danger threatening her.

Lady Wendie seeing people leaving, hurried to the place which everyone else was hastily leaving, gaining her ship she ordered the captain to steer a course straight for the danger zone. She was entirely fearless, describing each new movement and phase of the portent she noted down exactly as she observed them. Ashes were already falling, hotter and thicker as the ships drew near, as she neared the conflagration the ash was followed by bits of pumice and blackened stones, charred and cracked by the flames: Suddenly they were in shallow water, and the shore was blocked by the debris from the mountain.

For a moment lady Wendie wondered whether to turn back, but when the warriors advised this she refused, telling them that fortune stood by the courageous and they must make for the outskirts of Tarnwald where Her friend and employer Yuroki was with his boats.

It was clear to her that there was no serious danger until the ash cloud came nearer anchoring the boats to avoid the turbulent water she waited for her employer knowing he would come.

Rarius Yuroki had gone to the shore and placed his belongings on board ship, intending to escape if the contrary wind fell. This wind was of course full in their favour, and he was able to bring his ship "Ina" in closer.

Meanwhile on the volcano broad sheets of fire leapt high starting fires at several points, their bright glare emphasized by the darkness of night. Rarius Yuroki tried to allay the fears of his companions by repeatedly declaring that these were nothing but bonfires left by the peasants in their terror, or else empty houses on fire in the districts they had abandoned.

The citizens debated whether to stay indoors or take their chance in the open, for the buildings were now shaking as violent after shocks caused more damage, once sturdy buildings were swaying to and fro as if they were torn from their foundations. Outside, on the other hand, there was the danger of failing pumice stones, even though these were light and porous; however, after comparing the risks they chose the latter. As a protection against falling objects they put pillows on their heads tied down with cloths.

Elsewhere there was daylight by this time, but they were still in darkness, blacker and denser than any ordinary night, this they relieved by lighting torches and various kinds of lamp to supplement the burning fires. Rarius Yuroki decided to go down to the docks and investigate the possibility of any escape by the river, but he found the waves still wild and dangerous.

Then the flames and smell of sulphur which gave warning of the approaching fire drove the others to take flight.

Ashes were already falling, not as yet very thickly. We looked round: a dense black cloud was coming up behind us, spreading over the earth like a flood.'Let us leave the dock and take our chances on the sea Yuroki shouted to his men

You could hear the shrieks of women and slaves, the wailing of infants, and the shouting of men; some were calling their parents, others their children or their wives, trying to recognize

them by their voices. People bewailed their own fate or that of their relatives, there were some who prayed for death in their terror of dying. Many besought the aid of the gods, but still more imagined there were no gods left, and that the universe was plunged into eternal darkness for evermore.

There were people, too, who added to the real perils by inventing fictitious dangers: some reported that part of the city walls of Tarnwald had collapsed or another parts were on fire. A gleam of light returned, but we took this to be a warning of the approaching flames rather than daylight. However, the flames remained some distance off; then darkness came on once more and ashes began to fall again, this time in heavy showers. We cleaned the ships from time to time to prevent the weight of the ash sinking the vessels.

The next morning - it was the third day of the fifth month - the proud city of Tarnwald had been completely destroyed and the thick walls and all houses were covered by black ashes. Only the village at the outskirts is left now along with the memories of the terrible night. Yuroki met with his scribe and recounted their experiences. Sadness dampened their spirits at the loss of a once great city.

<http://slurl.com/secondlife/Daydreams/189/234/21>

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## 06 TURIA

~~~It's Celebration Time in the City of Turia. 3RD ANNIVERSARY OF OUR UBARATE OF TURIA!~~~

### THE AR OF THE SOUTH CALLS

It's the 3rd Anniversary of the Reign of our Ubarate & High Council in the City of Turia.  
(12 Gorean Years!)

To celebrate this event, a week long activity schedule was in order. From Monday 9th December, 2013, starting with All Day Market Day Week long Merchant Fair.

Anniversary Week starts on - Monday 9th December, 2013.

Official Anniversary Event will be on Thursday December 12th to Sunday December 15th, 2013.

ALL Events are open to ALL of GOR to attend. Open to ALL Free & slave.  
Remember: To help with lag, Keep Scripts Low.

City of Turia Anniversary Schedule  
Turian Anniversary Events are as follows:

- # Monday 9th December to Friday 13th December, 2013
- Starting 10:00amslt to 12noonpmslt AND/OR 4:00pmslt to 6:00pmslt.
- Turian 3rd Anniversary All Day Market Day Week long Merchant Fair

Stalls can be placed from MONDAY 9th DECEMBER, 2013

- All Day Market Week - Stalls would be around the center of the City

Open to ALL Merchants in Gor - set up a stall & peddle your goods  
Storytellers, merchants, fortune tellers are welcomed!

Contact Ehnnanola Bogbat for a stall

# Thursday 12th December, 2013 - Starting 5:00pmslt to 7:00pmslt

Turian 3rd Anniversary Party & Feast Day - Under the Tur Tree of Turia

HAPPY ANNIVERSARY TURIA

This day is the 3rd Anniversary of Turia

This event would be broadcast LIVE from the City of Turia by Gorean's Portal Radio (GPR).

Everyone, it's time to Party! Party in the City of Turia

Dress code: Gorean Formal - Come as you Are - KEEP SCRIPTS LOW.

# Saturday 14th December, 2013 - Registration starts at 12noonpmslt.

Tournament starts @ 1:00pmslt

- Turia Anniversary Tournament of Blades Championships- In the Arena of Turia.

Open to ALL Free Men in Gor - Check scroll for details

# Sunday 15th December, 2013 - Starting at 5:00pmslt to 7:00pmslt

- Turian 3rd Anniversary Feast Day - Under the Tur Tree.

The Largest Feast ever witnessed in Gor.

A great time for Free Companions or Free with their slave.

Open to ALL OF GOR!

Dresscode: Gorean & Formal

Welcome Goreans to the City of Turia, the Ar of the South.

"Turia the high-walled, the nine-gated, was the Gorean city lying in the midst of the huge prairies claimed by the Wagon Peoples. Never had it fallen."

"Nomads of Gor" page 1

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## 07 SAIS

### MERCHANTS OF GOR TOURNAMENT

The winners are:

Burke Hawker (1st prize)

Red (Redfruit Resident) (2nd prize)

Elpida Nikolaidis [elpida Nikolaidis] (3rd prize)

Congratulations from the editor who unfortunately could not make it to join.

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## 08 THENTIS

### THENTIS IS REMAINING OPEN

Hello all,

I just wanted to send out an official notice that the City of Thentis is remaining open! We have had a change of sim ownership (payton999.robonaught) but the IC leadership remains the same. If you wish to start some inter-sim role play (and please do!), Marcus Galbreus remains our administrator. OOC/sim management issues can be directed to Payton or myself (Lily.Knave).

Thank you for all your well wishes and words of support through this transition,

Rya

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## 09 AMHAS CAIRN [SCHEDULE)

Every Monday and Friday @ 11 a.m. and 5 p.m. slt  
Amhas Cairn - Torvaldsland and Gorean Classes  
Cave classroom at tp point. All welcome to attend.  
Removes meters, weapons, and take a seat in a chair.

Every Saturday @ 11 a.m. slt and 6 p.m. slt  
Amhas Cairn  
This is a time for feasting, announcing news, pledging fealty, bringing up matters of local law, etc. It's an IC event that visitors too, are welcome to attend.

Read more: <http://www.amhascairn.com/events-calendar.html>

<http://slurl.com/secondlife/Amhas%20Cairn/149/117/1001>

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## 10 RORUS [SCHEDULE)

Every Saturday @ 6 p.m. slt (NEW)  
Rorus  
Capture the Flag  
Contact: Joseph Surface

<http://slurl.com/secondlife/Village%20of%20Rorus/109/155/2994>

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## 11 ASPERICHE [SCHEDULE)

### OOC DANCE THEMES

Always at 6pm slt on friday nights

DJ Rezz plays our Music

1000L Prize to best in theme for the night Splodder

|                                |          |
|--------------------------------|----------|
| Mad Scientists                 | 12-13-13 |
| Santa Claus is coming to town! | 12-20-13 |
| Holiday Masquerade Ball        | 12-27-13 |
| Alice in Wonderland            | 01-03-14 |
| Sailors                        | 01-10-14 |
| Tattoos                        | 01-17-14 |
| Firemen                        | 01-24-14 |
| Cold as Ice                    | 01-31-14 |
| Scottish Kilts                 | 02-07-14 |

<http://slurl.com/secondlife/Asperiche%20Island/128/128/2>

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## 12 VILLAGE OF RAVENSCAR [SCHEDULE)

### # YULE TIDE BALL

WHEN: December 14th

Time:1PM SLT TIME

Place in the Air take the LM Then the TP Placed ?

Dress Code: Tux's and suits for men,Ball Gowns and Formal Dresses

### # AXE TOURNEY

Where:

Ravenscar

When:

Sunday January 5th

Time in SLT:

1pm slt time

<http://slurl.com/secondlife/Laura%20Village/118/253/24>

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## ## RARE DIALECTS O GOR

## 13 TOURNEE SAMARA ROMANO

Die geplante Tour erstreckt sich momentan vom 10.11.13 - 12.12.13.

Die Reisegruppe wird ein bis zwei Tage zuvor am Ort eintreffen. So bleibt etwas Zeit sich um die nötigen Waren zu kümmern, die für die Weiterreise gebraucht werden.

Wer sich dieser Reisegruppe anschliessen will sollte mir eine Nachricht zukommen lassen, oder in die Botengruppe der Sängerin eintreten.

Anreise an den Orten:

11.12.2013 Jorts Fähre 21 Uhr □

20.12.2013 Oase der zwei Scimitare 21 Uhr □

Samara Romano... Sam, Sängerin aus Lydus

## 14 MARKTVERBUND

Eine kleine Gruppe von Haendlern, Handwerkern und Bauern veranstalten zweimal im Monat einen Markt mit Handels-Roleplay. Verkauft werden kann G&S, CRS, Eigenkreationen und natürlich sonstige Waren.

Wir moechten den Markt auf verschiedenen Gor-Sims veranstalten und suchen dafuer noch Mitstreiter.

Dazu haben wir die Gruppe "Marktverbund" gegründet, in der sich alle Interessierten und Marktveranstalter besprechen und informieren können.

Mittlerweile haben drei Märkte auf drei verschiedenen Gor-Sims stattgefunden. Und natürlich freuen wir uns, wenn sich möglichst viele Gor-Städte, Dörfer, Oasen melden und wir den Markt an vielen verschiedenen Orten stattfinden können.

Wir freuen uns, wenn alle Gruppenmitglieder sich Zeit nehmen für den Markttag und ganz besonders, wenn er auf der Heimatsim stattfindet.

Jede Gor-Stadt, jedes Gor-Dorf, jede Oase oder Nordsim hat ihr eigenes Ambiente und ihr eigenes Flair.

Der Ausrichter des Marktes sorgt für die Marktstände, die von den anderen Haendlern oder Künstlern oder Spielern der Kaste der Gorspieler genutzt werden. Ein geladen sind auch alle Waldmaechen, Talunas und Panther, die - als Freie verkleidet - gerne am Makrgeschehen teilnehmen. Ebenso wie Urts oder Tieravatare - einzige Einschraenkung, es gibt sie auf Gor.

Auch sollte die ausrichtende Sim über die Grenzen des Marktverbundes hinaus Werbung machen, damit sich das RP herumspricht und möglichst viele Spieler teilnehmen können.

Wir wünschen uns und allen Beteiligten viele schöne RP und viele schöne Momente zum Erinnern.

Bei jedem aktuellen Markt besteht die Moeglichkeit, sich fuer einen der naechsten Termine zu melden. Gerne vergeben wir die Maerkte an Gor-Staedte und -Doerfer, die regelmaeßig mitspielen.

Alle, die jetzt Lust bekommen haben und mitmachen moechten, melden sich bitte bei mir, Hadrian Troncon.

Mehr lesen:

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## ## TRADE

### 15 TRUE SOUTHERN TRADE ALLIANCE (STA)

The monthly meeting of the true Southern Trade Alliance will take place in about two hands on an Island of the Thassa. The assembly will have to decide about the price of verified red and yellow salt and to vote about new members. The place and date are confidential, all members will get a sealed and encrypted invitation.

#### # MAGNA CARTA

revived by Saran, The Kasbah of the Guard of the dunes

We vow 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 Aalliance.

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.

[Comment by the editor:] This new version of the Magna Carta needs to be confirmed by the assembly of STA members.

#### # DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

Second day of the Third Hand of the month of Se'Kara ( The Second Turning) 10164  
Contasta Ar

To: All Gorean Merchants  
Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the

Salt Ubar ibn Saran

CC: True SOUTHERN TRADE ALLIANCE members

In order to guarantee the fine quality of Tahari Salt (@ TS Trademark), only the following oases and cities of the Tahari are allowed to have their salt trademarked as Tahari Salt (in alphabetical order):

- 1 Kasbah of the Guard of the Dunes
- 2 Oasis of Nine Wells
- 3 Oasis of Sand Sleen
- 4 City of Tor
5. Kasra at the Fayheen river
6. Oasis of Klima

The true SOUTHERN TRADE ALLIANCE will control the salt trade of all Tahari Salt (@ TS Trademark). Only members of the SOUTHERN TRADE ALLIANCE (STA) are allowed to sell the salt of the above mentioned four places out of the Tahari and each sale should include the SOUTHERN TRADE ALLIANCE seal. Merchants of all gorean cities are hereby informed that Tahari Salt without the seal is considered as smuggling, with all due consequences as a result.

This decree will be effective as today.

may you always have water, may your water bags never be empty.

signed by the SOUTHERN TRADE ALLIANCE

If you see red or yellow salt sacks WITHOUT the coat of arms of the true Southern Trade Alliance and the coat of arms of one of these Oases mentioned above, please inform a merchant of the true STA immediately or Rarius Yuroki.

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

STA Members:

The Kasbah of the Guard of the Dunes

Oasis of Nine Wells

Oasis of the Sand Sleen

Oasis of Klima (FR, EN)

City of Tor

Kasra - Fayheen river (GER)

Kasra - Tyros

Ukunga Region - Land of the Family Kron

Asperiche

Tancred's Landing

Selnar auf Cos (GER)  
Umland of Ra-Rir (GER)  
The Phoenix Trading Company (privately owned company)  
House of Yuroki (HoY) Companies (privately owned company)  
Tharna (associated member)  
Rive de Bois Trading Post (ES, associated member) (temporarily closed)

## 16 HOUSE OY YUROKI COMPANIES

### # FACTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

### # SEEKING MERCENARIES, AGENTS AND MERCHANTS

The HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region/Saleria) and in Tharna. The HoY Companies are a member of the true Southern Trade Alliance.

The HoY Companies (Trading company and bank) is a privately owned company. It employs its own bankers, merchants and elite guards, all of the highest quality. More branches are under construction.

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

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.

[OOC] We accept apprentices too or players who want to learn how to roleplay.

Ask Rarius Yuroki (Yuroki Uriza) for details

### # THE HOUSE OF HOY JOB OFFERS

#### BANKERS / COIN MERCHANTS REQUIRED

Applications are invited for the post of "Banker" and (coin) merchant in the below listed cities (these cities have a bank building but no banker, the banker must be citizen of that city)

SELNAR  
OASIS OF SAND SLEEN  
PORT OF OLNI  
KASRA/TYROS  
KASRA/FAYHEEN

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

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## ## SIM ADVERTISEMENT

### 21 RUATHA

We are a small village located on the Vosk river about fifty pasangs from Pork Kar located in the land of the rencers. We are a trading village so please come trade with us all merchants welcome. Ruatha was founded when two wagon people went exploring and found there way to a small area that was unpopulated. They immediatly found a few other friends and all of them set to work building Ruatha. Paisley and Torlok began the building and then were joined by Asunthor a man from the north. Figuring it would be easier they elected him village leader. So all together they began Ruatha. Here is all our information that you will need.

### 22 OUTPOST RIVE DE BOIS

The original new Rive De Bois made into an out post.  
We are a lifestyle sim, NO raid, Meter Optional, Gorean Children and families welcome.  
We are a new Gorean sim Outpost Rive De Bois operating on G&S we are just starting in it so have a lot of room to grow. We look for Men and Women Free of all trades, all slaves bonds and kajira as we are in the middle of both and trade with all , we want to be a big trading sim as well to help make a good rp for the sim so please come look and join if you like smiles to help start this Village and make it a growing sim, we are a lifestyle rp so not many rules just play safe and be happy.

### 23 RIEKO RIDGE VILLAGE

A Gorean lifestyle residential community based on the cultures, ideals and philosophies of Gor.

Because the Gorean lifestyle is suppose to be enjoyable and role-play fun, the Laws & Rules are simple. They were created to provide you with an opportunity to learn about Gor and how to be a Gorean - or if you are Gorean, to simply be able to live and role-play in a Gorean environment.

Capture, combat, force collaring and killing zone however, raids ARE NOT ALLOWED.

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## ## ADVERTISEMENT

### # GOREANS PORTAL RADIO

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

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

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

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

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

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

### # THE GOREAN WHIP RADIO

"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

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

## TO PLAY ON WINAMP OR MEDIA PLAYER:

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

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

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

## # THE GOREAN RECRUITMENT CENTRE

As listed in the SL destination guide, on its Website and in World via the SL3 viewer  
And Now on the "Tumbler" Loads of New people coming and looking for RP destinations

The Gorean Recruitment Centre (GRC) has, since its creation in 2009 , expanded on a regular basis. and this is due NOT to the wishes of the Owner, but because of the needs of the people who use it.

The GRC is now a Part of the ROLEPLAY CENTRE ( RPC) but it retains its total Gorean Theme and is 100% separate from the RPC itself. they just share the same landing point.  
As the signs show. The GRC HALL is to the Right and through an Archway.

<http://slurl.com/secondlife/Hastings/95/161/1011>

Best Wishes  
Astarte Hubbenfluff

## # GOREAN UNIVERSITY

The Gorean University  
(previously Gorean Pleasure Silk University)  
Educating Gor since 2008  
Schedule of classes and events: <http://www.localendar.com/public/GPSUStaff>  
<http://slurl.com/secondlife/Serendipity%20Falls/135/95/25>

## # GOREAN CAMPUS

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

- Classes

Monday Dec 9th - Outdoor classroom - Weekly  
Metal Worker Apprentice - Nephtides - 1 pm

Monday Dec 9th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Dec 10th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Dec 10th - Outdoor classroom - Weekly  
Medical Seminar: Surgery & Transfusions - Jerrod - 3 pm

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

Wednesday Dec 11th - Outdoor Classroom - Weekly  
Iskanders Draft - Carrie Islar - 1 pm

Wednesday Dec 11th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6pm

Thursday Dec 12th - Campfire - Weekly  
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

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

Thursday Dec 12th - Outdoor classroom - Weekly  
Leadership - Kaiila Mahoney - 5 pm

Friday Dec 13th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 1 pm

Friday Dec 13th - Outdoor classroom - Weekly  
Philosophy of Gor - Gorm Runo - 6 pm

Sunday Dec 15th - Outdoor classroom - Weekly  
Gorean Assistant Healers Course - Darwin - 4:30 pm

Monday Dec 16th - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 Noon

Monday Dec 16th - Outdoor classroom - Weekly  
Metal Worker Apprentice - Nephtides - 1 pm

Monday Dec 16th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila Mahoney - 3 pm

Tuesday Dec 17th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Dec 17th - Outdoor classroom - Weekly  
Medical Seminar: Sunburns & Burns - Jerrod - 3 pm

Tuesday Dec 17th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Dec 18th - Outdoor Classroom - Weekly  
Cypher Key - Carrie Istar - 1 pm

Wednesday Dec 18th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Dec 19th - Campfire - Weekly  
Reading Savages of Gor (in voice) - Alekk Baroque - 12 noon

Thursday Dec 19th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Dec 19th - Outdoor classroom - Weekly  
Leadership - Kaila Mahoney - 5 pm

Friday Dec 20th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 1 pm

Friday Dec 20th - Outdoor classroom - Weekly  
Philosophy of Gor - Gorm Runo - 6 pm

Saturday Dec 21st - Arena - Bi-Monthly  
Beginners Dance Seminar - Raaja - 10 pm

Saturday Dec 21st - Temple - Monthly  
Se'Var Religious Ceremony - Runyn - 2:30 pm

Saturday Dec 21st - Outdoor classroom - Bi-Weekly  
Treating Weapon Wounds - Jerrod - 5 pm

Sunday Dec 22nd - Outdoor classroom - Weekly  
Gorean Assistant Healers Course - Darwin - 4:30 pm

#### - Events

Saturday Dec 14th - Chapel - Monthly  
Live Christmas Concert - Dainial - 2 pm

Saturday Dec 14th - Classroom - Monthly  
Live Comedy & Poetry Show - Panner - 6 pm

Saturday Dec 21st - Lounge - Bi-Weekly  
OOC Film - Christmas with the Kranks - 12 noon

- Dance contests

Saturday January 11th - Arena - 1 pm

Saturday January 18th - Arena - 1 pm - Beginners Dance Contest

Saturday March 15th - Arena - 1 pm

## # 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.

### 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 in Mid September 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

### SCRIBE DIPLOMA COURSE

self-study (version 3, 2013)

Lady Janette Inglewood

- 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 jewelery, are awarded upon successful completion.
- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

## # SCHWERTAKADEMIE ZU ENKARA

Die Stadt EnKara sucht interessierte Spieler/ Spielerinnen mit/ohne Gogerfahrung.

Unsere Gruppe ist klein, aber wir organisieren Feste und nehmen an IC Events und Turniere von anderen teil.

Wir glauben an die Pristerkönige, sind aber weder Norden noch Süden und nutzen als RP Unterstützung das G&S.

Es gibt kleine kostenfreie Zimmer als Wohnraum, Ausbildungsmöglichkeiten für Sklaven und SKlavinnen in der gut organisierten Sklavenschule. Freie können sich in der Kriegerakademie an den Waffen und auch in anderen Wissensbereichen ausbilden lassen, die heute nach der Sommerpause wiedereröffnet wird.

Uns ist es wichtig, daß neue Spieler ins Team passen, wo jeder Spieler sich zu Hause fühlt. Es sollte Dir, genau wie uns, Freude machen, Dein Wissen zu teilen und anderen auf Ihrem Weg zu helfen.

Hier lernt jeder von jedem.

Du findest uns auch im Internet unter: [www.gegenerde-verbund.de](http://www.gegenerde-verbund.de)  
oder klick in unseren Blog: <http://www.dawnbringer.de/blog/>

Wenn Du, genau wie wir, daß Rollenspiel nicht nur als bierernste Sache siehst. zum Lachen nicht in den Keller gehst  
und Du Lernwillig, Zeit und Einsatzbereitschaft hast..solltest Du uns OOC und IC kennen lernen.

HaniBaal Mohr  
Statthalter von En'Kara, der Stadt der 11 Türme

Die Akademie für Freie öffnet nach Umbau wieder ihre Pforten.  
Kurs- und Seminarplan, sowie Einschreibung ab dem 06.Okt.2013 in EnKara.  
Die Veranstaltungen finden soweit möglich IC statt und legen neben dem Kampf auch viel

Wert auf Bildung.

Ansprechpartner bei Fragen rund um die Akademie: HaniBaal Mohr.

<http://slurl.com/secondlife/fellglanz/246/55/24>

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## ## KNOWLEDGE

### 25 IS IT IN THE BOOKS?

Does it exist on Gor according to the books? Quick reference for some common things:

#### ANIMALS

Dogs?

No. The word "dog" appears in commentary for clarification of such things as varts being about the size of a small dog. Neither are there wolves or other animals related to dogs.

Horses?

No. The nearest, but nowhere close to exact, Gorean equivalent is the kaiila.

#### CLOTHING AND APPEARANCE

Piercings?

Yes. Female slaves sometimes have pierced ears. Some men have pierced ears. Tuchuk women, both free and slave, have pierced noses (septum piercings, the sides of the nostrils are not described as being pierced). No other body parts are described as being pierced in the books.

Sunglasses?

No. Sunglasses feature only in a dream sequence that an Earth girl is recounting to Tarl Cabot.

Tattoos?

Yes. There are facial tribal tattoos used by groups in the jungles near Schendi. Tattooed tribal markings are also known to be used in the Tahari.

His face, like that of many in the interior, was tattooed. His tattooing, and that of Kisu, were quite similar. One can recognize tribes, of course, and, often, villages and districts by those tattoo patterns.

(Explorers)

#### SUBSTANCES

Acid?

Yes.

"Long ago," said she, "Ho-Tu was mutilated, and forced to drink acid."  
(Assassins)

Menicius of Port Kar would, of course, ride in the Ubar's Race for the Yellows. His mount was the finest in their tarncots, Quarrel, named for the missile of the crossbow, a strong bird, very fast, reddish in color, with a discoloration on the right wing where, as talk had it, protagonists of the Silvers, long ago, had hurled a bottle of acid.

(Assassins)

Bleach?

Yes.

Tahari salt accounts, in its varieties, I would suspect, for some twenty percent of the salt and salt-related products, such as medicines and antiseptics, preservatives, cleansers, bleaches, bottle glass, which contains soda ash, taken from salt, and tanning chemicals, used on known Gor.

(Tribesmen)

(...) poor peasant women, coming in from the villages, in their bleached woolen robes, bringing their sacks and baskets of grain and produce to the city's markets.

(Mercenaries)

Poison ka-la-na (turns toxic when served in a silver vessel)?

No.

Tobacco?

No.

Tobacco is unknown on Gor, though there are certain habits or vices to take its place, in particular the stimulation afforded by chewing on the leaves of the Kanda plant, the roots of which, oddly enough, when ground and dried, constitute an extremely deadly poison."

(Priest-Kings of Gor, page 25)

Most was I surprised to find him holding a tiny, round pipe from which curled a bright wisp of smoke. Tobacco is unknown on Gor, though there are certain vices or habits to take its place (...).

(Priest Kings, p. 24)

Exception for tobacco:

Where did you get tobacco and a pipe?" I asked, for I knew of none such on Gor.  
"As you might imagine," said Parp, "I acquired the habit originally on Earth and, since I have returned to Earth several times as an Agent of the Priest-Kings, I have had the opportunity to indulge it. On the other hand, in the last few years, I have grown my own tobacco below in the Nest under lamps." (Priest-Kings of Gor, chapter thirty two, pp 288-289)

Sulfur (hence, matches or gunpowder)?

No.

The common sulfur match, on the other hand, so common on Earth, I have never met with on Gor. The chemistry involved in such a device, interestingly enough, is forbidden on Gor. It is regarded as constituting a violation of the Weapons Laws imposed on Gorean by Priest-Kings. This is not as farfetched as it might sound at first. Sulfur, for example, is one of the primary ingredients in the composition of gunpowder.

(Mercenaries)

## HOUSEHOLD ITEMS

Brooms?

Yes.

The prisoners are then usually marched in a long line, two abreast, between the uprights. They cannot pass under the horizontal spear, a weapon of their enemy, without lowering their heads and bending their backs. Some warriors choose to die rather than do this. A similar yoke is sometimes used for the captive women of a city, but it is set much lower, usually such that they must pass under it on their belly. After all, they are not men; they are women. Too, it is usually formed not of spears but of brooms, brought from the conquering city, and the horizontal bar is hung with dangling slave beads.

(Mercenaries)

Mops?

There is reference to mopping.

Had sailors been doing these things they, of course, would have dried the deck by simply mopping it down.

(Explorers)

Garbage cans?

Yes.

She lay back on the cement. Her left hand touched the garbage cans to her left.

(Rogue)

Scissors?

Yes.

Eta and I were alone. She went and brought pins, tiny scissors, a needle and thread. The alteration of my slave rag was apparently the first order of the day's business.

(Slave Girl)

"Look," he cried in actual despair, waving his blue-robed arms hopelessly at the messiest chamber I had seen on Gor. His desk, a vast wooden table, was piled with papers and posts of ink, and pens and scissors and leather fasteners and binders.

(Tarnsman)

Irons (to iron clothes)?

Yes. Round flat irons warmed over fires.

Sponges?

Yes.

Bares, with a sponge, dipped in a bucket, squeezed water over my head.

"You are doing splendidly," Kenneth assured me.

I could not even answer him.

Bares sponged sand and blood from my body.

(Fighting Slave)

## FOODS

Bazi tea ceremony?

No. Bazi tea exists. It is served usually in three tiny cups, but no ceremony exists in the books.

"Is it ready?" I asked. I looked at the tiny copper kettle on the small stand. A tiny kaiila-dung fire burned under it. A small, heavy, curved glass was nearby, on a flat box, which would hold some two ounces of the tea. Bazi tea is drunk in tiny glasses, usually three at a time, carefully measured.

(Tribesmen)

"Serve us tea," he said.

Trembling she measured him a tiny glass of tea. His men stood outside, wary.

"The tea is excellent," I said.

(Tribesmen)

Cho?

No. Hot chocolate exists, but it's never called cho.

Redfruit?

No. Ram-berry, despite its name, is a fruit and also red, but it's never called redfruit in the books.

A guard was with us, and we were charged with filling our leather buckets with ram-berries, a small, reddish fruit with edible seeds, not unlike tiny plums, save for the many small seeds.

(Captive, p. 305)

## LANGUAGE

Hai?

No. "Hail" is used a few times as a greeting to those recognized as experts or champions. It's also cried out in glory to a city.

"Greetings, Teibar!" called a fellow.

"Hail, Teibar!" called another.

From the latter manner of greeting, I gathered this Teibar might be excellent with the staff, or sword. Such greetings are usually reserved for recognized experts, or champions, at one thing or another. For example, a skilled Kaissa player is sometimes greeted in such a manner.  
(Magicians)

"Hail Port Kar!" I cried to the crowds.

"Hail Port Kar!" they cried. "And hail Bosk, Admiral of Port Kar!"  
(Raiders)

Kolar or Ko-lar?

Yes, once, as an example of pronunciation. The hundreds of other times in the books, it is "collar".

Rask?

Yes. It was the name of a man from Treve. Rask of Treve. That's all.

Servery?

No. It's simply a kitchen. Neither is there a chiller or "chilla", though some houses have cold storage of some kind, depending on the residents' means, season, and geographic area.

Urth?

No. "Earth" is what is written in the Gor series of books. "Urth" comes from the written works of a different science fiction author, Gene Wolfe.

"Winds" as a farewell?

No. "I wish you well" is the most common Gorean farewell.

Blackwyne (blaquewyne etc.)?

No. The correct spelling is "black wine".

I grinned, and washed down the eggs with a swig of hot black wine, prepared from the beans grown upon the slopes of the Thentis mountains. This black wine is quite expensive.  
(Beasts, p. 21)

## MISCELLANEOUS ITEMS

Nautical buoys?

Yes.

"Oars inboard!" called the second officer.

The helmsman guided the ship to the right of the line of white and red buoys. (Explorers)

Compass?

Yes. Note that the Gorean compass always points to the Sardar.

I kept my course by the luminescent dial of my Gor compass, the needle of which pointed always to the Sardar Mountain Range, home of the Priest-Kings.  
(Tarnsman)

Clocks?

There are water clocks, sand clocks and oil clocks to tell time. Goreans also use sun dials and marked candles as well as chronometers.

"It is now the fourteenth Ahn," he said, casting a meaningful glance at the water clock on the counter to his right.

(Fighting Slave)

"What is the hour?" asked Hassan.

One of the inn boys, sitting in an apron, on a bench near the large, cylindrical sand clock, glanced at it. "Past the nineteenth hour," he said. He yawned. He would stay up until the twentieth hour, the Gorean midnight, at which time he would turn the clock, and retire.

(Tribesmen)

In many cities, of course, including Ar, time tends to be kept publicly. Official clocks are adjusted, of course, according to the announcements of scribes, in virtue of various astronomical measurements, having to do with the movements of the sun and stars. The calendar, and adjustments in it, are also the results of their researches, promulgated by civil authorities. The average Gorean has a variety of simple devices at his disposal for marking the passage of time. Typical among them are marked, or calibrated, candles, sun dials, sand glasses, clepsydras (water clocks) and oil clocks.

(Magicians)

Lighters?

Yes, a kind of lighter called a fire-maker.

I relit the lamp with the lighter, or as the Goreans say, "fire-maker," from my pouch. It is a standard flint-and-wheel device, with its tiny wick and reservoir.

(Mercenaries)

"I shall light the lantern," said Samos. He crouched down and extracted a tiny fire-maker from his pouch, a small device containing a tiny reservoir of tharlarion oil, with a tharlarion-oil-impregnated wick, to be ignited by a spark, this generated from the contact of a small, ratcheted steel wheel, spun by a looped thumb handle, with a flint splinter.

(Savages)

Razors?

Shaving knives exist.

She knelt beside the platform. Beside her, on the floor, rested a laver of polished bronze filled with water, a towel and a straight-bladed Gorean shaving knife.

(Priest-Kings)

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## ONLINISM OF THE WEEK

26 NOTORIOUS TALES - SHE'S NEW! [REPRINT OF NVOG 119)

By Kashi (KashiraHeart Resident)

Once upon a time, two mighty sisters, one with hair of fire, the other ebon, traveled the raging seas in search of wealth and plunder. Reaching distant shores they quickly found their target. A quiet fort, guarded by one man, a homely slave at his boot. They scaled the walls and won the battle quickly, for the man, Idiot Newb, they later discovered his name, knew little of the art of war and his slave knew little of anything at all.

They stood triumphant over the man and slave both bound when the most shocking thing they had ever witness happened. A cloud of dark putrid words came pouring from the girl, words they had not heard from other free let alone a slave. They jumped back, confused, worried. They looked to the girl's Master, Idiot Newb, in hopes he would explain. They expected to hear that she had been possessed by demons and he hadn't had time to call an exorcist.

But instead he simply said, "She's new." The two sisters looked at each other. Their faces twisted in confusion. What did the man mean, what was she new too and how could it justify what they had just seen. Was she new to being possessed by evil? Had he just spoken magic words? Words that excuse any and all behavior? Making one safe from retribution? For the slut had surely sacrificed her life with such words. Yet, Idiot Newb did not look at her with distain for having insulted his honor. He was apologetic even. He must have been bewitched!

Looking into each other's eyes, they knew quickly what they must do. They would slay the rancid beast, and free poor Idiot Newb of whatever witchcraft she held over him. Idiot Newb yelled, "Nooooo!!!!" He promised to kill them both. But it did not matter. The sisters were safe, for they had learned the magic. They too, were new.

## 27 THE VILLAGE OF SHAZAKABOOM [REPRINT OF NVOG 119)

[10:33 AM] Baile Parx shouts: The new northern village of Shazakaboom is looking for a few BTB warriors. If you wear nothing but sheaths and actual weapons scare you, if you inspect other guys clothes to see where they bought them, if you've read every Gor book twice and are thinking of reading them again, if your free companion makes you wear a collar, if you had to beg your slave to wear a collar, if your roleplay consists of only onlinisms, if you consider yourself old Gor primarily because you remember the Beach Boys when they were Americas band, if your last computer upgrade was buying an Atari, if you're still wearing GM 1.0 and finally if the last five times you left the sim you've been capped by panthers, we want to talk to you...I count at least 10 possibilities in here...man up and embrace your destiny.

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## ## KNOWN GOREAN NEWSPAPERS (OVERVIEW / ONLY INWORLD )

### THE NEW VOICE OF GOR - WEEKOY GOP WIDE NEWSPAPER

Founded the first day of the month of En'Kara (the first Turning) 10162 Contasta Ar in Landa  
Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant of Tarnwald

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**  
Editor: Nephtides Resident

**THE RORUS CHRONICLE™**  
Editors-in-Chief: Tala Winterwolf

**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

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## **## ABOUT 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 rence paper scrolls but the editor paid some message boards too to spread the newspaper. Gorean Public Boards sometimes made people angry. Those who control the public boards, it is said, control the city.

We took our motto from the Acta Diurna [latin: Daily Acts sometimes translated as Daily Public Records] on earth. The Acta Diurna were daily official notices in ancient Rome, a sort of daily gazette. They were carved on stone or metal and presented in message boards in public places like the Forum of Rome.

Acta Diurna introduced the expression "publicare et propagare", which means "make public and propagate". This expression was set in the end of the texts and proclaimed a release to both Roman citizens and non-citizens.

#### # THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor  
for members of the group Raid Messenger of Gor  
for members of the group BTB Goreans  
for members of the group Alliance of Valkyrie Panthers  
for members of the group Gorean Information and Notices  
for members of the group Goreanische Freie Presse

#### Available in character:

Amhas Cairn (entry point): <http://slurl.com/secondlife/Amhas%20Cairn/134/138/1001>  
City Port of Olni (gate house) <http://slurl.com/secondlife/Olni/127/8/507>  
Voltai Viktel (library) <http://slurl.com/secondlife/Voltai%20Viktel/114/138/1003>  
Tharna (skybox) <http://slurl.com/secondlife/Tharna/40/108/4044>  
New Tancred's Landing (HoY warehouse) <http://slurl.com/secondlife/Tancreds%20Landing/126/185/23>  
Physician School - The City of Koo Vidrew (docks) <http://slurl.com/secondlife/Hunters%20XIII/14/152/22> (temporarily under construction)  
Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>  
Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

#### Available OOC:

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Serena%20Aquarius/68/37/25>  
Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>  
The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/95/161/1011>

If you want to have a dispenser of the NEW VOICE OF GOR (6 prims, not transfer) on your sim, please contact Yuroki Uriza

The NEW VOICE OF GOR <http://www.gorean-forums.com/>