

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 145

27th day of the eleventh month 10164 Contasta Ar

Based in Tancred's Landing

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.

01 Content

02 Editorial

All over Gor

03 War between Rorus and Turia

04 Gorean Geography reloaded and revisited

Gorean Cities

05 Port of Olni

The Slave's Corner

Schedule

06 Tancred's Landing

07 Amhas Cairn [Schedule]

08 Skjern

09 Rorus [Schedule]

Rare dialects of Gor

10 Umzug der Oase der Zwei Scimitare

Trade

11 True Southern Trade Alliance (STA)

12 House of Yuroki Companies (HoY)

13 Currency Exchange Rates of the HoY Banks

Miscellaneous

14 Old Pictures: Oasis of Klima

Sim Advertisement

15 Village of Mjolnir (BTB Torvaldsland)

16 Northern Light Outlaws (GE)

17 Olni (BTB)

18 Kassar of the Northern Plains

Advertisement

Mentioned: The Fantasy Room, Dark Rose Creations, Goreans Portal Radio, Gorean Whip Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean Legal Academy, Schwertakademie zu En'Kara

Roleplay

19 Pilgrimage

Knowledge

20 Natural resources and trade goods

Onlinism of the week
21 Witless of Gor
22 Greetings can vary
Gorean Newspapers (Overview)
About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 145th issue of the NEW VOICE OF GOR !

When war is in the air in all worlds the cowards join always the most powerful force. Only strong characters have the courage to support the minority. You all know the saga from the earth called David versus Goliath. So let me ask you: Which city is NOT allied with the Goliath Turia right now - except the fierce warriors from Torvaldsland and the legendary and proud warriors from the Tahari desert - and Treve, the tarn of the Voltai?

We have been told that the huge city of Genesian Port, the Isle of Tarns, Besnit (the Turian outpost of the north), Olni - the main city of Salaria -, Sulport, the biggest town of the Vosk Legue, the traitors of Vigo - they all are allied now with Turia.

Very well. That is self explaining. We will tell you more in the section of this NEW VOICE OF GOR issue "All over Gor".

Rarius Yuroki
NEW VOICE OF GOR editor

ALL OVER GOR

03 TURIA AND ALLIES IN WAR WITH RORUS

THE EFFONTERY OF SOME CITIES KNOWS NO BOUNDS

by lady Wendie

To offer your services as intermediary between two waring factions, then announcing you are allied to one of the protagonists.

Not only that but to then go on to threaten the party that their citizens were no longer welcome in their city after they had always been openly welcome, I can only wonder how the Isle of Tarns can call themselves a city when they are just another marionette of Turia like so many other cities frightened to say no to Turia.

RESOLUTION OF THE COUNCIL OF THE ISLE OF TARNs

[with compliments of the House of Yuroki Intelligence Agency]

High Council Resolutions to the Administrator:

1. In response to the outbreak of war between our ally Turia and Rorus, the High Council of the Isle of Tarns declares their solidarity with her ally Turia, in accordance with our existing treaty. This means that our warriors will assist the Scarlet of Turia in defending their hometown and in rescuing their fellow villagers if they are held in Rorus. The Admin of the Isle of Tarns traveled to Turia a few days ago to underscore our solidarity with Turia in this conflict, in accordance with our military alliance agreement. The Admin also offered economic aid to Turia if the need arises.

2. The Admin of the Isle of Tarns is authorized by the High Council to talk to the warring parties in order to pave the way for a peaceful solution of this conflict. According to the Ubar of Turia this war can only be ended if Rorus stops targeting his companion, the Ubara of Turia.

3. By authority of the High Council, Thorn, as Administrator, shall send a message to the Ubar of Rorus, in which he offers his assistance in peace talks between the warring parties. He shall also advise the Ubar of Rorus that unless there is a ceasefire or until peace talks have started, the citizens of Rorus, or their supporters, should refrain from visiting the Isle of Tarns. The Scarlets of the Isle of Tarns are not to allow potential enemies to enter our village. Those who cause problems or give rise to suspicion will be detained and interrogated.

4. The High Council authorizes the Administrator to take any measures he deems appropriate to act in accordance with this resolution. The Administrator is to keep the High Council informed of all developments.

5. The administrator shall advise the Ubar of Rorus.

[sealed]

LETTER OF THE ADMINISTRATOR OF THE ISLE OF TARNs TO THE UBAR OF RORUS

[with compliments of the House of Yuroki Intelligence Agency]

Tal Ubar of Rorus;

I hope this scroll finds you well. I am Thorn, Administrator of the Isle of Tarns. The High Council of my village has authorized me to approach you regarding the following matter. We

are allied with the City of Turia, and in light of your conflict with Turia, we advise you that they have our full military support, as we will abide by the full military alliance we have in place. Any attempts to thwart this alliance will be doomed to failure.

Bearing in mind the aforesaid, I wish to offer the assistance of the Isle of Tarns in mediating a way to end this conflict. Once peace has been restored we are willing to resume our talks regarding a closer cooperation between the Isle of Tarns and Rorus. I therefore ask you to seriously consider entering into peace negotiations with Turia, and to give peace between these two great cities a chance. Please note that until a ceasefire has been agreed to, or peace talks have commenced, your citizens should refrain from visiting the Isle of Tarns. In the interest of our villagers, we cannot take the risk of letting citizens of a potentially hostile settlement wander within our village. I hope that our approach to this matter, and our offer to act as mediator, finds your understanding and support

Honor and Steel

Thorn,
Administrator of the Isle of Tarns

[sealed]

ANNOUNCEMENT OF THE ISLE OF TARNs

The village crier runs thru the Isle of Tarns village shouting:

The allied forces of IoT, Turia, and Olni, have defeated the raiding forces of Rorus.
Congratulations to all!!

[OOc] STATEMENT OF A CITIZEN OF OlnI

Last night.. Rorus brought 6 to our 4, and they admitted they violated the 1+1 rule..

We called on Turia, Sulport and Isle of Tarns who came to swing the event..

Technically, Olni won on a technicality.. thats the way some scored it.
Rorus they beat the 2.5 real fighters that were present there last night..but they used 6 to do it..

Olni called in the cavalry. It could be a draw..
But, it should have stopped before it began and Rorus should have dropped the number of their warriors attacking...

So It was not really legal.

[OOc] STATEMENT OF A COUNCIL MEMBER OF RORUS

[2014-02-08 17:19] xxx: we won, and then olni brought in like 15 of the allies and we got captured but were let go

[2014-02-08 17:26] xxx isle of tarns is a coward

[2014-02-08 17:30] xxx We already know about thier "ally" crap. The 1:1 ratio and those "hidden docks" they [Turia] have

04 GOREAN GEOGRAPHY RELOADED AND UPDATED

I need quotes from the books about the location of:

Genesian Port

Inlet of Green Cliffs, Region of

Jad

Nyuki

Nyundo

Port Quanali

Rive De Bois

Rorus

Sebar's Holding

Skerry of Einar

Ua, Islands of

U(n)kungu

and NEW places/cities Norman had mentioned in

Prize of Gor (2008)

Kur of Gor (2009)

Swordsmen of Gor

Mariners of Gor

Conspirators of Gor

Please send answers to Rarius Yuroki (Yuroki Uriza).

GOREAN CITIES

05 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

TRAITORS, TRAITORS EVERYWHERE, AND NOT A ONE CAN THINK

By Teal Razor

Distressing as it may be, there are traitors in every city and hamlet. There are free who would sooner spit on the Home Stone than honor it. It fills everyone with disgust to think that this would be possible and if it does not fill one with disgust, then one needs to reexamine his or her priorities.

All warriors, companions, Masters, Mistresses, and yes, even slaves need someone who has their back. This person is one you can depend on to sit with you, back to back, and have a 180 degree view of the battle field while you cover the other 180 degrees. Then in the war called life, you are less likely to suffer a sneak attack. They would both have each other's back, or so one would think.

This past week I was the personal witness and recipient to a traitor and his ugly ways. The city of my Master's Home Stone is a paragon of good taste, beautiful ladies, exquisite slaves, (except for you Tilapia, you bitch) and brave handsome males of all castes. So it is with heavy heart that I must relate a most disgusting act by a warrior to his senior officer. If this act shook me to the core, I could see that it might make a grown man cry. My Master had the unfortunate bad luck to be captured by warriors from Sais. My Master departed Olni to help Turia against an attack from Sais. That Sais is a filthy outpost on the Vosk, a fly ridden, smelly heap of bosk dung, is really secondary to the lying thieving ways of their slaves.

But I digress...My Master was tied hand and foot and dragged down the unpaved streets of Sais to their jail which is little more than a pen for verr. Upon this straw covered floor he lay helpless while a couple of slaves from the city made rude comments about his manhood and robbed him of his coin purse. I have sent a scroll to the Initiate in Port Olni asking him, in the name of my Master, to send a blue flame their way. My Master was allowed to give one shout out for help and so a scribe was sent for and a scroll prepared for delivery to the warriors in Port Olni.

When the scroll arrived by messenger, a warrior at the gate opened it and wrote across my Master's plea for help, "NO". He handed the scroll back to the messenger. When my Master heard of the reply from this traitor to his caste, he was incredulous. He vowed that upon returning to Port Olni, heads were going to roll. I never want to contemplate my Master going to the City of Dust due to neglect from a brother in his caste.

Fortunately for my Master and me, a merchant named Hesius was at the gate and watched this whole disgraceful transaction take place. He immediately took off for the docks with his slave and sister who was visiting him at the time. He arrived in Sais a short time later, it being just down the Olni River on the Vosk. It is amazing to me how one small merchant was brave enough to face all the warriors of Sais. He had no weapon but his inventory. Makes me think of my Boss, the Rarius Yuroki, and how he can make cities bow low with just the mention of the delicacies he puts into his warehouses.

Well, Master Hesius Grey, cajoled the two dufus warriors who greeted him at the gate, with 2 barrels of mead and 2 of ale. They had demanded 5 slaves at first and it was fortunate that these dipsomaniacal members of their caste let a valuable warrior escape their clutches. If the sainted Ubar of Port Olni had caught wind of his capture, a protracted war with Sais would have been undertaken.

After this incident of the capture and release, my Master shrugged off the obscene act by a

brother and was off again for escort duty for some ambassador or other from the city. I went to the commons to serve and hear the gossip. I was greeted by a persistent buzz about a warrior who had left Olni, seemingly in the dead of night, and went to Genesian Port to swear allegiance to THEIR Home Stone. This happens so infrequently in Olni, traitors spitting on the Home Stone, that free women were seen to weep while talking about this back-stabbing apostate in the commons.

I, on the other hand, love the idea of vengeance. I daydreamed of cutting off the head of this two-timing defector. I saw myself leading a battalion of warriors into Genesian Port, headed by the high magistrate and demanding they turn over this man who spit on the Home Stone. I felt my body shaking with righteous indignation picturing my laughter at his execution.

Shortly though, I was yelled at by a scribe to wake up because he wanted a hot drink. And so went my reverie. It is at times like this, I wish I was free and had money in my purse. Then there would be no question about hiring an assassin to push this ex-Olnian into the river chained to some large boulders. If I was the Ubar of a city, a silly thought really, I would deny that pond scum, access to bread, salt, and fire.

If I could, I would warn the good citizens of Genesian Port, of the double-crossing deceiver in their midst who most certainly will have no one's back but his own.

OLNi SCHEDULE

The Gathering of the White Caste

Announcing the First Annual Fellowship of The White Brotherhood
To be held February 22.2014 at 3 SL In the Olni Amphitheater

This is a call of Unity and Unification of all the Initiates, their Cities and those the support the Priest Kings. Caste members will be discussing and sharing about the future of the caste and a chance to ask questions share visions and seek council.

I am asking all to participate and be a part of this.
Come and Bring your Words of Thanks and Gratitude

Solaran High Initiate of O

Capture the Flag every thursday at 5:00 pm

First Saturday of Every Month @ 4 p.m. slt
Olni
Sword Tournament
Contact: Lucy Bronet

HOY BANK COIN BUSINESS

Several merchants have been seen in the city and large quantities of silver from Tharna have recently arrived this leads to speculation another city will have its coins minted in Tancred's landing .

□

VELOX DELIVERY SERVICE

A new trading company settled in Tancred's Landing - the "velox Delivery Service". The owner is lady Andet [Andet Resident].

Velox Delivery Service takes cargo all over Gor. We make it our mission to get your items where they need to go by the fastest way possible. Whether it is by land, water, or air, we do our best to guarantee the security of every package. Although the service is based out of Tancred's Landing, our couriers will pick up packages from any city, village, or port.

Terms of our delivery service:

- Our couriers will accept all forms of cargo; letters, food, livestock, materials, and people.
- We accept all forms of payment monetary as well as trade (except when in Tancred's Landing where we will only accept prim coins and not hud or other types of coins)
- Prices vary depending on weight of cargo, length of journey, and other details
- We will not KNOWINGLY transport any illegal goods.
- We have scheduled routes and can be easily located in Tancred's Landing at the docks. For security reasons we will not disclose our routes but we will let you know if a place is located on one of them.
- Lost or stolen cargo will be reimbursed only when agreed upon before delivery. Depending on the circumstances Velox Delivery Service or the couriers of said cargo will make adequate restitution.
- Velox Delivery Service remains neutral in any and all wars and disputes regardless of the home stone or background of its couriers.

07 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>

08 SKJERN [SCHEDULE)

Hear Ye Hear Ye!! "COMING SOON TO SKJERN"

"Gorean Book Readings in the Village Hall!"
Every Saturday @6pm slt

Come one, Come all ye citizens of Skjern & Gor for the readings from Mauraders of Gor Saga 9, starring the former earthman Tarl Cabot. He has been struggling to free himself from the cruel control of the Priest-Kings of Gor to no avail.

Jarls bring your FW to the Longhall where the bonds will be serving mead and paga to lift your spirits and hot tarsk stew to warm your bones!

<http://slurl.com/secondlife/Simply%20Shila/87/81/601>

09 RORUS [SCHEDULE)

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

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

RARE DIALECTS OF GOR

10 UMZUG DER OASE DER ZWEI SCIMITARE

Als am Morgen die Bewohner aufstanden, fanden sie das große Übel vor. Häuser wurden zugeweht, das Wasser ist durch den ganzen Sand ungenießbar geworden. Die Reserven würden nicht mehr lange halten und so schickte man Scouts aus, eine neue Heimat zu suchen. Es fand sich schnell eine blaue Oase und die Baumeister reisten mit einigen Kriegern vor, um eine neue, schönere und noch größere Oase aufzubauen. Anschließend sind nun heute alle anderen Bewohner nachgezogen.
im Auftrag der bewohner
marie

TRADE

11 TRUE SOUTHERN TRADE ALLIANCE (STA)

MAGNA CARTA

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

We vow to to promote Justice, ensure domestic tranquility, provide for trade with safety of passage, promote the general well-being, and secure the Blessings of the Priest Kings upon the members of this 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.

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.

SALT PRICES AT THE MOMENT

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

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

Umland of Ra-Rir (GER)

Isfahan

Tabuk's Ford

The Phoenix Trading Company (privately owned company)

House of Yuroki (HoY) Companies (privately owned company)

Tharna (associated member)

12 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.

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 HoY Companies are currently located in Tarnwald (Voltai region), Tancred's landing (Vosk region/Salaria) 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)

OASIS OF SAND SLEEN

PORT OF OLN

KASRA/FAYHEEN

RA-RIR

Duties will include

Normal banking duties

Keeping of records - ledger

Exchange of coins

checking of coins for quality

checking for rare coins

contracts for trade

Apprentices accepted too.

Applications to Rarius Yuroki

13 CURRENCY EXCHANGE RATES HOY BANK

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

NEW The HoY bank accepts and converts coins from the City of Victoria (1:1)

The gold tarn disk of Ar is considered to be the standard by which other cities, such as Ko-Ro-Ba and Port Kar. set the value of their own coinage. It is worth, generally, 10 silver tarsks, but standardization is slight due to the shaving or splitting of the coin as well as faulty scales that contribute to the debasing of the coinage. (pg. 155, Rogue of Gor)

SIM ADVERTISEMENT

15 VILLAGE OF MJOLNIR (BTB TORVALDSLAND)

South Western Torvaldsland with a dock on Thassa, about 50 passangs from Ax Fjord allowing relatively good weather and the ability to sail and trade almost all year round. We allow jobs that are relevant to the genre and we do not mind more than one person doing the same job. All jobs are up for grabs. We try to keep track of RP'd stocks (food/raw materials) to keep availability of goods realistic.

For questions or information please contact:
+ Kamras Folkhvatr (Damadge Resident)
+ Roxy Folkhvatr (Roxy Viera)

16 NORTHERN LIGHT OUTLAWS

The Northern Lights Outlaws are located in Primus on a 14-sim continent. We have a great fort with an underground river and a small village that serves to disguise the activities of the outlaw gang. While our priority is great RP, we value fighting skills and seek to have a warrior core to our group. We're recruiting bows for the outlaws, a variety of roles for Aurora Village and slaves for the non-combat tavern just to the west of the fort.

Role Play Philosophy:

Our philosophy on role play is to keep it fun. We try to follow the rules and go beyond just the minimum requirements ourselves and to not nit-pick others.

We have made our fort fun to raid - minimal locked doors and no balconies with invisible prim shoot walls. There is no raid ratio and three rules in addition to the continent rules: Don't cheat, Don't be stupid, Keep it Gorean.

18 KASSAR OF THE NORTHERN PLAINS

Recruiting Haruspex, Year Keepers, Singers, Outriders and Slaves!!!

Looking for something new and different? Tired of city walls and pretentious Ubars? Come live the nomadic life of the wagons. Wagon men are some of the fiercest on Gor, the women beautiful and brazen, hard working. Open skies, tight knit family, interesting RP. You may even see the hooded ones walk about..Scared..Intrigued? Come check us out

See the attached NC, and please come in character , and read our laws before stepping foot off the safe wagon.□

Ready to live wagon life to the fullest? In the spirit of the books is the new sim The Wandering Nomads Wagon Camp.

Currently accepting all wagon tribes to live under one banner. Come live and play under the infinite sky , bosk as far as the eye can see. Tales of the Hooded ones, keep slaves and free women in check. Must be BTB or at least the spirit of the books
Kassar , Tuchuk , Kataii , Paravaci , Torturers , Wagon People

Contact Severus Deanimator or Caspian Harcourt for more INFO

ADVERTISEMENT

☆ The Fantasy Room ☆
Fantasy, gorean, roleplaying and much more.

Monthly Event - Every 5th till 25th

Dear Reader

After 2 years running the Gorean Room, we want to go a step further, and improve the event with many changes!

Fantasy Room is a monthly event, full of new releases with discounted prices, all carefully located in a lovely magic forest. We want to bring our customers amazing items focused in fantasy, medieval and gorean stuff, perfect for their daily roleplay: clothing, hairs, accessories, weapons, furniture and props, etc.
We have gachas and items for 50 and 70!!

Thank you so much and... let the magic flow ☆☆☆

The Fantasy Room team:
Una Daxter
May Tolsen
AinaraLuas resident
Elise Mannequin

DARK ROSE CREATIONS ADVERTISEMENT

Port Olni Market Place is the home of Dark Rose Creations. Dark Rose is the purveyor of clothing to all of Gor. Her designs for free women meet the test of by the book cities and her garments for free men are worn by males of distinction and taste. Look through her racks of slave silks and everyday livery. The fabric colors and flow will delight the most discerning, free or slave. Lady Rose is expanding her store in the coming months. She has hired a cobbler to fabricate her shoe and boot designs. She has some complete garments with shoes now. Please use the Land Mark to arrive in the Port Olni Market

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 "Tumblr" 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 Feb 10th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 10th - Amphitheatre - Weekly
Kaissa Lessons - Alfie - 11 am

Monday Feb 10th - Campfire - Weekly
Panther Girl Discussion - Minx - 12 noon

Monday Feb 10th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 10th - Amphitheatre - Weekly
Gorean Basics - Amari - 1:30 pm

Monday Feb 10th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 11th - Meet at the docks - Weekly

Guided Campus Tour - Dani - 12 noon

Tuesday Feb 11th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 11th - Outdoor classroom - Weekly
Medical Seminar - Jerrod - 3 pm

Tuesday Feb 11th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 12th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 12th - Outdoor classroom - Weekly -
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 12th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 12th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 13th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Feb 13th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 13th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2pm

Thursday Feb 13th - Outdoor classroom - Weekly
Creating Role Play - Jacob Gatsby - 6 pm

Friday Feb 14th - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 14th - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Feb 15th - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 11:30 pm

Saturday February 15th - Arena
Beginners Dance Contest - 1pm

Sunday Feb 16th - Outdoor classroom - Bi-Monthly
Gorean FW Basics - Juvana - 9 am

Sunday Feb 16th - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

Sunday Feb 16th - Arena - Occasional
Basic Gorean Dance Workshop (in Spanish) - Azhar - 2 pm

Monday Feb 17th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Monday Feb 17th - Amphitheatre - Weekly
Kaissa Play - Alfie - 11 am

Monday Feb 17th - Campfire - Weekly
Panther Girls Discussion - Minx - 12 noon

Monday Feb 17th - Olni classroom - Weekly
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 17th - Amphitheatre - Weekly
Gorean Basics Seminar - Amari - 1:30 pm

Monday Feb 17th - Outdoor classroom - Weekly
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 18th - Meet at the docks - Weekly
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 18th - Campus courtroom - Weekly
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 18th - Outdoor classroom - Weekly
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Feb 18th - Gallery classroom - Weekly
New to Gor - Krista - 6:30 pm

Wednesday Feb 19th - Campfire - Bi-Weekly
Kajirae Emoting - Nova - 10 am

Wednesday Feb 19th - Outdoor classroom - Weekly
Role Play in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 19th - Outdoor classroom - Weekly
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 19th - Outdoor classroom - Weekly
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 19th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 20th - Campfire - Weekly
Kajira Refresher - Thistle - 11 am

Thursday Feb 20th - Gallery classroom - Weekly
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 20th - Campfire - Weekly
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2pm

Thursday Feb 20th - Lounge - Weekly
Read Gor Like a Scholar - Rose - 6 pm

Friday Feb 21st - Amphitheatre - Weekly
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 21st - Meet at the docks - Weekly
Guided Campus Tour - Krista - 5 pm

Saturday Feb 22nd - Outdoor classroom - Weekly
Villainy in Gor - Verona Lorgsval - 1 pm

Sunday Feb 23rd - Outdoor classroom - Weekly
Basic Initiates - Runyn - 1 pm

- Events

Saturday March 1st - Skybox - Occasional
Jewel Theatre Play - 3 pm

Sunday March 23rd - Chapel - Occasional
Concert - Dainial - 2:30 pm

Monday May 5th - Games Pavilion - Occasional
Kaissa Tournament - matches to be advised

- Dance contests

Saturday February 15th - Arena - 1 pm - Beginners Dance Contest

Saturday April 26th - Arena - 1 pm

Saturday May 17th - Arena - 1 pm - Beginners Dance Contest

Saturday June 28th - Arena - 1 pm

GOREAN LEGAL ACADEMY (GLA)

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

LEGAL COURSES

Magistrate & Advocate Courses

Lady Janette Inglewood

Olni High Magistrate

Head of School, Gorean Legal Academy

~ GLA offers two main legal courses.

There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

~ eight, one hour classes and two pieces of written work. We cover issues such as the laws, sentencing, IC/OOC, court procedures, jurisdiction and day to day tasks. It is a friendly discursive style class.

~ graduation certificates for both your profile and for display (examples)

~ graduates receive a Magistrate's Wand of Office

~ next course begins

January 20th 2014

for 8 weeks

classes each Monday at:

1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.

Course is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.

Two further cases are covered as written work.

~ graduation certificates for both your profile and for display (examples)

~ next course begins,

January 21st 2014

classes each Tuesday at:

1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

~ The Scribe Diploma Course is a self study course requiring written answers and essays.

Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.

~ Topics covered include: Caste, sub-Castes, Caste codes, first and second knowledge, language and the role of the Scribe. The course has been run for a long time now, with many excellent Scribes having completed it and it is also applicable for Scribe slaves.

~ There is no charge for this course and graduation certificates for both your profile and for display, as well as special commemorative jewellery, are awarded upon successful completion.

~ To commence this course, please contact me, Lady Jan (janette Inglewood) or my girl Krista (krista1k resident).

ROLEPLAY

19 PILGRIMAGE

The pilgrimage is a thrilling idea for role playing in Second Life Gor, it is the role play background itself and is a way for pilgrims to explore the amazing and wild world of Gor more or less in safty.

Pilgrims to the Sardar mountains have to endure endless journeys, have to travel through dangerous regions and visit a lot of cities, villages and camps.

The pilgrimage is not only an idea for the pilgrims, it also enriches the entire world of SL Gor. Go !!! join the adventure, contact: Luqara Darkwatch

<http://www.ta-sardar-gor.net/index.php/en/>

KNOWLEDGE

20 NATURAL RESOURCES AND TRADE GOODS

Many natural resources and trade commodities are listed without their point of origin being determined, though in some cases this is not difficult to ascertain by way of previous references. Some of them are as follows:

Rep-cloth, embroidered cloths, silks, rugs, silver, gold, jewelries, mirrors, kailiauk tusk, perfumes, hides, skins, feathers, precious woods, tools, needles, worked leather goods, salt, nuts, spices, jungle birds prized at pets, weapons, rough woods, sheets of tin and copper, Bazi tea, wool from the bounding Hurt, decorated beaded whips, female slaves, dates, Sa-Tarna grain, ka-la-na, salt, sugar.

City or Region - Export Products

Ar: sweet and dry ka-la-na(1) (Tribesmen, 213)

Bazi: Bazi Tea(2) (Tribesmen, 37)
Cos: Ta grapes (Priest Kings, 45), Ta wine (Tribesmen, 213)
Kailiauk: Slaves, kailiauk hides (Savages of Gor, 93-98)
Kasra: Red salt (Tribesmen, 20)
Kassau: Lumber(3), smoked, dried parsit(4) (Marauders, 27)
Laura: Wood, salt, fish, stone, fur, slaves, as a clearing house, not native exports, for distribution inland (Captive, 59)
Lydius: Tools, crude metal, cloth, to Laura (Captive, 59)
Schendi: Kailiauk hides and horns(5) (Explorers, 93), palm wine (Explorers, 429)
Tahari Desert: Meat, hides, animal-hair cloth to the Oases of the desert (Tribesmen, 37)
Tahari Oases: Sa-Tarna grain to the Tahari Desert (Tribesmen, 37)
Tharna: Silver (Beasts, 46)
Thentis: Black wine(6) (Explorers, 10, Assassins, 106)
Tor: Spices (Tribesmen, 36), dates, processed date bricks(7) (Ibid, 37)
Torvaldsland: Furs (Marauders, 28)
Treve: Plunder from raids sold, perhaps at the four Sardar Fairs or in Port Kar (Priest Kings, 63)
Turia: Thick sweet liqueur (Explorers, 10), Turian wine (Tribesmen, 213)

(1) Ka-la-na is described as an almost incandescent wine, bright, dry, and powerful. Pg. 26, Tarnsman of Gor "But that sort of thing is behind me now, " she said throwing back her head and quaffing deeply of the ruby red Ka-la-na in her cup. Pg. 158, Rogue of Gor.

(2) Bazi tea...is an important trade item in the north. Pg. 206, Beasts of Gor. It is also important in the south: Tea is extremely important to the nomads. It is served hot and heavily sugared...It is drunk three small cups at a time, carefully measured. Pg. 38, Tribesmen of Gor.

(3) Lumber, of course, is a valuable commodity. It is generally milled and taken northward. Torvaldsland, though not treeless, is bleak. In it, fine Ka-la-na wood, for example, and supple temwood, cannot grow. These two woods are prized in the north. Pg. 28, Marauders of Gor.

(4) The slender, striped parsit fish has vast plankton banks north of the town, and may there, particularly i the spring and fall, be taken in vast numbers. Pg. 27, Marauders of Gor.

(5) In Schendi there were many leather workers, usually engaged in the tooling of kailiauk hide, brought from the interior. Such leather, and horn, was one of the major exports of Schendi. Pg. 93, Explorers of Gor.

(6) Black wine is prepared from the beans grown upon the slopes of the Thentis mountains. This black wine is quite expensive. Men have been slain on Gor for attempting to smuggle the beans out of the Thentian territories. Pg. 21, Beasts of Gor.

(7) The principal export of the oases are dates and pressed date bricks. Some of the date palms grow to more than a hundred feet high. It takes ten years before they even begin to bear fruit. They will then yield fruit for more than a century. A given tree, annually, yields between one and five Gorean weights of fruit. A weight is some ten stone, or some forty earth pounds. Pg. 37, Tribesmen of Gor.

ONLINISM OF THE WEEK

21 WITLESS OF GOR

The slave looked up at him with her shiny new ruby collar glittering off of the tavern firelight. She looked so beautiful as she spoke. "Alright Master, now if you want permission to command me, you will allow me to design the website as I please and I will decide who I will serve". What else could he do? He had never actually read any Gor books and had no idea if her actions were permitted. If he wanted to own her he must surrender to her demands and hand her own leash over to her, so of course he did. ~ Witless of Gor, Page 10

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 KRONICHLE

Publisher and Editor: Mira of Bazi
Kaiiluk Trading Post
Voltai Valley
Kron Region News

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

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 BTB Goreans
for members of the group Alliance of Valkyrie Panthers
for members of the group Gorean Information and Notices
for members of the group Goreanische Freie Presse
for members of the group Marktverbund

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>

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

New Tancred's Landing (new library) <http://slurl.com/secondlife/Hunters%20Cove/128/128/2>

Tampica Woods (library) <http://slurl.com/secondlife/Rheannon/196/22/33>

Outskirts of Tarnwald (docks) <http://slurl.com/secondlife/Daydreams/192/159/29>

Available OOC:

Gorean campus (Library) <http://slurl.com/secondlife/Serena%20Aquarius/76/16/25>

Gor Hub: <http://maps.secondlife.com/secondlife/0%200%20Acajou/54/85/43>

The RPC - GRC Sim Info Centre <http://slurl.com/secondlife/Hastings/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>