

# THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Third volume, issue No. 147

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Based in Tancred's Landing

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01 Content

02 Editorial

## All over Gor

03 Breaking news: Thentis is now Vonda

04 Counterstatement of the Isle of Tarns

05 If the cap fits, wear it!

06 Forest Port declared war

07 Real men do chores

## Gorean Cities

08 Kron Region

# The Kronichle issue 2 is out

# Schedule

09 Forestport

# The Forest Port Chronicle issue 31 is out

10 Tharna

# Royal Decree and Amendment to the Laws of Tharna pertaining to Kanda Trade

# Tharna Kajira dance - remembering silk

11 Oasis of Klima reopening

12 Port of Olni [Schedule]

13 Isle of Tarns [Schedule]

14 Amhas Cairn [Schedule]

15 Skjern [Schedule]

16 Rorus [Schedule]

## Rare dialects of Gor

17 Als die Priestkoenige Jorts Faehre heimsuchten

18 Sklavenkarawane von Gor

## Trade

19 True Southern Trade Alliance (STA)

20 House of Yuroki Companies (HoY)

21 Currency Exchange Rates of the HoY Banks

## Games

22 Gorean Tournament Guild

## Miscellaneous

23 Pictures

## ## Sim Advertisement

24 Salaam from Sand Sleen (BTB)

25 Discover Isfahan (BTB)

26 Welcome to the by the books Gorean Hub - BTB Gor Hub

## ## Advertisement

Mentioned: Gorean Herald Magazine, Velox Delivery Service, Dark Rose Creations, Goreans Portal Radio, Gorean Whip Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean Legal Academy

## ## Roleplay

27 Envoy to Besnit

## ## Knowledge

28 How is time kept on Gor?

## ## Onlinism of the week

29 Melee

30 Lazy Goreans

## ## 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.

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## 02 EDITORIAL

# A warm welcome to the pages of the 147th issue of the NEW VOICE OF GOR !

This issue is a big one and we even could not put all the articles in we got from our readers. Unfortunately Teal, our correspondent and slave scribe in Olni, is sick [with the flu in another world] and hasn't been able to write her column this week.

Rarius Yuroki  
NEW VOICE OF GOR editor

"WEEK" OR "HAND"?

Time waits for no man and gorean time is no different. On one Hand there is one view of time, on the other there is another. The next edition of the NEW VOICE OF GOR will debate the gorean time If you have views on this please dispatch a herald to the NEW VOICE OF GOR with your views .

Wendie Lemon  
NEW VOICE OF GOR staff

## # [OOC] VERONA LORGSVAL'S BOOK IS OUT ON EARTH

### The Student Librarian (A Jason & Mortyiene Mystery) (1) (Volume 1)

A journey to a mystical library deep in the heart of The Red Rock Desert proves deadly. Jason Littweiler, a young wizard, is assigned a case involving the murders of several guards, with the darkly beautiful Mortyiene, as his partner. Upon arriving at The Library, he befriends a library cat who helps him find his ways through the library and investigate the deaths of the guards. Despite his allergies to cats, he learns to rely upon her knowledge of The Library and its denizens. As the investigation unfolds, he learns that the murders are part of a deeper plan. Together they uncover a truth that influences the nature of the war itself. The trio discovers that the killer has motives more sinister than they can imagine.

<http://tinyurl.com/pj5kpgu> (Link to Amazon)

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## ## ALL OVER GOR

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### 03 BREAKING NEWS: THENTIS IS NOW VONDA

Thentis has closed and is now City of Vonda.

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### 04 COUNTER STATEMENT FROM THE ISLE OF TARNs

[ re. NEW VOICE OF GOR v.3 Article #145]

by Thorn, Administrator of the Isle of Tarns

Reading this article, I can only assume that the editor is misinformed, so I offer my help to enlighten him:

Calling Turia's allies, including my village, the Isle of Tarns, cowards, is something I do not take lightly. The article implies that my village and others, allied with Turia because of their war with Rorus. This is not the case. Turia and my village became allies a few moons ago, at times of peace. At the same time the Isle of Tarns became a member of the Southern Trade Alliance (the original and authentic one). Like any other city in Gor which is allied with another city, we are obliged to provide military aid in case our ally is attacked and vice versa. There is nothing wrong with this attitude, so I wonder what the editor's problem is.

I also want to point out that the Isle of Tarns entered into these alliances from a position of strength not weakness. Our Scarlet doesn't need to hide behind any other Scarlet of Gor. We have proved in many situations that we are a force to be reckoned with, e.g. we had little

trouble to stave off several attacks from Sais, Mjöltnir, Forest Port, Amhas Cairn and Rorus, and we will continue to be a sting in their side as long as they act against our interests.

I ask that my above statement on the referred article is included in the next edition of the NEW VOICE OF GOR.

Honor and Steel

## 05 IF THE CAP FITS, WEAR IT!

by Rarius Yuroki  
NEW VOICE OF GOR editor

When our output makes allegations of wrongdoing, iniquity or incompetence or lays out a strong and damaging critique of an individual or institution the presumption is that those criticised should be given a "right of reply", that is, given a fair opportunity to respond to the allegations. "Audi alteram partem" is part of our codex.

BUT: what did we write? "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? "

Did we call the allies of Turia "cowards"? No, we did not. If the cap fits, wear it.

## 06 FOREST PORT DECLARED WAR

To the regency of the Homestone of Besnit,

By the decision of a council of the high castes of the Homestone of Forest Port and with the joint decision of the Ubar of Forest Port it has been decided that an official declaration of war is to be issued to the Homestone of Besnit that will take effect within a hand. As is proper and honorable, Forest Port will offer you a brief period of time to instate an Ubar for your city so you do not have to fight during interregnum (Under the assumption that you are currently not embroiled in another war). Also, this brief respite will offer you the opportunity to consolidate peace and diplomacy with the Homestone of Forest Port should you meet our demands which include: Annual tribute payments of 1000 gold tarns made directly to Forest Port's treasury. And also a monthly tribute of a single white-silked, trained, kajira of value greater than 1 gold tarn as sold on previous auction blocks delivered to our cities kennels. Should you accept the route of appeasement, as is standard for common-law, send an ambassador to our village in order to broker any further terms you may have. We will not accept any other visitors. Any men or women of differing caste will be treated as enemies of the state and dealt with as such.

Signed,  
Arson Valois, Ubar of Forest Port

Keebler Valois, Ubara of Forest Port  
Anarch Allegiere, Praetor of Forest Port

Notarized, Signed, and Drafted,  
Alexander Volcatius, Magistrate of Forest Port

[Read more below.]

## 07 REAL MEN DO CHORES

by Varrich Steamweaver, Rose Isles Village

Men of Gor it is your responsibility, nay duty to do chores. If you are a warrior you man the walls and question people as they enter the city. If you are a scribe you register slaves, sit in judgment, and speak for the city. If you are an initiate you see to the spiritual well being of the people of your city. If you are a peasant, you tend the fields, milk the bosk and verr, feed the animals, gather the eggs, weed the vegetables, and a bunch of other things.

Why do we shy off that word? Why do we think that only slaves do chores? I tell you Gorean men, that we are not free women; we must do the tasks of our caste. I say we stand proud, and do our duties. We are men of Gor, we are made for strength and hard work.

Today at the Corpulent Tarsk farm, I cleaned the vulo coop, killed and butchered a young tarsk for meat, ensured that the irrigation pumps were working in my Sa-Tarna fields. The fresh supply of smoked meat will be ready in two weeks time. The rest of the furrow is looking fat and healthy. This will be a great season for tarsk meat.

And free women of Gor expect me in your city shortly, offering you my huge sausage. Trust met ladies, after you have had my sausage no other sausage will do.

This is the farm report for The Corpulent Tarsk Farms. I will see you at the country market.

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## GOREAN CITIES

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## 08 KRON REGION

# THE KRONICHLE ISSUE 2 IS OUT!

Tal and hello! Hopefully this Editor's Welcome finds you reading your second edition of the Kronichle. The trade groups from the greater cities have not come to relieve me from my post or send in another scribe, and so, for now, you are stuck with only a humble poet, and a very talented little slave named Nems.

□

## # SCHEDULE

Happenings in the Kron Region and around Gor:

@~ The exhibit in Kurtzal, February to March ~ Kurtzal

@~ Kaiiluk Trading Days, 23rd -24th ~gear up on Saturday for group members and traders, main rp Sunday...closing rps on Monday ~ Voltai Valley third level of the sim, walk in from the landing point, trail guide to lead you:)

@~Casmu celebrates first anniversary ~ Voltai jungle

@~Past wedding of Yavapai to Ehawee ~Voltai/Kaiila

@~Pilgrimage to the Sardar local sims offering rooms, Isfahan, Ukunga and the upper voltai sim near the trading post.

@~Kajurlia ~ contact Parvin by messenger vulo for more information.

@~Spring equinox, vernal equinox celebrated, Voltai Valley Kaiila Isanna ~Making of relatives ceremony~

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## 09 FOREST PORT

THE FOREST PORT CHRONICLE ISSUE 31 IS OUT!

WAR BETWEEN FOREST PORT AND ISLE OF TARNES AND BESNIT

A song of war, destruction, and victory should be shared today. Today, our brave men of the red caste have gone by ship on the Vosk to travel to Rorus. They have also this week, went to the shores of Isle of the Tarnes where they have fought, defeated, and lost. Both good rounds.

The ways of men are confusing, but it takes more than just one leader to group and deploy men. Our Commanders step into line, even to our warriors, can do this should they be knowing, willing, to try. Responsibility to all in this department, not a single soul individual. Make it happen Red Caste! Our Port thrives on the goods you bring home with your victories.

Of Thentis, of Kreighton, the Story Thickens: Kreighton, Ubar of Thentis, a long friend of Forest Port is not where we thought him to be. Revealed is a new truth, in a heart felt attempt to understand the great misunderstanding: □

(...)

It was time to take action. We have heard only veiled threats from our enemy of Besnit. So we took strides to meet with a higher power, a man or woman who was more than a warrior, the man who called himself an Ubar of Besnit. While we asked for his or if he has an Ubara.. I know not.. I came home and began to write, this is a detailed encounter of Forest Port and Besnit.

[Read more in the "Roleplay"-section below]

Read more:

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## 10 THARNA

### # ROYAL DECREE AND AMENDMENT TO THE LAWS OF THARNA PERTAINING TO KANDA TRADE

by Sahiela Lavendel, Tatrix of Tharna

(While this is an IC document, I am including an OOC amendment to it, so we know the substance of the topic, as it is portrayed in the novels.)

What is Kanda?

Kanda is an alien, non-Earth plant. While commonly misunderstood to be similar to Cannabis it is not. That is an online'ism. (That G&S provides the plant instead of Cannabis is a problem for them to correct, not us.) It is a plant whose juices are a poison that kills the cells of our nervous system.

It most likely attacks the enzyme acetyl cholinesterase and breaks it down. It is not known to me if it accumulates within the body, but the effects (damaged nerves) do accumulate. So that, even non-lethal doses incapacitates then kills over time. A Kanda addict is a "dead man walking."

We can logically assume that, as with all ailments of the central nervous system, that our nerves over time will reroute impulses around dead cells. Thus short-term & limited usage of the drug may not have lasting hindrance. However, because the poison is taken in such a non-controlled & instable form, with each leaf having more or less of the poison; it is not possible to determine what limited usage is. It is not possible to determine which cells it will attack, and what impact their loss will have. It is not possible to determine how much is needed to become addicted. (JN was never that specific about anything.)

While small amounts will create various feelings of well-being, in sufficient dosage, it is an extremely lethal drug with no medical value. While the leaves may be chewed, even chewing of stems or roots would be deadly. There are no quotes of Kanda being smoked, and scientifically, it's questionable if smoking Kanda leaves would have any desirable impact on a person at all.

Any and all usage of Kanda is highly addictive, when not fatal. There is no cure to it. Once addicted, always addicted.

The usage of Kanda to replace Cannabis in our role-play is completely ungoorean, and an evolution from the substance of the novels that is illogical, and cannot happen in such an environment. Cannabis is a soft drug, while Kanda is a hard drug, a harder drug than heroin.

It is not a question of BtBs or GE. In interacting, in role-playing our own and thus new actors

to the novels, we evolve the novels. However, evolution is logical; it can “only” be based on what was, and what naturally can occur from there.

Kanda & Cannabis are two very different plants on Gor.

... a Gorean long bow of supple Ka-la-na wood, from the yellow wine trees of Gor, tipped with notched bosc horn at each end, loose strung with hemp whipped with silk, and a roll of sheaf and flight arrows. - Raiders of Gor – 2

Not being judgmental, but this is the Pandorian box for those wishing to have a Cannabis, and non-alcoholic alternative to their Gorean role-play. Hemp is Cannabis.

Of course, under the classification of Cannabis there are differences in plants. What we know as Marijuana is a different plant than Hemp. It has far higher THC levels than Hemp. Marijuana is also a cultivated plant found only in nature on the Eurasian Steppe, by the ancient Scythians. Hemp is a plant that has been found growing naturally on all continents.

Historically, Hemp has had many uses, one of which was smoking. Others are the making of rope, and cloth. A very famous smoker of the Hemp plant was George Washington. Who preferred it over tobacco.

However, the buzz off of a pipe of Hemp would be similar to that of drinking a cup of coffee.

Read more: [□](#)

## # THARNA KAJIRA DANCE - REMEMBERING SILK

About the name:

Silk was a kajira in Tharna for almost 4 years. One of her favorite things to do on SL-Gor was dance. She hoped also to one day build “the perfect dance pit.”

About a year ago she was diagnosed with cancer and began chemotherapy. Last year at this time, she told us that the treatments were too taxing, and she was going offline. That has been a year ago, and we have not heard from her.

The event, and even the dance pit, is a statement not only in support of her, it’s a statement to us, about ourselves.

Thus, this last Sunday, February 16th, in a brand-new, custom mesh amphitheater, built to her specifications, the City of Tharna held a kajira dance competition in her name. Heart (eryn Shinn), her chain-sister, had worked months in preparation of the event. (Heart, herself a dancer, had chosen not to participate, to insure the dance ran smoothly.)

Domi D (Dominique Rayna) of Goreans Portal Radio announced the event, playing the music provided by each girl.

Mily Sandalwood served as her tarn girl. (And, had much work to do.)

We also elected to pick 5 judges who could be completely impartial. None of whom could be of Tharna. Normally, 3 adjudicate a dance; we wanted more for fairness sake. We wanted more to insure if any couldn't be there (pesky RL), we had at least 3. We had 4 very diligent and thoughtful judges who gave much consideration and attention to the dances of each girl.

The Judges were:

- Marl (marlenus1previn)
- Nevar (Nevar Lobo)
- Ragnok (Ragnok Dethly)
- Masolus Alonzo

And, they needed to do just that. The quality of dances the 10 kajira provided for us were all of such high quality that anyone of them could have placed first at any other event. There were no highs or lows, the beauty and talents placed each of these girls as a top Gorean dancer. Each was someone that any city would be proud to call their own. Our judges needed to be very diligent in evaluating the art and composite of that specific dance that that girl provided at that time. It came down to an actual evaluation of the content of very specific dances and the nuances of each in animation and emotes.

Dancers were: (Listed by when they performed.)

1. Sugar rush (Novaleigh Freng) of Tarn's Point Bay
2. Taema of Vigo
3. Kamini (Catalina Staheli) of Glorious Ar of Gorean Crossroads
4. Chara (sunflower Florian) of City of Agrhi
5. Trezalyn of Norsvald
6. Nela (Arkarose) of Jahesa
7. Kellan (Kelika Dubrovna) of Genesian Port
8. Rosa (Heida Pallanta) of Vigo
9. Iris (anara lexenstar) of Tarn's Point Bay
10. Tiviyah of Nomad

Standby Dancers (who didn't compete) were:

- Brigid (Beccastrick07) of Unnholy outlaws
- dimi Balan of Abydos

- Each dancer who registered became from the Priory of Roses a gift package in value of L\$786.

- Each kajira who danced was assured of a minimum prize of L\$500 cash.

- Prizes for those who placed were:

- o 1st = L\$6,000
- o 2nd = L\$3,000
- o 3rd = L\$2,000
- o 4th = L\$1,000

First through fourth placing were:

1. Tivi (Tiviyah) of Nomad

2. Iris (anara lexenstar) of Tarn's Point Bay
3. Taema of Vigo
4. Chara (sunflower Florian) of City of Agrhi

We had a total of 95 unique visitors to the event.

For the geeks and Sim owners, the technical values experienced on Sim – Tharna Julinee, a full-sim, built by Priory of Roses, to 75% of mesh and custom-built mesh objects.

- Maximum avatar on Sim at any given time was 86 (and all within a quarter sim area.)
- Lowest Sim FPS experienced was 42.8, when 8 avatars teleported in at the same time.
- Average Sim FPS for the event was 44.5.
- Time Dilation, other than the 8-av TP event, never went below 0.988
- Only script-time became a lag issue, with lowest recorded spare time being 0.001ms

It was a wonderful event, well-attended, a must have seen happening.

We will be doing it again in the future, and hope to see you there.

Sahiela Lavendel  
Tatrix of Tharna

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## 11 OASIS OF KLIMA REOPENING

Where are the nomads? Where are the desert merchant for carrying our salt? It is a disaster, they went away...how could we survive? How could we sell our salt? The soul and the blood of Klima is salt, salt is live, if we wan't bring it to Tor...we will die. I ask you to find a tribe of nomads...they could stay in our oasis, tents are here for them. Please, find them and ask them to come back...it is your destiny...if you are succesfull, you will be the head merchant of Klima and the richest man of Gor.

<http://klima.unblog.fr/>

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## 12 PORT OF OLN I [SCHEDULE

Capture the Flag every thursday at 5:00 pm

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

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### 13 ISLE OF TARNS [SCHEDULE)

From Celina, Chaos' slut

ISLE OF TARNS LUSCIOUS SLAVE DANCING  
Isle slaves get together in group dancing for the pleasure of the Free  
Every Friday Eve  
4-5PM SLT  
Dance pit behind the Chatterbox cafe

TECHNOLOGY AND GOR  
Thursday, February 27, 2014 at 5PM SLT  
From Fire Tubes to Translation Devices, The Technology the Priest Kings Allow  
Instructor: Azerbain Grey  
IoT Dance Pavilion

ISLE OF TARNS FIRST SWORD TOURNAMENT  
Open to all Free Men of the Isle of Tarns  
Friday, February 28, 2014 at 4PM SLT  
Title of First Sword will be awarded

ISLE OF TARNS ZAR TOURNAMENT  
Matches daily through Finals on Sunday, March 23 with traditional Gorean RP  
Sponsored by Zar Guild, Master Azerbain and Master Astary  
Take Teleporter at Docks to IoT Zar Tent

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### 14 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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## 15 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>

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## 16 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>

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## ## RARE DIALECTS OF GOR

### 17 ALS DIE PRIESTKOENIGE JORT'S FAEHRE HEIMSUCHTEN

von Kin und Cam (Camaria Ethanie), Jorts Faehre, blaue Kaste

Wie alles begann...

Wie so oft begann alles mit einer guten Idee - Jorts Faehre soll eine Grossmacht werden! Dafuer werden Kraene benoetigt - ein Codewort unter den Jortern fuer Katapulte. Die Rote

Kaste der Stadt, strategisch und taktisch klug denkende Maenner, hatten bereits seit langem erkannt, dass die Stadtmauern fremder Staedte ein ernstes Hinderniss sind, wenn man diese erobern will. Deshalb kam der Gedanke, dass Jorts Faehre, um eine Grossmacht am Vosk zu werden, auch Katapulte benoetigt. Man baute die Flotte aus und schaffte sich Tarnstaffeln an, aber Katapulte besass Jorts noch immer nicht.

### Eine fatale Entscheidung

Eines Tages traf ein gewisser Duncan Caleb, Spezialist fuer Belagerungswaffen, aus Turia mit seiner Gefaehrtin in der Stadt am Vosk ein. Ein eloquenter Mann, der in blumigen Worten erklarte, welche Waffen er schon konstruierte und baute. Wie man glaubte, war dies der Wink des Schicksals, denn wenn man als Krieger schon eines gelernt hat, dann ist es eine Gelegenheit beim Schopf zu greifen. Deshalb setzte sich der Hauptmann beim Hohen Rat dafuer ein, dass der Baumeister aus Turia einen Grossauftrag fuer Katapulte bekam. Es sollten verschiedene sein: Grosse fuer Belagerungen und kleine fuer Schiffe. Ein ganzer Haufen Katapulte sollte errichtet werden. Duncan wurde, in aller Gastfreundschaft, ein Haus zugewiesen, in dem er die noetigen Berechnungen durchfuehren konnte und man versprach ihm alles zu beschaffen was noetig fuer den Bau der Waffen waere.

### Und das Schicksal nahm seinen Lauf

Es war klar, dass ein solcher Auftrag nicht von einem auf den anderen Tag zu erledigen war. Und so war es auch nicht verwunderlich, dass man eine ganze Weile nichts von Sir Caleb hoerte. Die Ruhe hielt solange an, bis Shani, die Sklavin des Ersten Haendlers, im Haus von Duncan Caleb einen fremden Baumeister durch das Fenster sah. Was tat der da? War er ein Spion? Die gehorsame Sklavin berichtete von ihren Erlebnissen, was man ihr zuerst nicht glaubte. Doch der Hauptmann, der Angst vor Spionage hatte, liess doch Nachforschungen anstellen. Dabei kam zum Vorschein, dass sich jemand Unbekanntes unten am Fluss in der alten Fischerhuetten einquartiert hatte. Wer genau liess sich nicht feststellen. Der Hauptmann befahl deshalb erhoehrte Aufmerksamkeit und regelmaessige Patrouillen, um den Huettenbesetzer auszumachen und festzunehmen. Der Fremde, der sich in der Tat als Bausmeister entpuppte, wurde letztendlich in der Stadt von einem Krieger gestellt und in den Kennel gesperrt. In den naechsten Tagen folgten scharfe Verhoere, aber das Einzige was man dem Unbekannten entlockte, war, dass er sich Baumeister Bob schimpfte und ebenfalls aus Turia stammte. Er warnte die Krieger, dass der Baumeister Duncan Caleb, den man eingestellt hatte, aus Turia verstossen wurde, da er gegen die Waffengesetze der Priesterkoenige verstossen hatte. Sofort liess man das Haus von Duncan untersuchen, was ein Bumm Pulver zu Tage befoerderte, welches in der Tat ein Verstoss gegen die Waffengesetze ist. In aller Hektik und Aufruhr vernichtete man das verbotene Pulver und hoffte, dass sich die aeusserst prisante Angelegenheit somit erledigt hatte.

### Doch die Priesterkoenige sehen alles...

Ein paar Tage vergingen und nichts Bemerkenswertes passierte, so dass man sich im Glauben fuehlte sicher zu sein. Dann aber machte sich ein Nebel in der Stadt breit, der sehr dicht und hartnaeckig war. Er zog sogar in die Haeuser und Tor-tu-Gor war kaum zu erkennen. Ferner gab es Berichte von Lichtern am Himmel. Es machte sich eine gewisse Unsicherheit in der Stadt breit, denn nur einige Tage spaeter, stellte man bei einer Wasseruntersuchung fest, dass das Grundwasser nicht mehr geniessbar sei. Eilig suchte

man nach Loesungen und beschlagnahmte im ersten Zuge alles Trinkbare, um es zu rationieren. Die Aerztin konstruierte in aller Eile einen Filterapparat fuer Wasser und es wurde eine Karawane nach Siba geschickt um Wasservorraete zu beschaffen. Der Nebel wurde von Tag zu Tag dichter. Leute wurden krank und die Verzweiflung stieg bis ins Unermessliche. Man wollte die Pekas besaenftigen, weshalb man ihnen ein blutiges Opfer darreichte. Die Kaillas des ersten Haendlers Georg und des Hauptmanns Kintradim, welcher die totbringende Klinge eigenhaendig fuehrte, wurden dabei getoetet.

Endstation: Untergang

Am naechsten Morgen war der Nebel verschwunden. Erleichterung machte sich in der Stadt breit und man hoffte, dass das Opfer von den Priesterkoenigen angenommen wurde. Die Stimmung erhellte sich und man glaubte, dass die Sache nun ausgestanden sei. Aber am Abend da schickten die Priesterkoenige ein eindeutiges Zeichen ihrer absoluten Macht. Es regnete Feuerbaelle, die so gross wie Gesteinbrocken waren, vom Himmel und die Haeuser standen schnell in Flammen. Eine gewaltige Feuerwelle rollte durch die Stadt. Ein entsetzliches Szenario. Jorts Faehre brannte lichterloh. Goreaner schrien. Es gab verwundete und Tote und ueberall kroch die Angst durch die Strassen. Die Bevoelkerung fluechtete in die Festung, die als einziges Gebaeude in der Lage war, den Gewalten standzuhalten. Der naechste Tag bot ein Bild des Grauens. Die Festung selber war nicht unbeschaedigt geblieben, konnte den Stadtbewohnern aber den noetigen Schutz bieten, doch der Rest der Stadt war dem Erdboden gleich gemacht.

To be continued...

Es begann alles mit Kraenen, die Schuld waren, dass Jorts Faehre unterging. Nun, nicht wirklich Kraenen, weil das ja nur ein Codewort fuer Katapulte war. Und es endet mit Ihnen - denn dort wo die Priesterkoenige Jorts dem Erdboden gleich machten, findet man nun Baukraene, die die Stadt wieder in neuem und schoenerem Glanz errichten.

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## 18 SKLAVENKARAWANE VON GOR

Liebe Rollenspielerin , lieber Rollenspieler,

wenn du diese NC erhältst, bist du herzlich eingeladen an dem Spiel "Sklavenkarawane von Gor" teilzunehmen. Du kannst dazu auch sehr gerne weitere Spieler einladen. Das Spiel ist in einigen Stufen aufgeteilt, die nötigen Informationen werden immer rechtzeitig verteilt. Ausgehen von den Infos, kann jeder im Spiel nach seiner Kreativität und Fantasie spielen. Du kannst dabei an deinem Ort bleiben und deine Pflichten erfüllen, du kannst Reisen....eigentlich bleibt alles wie es zur Zeit ist, nur

die Gier nach Gold wird viele verleiten etwas zu tun, aber das bleibt jedem selbst überlassen.

## 1. Aufgabe

Lese den Aufruf  und überlege ob es für dich etwas bedeutet schnell reich zu werden? Wenn nicht, könnten andere deinen jetzigen Reichtum, dein Leben verändern? Leute die die Gier treibt?

Es werden Leute Sklaven zusammen treiben und versuchen ins Sadar Gebirge zu stoßen, um dort die Händler anzutreffen, die wahrscheinlich in zwei, drei Händen dort mit Berge voller Gold warten.

Leider wird es Probleme geben, es ist nicht ganz so einfach.

Mehr lesen:

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## TRADE

19 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.

EXAMPLES:

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)

20 HOUSE OF YUROKI COMPANIES

# FACTS

The HoY Companies are currently located in Tarnwald (Votai 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/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.

[OOO] 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

## 21 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)

□

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## ## GAMES

### 22 GOREAN TOURNAMENT GUILD

The GTG is an independent affiliation of all Gorean Sims or groups that are working towards improving and promoting the tournament experience for all. By the Books, Gorean Evolved, or something in-between, that does not matter. We are simply Gorean, and there for all Goreans. □

What you get by joining?

Sims & Groups:

- We promote your tournament contests.
- We offer you opportunities to join with other Sims into tournaments that continue from Sim contest to Sim contest, over a full season, ending with individual and team scoring. (example: Blades of Steel)
- We assist you in the logistics and planning of such tournaments and contests.
- As a Host member you partake in the setting of rules and deciding of tournament styles to be offered.

### Sponsors:

We offer you the opportunity to show your weapons, to a large and experienced audience, in real-time usage situations.

### Individuals:

- You get specific information on times, dates, locations and styles of tournaments ongoing all over SL-Gor.
- Once you have contested and placed at an event, you are listed in the seasonal scoring and can compare yourself overall to all other contestants in that tournament. Scoring is done for individuals plus their respective team/city/group. (example: Tarl Cabot is listed 1st in Blades of Steel BtBs rules, and Ko Ro Ba Reds are listed 4th in overall city/team scores.)
- Lastly, you get a chance at winning some real L\$s.

### How to Join?

#### Cities, Teams or Groups contact:

- Zane Kanze
- Khgøiøøø Rүц (Dark Kegel)
- Sahiela Lavendel
- Rei Nori

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## ## MISCELLANOUS

### 23 PICTURES

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## ## SIM ADVERTISEMENT

### 24 SALAAM FROM SAND SLEEN

The Oasis of Sand Sleen is a magnificent Oasis deep in the beautiful Tahari. We are currently

recruiting all Castes and slaves. Scribes, Magistrate, Warriors, Guards, Slaver, Blacksmith and of course beautiful slaves. Sand Sleen is a beautiful BTB sim with great people. We are a fun loving Oasis based on Tribesman of Gor and believe in true Gorean life and the things that make a tribe a cohesive unit. You are welcome to come by or contact Angel Firethorn, Vizier of Sand Sleen.

The Oasis of Sand Sleen is member of the true Southern Trade Alliance.

## 25 DISCOVER ISFAHAN

In the remote Voltai Ranges, lies Isfahan, an exotic city in the far east at the northern edge of the Tahari. Isfahan's dark-skinned masters want new citizens and slaves to add to their diverse culture. We invite new citizens of any race.

Isfahan is a no-raid-city. It's new but growing. Housing is available for permanent residents at no cost.

A member of the true Southern Trade Alliance, Isfahan is in contact with many other sims for trade RP.

Isfahan is high in tolerance and low in rules.

Feel free to visit at any time and be welcome. If you would like to discuss joining, contact Duryodana-Khan (Jerome Ferina).

Read more:

## 26 WELCOME TO THE BY THE BOOKS GOREAN HUB - BTB GOR HUB!

This Hub is dedicated solely to people who like to play Gor roleplay according to the books, strictly.

Although the books have a series of contradictions in them they also have a very clear trend as of in behaviors and customs and principles.

If you are new to Gor this might not be the place for you. You are of course welcome to stay and learn from the books available in the library/shelves here at the BTB Hub but you might want to consider attending courses and reading at least 5 of the books before attempting BTB Gor. Alternatively you can find teaching aid at the Gorean Roleplay Center, here:

Everything in here HAS TO BE CONSIDERED IN CHARACTER!! This a NO CAPTURE ZONE so all the characters of Gor are welcome (panthers, mambas, animals, etc.)! Local

chat and private messages are to be considered in character. If you have a problem with that simply do not come or stay here.

We will not tolerate any exception and those who do not comply will be banned.

Anything GE (gorean evolved) or other forms of Gor which are not strictly BTB will not be tolerated either.

Anything different from strictly BTB can be lived at the GOR HUB which is a more generic welcome center for BTB, GE and all other forms of Gor.

Here is a Landmark to the GOR HUB

Do not message the owners or moderators with anything silly, they won't respond. Message them in case of griefers problems.

For anything else, hit the MUTE button.

Thanks you

The BTB GOR HUB TEAM -

MODERATOR/OFFICER: Elpida Nikolaidis

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**## ADVERTISEMENT**

**# GOREAN HERALD MAGAZINE**

The Gorean Herald Magazine is an offworld, PDF format magazine aimed at both Role players and Life-stylists. The goal behind it is to provide helpful information and tips to all Goreans. It is approached in an out of character by the book stand point, with articles written from the perspective of the author and not that of the magazine itself. Complete with a classified section to help get word about your sim, event, or other needs (life-stylists).

The release date of the first issue is set for the first day of the first hand of the month of En'Kara (March 21). If you would like to advertise your sim, or an event that is scheduled there after, or any services offered/wanted (both IC and OOC) contact Zyke Dragoone, or send an email to [thegoreanherald@gmail.com](mailto:thegoreanherald@gmail.com).

There is also a group here in sl all set up for the announcement of release.

Ettore Bladesong ((Zyke Dragoone))  
Editor of the Gorean Herald Magazine

**# VELOX DELIVERY SERVICE - TANCREDD'S LANDING**

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 (expect 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.

□

## # 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

Read more: □

## # 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.

Read more:

## # 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.

Read more:

<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 24th - Campfire - Weekly  
Panther Girl Discussion - Minx - 12 noon

Monday Feb 24th - Olni classroom - Weekly  
Magistrate Course - Janette - 1 pm and 5 pm

Monday Feb 24th - Amphitheatre - Weekly  
Gorean Basics - Amari - 1:30 pm

Monday Feb 24th - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Feb 25th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Feb 25th - Campus courtroom - Weekly  
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Feb 25th - Outdoor classroom - Weekly  
Medical Seminar - Jerrod - 3 pm

Tuesday Feb 25th - Gallery classroom - Weekly

New to Gor - Krista - 6:30 pm

Wednesday Feb 26th - Outdoor Classroom - Weekly  
RP in Different Gor Regions - Soraya - 12 noon

Wednesday Feb 26th - Outdoor classroom - Weekly -  
All About the Pani - Kazuma - 1:30 pm

Wednesday Feb 26th - Outdoor classroom - Weekly  
Gorean Baker - Caecilla - 3 pm

Wednesday Feb 26th - Arena - Weekly  
Write First Dance - Rajaa - 4 pm

Wednesday Feb 26th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Feb 27th - Campfire - Weekly  
Kajira Refresher - Thistle - 11 am

Thursday Feb 27th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Feb 27th - Campfire - Weekly  
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

Thursday Feb 27th - Lounge - Weekly  
Read Gor Like a Scholar - Rose - 6 pm

Friday Feb 28th - Amphitheatre - Weekly  
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Feb 28th - Outdoor classroom - Weekly  
The Tahari - Carrie Islar - 2:30 pm

Friday Feb 28th - Meet at the docks - Weekly  
Guided Campus Tour - Krista - 5 pm

Saturday Mar 1st - Outdoor classroom - Weekly  
Villainy in Gor - Verona Lorgsval - 11:30 am

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

Sunday Mar 2nd - Outdoor classroom - Bi-Monthly  
Gorean FW Basics - Juvana - 9 am

Sunday Mar 2nd - Campfire - Weekly  
Woodsman Caste - Quercus - 11:30 am

Sunday Mar 2nd - Outdoor classroom - Weekly -  
Basic Gorean Initiate - Runyn - 1 pm

Monday Mar 3rd - Campfire - Bi-Weekly  
Kajirae Emoting - Nova - 10 am

Monday Mar 3rd - Campfire - Weekly  
Panther Girls Discussion - Minx - 12 noon

Monday Mar 3rd - Olni classroom - Weekly  
Magistrate Course - Janette - 1 pm and 5 pm

Monday Mar 3rd - Amphitheatre - Weekly  
Gorean Basics Seminar - Amari - 1:30 pm

Monday Mar 3rd - Outdoor classroom - Weekly  
Physicians of Gor Training - Kaiila - 3 pm

Tuesday Mar 4th - Meet at the docks - Weekly  
Guided Campus Tour - Dani - 12 noon

Tuesday Mar 4th - Campus courtroom - Weekly  
Advocate Course - Janette - 1 pm and 5 pm

Tuesday Mar 4th - Outdoor classroom - Weekly  
Weekly Medical Seminar - Jerrod - 3 pm

Tuesday Mar 4th - Gallery classroom - Weekly  
New to Gor - Krista - 6:30 pm

Wednesday Mar 5th - Campfire - Bi-Weekly  
Kajirae Emoting - Nova - 10 am

Wednesday Mar 5th - Outdoor classroom - Weekly  
Role Play in Different Gor Regions - Soraya - 12 noon

Wednesday Mar 5th - Outdoor classroom - Weekly  
All About the Pani - Kazuma - 1:30 pm

Wednesday Mar 5th - Outdoor classroom - Weekly  
Gorean Baker - Caecilla - 3 pm

Wednesday Mar 5th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 6 pm

Thursday Mar 6th - Campfire - Weekly  
Kajira Refresher - Thistle - 11 am

Thursday Mar 6th - Gallery classroom - Weekly  
Pleasure Slave Course (Full) - Ahwi - 1 pm

Thursday Mar 6th - Campfire - Weekly  
Reading Tarnsman of Gor (in voice) - Alekk Baroque - 2 pm

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

Friday Mar 7th - Outdoor Classroom - Weekly  
Basic Scripting - Rini - 11 am

Friday Mar 7th - Amphitheatre - Weekly  
How to Succeed in Roleplay - Ama Galaxy - 1 pm

Friday Mar 7th - Outdoor classroom - Weekly  
The Tahari - Carrie Islar - 2:30 pm

Friday Mar 7th- Meet at the docks - Weekly  
Guided Campus Tour - Krista - 5 pm

Saturday Mar 8th - Outdoor classroom - Weekly  
Villainy in Gor - Verona Lorgsval - 11:30 am

Saturday March 8th - Amphitheatre - Occasional  
Combined Poetry Show - Panner & Alekk - 4 pm

Sunday Mar 9th - Ampitheatre - Weekly  
Lets Play Kaissa - Alfie - 10 am

Sunday Mar 9th - Outdoor Classroom - Weekly  
Woodsman Caste - Quercus - 11:30 am

Sunday Mar 9th - Outdoor classroom - Weekly  
Basic Initiates - Runyn - 1 pm

- Events

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

Saturday March 8th - Amphitheatre - Occasional  
Combined Poetry Show - Panner & Alekk - 4 pm

Sunday March 16th - Temple - Occasional  
Waiting Hand Religious Ceremony - Runyn - 2:30 pm

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

Saturday April 5th - New Surprise Location  
Grand Opening Event - Lady Jan - 1 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)

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).

Read more:

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## ## ROLEPLAY

### 27 ENVOY TO BESNIT

[08:11] Keebler Valois (bourbon.arcana): ~She followed her men, behind them, regally as could be. The epitome of pulchritude, her thick lashes beating away the bright fragmented lights of the sun speckling her vision. The soft warm muff around her hands encased them in elegance befitting to her right, her hands started to sweat, they felt uncomfortable, she fidgeted seeing the gate, the people behind it. Her eyes, crystalline glass froze upon the people on the other side of the bars, she remained in effervescent silence. Fleeting. The voice that spoke was one of someone she knew not, but she started calculating tones in her voice, quickly her eyes flitted to each of her escorts, their muscles, the sun. She hesitated and took a step back, the brushing skirts of ebony played havoc with the worn and well trod grass. A bead of sweat formed under the veils and her hair felt slick under the cover. The sun reflecting

off the mournful look. She sucked in her breath as she gave a nod as if to agree to what Anarch stated. Her jewel thumping off the small confines of her restricted chest. The buttons, she felt herself almost in the velvet confinement of the gown. yet still, she finally spoke bringing her voice to the man~ "What they say is true."

[08:13] Anarch Allegiere (anarch.allegiere) clearly didn't seem as inclined to answer with as much words as the Magistrate. Anarch knew well he was the least diplomatic of the envoy and that he should leave the talking up to the others. He laughed lightly at the guard's request and pulled his crossbow from the straps on his thigh and dropped it in the grass: "It's not my bow you should fear as much as my steel," - he couldn't help but remark. He slammed his hand on the gate: "We're ready to enter," - he said somewhat impatiently.

Read more|the full log:

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## ## KNOWLEDGE

### 28 HOW IS TIME KEPT ON GOR?

by Mira of Bazi (taken from THE KRONICHLE issue 2)

"Chronometers exist on Gor, but they are rare and valuable. Marcus and I did not have any, of intent, at the time, among our belongings. They would not have seemed to fit in well with our guise as auxiliary guardsmen. 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 and oil clocks"

~Magicians of Gor Page 358

One sample:

I currently have this in my office for the Kronichle. I love it. What you cannot see in the picture is that it has the ability to also display the text above for hour, minute and seconds...or Ahn, Ehn, Ihn. This can be found in the SL marketplace, as well as another favorite of mine that is a Gorean and Urth clock displaying both times where the Urth clock is set to London time. It is a lovely grandfather based clock. What I like about mine now, the smaller sand version, is as it counts the time, the sand tray lowers, and the counter weight comes up, it is a simple but elegant machine and I purchased this one for my study in time, it moves backwards or counter clockwise, a nice little twist.

[The next issue of the NEW VOICE OF GOR will discuss the question if Goreans call a normal week an "hand" or not and why "Urth "is an onlinism. The NEW VOICE OF GOR editor]

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## ## ONLINISM OF THE WEEK

### 29 MELEE

[08:11] Erik (caton.desantis): nods a bit and then says "ya can drop your non melee weapons at the gate and enter then" (Melee weapons of Gor, p. 45)

### 30 LAZY GOREANS

I don't know how it started, but "Goreans" have gotten SO damn lazy! Slave bells all around the city to call a slave to serve. Well, what if a slave isn't available? Will you go hungry/thirsty? Will you make the meal/drink yourself? I thought slaves were dependent on the Free for survival, not the other way around. Free women, c'mon, if you were born Gorean, you should already know how to cook and prepare drinks. You're taught that from birth! Men, I mean, do you not know how to use a spigot on a keg or how to open a bottle? Do you not know how to put meat between two pieces of bread? It's not rocket science, it's common sense. Slaves were only 3% of the population. I know, SL it's alot higher, but that doesn't excuse your laziness. IMng the group for a slave to serve..."Oh, I was just trying to give someone roleplay." If they're available for role play, they'll be in the city looking for it. If there are no slaves around, a Gorean would serve themselves. Not every Gorean owned a slave and not every business used slave labor. City slaves didn't serve in private establishments and they sure as hell didn't give city tours. Why not just ask someone where a certain building is? I mean, really. When you go to a new city, there isn't a greeting committee to show you around. STOP BEING SO LAZY! IMing groups "Can a mod IM me", "Does this store have this?" Ok, why can you search the group, see if a mod is online and just IM them yourself? Why can't you go to the store and look or IM the owner? Common sense people...apply it.

Stolen from the profile of Rosaline Ignituous [Rosaline Spiritor]

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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 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

NN

THE TURIAN GAZETTE

Editor: unknown

ARCADIAN MESSENGER

Editor: Nephtides Resident

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

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

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

# THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor  
for members of the group 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  
for members of the group - Neu auf Gor -

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>  
City of Victoria (caste tower) <http://slurl.com/secondlife/Wakame/216/114/32>

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>