

THE NEW VOICE OF GOR
[short online version]

Second Edition, v. 2 No. 74

Based in the Port of Olni

Editor and Publisher: Rarius Yuroki (Yuroki Uriza), merchant of Olni
Accountant: Wendie, scribe of HoY (Wendie Lemon)

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Note: Though the NEW VOICE OF GOR is based in Olni it is not associated with the village. 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.

EDITORIAL

"There is a crowd ahead," I said, "at the public boards."
"They seem angry," he said.
(Magicians of Gor)

A warm welcome to the pages of the 74th volume of the NEW VOICE OF GOR!

(OOC) FREQUENTLY ASKED QUESTION

Is the NEW VOICE OF GOR OOC or IC?

This new paper 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.

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)

The NEW VOICE OF GOR is looking for correspondents all over Gor.

In a world of words, the quill is more powerful than the sword.

Rarius Yuroki
Coin Merchant in Olni
Editor of the NEW VOICE OF GOR

ALL OVER GOR

JOURNEY TO OLNi

by Lady Wendie, HoY scribe in Olni

Leaving Minus in the dead of night, the three boats loaded independently with a share of the bullion and coin of the bank of Hoy. Guards in the employ of the bank are trusted men who have served the house for years never the less there was a nervous feeling before the boats set sail .

A short run down river saw us enter the lake skirting the Swamp forest then taking the verl river. The three ships had to be rowed due to the slow patches of the river. Passing Tabuk's

Ford in the early hours of the morning the only city which had to be skirted.

The trip so far had been uneventful as the three well armed ships moved at a good pace to the outskirts of Iskander .There in the fields alongside the river was a caravan of sluggish Tharlarion ,the high wheeled carts were soon loaded.With a crack of the whip the caravan began their way in land crossing the prairie. Three days later the caravan camped outside of Vonda for the night before moving on to the city of Port Olni. A remarkable journey made all the more remarkable in that the caravan was not attacked , not a single Tarsk bit was lot.

Before the gates of Olni Yuroki gave thanks to the priest kings.

To the members of the caravan I thank you for your dedication and hard work that has bought the House of HoY safely to Olni and the NEW VOICE OF GOR is back to its Homestone to honor the tradition and work of the old Voice of Gor made by Lady Verona, scribe in Olni.

GOREAN NEWSPAPERS (OVERVIEW)

THE NEW VOICE OF GOR (OLNI)

Editor: Rarius Yuroki (Yuroki Uriza)

OLNI GAZETTE

Editor: Janette Inglewood

FOREST PORT CHRONICLE

Editor: She Kai (bourbon arcana) Ubara of Woodhaven

THE TREVIAN TRIBUNE

Editor: Payton999 Robonaught

THE TURIAN GAZETTE

Sophia Farella, Editor-in-Chief

THE STAR OF VONDA

THE LIGHT OF TRUTH FOR ITS CITY

Editor: IsabellaGreen Resident

ARCADIAN MESSENGER

Editor: Nephtides Resident

THE RORUS CHRONICLE™

Editor-in-Chief: Pamela Faerye

MEQARA GAZETTE

Editor: Cahir Eiren

THE PORT COS CHRONICLE

Editor: storm, slave to Mercy Riiser

Oase der vier Palmen (german)

Suedlandbotenmaedchen
Editor: Thor Tracer

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

GOREAN CITIES

PORT OF OLNİ

BREAKING NEWS: MIDGAARD ATTACKED OLNİ

by the editor

As I was exploring the outskirts of Olni, I heard the alarm bell ringing. I called my tarn and flew back to see what was happening.

Dark clouds hovered over the dock and upon closer inspections I saw as warriors arrived from the north of Gor. I recognized some of them - they had attacked my former homestone Landa in the past, but we drove them back at that time. I squinted my eyes and I saw some of them already inside the walls.

I had been told that Midgaard attacked Olni some ahns before, but the raiders were already tied up in jail.

I saw grapples being thrown over the walls and the enemies tried to breach the wall. For an short while Olni's Warriors were able to keep the enemy out of the city, but eventually the wall was breached and they got inside. Some of Olni's fierce fighters left the wall and engaged in hand to hand combat.

The battle continued for almost one ahn. I was running up and down the walls and shot at them with my crossbow but they were hiding inside the buildings too.

When I heard them shouting "Midgaard out" because they did not succeed to get out warriors down, I decided to man the catapults and ballistae on top of the wall near the main gate.

The enemies ran out in a group. I hit some of them several times and one of raiders fell into the pool, but they were too fast and too far way. I recognized the lady ambassador of Olni as captive, but all other citizens were obviously safe.

Today I have been told that our ambassador is back in Olni. The NEW VOICE OF GOR will keep you informed.

THE HIGH INITIATE OF AR

is presenting the City of Olni with a gift to be delivered within the next several days. Representatives of the Initiate are to be received with honor and courtesy and a messenger to be sent to get either the Ubar, the Ubara or the High Magistrate to attend acceptance of the parcel. Again, representatives of the High Initiate of Ar are to be received with all courtesy.

COUNCIL MEETING

The Urbar and city council meeting was held as usual in the city along with Caste meetings being held the day following . This allowed the members of all castes to be kept aware of all developments within the city .

OLD DOCUMENTS COMES TO LIGHT

While sorting through old documents In the Bank of Hoy s safe, this old document was found.

When it was shown to Yuroki he remembered his time as ambassador of the red caste of old Vonda, when they created the new Salerian Confederation:

The treaty had been sealed by:

VONDA

Jarvis Quan
Administrator of Vonda
Rarius Yuroki (Uriza)
Ambassador of Vonda

OLNI

Eric Kammerer
Ubar of Olni
Date: 2th day of the 3rd hand of Camerius 10161

OSTIA

Jake Molinaro
Ubar of Ostia
Date: 5th day of the 3rd hand of Camerius 10161

LARA

Zachary Mistwalker
Date: 4th day of the 3rd hand of Camerius 10161
(06.02.2010)

Signature: Lady Gabi

Date: 4th day of the 3rd hand of Camerius 10161
(06.02.2010)

MIDAS

Wimple Ethaniel

Regent of Midas

Date: 5th day of the 4th hand of Camerius 10161
(06.08.2010)

at the 5th Day of the third Hand of Camerius 10161 [June 2010]

This document has now been handed to the city Ubar and its council for its museum and gallery.

[OLNI AND SALERIA IN THE BOOKS]

Port Olni: A large freshwater port on the Olni River, which is a tributary of the mighty Vosk river. Walled and well defended, it guards the mouth of the Olni where it joins the Vosk. A member of the Salerian Confederation.

A city located on the North bank of the Olni River. A member of the Salerian Confederation. (Savages of Gor, pg 88)

Salerian Confederation: It is also known as the Four Cities of Salaria. The Confederation consists of the cities of Ti, Vonda, Port Olni and Lara, which all lie on the Olni River. The largest and principal city is Ti.

The Confederation is a growing power in the north. Ti is farthest from the joining of the Olni and Vosk Rivers, Port Olni is next in line, then Vonda and Lara. Lara lies at the junction of the Olni and Vosk. This alliance is one reason the Olni River is mostly free of pirates.

The Confederation got its name because the oath of the league was signed in the meadow of Salerius on the northern bank of the Olni between Port Olni and Vonda. The Confederation maintains close relations with Cos due to their mutual distrust with Ar.

OOC DANCE
for October 6, 2012

Once upon a time...
there was an enchanted forest where fairies, elves, unicorns and other extraordinary creatures lived. There was even a dragon in that forest who was keeping watch all day and all night.

However, as time passed, the inhabitants of the fairytale forest grew bored with their everyday magical life and wondered what they could do to brighten it up.

So it happen a young fairy decide to through a party and invited all her fairies and dragons friends.

Lelenta

WARRIOR'S FEST

in Olni: 2nd day of the Seventh Passage Hand of the month of Se'Kara!

OLNI GAZETTE

Latest Issue No. 41

Editor: Janette Inglewood

No new issue at the moment.

FOREST PORT / WOODHAVEN

FOREST PORT CHRONICLE

Editor: She Kai (bourbon arcana) Ubara of Woodhaven

Latest Issue vol. 2, No. 6

TREVE AND MINUS

RUMORS

by Anonymous

The stealthy she urt earns her coin and probably has more coin than any of the citizens of Minus where she occasionally alights.

One dark night she hid behind some bales on the dock poking into them to see their worth when she was disturbed.

The two men both of Minus were returning from a raid on Temos. The one with the belly the size of a Tarsk with Tarsklets said to his companion." lets try another city they have no idea we are from Minus"?

"We need to get a band of mercenaries together" said the one with a scar "but keep them secret".

"I also heard the name Olni and Vigo mentioned but was not sure why as they were walking away", the she urt said. She then received her 50 copper tarsks and slipped away to the docks.

THE TREVIAN TRIBUNE

Latest edition: july 2012. Editor: Payton999 Robonaught

<http://www.cityoftreve.com/>

No new issue at the moment.

TURIA

THE TURIAN GAZETTE

7th edition

September 26, 2012

Sophia Farella, Editor-in-Chief

Vonda

THE STAR OF VONDA

THE LIGHT OF TRUTH FOR ITS CITY

A publication of Vonda's Caste of Scribes

Editor: IsabellaGreen Resident

Latest issue: No. 02, 09/20/2012

No new issue at the moment.

ARCADIAN MESSENGER

Latest issue No. 3, September 2012

Editor: Nephtides Resident

No new issue at the moment.

RORUS

THE RORUS CHRONICLE™

latest issue 62nd edition September 2012

New Editor-in-Chief: Pamela Faerye

PORT MEQARA POINT

MEQARA GAZETTE

latest issue No. 3, September 2012

Editor. Cahir Eiren

THE PORT COS CHRONICLE

Thirtieth Edition, v. 1, Issue 1
Editor: storm, slave to Mercy Riiser

No new issue at the moment.

TELETUS

TELETUS WARRIOR RUN

by Anjali Cazalet

Welcome to the Teletus Warrior Run™.

I started the run back in 2008 as a fun means of training our allies on the rough terrain of Teletus. Now, it's meant to test your mettle, your patience, and your funny bone. Not the easiest thing to do, running around like a duck with a sword in hand, chasing after dozens of ladies a leaping over hill and dale.

First thing's first: Have fun.

No matter what comes along, don't be a spoil sport & get upset over some little or a perceived slight.

The object is to have fun and ignore the bogus.

Brush off the dust, get up and catch them wimmen.

So here's the object. To catch as many women as you can, 1 @ a time. Bring them back to your cage w/out another man taking you down and stealing your catch. Once you reach the Arena you're free and clear. (No loitering around the arena to catch the incoming either!)

Ladies get roughly a 30 second head start.

1. No AOs are allowed (hud or viewer). inc. swim huds.
2. No minimap or radar (You may stop and cam about)
3. Only on the one Teletus sim (set your property lines - ctrl alt shft P)
4. You may not RESET your meter unless told to do so. (If a problem arises ask & we might say yes)
5. No randomly attacking other hunters. There MUST be a captive present. (only when stealing)
[If a woman is down, in a bubble, in binds, or being dragged on a leash THEN you may attack the man or men that are fighting over her.]
6. DODGE ONLY (No shields. Please remove them to prevent accidents)
7. Men, when you're down wait out the full time (no resets)
8. No need to rp binds. No binding hunters, no aiding please.
9. No using the space bar in jumping.
10. No hunting/hiding inside any buildings or inside the walled village. It will be blocked off.

You can:

Jump, run with leash, fight with leash, cam around (get the builders glass out), have fun,

and laugh.

This is OOC. IF, your captive(s) wish to offer you something for capping them, make the arrangements with them for the best time to collect.

Come early if you do not know the landscape. There are many tunnels, caves and rocks to hide in. All are welcome. Free, Slave, Whatnots.

AR

FC CEREMONY IN AR

5th day of the second hand of the month of Se'kara Marlenus of Ar and Lady Claire Hinrabie celebrated their free companionship at the Central Plaza.

The ceremony was taken by Lady Marie (Marieoh Wycliffe).

The NEW VOICE OF GOR was present and ordered an artist to paint some pictures.

Oase der vier Palmen (german)

Suedlandbotenmaedchen
Editor: Thor Tracer

Last issue No.4

http://oase4palmen.de/zeitung/files/2010_4_Suedlandbote.pdf

TRADE

RORUS BANK

New Pay Period at At Rorus Bank!

The Rorus Bank reminds citizens that the current pay period ends on Sunday, Sept. 30. Until then, you can still get the coin you earned in the two weeks before this pay period began. The bank is open daily for citizens to also deposit their valuables and savings as well as apply for small loans with reasonable interest rates.*

BANKING HOURS:

Mondays through Fridays - All day, excluding breakfast, lunch, dinner, tea and breaks as deemed necessary by the Saturdays - 10 a.m. to 4 p.m.

Sundays – Closed

STAFF:

Bank Assistant Lady Scarlett

Bank Assistant Tayla Dagger

*May be contingent upon the amount of wealth of the citizen who solicits the loan.

(taken from the actual RORUS CHRONICLE)

SOUTHERN TRADE ALLIANCE

News from the True Southern Trade Alliance of Gor

Citizens of the TRUE SOUTHERN TRADE ALLIANCE, known by the mark joined together to form a Magna Carta:

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

This Alliance was forged out of necessity to work together. Build trade and to unify the south against invaders especially from the North and the Vosk region (as the false Southern Trade Alliance from Meqara has been exposed as a front organization of the Vosk League) who's sole aim was to disrupts the mutual trade investments of our Ports, Cities and Oases.

The Kasbah of the Guard of the Dunes
Oasis of Klima
The Oasis of the Two Scimitars
Oasis of Nine Wells
Oasis of the Sand Sleen
City of Kasra
Jazirat al Khusuf
Katoteros
Mandara - Oase der Diamanten
City of Ichrak
City of Suri
City of Tor

Ask Argo Blanco for more informations.

No actual news, but the next meeting will take place soon.

HOUSE OF YUROKI COMPANIES (HOY)

SEEKING MERCENARIES, AGENTS AND MERCHANTS

The House of HoY is looking to recruit Mercenaries. They will be used to escort Hoy caravans throughout Gor and protect the bank in the city of Olni.

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 .

[Quotes]

Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers. For example, I am not of the slavers, but in Port Kar I am known as Bosk, and he known as many things, among them pirate and slaver. Too, both Marcus and myself were of the warriors, the scarlet caste, and as such were not above taking slaves. Such is not only permitted in the codes, but encouraged by them. "The slave is a joy and a convenience to the warrior."

(Magicians of Gor pg, 315)

CURRENCY EXCHANGE RATES HOY BANK IN OLN I

Third day of the first Hand of Se'Kara: The HoY Bank accepts and converts
[NON COPYABLE PRIM COINS ONLY]

The base units are the landa coins coins at the moment. That will change in about one hand.

Coins of Olni 1:1 (made by Lucy Bronet) NEW

Coins of Oasis of Klima (made by the HoY mint) 1:1

Coins of Unkungo Regions (The Temple coins) (made by the HoY mint) 1:1

Coins of Katoteros (made by the HoY mint) 1:1

Coins of Treve (Tarn system, made by Koh Gausman) 1:1

Coins of Hochburg (made by Drusus Julius Tacitus (Rowan00 Resident) 1:1

Coins of Sais 1:1 (made by Te3re Aeom)

Coins of Rorus 1:1 (made by Venus Flytrap)

City of Tule 1:1 (contract)

Arcadia (Shiga Sim) 1:1 (contract)

Coins of Port Cos 1:2 (only made by Ayana Snowfall)

Coins of Thentis (made by Harvey Stovall) 1:2

ANCIENT COINS

Coins of Landa 1:1, made by Yuroki Uriza)

Coins of Imperial Ar (made by Asea Andel) 1 Treve tarn = 1 Imperial Ar Tarsk

Coins of former Vonda (made by Imyore Writer) 1:4

Coins of former Vonda (made by Venus Flytrap) 1:4

Coins of Piedmont (made by Calbot Resident) 1:2

Coins of Piedmont (made by the HoY mint) 1:2

Coins of Rose Isles 1:2

Coins of Nyuki (Xavian Stratten) 1:3

Coins of Ostia (made by the HoY mint) 1:4

Coins of former Port Cos (made by the HoY mint) 1:4

Coins of Besnitt (made by the HoY mint) 1: 3

Coins of Keibel Hill 1:3

Coins of Port Kar 1:1 (made by Crysantha Lafleur)

Coins of Ka'Zahr 1:1 (made by Marian Tisane)

RARE COINS

City of Telnus - Isle of Cos (made by Havoc Rau) 5:1 (very rare!)

Coins of former Port of Victoria (made by Deb Alcott) 3:1

Coins of Port Sun (made by pippi Moonites) 3:1

Coins of former Vonda (made by Jarvis Quan) 2:1

NEGOTIABLE

Tarnburg coins

Hazelwood coins

Tarn Cove coins

NOT LONGER VALID

Rarn - City of Copper (made by Kitten Muhindra) NEW

Fluctuations in exchange rates are possible.

ADVERTISEMENT

GOREAN LEGAL ACADEMY (SSOG)

To the Blue Caste~with love!

The slave's words are to be fitly spoken, and edify those with whom she speaks.

Do you find yourself longing to serve members of the Blue Caste, but you lack the specific training and certifications needed to do so with finesse and confidence? Do you see the title "Scribal Slave" from time to time, and wonder just precisely what ARE those curious little beasts? Well . . .

If you possess:

- a love of learning with an eye for detail
- a diligent, industrious servant's spirit
- a sensual, passionate, generous heart
- an absolute AFFINITY for the beautiful Caste of Blue!!

... then, by all means, it would be my honor to help guide you towards fulfilling the dream of becoming a Scribal slave.

Then again, just perhaps . . . you are a kajira, better trained than many Free in the ways of the Scribe or its subcastes (alts happen!), but you wish to role play a slave? Have you wondered how to find a Master or Mistress who would be overjoyed to find such a highly specialized girl or boy?

OR

Are you a member of the Blue Caste, desperately seeking a well-trained slave Scribe, but have come very near abandoning all hope? "Where ARE they!" you throw up your hands in exasperation.

Look no further! Your search is over. Slave Scribes of Gor was created to enhance role play for all "shades" of the Blue Caste, from Magistrate to Librarian, Record Keeper to Scholar.

Our goal is to gather into one place exceptionally well-trained and specialized Scribal slaves. We also offer direction and guidance for those wishing to become so.

Up-to-date records are maintained on each girl (or boy!), and they will be available on request to those needing information on a particular member. Each slave is encouraged to acquire a multiplicity of certifications in various aspects of the Blue Caste, as well as being highly skilled in kajirae serves of various kinds.

Contact BethanyKajira (aka "bethy") for more information, or to become a member of this elite group of highly specialized kajirae.

With love to ALL SHADES OF BLUE,

~bethy (BethanyKajira)
Property of Lady Janette Inglewood,
High Magistrate of Olni and the Gorean Legal Academy

LEGAL COURSES

Magistrate & Advocate Courses
Lady Janette Inglewood

- GLA offers two main legal courses.
There is no charge and courses are open to both free and slaves.

1) GOREAN MAGISTRATE COURSE

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

- graduation certificates for both your profile and for display

- graduates receive a Magistrate's Wand of Office

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

2) GOREAN ADVOCATE COURSE

- eight, one hour classes.

It is based around RP trials. We focus on the law, courtroom procedure and tactics as we

role-play a series of case studies.

Two further cases are covered as written work.

- graduation certificates for both your profile and for display

- graduates receive a Law School Advocates Ring

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

- To enrol in the Magistrate and/or Advocate course, please contact me, Janette Inglewood or my girl Krista (krista1k)

- info regarding GLA self study basic scribe course

Janette Inglewood
Olni High Magistrate
Head of School, Gorean Legal Academy

3. SCRIBE DIPLOMA COURSE

self-study (version 3, 2012)
Lady Janette Inglewood

- The Scribe Diploma Course is a self study course requiring written answers and essays. Each assignment is submitted to the tutor for marking. This course can be done at the learner's own pace.

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

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

- To commence this course, please contact me, Janette Inglewood or my girl Krista (krista1k).

LADY JJ'S ART GALLERY

(you will find lady JJ as a guest of Olni at the moment)

Welcome to my Art gallery. I have many sketches on view of people who you may recognise so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. My gallery is Looking for a home at present

"Art in a Gorean city is taken seriously; it is regarded as an enhancement of the civic life. It is not regarded as the prerogative of an elite, nor is its fate left exclusively to the mercies of private patrons." (Kajira of Gor, page 106)

Lady JJ

HOY BANK OF OLNİ

The House of Yuroki Bank is a privately owned company in the Port of Olni in Saleria, licensed by the city. It employs its own bankers, merchants and guards, all of the highest quality.

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

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

Any bank would be able to issue all citizens a starting wallet of coins.

The bank makes records of all transactions, the head merchant and the magistrate would get a copy each and every month.

If the city wished to pay citizens a wage or claim taxes it would not be the decision of the bank, but the bank would cooperate.

The blue caste, the green caste and the metal workers would need make a price list for their services

Hoy staff:

Hoy Owner: Rarius Yuroki, coin merchant in Olni

Accountant: Bee (Wendie Lemon)

STORES

New Gorean Store for Mesh Outfits and soon to come animated Mesh Furniture + Fullperm textured Mesh models.

Please have a look at the attached FW and slave outfits below or pay a visit on marketplace and/or inworld store location

<https://marketplace.secondlife.com/stores/123172>

KNOWLEDGE

DATES - GOR VERSUS EARTH

by Schbler Pfeffer, re-written by Rarius Yuroki

Traditionally the Chinese calendar does not use continuously numbered years. Outside of China, years are often numbered from the reign of the Yellow Emperor, Huangdi. But even then, at least three different years numbered 1 are now used by various scholars. In Japan, the imperial year is based on the mythical founding of Japan by Emperor Jimmu. And then there is Anno Domini. You'll probably recognize this when it's abbreviated AD, as in the current year of 2011 AD, the system most commonly used to count years in Western civilization. But even in this system, there is no zero year. So the year 1 AD immediately follows the year 1 BC. As we see, even here on Earth, counting years takes on many forms. The same is true on Gor. Just about every city and group of people count years from a different point in time. This is the list of a few of the referenced points in time from the Books and compared them to the current Earth year of 2011.

1. CONTASTA AR

The most widely accepted form of referring to the current year is based on Contasta Ar, commonly abbreviated as CA. Contasta Ar can be translated as "from the founding of Ar". As the myth goes, Ar was founded by the first man on Gor, a hero whom the Priest-Kings are said to have formed from the mud of the earth and the blood of tarns.

First, it is necessary to establish a cross-reference date, since John Norman never says, for instance '10,117 C.A. is 1967'. But we can take what is said from Books 1 & 2 and extrapolate that 10,110 is the same as 1960. We know both Books 1 & 2 were first published in 1967. We can suppose that the following passage was written in 'real time' in the year of 1967.

We put on our coats and went out into the February evening, into the light snow.

Then without speaking he went into his closet and emerged carrying a strongbox. He unlocked this with a key which he carried on his own person, and removed a manuscript, written in his own clear, decisive hand and bound with twine. He placed the manuscript in my hands. It was a document pertaining to what Cabot called the Counter-Earth, the story of a warrior, of the siege of a city, and of the love of a girl. You perhaps know it as Tarnsman of Gor.

(Outlaw of Gor, pg. 14f)

Book 1 encompasses 7 months beginning in February.

When I emerged from the mountains, I found I had been gone seven months.
(Tarnsman of Gor, pg. 218)

I recalled it was in February that he had departed from the college, years earlier.

(Outlaw of Gor, pg. 12)

And 6 years after that Tarl writes at the end of Book 1:

Strangely, though it has now been six years since I left the Counter-Earth, I can discover no signs of aging or physical alteration in my appearance.

(Tarnsman of Gor, pg. 218)

After the same almost seven years, Harrison Smith meets Tarl again.

It was almost seven years after I had known Tarl Cabot at the college when I saw him on the streets of Manhattan.

(Outlaw of Gor, pg. 11)

Some months pass after their first meeting.

In the ensuing months, my studies permitting, we saw one another fairly often.

(Outlaw of Gor, pg. 11)

And then, again in February, seven years to the month:

"I'll see you tomorrow," I said.

"No," he said. "I am going again to the mountains."

It was in February, at this time, that he had disappeared seven years before.

(Outlaw of Gor, pg. 16)

So, going backwards in time:

Tarl begins his adventures of Book 2 - February 1967

Some months pass before that during which Harrison Smith and Tarl meet fairly often.

Six years before this Harrison Smith meets Tarl again.

Tarl returns to Earth after seven months on Gor - September 1960

Tarl begins his adventures of Book 1 - February 1960

We can therefore surmise that the events of Book 1 transpired in the Earth year of 1960. And we can establish that Ar was founded now, 10,161 Earth years ago.

So, using the correlation of 1960 = 10,110, we can then look further into the Books and see when other events happened in relation to both the founding of Ar and Earth years.

2. CHRONOLOGY OF AR

10,110 CA - 1960 - The Siege of Pa Kur's Horde

10,119 CA - 1969 - The Restoration of Marlenus

10,137 CA - 1987 - Cosian Invasion

10,161 CA - 2011 - Current Year

I had known Maximus Hegesius Quintilius only briefly several years ago, when he had been a captain, in 10,110 from the Founding of Ar, in the time of Pa-Kur and his horde. (Assassin of Gor, pg. 234)

After the restoration of Marlenus of Ar, in 10,119 Contasta Ar, from the founding of Ar, (Marauders of Gor, pg. 112)

Ar's Station, incidentally, is near the site where there was a gathering, several years ago, of the horde of Pa-Kur, of the Caste of Assassins, who was leading an alliance of twelve cities, augmented by mercenaries and assassins, against the city of Ar, This war is celebrated, incidentally, in the Gorean fashion, in several songs. Perhaps most famous among them are the songs of Tarl of Bristol. The action is reputed to have taken place in 10,110 C.A., Contasta Ar, from the Founding of Ar. It was now, in that chronology, the year 10,127. (Rouge of Gor, pg. 62f.)

3. CHRONOLOGY OF KO-RO-BA

10,110 - 1960 - Year 02 of the Administration of Matthew Cabot - Tarl Arrives in Ko-Ro-Ba

10,119 - 1969 - Year 11 of the Administration of Matthew Cabot - Ko-Ro-Ba Restoration Begins

10,161 - 2011 - Year 53 of the Administration of Matthew Cabot - Current Year

In the calendar of Ko-ro-ba, which, like most Gorean cities, marks years by its Administrator Lists, it would be the eleventh year of the administration of my father, Matthew Cabot. In the calendar of Ar, for those it might interest, it was the first year of the restoration of Marlenus, Ubar of Ubars, but, more usefully for the purposes of consolidating the normal chaos of Gorean chronology, it was the year 10,119 Contasta Ar, that is, from the founding of Ar. (Raiders of Gor pg. 1)

4. CHRONOLOGY OF THARNA

10,117 CA - 1967 - Year 4 of the Reign of Lara

10,118 CA - 1968 - Year 1 of Sa'ng-foi and Freedom

10,161 CA - 2011 - Year 43 of Sa'ng-foi and Freedom - Current Year

Inscribed in the City of Tharna, the Twenty-Third Day of En'Kara in the Fourth Year of the Reign of Lara, Tatrix, of Tharna, the Year 10,117 from the Founding of Ar. (Outlaw of Gor, pg. 245)

5. CHRONOLOGY OF EVENTS CONCERNING THE PRIEST-KINGS

10,118 CA - 1968 - Nest War In the Sardar Mountains

10,119 CA - 1969 - Last Egg of the Priest-Kings Returned

6. CHRONOLOGY OF THE WAGON PEOPLES

10,118 CA - 1968 - The Year in Which Tarl Cabot Came to the Wagon Peoples
10,119 CA - 1969 - The Year in which Tarl Cabot Commanded a Thousand
Since the length of years vary, there is no way to calculate a current year comparison.

"Your coming and going with the Wagon Peoples," said Kamchak, "has spanned parts of two of our years."

I looked at him, not really understanding. What he said, of course, was true.

"The years," said Harold, smiling, "were two the Year in which Tarl Cabot Came to the Wagon Peoples and the Year in which Tarl Cabot Commanded a Thousand."

(Nomads of Gor, pg. 343)

A consequence of the chronological conventions of the Wagon Peoples, of course, is that their years tend to vary in length,

(Nomads of Gor, pg. 12)

7. CHRONOLOGY OF TORVALDSLAND

10,122 CA - 1972 - 1,006 Rune-Priest Year - Year of the War Arrow

10,161 CA - 2011 - 1,045 Rune-Priest Year - Current Year

I went to Torvaldsland in the Rune-Year 1,006. Years, in the chronology of Torvaldsland, are counted from the time of Thor's gift of the stream of Torvald to Torvald, the legendary founder and hero of the northern fatherlands. The calendars are kept by Rune-Priests. That would have been 10,122 C.A., or Year 3 of the Sovereignty of the Council of Captains in Port Kar.

(Players of Gor, pg. 31)

8. CHRONOLOGY OF PORT KAR

10,120 CA - 1970 - Year 1 of the Sovereignty of the Council of Captains - Victory over Cos and Tyros

10,161 CA - 2011 - Year 42 of the Sovereignty of the Council of Captains - Current Year

This house has withstood a siege of thousands, within the last two years, in the time of the warring's of the Ubars and the Council of Captains, and the great engagement between the fleet of Port Kar and that of Tyros and Cos, on the twenty-fifth of Se'Kara, 10,120 Contasta Ar, from the Founding of Ar.

(Captive of Gor, pg. 365)

The sun, for Torvaldsland, was hot. In the chronology of Port Kar, it was early in Year 3 of the Sovereignty of the Council of Captains. In the chronology of Ar, which serves, generally, to standardize chronology on Gor, it was 10,122 C.A., or Contasta Ar, from the founding of Ar. The battle of the 25th of Se'Kara had taken place in 10,120 C.A. In that

same year, in its spring, in Port Kar, the Council of Captains had assumed its sovereignty, thus initiating Year 1 of its reign.
(Marauders of Gor, pg. 58)

They had fought against the united fleets of Tyros and Cos and, without their help, doubtless Port Kar could not have won the great victory of the 25th of Se'Kara, in the first year of the reign of the Council of Captains, in the year 10,120 Contasta Ar, from the Founding of Ar.
(Marauders of Gor, pg. 283)

It was currently in the late winter of Year 3 of the Sovereignty of the Council of Captains in Port Kar, the year 10,122 C.A., Contasta Ar, from the Founding of Ar.
(Tribesmen of Gor, pg. 26)

It was, currently, Year 7 in the Sovereignty of the Council of Captains, that year, in the chronology of Ar, which was 10,126 C.A.
(Explorers of Gor, pg. 25)

It is called the Place of the Twenty-Fifth of Se'Kara, because of the monument there, rising from the water. On the twenty-fifth of Se'Kara in Year One of the Sovereignty of the Council of Captains, the year 10,120 C.A., Contasta Ar, from the Founding of Ar, a sea battle took place in which the fleet of Port Kar defeated the fleets of Cos and Tyros.
(Savages of Gor, pg. 60f.)

This form of Kaissa, now utilized in the tournaments, is generally referred to, like the other variations, simply as Kaissa. Sometimes, however, to distinguish it from differing forms of the game, it is spoken of as Merchant Kaissa, from the role of the Merchants in making it the official form of Kaissa for the fairs, Player Kaissa, from the role of the Players in its codification, or the Kaissa of En'Kara, for it was officially promulgated for the first time at one of the fairs of En'Kara, that which occurred in 10,124 C.A., Contasta Ar, from the Founding of Ar, or in Year 5 of the Sovereignty of the Council of Captains, in Port Kar.

It was now two days before the Twelfth Passage Hand, in the year 10,129 C.A. Soon it would be Year Eleven in the Sovereignty of the Council of Captains, in Port Kar.
(Players of Gor, pg. 8)

This had taken place in Year One of the Sovereignty of the Council of Captains, in 10,120 C.A.
(Players of Gor, pg. 33)

It was now 10,130 C.A., Contasta Ar, from the Founding of Ar. In the chronology of Port Kar, it was now Year Eleven, of the Sovereignty of the Council of Captains.
(Players of Gor, pg. 249)

The current year was 10,130 C.A. In the chronology of Port Kar, it was Year 11 in the Sovereignty of the Council of Captains.
(Mercenaries of Gor, pg. 246)

10,127 C.A. It was natural that he of Ar's Station, would give the date in the chronology of Ar. Different cities, perhaps in their vanity, or perhaps simply in accord with their own traditions, often have their own chronologies, based on Administrator Lists, and such. A result of this is that there is little uniformity in Gorean chronology. The same year, in the

chronology of Port Kar, if it is of interest, would have been Year 8 of the Sovereignty of the Council of Captains.
(Renegades of Gor, pg. 347)

There had not been a major engagement since the battle of the 25th of Se'Kara, in the first year of the sovereignty of the Council of Captains in Port Kar, or, to use the chronology of Ar, 10,120 C.A., Contasta Ar, from the Founding of Ar.
(Vagabonds of Gor, pg. 108)

9. CHRONOLOGY OF THE KURII

10,125 CA - 1978 - 100,000 - Kurii Civilization Begins
10,122 CA - 1972 - 99,994 - Plot To Destroy Gor Fails
10,161 CA - 2011 - 100,033 - Kurii Civilization Began - Current Year

"Surely, in ancient times, Kurii came together," I said.
"Yes," it said, "in the matings, and the killings." It looked at me, chewing. "But that was long ago," it said. "We have had civilization for one hundred thousand years, as you would understand these things. In the dawn of our prehistory small bands emerged from the burrows and the caves and forests. It was a beginning."
(Beasts of Gor, pg. 367)

Surrender Gor!
(Tribesmen of Gor, pg. 284)

Gor, I understood, was to be destroyed. This would eliminate a world, but, with it, Priest-Kings, and leave Earth unsheltered, vulnerable, to the attack fleets of the steel worlds.
(Tribesmen of Gor, pg. 285)

10. CHRONOLOGY OF THE TAHARI

The oasis of Two Scimitars is an out-of-the-way oasis, under the hegemony of the Bakahs, which, for more than two hundred years, following their defeat in the Silk War of 8,110 C.A., has been a vassal tribe of the Kavars. The Silk War was a war for the control of certain caravan routes, for the rights to levy raider tribute on journeying merchants. It was called the Silk War because, at that time, Turian silk first began to be imported in bulk to the Tahari communities, and northward to Tor and Kasra, thence to Ar, and points north and west.
(Tribesmen of Gor, pg. 151)

ONLINISM OF THE WEEK

CONVERSATION INT HE GOR HUB

[08:36] XXXs quints really hard trying to read his tag [the tag was: "don't read my tag"]

[08:38] Yuroki Uriza: hehe

[08:39] XXX leans forward on the crate trying to see the tag and falls on the wood floor..looking up at him "greetings, Jarl"

[08:49] Yuroki Uriza: hm, i grew up in Tahari and live in Saleria now, i am not sure that i know what a jarl is chuckles

[08:50] XXX grins as she climbs back up on her crate "It is an owner, a Master, Jarl"

[08:53] Yuroki Uriza: ah, that seems to be a man who has the tag "i am a gorean master" floating above his head and wear black jeans or fluffy kilts?

[08:54] XXX laughs "the land of FW who want to be used like a slut and sluts who want to order people around like a FW"

[08:56] Yuroki Uriza: yes, i will steal this quote perhaps to describe SL torvaldsland

ABOUT THE NEW VOICE OF GOR

The Landa Times is to become the NEW VOICE OF GOR.

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

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

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

That same note will be used and the same conditions apply. This is especially important at the present time. By the book sims are closing and opening every day the voice of Gor will be just that a voice where people can contribute articles, and ideas how Gor can be improved for the people who play a role within the cities.

THE NEW VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor (about 1600 members)

for members of the group BTB Goreans (about 600 members)

for members of the group Alliance of Valkyrie Panthers (about 1100 members)

in the Port of Olni

in Tharnock ☐

in Port Meqara Point (coming soon)

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/>

