

THE VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

SHORT ONLINE VERSION

PUBLICARE ET PROPAGARE!

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 312th issue of the VOICE OF GOR !

May your blackwine be strong and your second day of this hand be short! Just remember, if the world didn't suck, we'd all fall off (third knowledge).

This issue contains the List of Gorean Sims 90.0 (November 2018)

Rarius Yuroki, editor

The VOICE OF GOR recommends:

A Gorean Life <https://www.flickr.com/photos/triamix/collections/72157631276443516/>

ALL OVER GOR

03 ASK TEAL ~ Dubious Advice to Goreans (Reprint from the VOICE OF GOR issue 212, 05-25-2015)

This week I have selected more questions that were posed to Master Muzzy on his boards. If you need me this week, you will find me outside his offices masquerading as a scrub woman. It is one of the ways I can get close to the boards without attracting much attention.

Question:

Last week a free man ripped my veils off in the market place. I was incensed that he would do such a thing. To my knowledge this is a crime that should be punished in some way. I have suffered an indignity and would like my honor restored. How can I go about this?

DEAR EXPOSED:

I went to the scrolls of Master Norman to read up on the laws of free women and veils. The Master says, "Face stripping, removing the veils of a free woman against her will, is considered a serious crime."

In many cities it is up to the magistrate to determine how serious a crime it is. I take it that you have reported this incident to a rarius, who, if he is cognizant of his duty, has further reported it to a magistrate in your city. But, it appears that you have not been contacted, by a person appointed, to take the facts down in your case. Since I do not know what city you are from I can only take a guess.

Let's suppose you are a dweller in Temos on the Isle of Cos. I know for a fact that the magisterial staff there ignores all laws and reinterprets them on an hourly basis. You won't have much luck there getting your retribution. If you dwell in Treve, good luck. Trevians have a set of laws that they wrote and then promptly burned. I can hear the magisterial staff of Treve saying this to you, "Well, that free guy stripped your veils, do you want to roll the dice and see what happens? We will go from there."

I have dealt with a dice rolling question in a column from the past. The magistrate gets to throw out the rule of law and determine if the oaf who ripped the bandages off your face should incur jail time or simply be thanked for his lawless deed. If the face-stripper is let loose without a wrist slapping he will continue to expose other unsuspecting free women. All this is determined by a roll of the dice. No attention to the law, no appeal, no nuthin'.

There are cities where law, and the honor of free women, is respected. I can think of a few, Port Olni, Thentis, Ianda, Lara, and others. It is my hope at this point that you dwell in a place that upholds its published laws.

At any rate, I hope you have raised a stink where ever you are. Even though free women are demure, in this case you will have to pound on a few doors to get justice. There is always the possibility of hiring an assassin to whack the evil doer. I have always admired free women for having the freedom to hire assassins. Unfortunately, I am reduced to making plans to murder someone and then never putting those plans into fruition.

QUESTION:

I am a peasant. A free man took my bosk, slaughtered it, cooked it, and then fed it to the guests at a large party he threw. When I realized what he had done to me, I went and captured his kajira and brought her back to my house in chains.

The bosk killer found out what I had done and vowed revenge. I said that all kajirae are animals. I told him that he took my animal so I took his. Now he seems pissed off. I want to know what I did wrong in this matter? I have been contacted by the magistrate to relate my side of the story. What do you think will happen to me for doing this? I am but a farmer and I cannot serve jail time and tend to my land at the same time.

DEAR TIED TO THE LAND:

"Wow", is what first comes to mind when reading this question. I have never heard of this ever going on in a city where I lived. Exciting times, eh?

You were right to tell the thief that the bosk and the kajira are about on equal footing when it comes to rights. Although I imagine the bosk would be worth a few more tarsks than the kajira. I don't see that there is much the magistrate can do to you in this instance. I mean, it is not likely you will slaughter and cut up the kajira to feed to your guests as the kleptomaniac did to your animal.

You could sell his kajira on the block. Depending on her talents and beauty you could net a pretty tarsk bit. Although, I doubt you will get enough coin to replace your bosk. Since I seem to be setting myself up as the magistrate in your case I can think of only one way to exact punishment on this crook.

You have to go all commando on his ass. First, you should stage a raid on his premises, capture all of his family living there and sell them all on the block. Next you should set fire to his house. I believe that the razed earth policy works well to reduce a person to his knees. Once the bosk thief is on his knees, put steel around his neck and send him to work your fields.

This all comes under "Teal's rule of Payback's a Bitch". I have never known a magistrate who would convict under that fundamental commandment, they usually smile and turn away saying, "There's another one who took Teal's dubious advice."

04 CAN YOU LEARN TO BE A SLAVER OR IS IT INBORN?

by Bodi (bodicapagan | GAZETTE OF GOR

Interview with Hazine (annarchy19) - A slaver Perspective

I asked Hazine whether she thought the role of slaver is a learnt role or if you need to have the instinct.

Hazine (annarchy19): I think that you have. to have a mind for psychology. This can probably be taught, but I'm not certain. You really have to know how to get into your slave's mind. It feels like it comes naturally for me, but I have owned slaves for a long time now. It's also something that definitely gets better with experience. I failed at owning my first slave, and I learned from it. Also, you have to have good language skills. So much of what needs to be done to train a slave has to be described. The better you are at describing things, the more you (and she) will be engrossed in your scenes.

bodi (bodicapagan): so do you plan a scene or have a skill set you can draw on.

Hazine (annarchy19): I go into a scene with a vague idea of what I want to do, but I'm also very flexible in adapting to how things play out. A slave must feel like a participant. A good slaver will be able to direct the scene and the conversation. A good slave will respond to what is being done with brilliant detail without taking too long. Good role players ought to strive to respond to a post within about 3 or 4 minutes. I would also add that a slaver should not neglect the visual aspects of second life. When I conduct a scene I am almost always busy, even when I'm not typing. It takes a lot of effort to manage pose balls, or pose huds, your slave's RLV, stripping clothing, adding attachments or restraints, typing, typing, typing. The better you can make a scene look, the more each participant will identify with their avatar. The

descriptions being typed only augment what can't be accomplished with props. But again, flow is the most important. Don't take 10 or 15 minutes between posts. It sucks the energy out of a scene.

A slaver directs the scene, which gives you a great deal of creative leeway. You should be typing your next post, even DURING the time that your slave is typing her response. I usually have a whole paragraph ready to be posted before my slave responds the previous post. When I read what she has posted, I take a few moments to modify what I have typed. If you are good at directing a scene, then you should be able to predict for the most part how she might respond, and therefore you won't have to modify your response very much.

Read more: [□](#)

05 AM I TALKING ABOUT YOU? [OOO]

by карі Dі Мѣсяцяю-stormford (angeleyes.wisent)

.Am I talking about you? If you are asking that question, then probably yes! Wondering if I'm bitter? Fuck no just fed up with bullshit and fucking liars.

A Few Things I've Learned About SL

1. Most people that call you a friend or family, are not.
2. Some people will manipulate you to get what they want.
3. Very few SL relationships last, unless you count in dog years.
4. People come and go, some you wish were back, some you are glad they are gone.
5. You can never tell the truth out of he said she said conversations.
6. People will alter things to make others look guilty. chats,&pics also
7. After being on SL for very long you are suspicious of new people you meet.
8. If you are fortunate in SL to have friends and family that have been with you for years, keep them close.
9. There are tons of crazy people in the world, and most of them play SL.
10. This is a game, but people have real emotions at stake.
11. You can always count on Drama, it is always around.
12. Profile wars are pointless!

CALENDAR OF EVENTS - AROUND GOR [SCHEDULES]

06 VALKYRIE FOREST

CAPTURE THE FLAG [SCHEDULE)

<http://maps.secondlife.com/secondlife/Valkyrie%20F>

07 TORVALDSLAND EVENT CALENDAR

<http://teamup.com/ks21b3f86691ddabf7/>

08 VILLAGE OF SAIS

SAIS EVENT CALENDAR: <https://tinyurl.com/yagy5o2d>

09 SVAGO

Island of Svago Event Calendar: <https://isleofsvago.com/events/>

10 LANDA ON THE ISLE OF LANDA

A SUMMER AND AUTUMN OF EVENTS

by Lady Lilly (waterlilly.sands)

landa A Tourist Destination for Goreans

Goreans hardly ever left their Home Stone except for war or trade. However there were a few cities that they went to for vacation. landa is that city in the South. Comprising beautiful scenery, pristine beaches, warm waters, luscious submissive beasts and exotic wildlife! Our new Inn boasts the finest cuisine and comforts. We shall be offering city boat tours and spa treatments from the Inn. With luxury accommodation. landa Inn can also hold your special events such as Companionship ceremonies. landa already holds many sporting tournaments, plays and dances.

In addition we have a vibrant merchant quarter with many shops and taverns to enjoy and spend your coins at.

We look forward to welcoming you to paradise in landa. Make a note in your diary of our special events which are published regularly in the Gorean groups.

MERCHANTS OF GOR TOURNAMENT

[The last tournament needed to be postponed because of SL issues, nobody could log in.]

landa on the Isle of landa
cordially invites you to a "Merchants of Gor" tournament, to be held

SATURDAY NOVEMBER 24th 2018 at 2pm SLT (10pm GMT)

(Sign-up from 1.30pm SLT).

Any Free persons or slaves may enter and play, though we are a full immersion BTB sim. Please respect that while you are here. Entrants will be expected to be in goorean attire. ONLY GOREANS ARE ACCEPTED.

Location of event: landa on the isle of Landa, in front of the Hanging Gardens

There will be prizes for the first three places:

1st place : 3,000L

2nd place : 2,000L

3rd place: 1,000L

RARE DIALECTS OF GOR

11 LES FEMMES DU GOR

de Erika (ooluxaeternaoo)

L'élection est un évènement intersims et public, il se déroulera en la cité de Kasra le Dimanche 25 Novembre. (Arrivée des participants la veille ou le matin même, évènement dans l'après midi.)

Les inscriptions seront clôturées le Mardi 20 novembre, dernier délai, et sont à faire auprès de Sire Ciol ou de Dame Erika Hagen. ((Inscriptions rp ou ooc, mais le rp, c'est plus fun!))

Nous demandons une photo de profil de chaque concurrente.

Chaque région devra alors décider quelle femme se présentera au concours et dans quelle catégorie: Dame de Gor (Libres), Esclave de Gor et Indomptée de Gor (Savages, mambas, panthères...).

Il sera aussi demandé à chaque région de définir une personne qui fera partie du jury également, Jury présidé par Erika Hagen. ((Nous demandons des personnes neutres et impartiales, si tout le monde vote pour sa concurrente, l'élection risque de s'éterniser.))

Cette élection a pour but d'élire une femme qui représente toutes les valeurs et les traditions de la catégorie qu'elle représente. Nous demandons donc un minimum de sérieux pour la présentation de votre personnage.

Règlement:

L'élection se fera pour trois catégories

- Dame de Gor
- Indomptée de Gor
- Esclave de Gor.

A chaque catégorie sera demandé plusieurs choses:

- Une présentation général (Nom, profession, appartenance pour esclave.. bref, qu'on vous connaisse un peu mieux.)
- Une tenue adaptée pour la catégorie. (Pour les femmes libres, le voile n'est une obligation

que pour les peuples et castes dont la tradition l'exige.)

- Un texte dont le thème vous sera donné lors de votre inscription.

- La présentation d'un talent (quelqu'il soit, pas plus de 5 minutes et vos émotives préparées à l'avance si vous le souhaitez, comme pour une danse, par exemple.)

Le jury, pourra, s'il le souhaite, poser des questions supplémentaires aux participantes à la fin de leur prestation.

Gains:

Pour chaque participante élue sera remis le trophée de Kasra ainsi qu'une somme de 500 tarsks de cuivre ainsi que le parfum de Kasra.

Les gagnantes deviendront les égéries par catégorie de la maison de Couture Hagen pour un an et seront invitées à défiler où à représenter ses tenues si évènements il y a dans ce sens.

12 IN DEN SALZMINEN VON KLIMA (Nachdruck von 2010)

von Raschid Hassanein, Skalvenjäger der Kasbah of the Guards of the Dunes

Nur wenige Nachrichten gelangen aus Klima in andere Gegenden Gors. In der Schriftrolle meines Vaters las ich: "Wenn du jemals Hilfe brauchst, schicke einen Boten nach Klima. Die Sklaven des Salzes kommen dir zu Hilfe." Ich fragte mich, ob es klug gewesen war, die Männer aus Klima zu bewaffnen und mit Kaiila zu versorgen. Sie waren nicht wie andere jeder von ihnen hatte den Marsch nach Klima überlebt. Diese Männer waren wertvolle Verbündete hervorragende Kämpfer. Die besten Kämpfer der Wüste - die würde ich brauchen, um Schendi angreifen zu können, um die Misshandlung meiner Schwester Maxxie zu rächen.

Mein Ziel war zunächst nicht die Oase der Schlacht am Roten Felsen im Nordwesten Klima, sondern die Oase der Vier Palmen, ein Vorposten der Kavars, der südlich vom Roten Felsen lag. Leider waren die Vier Palmen von Klima weiter entfernt als der Rote Felsen. Der Rote Felsen war eine Tashid-Oase unter der Oberherrschaft der Aretai also Feinde der Kavars. Außerdem lagen zwischen Klima und dem Roten Felsen die Bezirke, welche von Abdul, dem Salz-Ubar, kontrolliert wurden. Unabhängig davon lagen die Vier Palmen zwar weiter entfernt, doch schien der Weg dorthin uns früher aus dem Dünenland herauszuführen als die Route zum Roten Felsen. Auf diese Weise erreichten wir schneller felsiges Terrain, wo man Wild und da und dort Wasser finden kann und wo öfter Nomadengruppen anzutreffen sind, die den Kavars nicht feindlich gegenüberstehen. Alles in allem hatten wir uns einen akzeptablen Weg ausgesucht, der dennoch nicht ohne Risiko war. Aber anders ging es nicht.

(...)

LONELY HEARTS

FW SEEKING PARTNER

Go figure another FW seeking. I am looking for an FC. You must be willing to move to my city. I'm not the typical FW. I like to laugh and enjoy what SL has to offer. Please feel free to message with any questions you may have.
Rage Sjöström (xxragexx)

LOOKING FOR OUR FIRST DAUGHTER

Merchant couple of Olni looking for their first born daughter.
You will arrive in early December.
Prefer someone with a sense of humor and who is easy going. Doesn't matter your time zone but if you're Euro time, would be great so your Father could spend time with you.
Either Brunette or Dark Red head, and brown or green eyes, tan skin but not dark.
You will be named Aurelia (Relia for short) when you are born.
Lina Μῦστρωδὸν (alaine86)

FREE WOMAN SEEKING MALE COMPANION

My name is Gaia, I am the Inn Keeper/Baker in Forestport, daughter of Nikkias & Alexaundra Ragnivard Sjostrom.
I am looking for an FC or a male slave. Slave would be required to assist in the Inn
I am US CST (+2 SLT) but I am able to accommodate most any time zone. My rp goes from one to two lines...all the way to para; depends on the situation and my mood.
Outwardly Gentle and Quiet most of the time, but hard headed and stubborn underneath it all.
Thank you
Gaebreilla Ragnivard Sjostrom (gaebreilla)

LOOKING FOR A MASTER OR COUPLE

I seek a home in southern btb. I seek a Master or couple to own me. For more details im me so we can met in occ 1st thanks
Jade (jade.catnap)

A WOMAN SEEKING A GIRL

I am Seeking a Kajira, One that is a good btb player, able to Para and enjoys abit more darker themes, which i would prefer one that is bisexual in some way, She need to be a white silk too. Im me if you are interested secondlife:///app/agent/ea227df5-acd7-4939-8fc7-21836a413203/about
Also a side note, you will need to be a fairly patient girl. So if you are seeking a owner that can rp with you every day, you will have to keep waiting.

NEED MOTHER AND SON PLAYERS

I'm looking for a player to play my mother, Angeline Selmar of Telnus, Cos. Cos would be her Home Stone, according to years of backstory. Also looking for a player to play one of my sons. Must be para rper and relatively drama-free who seeks intense storylines coming up. If interested, please let me know.

Kacela Angeline Tarrant (exodusrigolitas)

LOOKING OUT

Leaning on the wall looking off in the distance an exotic bond looks off and dreams. Her fingers comb through her beautiful long red hair her peridot green eyes held the promise of longing to be useful once more. She was the first girl of the peaceful village of Province own first by the overseer then by the High Jarl of the village. Now she wanders seeking one to serve again with passion

Freyja (firelightskiss)

FORCED COMPANIONSHIP

Looking for a FW for an forced/arranged companionship for my Son. BTB he has a home in the south she will need to know her place, not get jealous as he does own slaves. we are looking at building a story can be a forced companionship.

for more information message me Aurick Oldrich (reaper.monday)

VESTALIS FAMILY

The Vestalis family is requisitioning... err requesting victims...I mean volunteers, that are interested in various roles. The family caters towards darker, IC driven plots and fun times, we are OOC drama free. Keeping IC and OOC separated. Please read NC for more information.

atticus vestalis (violentacts) ☐

FM/THRALL SEEKING MISTRESS

I am seeking a woman interested in such rp,

I am a para rper and fully mesh avatar.

Also if your a slave interested in a submissive owner can work too. IM if you are interested in such a rp, secondlife:///app/agent/b6da5959-a0c8-475e-b981-aa082ac369b8/about

SEEKING FOR A SON

My Companion and I are looking for someone to become our Son. If you feel you are able to fill the following attached criteria please send a message to myself (rayn.stradling) or my companion (aragonious.wrexan), to start the conversation.

We hope to locate this person by December 21st

R. Serein Demirhame (rayn.stradling)

GIRL SEEKING MISTRESS

Hello i am seeking a Mistress

Been on gor for around 10ish years

Para-rper IM me for more info if you are interested

secondlife:///app/agent/612c426f-c617-4293-b04a-ad981b38a499/about

SEEKING

After a long absence from sl ive returned and am currently seeking to find a place to belong. Whether free or slave i dont care. Still classic avatar as im unable to afford the mesh upgrade.

Please bear in mind i have been out of sl for almost 3 years

Deka (kestrudy)

LOOKING FOR A SOUTHERN SON

I am looking for my Southern Son, he was raised in the city of Venna around my family so he would have strong connections with my family. The notecard below contains more information, Para RP is required. If this information sounds like you please message me, Noria.Lavender.

SEEKING FAMILY

Greetings I am Lady Snowie of the wagons and of the Year Keepers Clan. I am a BTB para rp I am currently Mated but I am in search of family. I have black braids and Emerald green eyes. I have been aways from gor for almost a year now but I decided to come back and start over.

So if you are in search of a Daughter, niece or maybe even a granddaughter please hit me up

κ2ησωι€ wηπтя η uη ίεяϗ (k1tt1e)

SOMETHING PERHAPS MILDY DIFFERENT

Read the NC. see if this type of rp interests you. ☐

Cheers.

Elias Vennik (perathis)

SWEET SLAVE SEEKING OWNER

Deepest desire is to serve the right owner with fire and heart. Prefer northern sims but will

relocate anywhere for a serious owner. Have RP'd in Gor over 5 years. I know my place. I can emote anywhere from a few sentences to semi para. I long to dedicate all I am to an owner who longs for a kajira/bond maid of his own. Rather belong to a Jarl/Master who is not a collector.....no chain/partner/mate please. Thank you for your time.

Làrk (whtmagick) ☐

TRADE

13 SOUTHERN TRADE ALLIANCE (STA)

FACTS

The Southern Trade Alliance is a trade alliance of southern Gorean cities. The STA is the biggest and most important trade alliance of southern Gor.

Members:

Oasis of Klima

Oasis of Sand Sleen

landa on the isle of Landa

Tabuk's Ford

Tharna

Several candidates pending.

FAQ STA [OOO]

1. The idea of this trade alliance is to increase the roleplay of your sim and to offer interesting storylines for your merchants (for example the salt decrees).

2. HOW TO BECOME A MEMBER

1st: the assembly of all STA members vote your sim in

OR

2nd new candidates will be proposed in the STA group. We can take the group message as a messenger in character. The candidates need to be introduced (f.e. in a notecard). Three full STA members need to back the new candidate (log required to increase the roleplay). The STA meeting can withdraw the decision anyway

3. WHEN YOU ARE A MEMBER

One representative of your sim will be officer of the STA group and has the rights to invite your people to join the group (merchants and scribes).

Ask Rarius Yuroki (Yuroki Uriza) for the STA coat of arms to put it on your wall.

STA members MUST accept the salt decrees (storyline). They are not allowed to be member of another trade alliance.

4. TRADE

The STA is a trade alliance - NOT a military alliance.

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 Alliance.

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.

IMPORTANT: THIRD STA SALT DECREE

(...)

14 HOUSE OY YUROKI COMPANIES

FACTS

The HoY Companies are currently located in landa on the island of Landa, headquarters: warehouse and bank) The HoY Companies are a member of the true Southern Trade Alliance.

The House of Yuroki Bank is a privately owned company. It employs its own bankers, merchants and guards, all of the highest quality. The House of Yuroki Bank has a branch in Tharna.

CURRENCY EXCHANGE RATES HOY BANK

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

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

I was not always as knowledgeable as I might be about the relative values of various coins, of numerous cities, which, of course, depended on such things as compositions and weights, and exchange rates, which might fluctuate considerably.
Magicians of Gor Page 411

ADVERTISEMENT

PERFUMERY OF LADY SABINA OF IANDA

Lady Sabina, Perfumer of Ianda [Tremlays Resident]

PERFUMES FOR FREE WOMEN

Signature Perfume

A signature perfume is an individual creation which is composed after detailed customer consulting. It is made from five or more different base notes, heart notes and head notes. Besides, a 4-figure number of scents is available to us. Signatures are the perfect perfume for the lady who wishes the special for her individual scent. The price is directed after the number and the value of the ingredients. Favorable signatures for the entrance in this individual category are already offered for two silver tarsk for a 2 hort vial, the usual price amounts to 5 silver tarsk. We also make unusual wishes possible, the price is a matter of negotiation.

Brand perfume

Brand perfumes are the signboards of our house. Under this category we offer our own creations of the brand Lady Sabina and perfumes of the famous manufacturers Estée of Lydius, Yves Scent Laurius and Hugo Bosk as well. Perfumes with the notes solitaire flower, bouquet, sea freshness, fruits, exoticism and summer meadow are offered to each of these four brands. All notes are perfect coordinatedly with harsher marks like wood or leather. Brand perfumes contain four or five odoriferous substances in the base note, the heart note and the head note. The prices amount for a 2 hort vial between 40 and 90 copper tarsk according to kind and state of the ingredients.

Standard perfume

We compose our standard perfumes as a favorable alternative to the brand perfumes from a little lower number of ingredients; basis note, heart note and head note contain two or three ingredients. Nevertheless, these compositions of perfume are tuned as carefully on each other as this is the case with the big brands. Standard perfumes are carried with pleasure by ladies from the lower castes. But also ladies from the high castes prefer them as an inexpensive everyday perfume. We offer our standards in all directions like the brand perfumes: Solitaire flower, bouquet, sea freshness, fruits, exoticism and summer meadow. The prices of our standards amount between 15 and 30 copper task for a 2 hort vial.

(...)

SEVERUS KOSKINEN DESIGNS

Original and unique scars , whip marks, wounds in various degrees of healing!

Burns, rashes, cold and flu, bruises, brands...

Affordable pricing! Now with omega appliers for those with mesh bodies!

Custom work available.

Located on the second tier of the Gor Hub entrance.

also check him out on the market place

<https://marketplace.secondlife.com/stores/27215>

VISUAL ROLE PLAY ITEMS & TRAINING

Tired of text-chat RP about bringing a drink, serving it, a person taking it and then drinking?
Move to realistic "Visual-RP"

items are available FREE - get yours at the Gorean Campus Gallery Classroom

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.

WHIPPET RADIO

I would like to invite you to check out a new Internet Radio Station I've added to the World Wide Whip! Its just a little 'pup' at the moment but is highly energetic and growing fast !

With its heritage from the successful Gorean Whip Radio and broadcasters being recruited across the world, it brings a refreshing sound unlike any you have heard before.

You can find Whippet's New home at <http://worldwidewhip.com> or directly at <http://whippetradio.com>

Listen in at: <http://50.7.130.2:7980/stream.mp3>

Join our SL group to follow our events
Rez this and click link in chat ...

Like us on Facebook at <https://facebook.com/whippetradio>

Of course if you haven't found the Gorean Whip Radio, it is about to have its 7th Anniversary and can be found at <http://worldwidewhip.com> and at <https://goreanwhip.com>.
Tune it in at <http://50.7.98.106:6905/stream.mp3>

Jay Sparrowtree

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://listen2.gpr-goreansportal.com:8413>

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>.

GOREAN CAMPUS

<http://maps.secondlife.com/secondlife/Gorean%20Campus/237/224/34>

lways confirm classes on the schedule board on Campus or at:
www.goreancampus.com/calendar.htm
sometimes things change.

Gorean Campus is a safe, independent, non-commercial, non-aligned academy.
Cities sending students, have no fear of their citizens being 'recruited'.

Campus Website... www.goreancampus.com
Campus Blog... www.goreancampus.blogspot.ca

(...)

Always confirm classes on the schedule board on Campus or at:
www.goreancampus.com/calendar.htm
sometimes things change

EVENTS

MONDAY

Monday, Nov. 5th - Main Classroom - Weekly
Basic Physician - Lady Miranda - 12 pm (noon)

Monday, Nov 5th - Temple - Weekly
Weekly Devotion - High Initiate – 2 pm

Monday, Nov. 5th - Gallery Classroom - Monthly
Magic, Myths & Legends of Gor - Shi - 3:30 pm

TUESDAY

Tuesday, Nov. 6th - Main Classroom - Weekly
Tarnsman - Katashi Onmura - 10 am

Tuesday, Nov. 6th - Campus Tavern - Weekly
Impromptu Tavern Dancing - Snow - 11 am

Tuesday, Nov. 6th - Main Classroom - Weekly
GPR Broadcast - Gorm Runo - 1 pm

Tuesday, Nov. 6th - Main classroom - Weekly
The Lower Castes - Warlayn Convair - 3:30 pm

Tuesday, Nov. 6th - Zoo Classroom - Weekly
Competitive Zar Strategies - Thais - 6 pm

WEDNESDAY

Wednesday, Nov. 7th - Zoo Classroom - Weekly
G&S Farming - Sanura - 12 pm Noon

Wednesday, Nov. 7th - Gallery Classroom - Weekly
Torvaldsland Myths - Lady BilliAnn - 2 pm

THURSDAY

Thursday, Nov. 8th - Gallery Classroom - Weekly
Creative Writing : Mysteries - Lady Verona - 11 am

Thursday, Nov. 8th - Main Classroom - Weekly
Gorean Compass - Gorm Runo - 12 pm noon

Thursday, Nov. 8th - Zoo Classroom - Weekly
Basic Zar - Anisa - 5pm

Thursday, Nov. 8th - Main Classroom - Weekly
Gorean Compass - Gorm Runo - 6 pm

FRIDAY

Friday, Nov. 9th - Gallery Classroom - Weekly
Gorean Slavery - Lady Safira - 1 pm

Friday, Nov. 9th - Gallery Classroom - Weekly
Gorean Studies (Torvaldsland) - Lady BilliAnn - 4 pm

Friday, Nov. 9th - Arena - Weekly
Foundations of Dance - Juls - 5 pm

SATURDAY

Saturday, Nov. 10th - Gallery Classroom - Weekly
Gorean Studies - Liam Whitesong - 9 am

Saturday, Nov. 10th - Main Classroom - Weekly
Caste of Builders - Erwin Solo - 5 pm

SUNDAY

Sunday, Nov. 11th - Gallery Classroom - Weekly
Emoting Made Easy - Tasha - 8 am

Sunday, Nov. 11th - Gallery Classroom – Weekly
Gorean Studies – Flavius Kjalarr – 10 am

Sunday, Nov 11th - Campus Lounge - Bi Weekly
Homestudy Graduations - Flavius Kjalarr - 1 pm

EVENTS

Saturday November 17th - Arena - Monthly
Gorean Dance Exhibition - Rosa - 1 pm

Sunday Nov 18th - Arena - Monthly
Come as you are (OOC Dance) - Emi - 2 pm

Sunday Dec 9th - Arena - Monthly
Winter Wonderland Formal (OOC Dance) - Emi - 2 pm

Saturday December 15th - Arena - Monthly
Gorean Dance Exhibition - Rosa - 1 pm

KNOWLEDGE

15 OASIS OF KLIMA

The location of this Oasis is secret and very few people know the way for going to Klima. One of the major sites within the Tahari for obtaining salt are the brine pits of Klima, hidden deep within the dune country and its location is closely guarded. The guards of Dunes protect the Oasis and keep secret the road for coming from. The guards always wear a turban, so their face are hidden and they could not be recognized. They serve the salt Ubar (Spinaker Avro), a secret lord, one of the most powerful Pasha of The Tahari. 20% of the gorean salt is produced here.

We know, generally, that Red Rock lays at a long caravan journey northwest of Klima, but, unless one knows the exact direction and the trails, this information is largely useless.

Knowledge of the trails is vital. The location is secret probably, other than his own men, only some few hundred know of it, primarily merchants high in the salt trade, and few of them would know its exact location. The food stores for example are delivered to scouted areas some pasangs from the compounds, whence they are retrieved later by salt slaves.

Moreover, to protect the secrecy of the salt districts, the trails to them were not openly or publicly marked. This was a precaution to maintain the salt monopolies of the Tahari, as though the desert itself would not have been sufficient in this respect.

From the secret pits of Klima, it was said, no slave had ever returned. Kaiila are not permitted at Klima, even to the guards. Supplies are brought in and salt carried away by salt slaves. Other than the well at Klima, there is no other water within a thousand pasangs. The desert is

the wall at Klima.

In Klima, one is a slave of the salt and a prisoner of the desert, security measures are not truly needed to prevent escape, the desert and its heat remains Klima's most effective guardian. Choices are few for the prisoners of Klima, and if the days are harsh and the labor cruel, those who manage to survive the March to Klima seldom care to venture back through the desert despite the cruel and harsh labor of the brine pits. It is said time and time again that there is no escape from Klima.

(...)

ROLEPLAY

(...)

17 PILGRIMAGE

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

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

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

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

/...)

SIM ADVERTISEMENT

19 ESALINUS

A couple of months ago a small group of people got the idea to breathe new life into a fallen city. Their mission was to stay as close and true to the books as one can within SI Life. The inhabitants of this calm place are among the most welcome you will meet.

As a new and growing city, there are many positions that can be filled. We still have no heads of castes elected. Are you looking to get your teeth stuck into something new? The possibilities are endless, be a part of something new and take the plunge with Esalinus

(...)

LIST OF GOREAN SIMS

21 LIST OF GOREAN SIMS 90.0

"I regarded the vast map on the floor of the chamber. I could see, high on the map, Axe Glacier, Torvaldsland, and Hunjer and Skjern, and Helmutsport, and lower, Kassau and the great green forests, and the river Laurius, and Laura and Lydius, and lower, the islands, prominent among them Cos and Tyros; I saw the delta of Vosk, and Port Kar, and, inland, Ko-ro-ba, the Towers of the Morning, and Thentis, in the mountains of Thentis, famed for her tarn flocks; and, to the south, among many other cities, Tharna, of the vast silver mines; I saw the Voltai Range, and Glorious Ar, and the Cartius, and, far to the south, Turia, and near the shore of Thassa, the islands of Anango and landa, and on the coast, the free ports of Schendi and Bazi. There were, on the map, hundreds of cities, and promontories and peninsulas, and rivers and inland lakes and seas." (Tribesman of Gor, p.1)

CONTENT

1. Update info
2. How to get the actual version of the list
3. List of Gorean Sims (name, language, RP category, location, landmark)
4. Gorean sims on Secondlife mainland
5. Miscellaneous
6. FAQ categories: BTB, BTB(C), GE, lifestyle and other abbreviations

UPDATE INFO version 90.0 (174 sims +2 sims on mainland)

I tried to add the proper meter label of the sim but I cannot guarantee that my description is factual.

ADDED 90.0

Oasis of Klima (EN, BTB, GM meter, homestead, Tahari), Michena
[Village of] Tafa (EN, BTB, zCS Meter, Vosk region), Dark Souls
Hunjer (EN, BTB, zCS meter, homestead, Torvaldsland), Serena Nova Zembla
Norsvald (EN, GE, zCS meter), Prometheus Ablaze
Village d'Iskander (FR, BTB(C), zCS meter | GM meter, 1/4 sim), Treasure Island

CORRECTED 90.02

Market of Semris (EN, BTB, zCS meter), Kron will close 11-30-2018
EnKara Stadt der 11 Tuerme Sklavenschule Clan Rygir (GER, EN, BTB, part of EnKara continent), Fellglanz is now:: EnKara Stadt der 11 Tuerme, Sklavenschule (GER, EN, BTB, part of Gegenerde continent), Fellglanz

DELETED 90.0

Isle of Tyros (EN, BTB, zCS meter), Isle of misfits
[City of] Kasra -Capitol of Tyros (EN, BTB, zCS Meter, central Thassa), Intangible

UNDER CONSTRUCTION - COMING SOON

Kasbah City (EN, BTB, GM meter, homestead, Tahari oasis), Serena Santa Maria
New Forests of Gor - Village & Dani's Band Panthers (EN, BTB, zCS meter), Aequitas
Aesirgate (EN, BTB, zCS meter, Torvaldsland), Aesirgate

22 WEBSITES OF ACTIVE GOREAN CITIES (UPDATED 10-15-2018]

Please keep me informed about changes! Thanks!

Omen Valley (BTB) <http://omen-valley.jouwweb.nl/>
Gorean Campus (non combat) <http://www.goreancampus.com/>
Ise of Svago (BTB) <http://www.isleofsvago.com/>
Landa on the isle of Landa (BTB) <http://www.gorean-forums.com/?cat=30> |
https://twitter.com/sherman_sl
Cite de Kasra (FR, GE): <https://kasrataharigor.wixsite.com/kasra>
Ile je Jad (FR,GE) <http://sljad.wikeo.net/>
Valkyrie Panthers (GE) <http://www.valkyriepanthers.com/>
Jorts Faehre (BTB(C), GER) <http://jortsfaehre.wordpress.com/>
Gor evolved Panther girls: <https://lunacaleengpanthers.wordpress.com>

Torvaldsland <https://www.sl-torvie.net/>

23 ABOUT GOR

Gazette of Gor: <https://gazetteofgor.wordpress.com/>
<http://gazette-de-gor.franceserv.com/>

Gorean Wiki:
http://gorean-online-dictionary.wikia.com/wiki/Gorean_Online_Dictionary_Wiki

Gorean Online Research Encyclopedia and Notes
<https://www.facebook.com/the.gorean/>

Gor SL:
<http://www.gor-sl.com/> (under construction)

The Gorean Cave:
<http://www.thegoreancave.com/index.php?offset=-120>

Tharl Racers of Gor
<http://www.tharlrace.space/>

House of Runo
<https://house-of-runo.com/>

Goreans in Relay for Life
<http://main.acsevents.org/goto/goreans>

24 BOOKS OF JOHN NORMAN

<http://www.openroadmedia.com>
<http://www.basilisk-verlag.de/> (German versions)

ONLINEISMS OF THE WEEK

25 101 THINGS URT HAS LEARNED ABOUT SL GOR

by Violette (kаниеle.carter) (2012)

101. Every poison has a cure. Even if it's supposedly incurable.
100. All taluna are lesbians, with no exceptions.
99. Panthers live only to be captured, but pretend that they don't wish that
98. Free women will sit in the woods for hours if they think they'll get a collar
97. Slave girls have too much free time.
96. 96% of male slaves are gay.
95. As long as an arrow falls 3m from a person, you'll still hurt them.
94. People have 100 hit points.
93. ...And hitting someone with a sword, does 15 damage.
92. Ammo is not needed.
91. Priest-Kings use the Gorce
90. Swords cannot be blocked
89. Free woman rules can be made up as men please.
88. Ubars fur too much - everyone has an Ubar or Assassin for a father, and a panther or a slave for a mother.
87. Free companionship lasts only until you both argue over something ooc.
86. No city has a home-stone.
85. Everyone and their dog has been the owner of mewkas at one time or another
84. Kar's homestone is 80m high and 10m across.
83. Venna is a city of Furring. No fighting will happen within the city.
82. Every warrior is shirtless and has crazy tattoos.
81. Throwing knives can be thrown at people 100 knives a second.
80. Port Cos is a great place to bring a date
79. Sircalis is a warrior of a different city every 6 days
78. You may be a warrior to up to 5 (Five) cities at once.
77. Some cities ignore the other ones altogether.
76. Slaves are always as such through choice. They always love their master/mistress.
75. Panthers never have slaves.
74. Male is an insult used by panthers.
73. Shuriken are often used by assassins.
72. If you wear a hood, you automatically gain Ninjapowaz which make you into an assassin
71. If you are a friend of the admins, you may dress as a furry and not be banned.

70. Panthers dance to hip-hop music on docks.
69. Port Cos is just a large dock.
68. In Lydius, only one person carries the keys to the kennals. o_o.
67. In Laura, the woods are more populated than the outpost.
66. Amazing ransom messenger slaves are able to find you, to deliver a ransom note, wherever you are. You cannot take them hostage.
65. Everyone instantaneously knows where panther camps are.
64. People try very hard to collar observers.
63. Panthers run through outposts and cities screaming "Panther in the (City/outpost)"
62. All panthers are stronger than men.
61. All men are warriors.
60. Supposedly, "All your camp are belong to Leizuar".
59. The duty of a warrior is to get slaves.
58. ...and get laid.
57. All warriors abide by a warrior code. Recently, a new line was added. "Obey that which pleases you, and ignore the rest."
56. Tarns can fly backward, and do not need to flap their wings.
55. When they do flap their wings, they are rarely in unison.
54. Tarns are invincible.
53. Riders do not pass out if they fly 50,000m into the sky.
52. Tarns do not require tarn-goads to control.
51. Marlenus is a fag.
50. Bosks do not move.
49. There are no creatures except Sleens in top-hats, bosks that do not move, and tarns that are tamed and fly backward.
48. All cities are deserted between 3am - 7am SLT.
47. Fighting disputes can be resolved by playing a game of dungeons and dragons. RP dice, anyone?
46. People can fall off cliffs and walk away unharmed.
45. Assassins kill people even if they are not paid.
44. The mark of a true slave is a tiara.
43. Slaves get money for being sold.
42. If you ever whip a slave, you are branded a sadist.
41. All serves involve asses being shook, nipples hardening, and slave girls falling over. Without exception.
40. Dances are the most boring thing ever to be conceived.
39. All slave girls have tiny hands and feet.
38. No man is weak
37. No-one ever needs to sh*t, nor have medical treatment lasting longer than three hours.
36. Never, ever, found a new group. We must stay by the books.
35. Everyone has RP'd a drunk at one point.
34. You never need sleep.
33. Everyone has a tragic story.
32. Some of us are related to rabbits, for we jump a lot.
31. Though we trade for arrowheads, we rarely actually use them.
30. You can bind people, talk, and be captured, in water. And never drown.
29. Everyone has infinite binding material.
28. Everyone carries around everyone else's clothing in case it gets cut off.
27. Around 20% of people on Gor, come from urth. Well, we all like a nice voyage...

26. 60% of people have an idiotic nickname like "Great Bear."
 25. Treat Rothschild has a posse.
 24. 99% of guards are n00bs.
 23. Markets are great for risk-free smack talking
 22. Ubars can rarely fight.
 21. Glorious Ar is lag's glory.
 20. Everyone can do flips in mid air.
 19. Most panthers have a slave alt.
 18. Everyone knows whom everyone's alt is
 17. Everyone has a spear, a bow, infinite daggers, and a pouch full of various infinitely powerfull equipment.
 16. Every so often, a free person is auctioned and made to look stupid.
 15. No-one is fat.
 14. A scribery can contain an infinite number of books, all of which are unreadable.
 13. Panthers go shopping nearly every day.
 12. ...And it's always hair and skins that they search for.
 11. It takes at least 4 panthers to conquer the market's skins stall.
 10. Regardless of the time, furring always happens to be in the evening.
 9. There are no children in existance.
 8. Everyone asks for Paga during a serve.
 7. You cannot ever strike a pregnant woman, even if she's trying to cut your head off.
 6. Some people have reactions so fast, they can dodge an arrow at 1m range.
 5. Bowstrings never break.
 4. Everyone carries around a spare bow/spear/whip in case their friend needs it.
 3. People can carry up to three panthers in one go.
 2. If you capture a free, they are automatically released after a few days. Such is the way of the priest-kings.
 1. Body-parts are automatically regenerated after up to 3 days.
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ABOUT THE VOICE OF GOR

The VOICE OF GOR is an almost weekly Gorean newspaper since 2010.

Forerunners were the "Vonda Voice" (since 03-26-2009, issues 1-56, editor Verona Lorgsval), the "Voice of Gor" (since 07-14-2010, issues 1-133, editor Verona Lorgsval), the landa Times (since 2011, issues 1-71, editor Rarius Yuroki [Yuroki Uriza]). The VOICE OF GOR will be published periodically from October 2018.

(OOC) FREQUENTLY ASKED QUESTION

Is the 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 VOICE OF GOR it would be useful for a moderator to have a log where you have read the message ICly.

The 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 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 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 VOICE OF GOR is available:

for members of the group Cartographers and Explorers of Gor
secondlife:///app/group/7e73816d-8532-5954-3cdc-7567d36f43c6/about
for members of the group Voice of Gor Subscription Group
secondlife:///app/group/86d6d293-72ac-83ca-b05b-34429f85848a/about
for members of the group Alliance of Valkyrie Panthers secondlife:///app/group/e5b743e6-3cc4-c119-6fb1-bffd676a3647/about

Available in character:

landa on the Isle of Landa (docks) <http://maps.secondlife.com/secondlife/Isle%20of%20Landa/3/22/21>

Available OOC:

Gorean campus (Library) <http://maps.secondlife.com/secondlife/Gorean%20Campus/75/17/25>

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