

THE NEW VOICE OF GOR - WEEKLY GOR WIDE NEWSPAPER

PUBLICARE ET PROPAGARE!

Fourth volume, issue No. 174

[short online version without pictures and attached notecards]

Fifth day of the third hand of the sixth month 10165 Contasta Ar

[Earth date: 09-01-2014]

Based in Tancred's Landing

Editor and Publisher: Rarius Yuroki [Yuroki Uriza], merchant

Accountant: Wendie [Wendie Lemon], scribe of HoY [missing]

Senior writer: Verona Lorgsval, Rose Isles, vintner

Correspondent in Olni: Teal Razor, slave

01	Content
02	Editorial
##	Gorean Cities
03	City of Port Olni
#	The Slave's Corner
#	Schedule
04	Lydius
05	Port Alsium
06	Abydos
07	The Soaring Herlit [Schedule]
08	Sais [Schedule]
09	City of Agrhi [Schedule]
10	Gorean Falls [Schedule]
11	Ar's Station [Schedule]
12	Glorious Ar [Schedule]
13	Tharlarion races [Schedule]
##	Rare dialects of Gor
14	Der blaue Pilz
15	Gor-Rollenspiel-Party
##	Lonely Hearts
##	Trade
16	True Southern Trade Alliance (STA)
17	House of Yuroki Companies (HoY)
18	Currency Exchange Rates of the HoY Banks
##	Miscellaneous
19	Pictures
##	Sim advertisement
20	Isle of Tarns
21	Northern Lights Outlaws
22	Sanne Nord
23	Island of Katoteros

24 Sulport

Advertisement

Mentioned: Goreans Portal Radio, Gorean Whip Radio, Herlit Radio, The Gorean Recruitment Centre, Gorean University, Gorean Campus, Gorean Legal Academy

Roleplay

25 IC vs OOC

Knowledge

26 [Special Edition]: Gorean Cryptography

Onlineism of the week

27 You shalt not

About the NEW VOICE OF GOR

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

The proprietors reserves the right to edit articles submitted.

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

02 EDITORIAL

A warm welcome to the pages of the 174th issue of the NEW VOICE OF GOR !

The NEW VOICE OF GOR asked (in the "Cartographers and Explorers of Gor" group): "What is this?" Attached was an "Unknown Gorean Object".

"The first three proper answers will get 500 LD. Please write a notecard including your name (my IMS are often capped), the time stamp, the answer and the quote from the books of John Norman). Your names will be mentioned in the next issue of the NEW VOICE OF GOR. "

The proper answer is: SCYTALE. Read more in the knowledge section about Gorean cryptography. A Scytale (mod, trans, copy) is attached.

The winners are: Araxxaxx Bayn, Camden McAndrews and Zainah Yazar [zainah Resident]

Rarius Yuroki, editor of the NEW VOICE OF GOR

GOREAN CITIES

03 PORT OF OLN I

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

By Teal Razor slave of Siri Emerald Jr Port Olni Scarlet

SHE WHO MUST OBEY ~ Or My Life as a Warrior - PART 2

By Teal Razor

In last weeks offerings I felt compelled to reveal the sad story of my abduction and transport to Gor. I had to stop my writing because I was getting so worked up that I feared I might take up one of my Master's blades, rush out into the lane near his house and challenge the first person I saw to a duel. This action, of course, could have merited me a stint in jail, at the least and impalement, at the worst.

I feel much calmer now and so I feel I can finish writing my twaddle. I left off with being skunk drunk in front of my Master. At his request I was trotting out my crazy story of my arrival on Gor. I was recounting the part of the story in which this Roman type legionnaire had tackled me, cut my clothes off with a dagger, bound my hands and ankles all in a time frame that would have earned first place trophy in a steer roping contest. I was still under the delusion that I was under a hallucinogen and that these "Rodeo Romans" were play acting this whole capture thing.

I decided to play along. I listened for their speech patterns. Their accents sounded like the accents I had heard in my high school Latin class back on earth. I tried to mouth some Latin phrases I recalled to see if they would play along and answer me. I said to them, "Veni, vidi, vici!" The three legionnaire's turned to look at me from where they were sitting and seemed to swear. I was unable to determine if what I said came out as "I came, I saw, I conquered", or whether my addled state may have produced a sound more like, "I came, I saw, I vomited"! In any case, they were not amused and one of these actors came and put a gag in my mouth. I felt that this was going too far. After all, I was only trying to communicate. Now they had put a stopper in the hole that was speaking to them. I decided to try grunting in an effort to gain entry into their discourse. That earned me a dragging to a nearby stream and a dunking up and down in it like a teabag.

All the camo paint washed off my face during the dunking and the guy that was dunking me, lifted me up to observe my face sans the green and brown face mask. He held me with one hand and pointed to my face with the other, shouting to the other "actors" something which made them laugh. Now I really did not mind the stripping, binding, and whipping but, being the butt of a joke was not my forte. I resolved to find a chance to humiliate the three of them. That chance never came for anything I could do to them came no where close to what they could do to me.

The "Roman" who was holding me abruptly dropped me and strode over to a pile of goods that was next to where he had been sitting. He rummaged around in it and pulled something shiny from the jumble. He walked back to me, put me on my belly, put his knee on my back to restrain me from wiggling and proceeded to put the shiny metal band around my neck. I at first was terrorized since I thought he was going to cut my throat. I heard what must have been a cylinder lock, close. The "Roman" picked me up and dragged me forward by the hair, to a calm pool where I observed my neck in the polished metal of the collar. It was then, unbeknownst to me at the time, I gained my first Master.

I was growing weary of this day and wished that I would be given some food and water. I was plopped down near the place where the "Roman" actors were sitting in the clearing of trees.

The sun was going down. One of them built a fire, another was cleaning what looked like the hind quarters of a deer. The meat was thrust through with a spit and placed over the smoky fire. I sat in silence, observing what I could to hopefully make my escape or at least outsmart my captors. I wondered what intelligence I had to report back as a result of this encounter. I mean what would I tell the team leaders? I kept picturing scenarios in which I told my story. "Sir, permission to speak," I would say. "Permission granted cadet," would be the retort from my superior. "Sir, the Romans are at the gates", or "Sir, beware of Greeks bearing gifts", or "Sir, I came, I saw, I was totally blown away" were some of the ways I thought to report in.

While mulling this over, my mouth was watering as the delicious smell of the roasting meat was wafting in the evening air. At some point the meat was done and the three of them crouched down eating pieces that they tore off the spit. I was thoroughly pissed that they would be so rude and not offer me some. I tried by several methods to signal them. It was difficult to do as my hands were behind my back and my ankles were bound. With some difficulty I got on my knees and waved my upper torso around to indicate that I needed some attention. This action did merit me some attention since the one who put the gold collar around my neck, arose from his caveman feast and cuffed me down. He stood over me, still eating the meat he had cut from the roast. He laughed, took the gag out of my mouth and straddled me and tore off a small bit of meat and let it fall into the vicinity of my pie hole. I learned quickly that I merely had to open my mouth to receive these morsels that he was dropping. He chewed, then I chewed, then he threw another bit into my mouth aiming it like a basket ball player getting a free throw.

After a time he tired of this game and got up. He went back to the fire and retrieved a bota which he brought over and poured on my face. I opened my mouth to try to catch as much of the liquid, which tasted faintly like water, and swallowed it. After this game, he went back to his comrades and they finished feeding themselves. The sky had grown dark and the three role playing Romans mumbled to each other and fell asleep.

Through the tree trunks of the wooded area, I saw a moon starting to rise. I watched it as it made it's way up and over the tree tops till it seemed above me. The strangest feeling came over me when I noticed that it was not just one moon but three. I realized that no one could fake this and that if I were under the influence of a hallucinogenic, it would have worn off many hours ago. My mind seemed to shut down at that point as I tried to use logic to determine what was happening. Mercifully, sleep intervened and I did not wake 'til the sun was up.

I felt the nudge of a man's foot. I looked up and saw the same face who had put the gold collar on my neck. He looked down and said, "Tu kajira." I looked at him numbly. He repeated, "Tu kajira!" Once again I screwed up my face to impart to him my ignorance of what he was saying. This did not go over too well. He took the whip from his belt and lashed me twice. Then he repeated his little made up phrase, "Tu kajira, again and again." He whipped me a few more strokes during his litany 'til I fairly screamed out "Tu kajira". He stopped, startled, and changed his rant to "La kajira". Oh, he is teaching me a new made up word in this game and so I parroted back to him, "La kajira, La kajira, La kajira", over and over.

I must have said the magic words since he stopped beating me and smiled. I was glad that was over. He walked back to the fire where the other two were breaking camp. As he walked

back, he would turn around to glance at me. Each time I saw him do this, I looked at him and repeated, "La kajira!" When all the gear was on their backs the one who was teaching me the silly language, he had made up, came over and hooked a leash to my collar and proceeded to jerk me to my feet. We started our march to where I do not know.

I looked around the area we were walking in to see if I could recognize a physical landmark. This could have been another planet for all I knew because I failed to find a single familiar sight. We walked for about an hour through some tall grass and then in the distance we saw a small dust cloud arise. It came closer and closer. The Romans stood at attention and forced me to my knees. The cloud of dust turned out to be a line of highly decorated wagons drawn by monsters. There were also men walking by the wagons seemingly tending to the monsters drawing this caravan. The whole scene, shocking though it was to me, also pushed my thought into some incredible realizations. This was not a training exercise, I had not been catapulted back in time, I was not under the influence of powerful drugs. This was real. The scene out of an old "Cecil B. DeMille" movie was authentic. I had never seen animals like these drawing wagons. They looked like large lizards and I wondered what caliber ammunition should be used to kill them.

My Master has just signaled me to stop writing for today. I must go to the market to purchase his dinner. While I am there, I hope I can poke a cream cake at the baker's.

To be continued...

[SCHEDULE] CAPTURE THE FLAG
every thursday at 5:00 pm

Contact: Lucy Bronet

04 LYDIUS

THE DEPTHS OF LYDIUS
by Nayeli

Before you see the streets lined with merchants galore, filled with chatter, rumors, gossip, and laughing; before you see the high pointed houses made of sturdy wood, and peek into their windows giving sight to decorations from all over the world; before you feel the warmth of, and see, the famed public baths; before you grace the city of Lydius, you will first find a place on the way that may seem like nothing to you at all. You will find Lydius Port.

"It is said it is best to keep one hand on your blade and your other on your coin pouch when in the dark depths of Lydius Port."

From the gleaming Thassa, one sails into the port from the coast to the edge of the northern forest where the Larius meets the sea. Although located in the northern hemisphere, Lydius Port is not considered northern in the manner of Torvaldsland. It is a port of paradoxes, where one finds strangely mingled luxuries and gentilities of the south with the simplicities

and the rudiments of the less civilized north.

FOR YOUR INFORMATION

Tal Everyone! For those who do not know me, I am Eta Voix-Skall, Head Administrator and Owner of The Raven Trading Company. One of my dearest friends, the Lady Sophia, had written to me, asking me if I would write about the places I travel to, my experience there, what type of goods they have, and an over all observation of the different Villages and or Cities i come across. I figured this couldn't hurt since I do travel all the time on my Merchant routes with my Company as we trade away, everywhere we go!.

So the first place I am going to speak about is one of the main villages where I purchase almost all of my alcoholic beverages from, and in my opinion some of the best mead you will find in the North. The Village I am speaking of is Skolldir, which is one of the biggest Hold's I have seen, except of course, for Iron Hall. May everyone who fell with it, always be remembered. Now on to the mead discussion!

Skolldir's brewery has the distinct right to brag about three different types of mead that they produce. Wow! Three! I thought there were only two?.. So we all thought! These brewery Masters! They have some with a delightful blend of a regularly fermented honey mead for those mead purists out there; a spiced fermented honey mead for those of you who like a kick to their mead; and, of course, last, but certainly not least, they make a fermented honey and honey dew melon mead. This mead is made with the same skill as the regular fermented honey but with the added refreshing, but not overly sweet taste of this honey dew melon. And I personally, would suggest this mead for those free women or men who like fruity wines to drink.

"Is mead all they brew, Eta?" you ask. Certainly not! This brewery has taken the art of brewing one step further. These brewers also pride themselves on the Blackberry Brandy they make, as well as a Sweet Sul Ale, and a Spiced Sul Ale! I have recently heard that they are adding two more types of mead to their current mead line. The first one being the Skall family's own personal recipe. They are calling it Skall Black Label Mead. They also have a Ginseng Spiced Mead. This last mead sounds like it would be a good morning mead as a pick me up with that ginseng in there for energy..you never know!

Now, of course, this wonderful Village has much more then a brewery but if I where to sit here and write all that down, I would take up way too much space in the newspaper my dear friend, Sophia, has asked me to write this for, so until next time, my good, dear, consumers, I bid thee blessings and fortune!

Eta Voix-Skall,
Head Administrator of Raven Trading Company

05 PORT ALSIUM

ALSIUM MUSEUM OF NATURAL HISTORY

by Caprus Scarian [innerzeitgeist Resident]

As part of the Alsium Campus the Museum is open to all visitors who wish the view and learn about the Natural History of Gor. There is a wide selection of Fauna and Flora relating to the natural life of Gor. It is located under one of the most extensive Libraries in Gor. The Library is a research facility for the Campus and contains thousands of scrolls covering all aspects of Gorean life. There is also a complete section for non-English speakers who wish to advance their knowledge.

Visitors are welcome at all times and the Campus is in a safe zone located in the grounds of the City of Alsium. The entrance to the Campus grounds is through a gate to the left of the docks.

06 ABYDOS

TO THE CITIES OF GOR FROM ABYDOS

Greetings to the good people of Gor,

Trade is alive and well in Abydos....

I'm sending this notice out to every city in continual Gor, I would like to remind them that the Village of Abydos is a trade island and is duty free. We are a busy port, located on an island off the coast of Lydius. Abydos has many ships passing through that are stocked with goods and we have active trading between the north and the south, even as far as the worlds end. We invite you to come and trade, our merchants are ready and willing to meet your ever need.

Our Ambassador Lady Zephy is always available meet with any city that seeks a trade alliance; we are not part of the STA (southern trade alliance) or the SOS (Scarlets of the Shield). The village of Abydos finds this alliance to be against Gorean culture the ineffective league of cities was created to prevent conflict with merchant trade. Only Abydos has found that the SOS is the bully of Gor, interfering with conflicts they have no business showing interest in. I would like to invite you to visit the Village of Abydos to seek trade; The Village is located on an island off the coast of Lydius. We will see you soon.

By my hand,
Lady Yankee
High scribe of Abydos.

07 THE SOARING HERLIT [SCHEDULE]

A CLASH OF STEEL

2nd Wednesday of each month

Prizes to be announced at tournament time

Held in Association with Gorean Tournament Guild

08 SAIS [SCHEDULE]

SAIS STEEL TOURNAMENT

Sais welcomes all free men to come and fight for honor and Home Stone. The tournaments will be biweekly on Saturdays at 6pm and also on opposite weeks on Wednesdays at 3pm SLT. Sign-up will begin 30 minutes before start time and a Sais sword and shield will be provided for the tournament.

Alternating Saturdays & Wednesdays.

Saturday Signups: 5:30pm SLT

Saturday 6:00pm Start *****(Bi-weekly, opposite of the Ar Tarn races)*****

Wednesday Signups: 2:30pm SLT

Wednesday 3:00pm SLT Start

09 CITY OF AGRHI SCHEDULE]

City of Agrhi Sword Tournament

Monday Nights @ 7pm SL

Sign-up begins @ 630pm SL

L\$6000 purse

L\$2500 - First Place

L\$1500 - Second Place

L\$1000 - Third Place

L\$1000 - Last man standing Battle Royale

10 GOREAN FALLS [SCHEDULE]

GOREAN FALLS: CLASH OF SWORDS TOURNAMENT

Gorean Falls Weekly Clash of Swords Tournament every Monday night at 7:00 P.M. SLT. The board will open at 6:30 PM SLT. Come early and get in some friendly sparring. Come One, come all! Gorean Portal Radio will be broadcasting the event! Prizes are: 1st place: 3000L. 2nd place 2500 L 3rd place 1500 Battle Royal: 1000 L Special Event: 1000L. Point system for the tournament. If you wish to attend, please IM jaden-akia (jadenM Samas) and a tarn will be sent.

11 AR'S STATION [SCHEDULE]

Tarn Races: Ar's Station (Pharos)
Saturday 8/30
Signups: 5:30pm SLT
6:00pm SLT Start

12 GLORIOUS AR [SCHEDULE]

Tournament of Blades
next Friday the 5th, Dancers: 5pm SLT
Signups: 5:30pm SLT
6:00pm Start

13 THARLARION RACES

RACES

We hope that you will join us at the Tharlarion Racers of Gor Grand Circuit Races held at various tracks during each month. This Season's Circuit runs from July 1, 2014 to Sept. 30, 2014 with a Champion Racer and team named at the end. All riders are welcome, free and slave (with permission of their owner).

Every week we hold Division races. These divisions are based upon the improved level of G&S Tharlarions and are:

Division 1~~Levels 0-9 or a maximum of 12 improvement points
Division 2~~Levels 10-14 with a maximum of 17 improvement points
Division 3~~Levels 15 and above with no restriction of improvement points

Registration fee: 10 \$L per race.

RARE DIALECTS OF GOR

14 DER BLAUE PILZ

Spielgedanke:

Ein giftiger Pilz verbreitet sich durch Gor. Auf seinem Weg vom Voskdelta beginnend mutiert er, so dass eine seiner Krankheitsbilder mal fieren, mal schwitzen ist.

Der Pilz ist aggressiv und vertreibt an seinem Standort alle anderen Pflanzen, auch ist sein Wachstum sehr schnell und er kennt kaum Grenzen. Er kommt durch die Luft in Form von Sporen, wird von Vögeln transportiert. In seinem Umfeld stirbt Fauna und Flora, nur er ist als Platzhirsch zum Schluss noch da. Kreisförmig macht er alles sich Untertan und tötet es, weil nicht mehr in der Lage ist sich weiter selbst zu Versorgen.

Kurz: Der Pilz muss vernichtet werden. Doch leider kann man zwar den sichtbaren Bereich

durch Feuer vernichten. Doch was in der Erde liegt, reicht aus um schon einige Ahn später neue Pilzkörper an der Oberfläche wachsen zu lassen.

Erste Phase

In der ersten Phase des Spiels wird eher am Lagerfeuer, in der Taverne von dem Pilz erzählt. Er verbreitet sich durch eine Art Mundpropaganda. Wenige haben ihn gesehen, doch alle reden von ihm. Einige können mehr darüber berichten, andere haben ihn gute behandelt sogar dabei und können ihn zeigen.

Gorenaer sind abergläubische Menschen, auch wenn die Wissenden es gerne unterdrücken würden. Es werden Vermutungen ausgesprochen, geflüstert.

Jeder kann sich daran beteiligen. Geschichten zu dem Pilz erfinden und weiter erzählen. Die Gerüchteküche aufheizen. Angst und Schrecken verbreiten, den Boden für die 2 .Phase vorbereiten.

Es ist euer Spiel, eure Kreativität. Also habt Spaß und verbreitet die Geschichten die man euch am Lagerfeuer erzählt haben will, Fantasiert und übertrumpft euch mit Münchhausen Erzählungen, je dicker desto schöner.

15 [OOC] GOR-ROLLENSPIEL-PARTY

Nun ist es endlich soweit. Wir starten am 20. September 2014 im SM-Club BMH die erste Gor-Rollenspiel-Party. Damit sie für alle ein unvergessliches Erlebnis wird brauchen wir ein paar Regeln um die Rahmenhandlung einhalten zu können.

Die Grundidee

Wir wollen mit euch gemeinsam nach Gor und einen goreanischen Abend verbringen. Dazu gehört es, das jeder von euch einen Charakter für den Abend ausarbeitet – wir geben auch gerne Hilfe dabei – und ihr an diesem Abend in die Rolle eintaucht und ihr Leben einhaucht. Hierzu gehört auch die passende goreanische Kleidung. Freie Männer sollten ihrer Kaste (bitte nicht nur Hohe Kasten) entsprechend gekleidet sein, ebenso die Freie Frauen, wobei hier auch an den Schleier gedacht werden sollte. In den „privaten“ Räumen besteht jedoch keine Schleierpflicht. Die Kajiri sollten entsprechend ihres Standes an der Kette, bekleidet und "weiße Seide" sollte gut erkennbar sein.

Bedenkt bitte, das es nicht sehr viele Kajirus auf Gor gibt, die ihre Besitzer auf eine Festlichkeit begleiten.

Aktuelle Informationen immer unter:

<http://www.gor-party.de/>

LONELY HEARTS

SEEKING A FAMILY

I am a free woman who is seeking to join a family as a daughter or granddaughter. I prefer BTB south, I currently have no home so I'm willing to relocate.

I am SLT +8 hours and would prefer an active family around the same timezone.

I would like to roleplay as part of the Green Caste so a mother/grandmother or father/grandfather in that caste would be wonderful. I have dark hair with blue eyes which I would prefer to keep, I am happy to change my name.
Please contact Ciara (jusinda)

LOOKING FOR A MASTER OR JARL

Looking for a BTB Jarl or Master please feel free to hit up my naughty box for more info
Thanks Winter Darkmatter

LOOKING FOR PARENTS OR SIBLINGS

I'm currently looking for Parents, and or siblings. It doesn't matter if it is a one parent family. Please contact me if you wish to chat. I am currently black haired and gray eyes, but I am willing to adapt my look
Please message me if you wish to chat or ask anything
Hugs <3 Gabriella Anwyl

SEEKING FAMILY

I am currently located in the North, in Skolldir, a southern woman learning the ways of the north. I am currently looking for family. My past history I had two sons and a daughter, I wouldn't mind perhaps getting that back again. Also seeking any other people that might be interested. If so then you can contact me.
Kaylin Pixelmaid

FW SEEKING A MATE (BTB)

Fw living in Skolldir (btb only) seeking a mate. NO RL at all. I am wanting to stay in Skolldir so i will not Relocate. FM must not be Related to Reardon Clan or Himura Clan.
IM Bastet Ronin ☐

MOTHER

My name is Kaya Salomon , I am looking for my mother I know she is somewhere out there . I have a father already . I live with my companion in the south on BTB sim. If you are looking for a long lost daughter please contact me .
Eleanor Cadell

SEEKING FAMILY

Returning to gor from a long break. Looking to find parents in ge to build a family with. willing to change minor looks to fit family. No home right now so can come to yours.

Ally (Angeleyes Wisent)

FAMILY POSTION NEED FILLED

Tatrix of the mountain settlement needs the roles of her twin sons and a daughter. Having other RP homes is ok, but will expect some time spent with myself and the settlement (NOT a city, a VILLAGE). Seeking someone who would like to play the grandfather of the twins. (father died at sea). Other family ties will be considered. We are a very quiet Home Stone that recently relocated, so if being part of a nuclear family and wearing 'many hats' might appeal please

IM Milla Puddlegum for further discussions. ☐

HOME

Bond looking for a home to serve in, have both South and North training .. adapt quickly to surroundings .

Shadow Ghost

LOOKING FOR A SON

Hi, my mate and I are looking for one more male to play our other twin you would have a twin brother and big part of a big family who likes to rp...I have black hair and blue eyes....my mate has dark brown hair and blue eyes....either notecard me Sweetangel05 or just im me.

LOOKING FOR A SON

I am Liselle, and i am the head merchant of Rorus. Rorus is a very busy BTB sim. Liselle is the daughter of Kerok Himura, Ubar of Rorus. ☐

FATHER?

Looking for a gorean rp father. Prefer btb. I can be fun and goofy, or serious and proper ;) Xylarae Resident

SEEKING A SON

Are you northern? Do you wish to belong to a Northern growing family? Well you might have found it. Im Rayn Oldrich my Mate is Asailth Oldrich.My Mate is the Head Jarl or Cheifan of Polar Basin a new Northern sim we are opening. Im a Physican as Polar Basin but wil be a full one when my son is born on Sept 18th. I have a large Family and wish to include you in it. You wil have 2 sisters as as well a grandfather and Aunts and cousins. If you are interested please Im Me thank you
LadyRaynUlven Resident

LOOKING FOR A FAMILY

Is anyone looking for a daughter? I am looking for a family in a GE sim prefer. Would like to rp where you live . Searching for a mother, father, brother and sisters.
Please Message Lillian Svenson

SEEKING A PARA RP FW

I am seeking a companion, a mate, and desire to keep it IC and only IC. I love to roleplay and enjoy it fully.

I am a slaver in The Empire of Ar
para rper

Cold, stubborn, but has a gentle side if you can find it.

Do you think you can win my heart?

Many have tried, very few succeeded.

I would love to hear from you Ladies looking to companion. I prefer the young, innocent, bashful women over women who are prideful and smug. I do have a temper :)

Erik Alexander [MasterJoshAlex Resident] □

SEEKING TORVIE SON

I have blonde hair and blue eyes, your Father was lost at sea.

It would be good if you still live with your dear ole mother, but I'd be happy if you just make yourself available to visit me now and then, and to escort me if I need you to.

I am UK (GMT) but really my online times vary hugely.

Cahan Sommer

SEEKING TWIN BOYS

Hi everyone, my mate and I are looking for two males to play our sons I have black hair and blue eyes and he has dark brown hair and blue eyes...I love to rp....I am set to deliver on Sept.7. If you would like any more details or have any questions please feel free to im me and ask.

SweetAngel05 Resident

SEEKING PARENTS

We are both well established in the Gorean Community and very involved in our Home Stone. We are seeking parents that are as well. Doesn't matter if your City is enemies with ours as long as the RP can take be arranged. Must be BTB. If interested please send an IM to Arella Seetan.

SEEKING CHILD OR CHILDREN

Seeking twins, or just a girl or boy wanting to play me and my mates child. we plan to bare child. I have red hair with green eyes. and my mate has black hair brown eyes. We are seeking one or two who are interested in GE and willing to come to be with us in Ravenscar which is a northern outlaw village. We are active in raids and rp. if you have any questions you can IM me with questions. i look forward to hearing form you. Picture of me and my mate are attached.

LOOKING FOR ME?

Could you possibly be in search of a Pani contract woman? Then search no further! I seek someone to buy my contract, if you are interested but are unsure what it really entails feel free to ask me. I am not looking for a RL connection. I am also looking for family, if any Panis looking for a mother or daughter aunt or cousin, let me know! Thank you all!~
~Huriye (Huriye Resident)

LOOKING FOR A FC

I am Kurtanis Kalagiri, from the Schendian Isle of Kalagiri. I look for an FC. I am btb and para. Interested? Please IM Kurtanis Resident

LOOKING FOR A MASTER

Im looking for a kind but firm and honset Master Btb only im jade catnap for info

SEEKING A COMPANION

Looking for an FC, would like to RP the courtship leading to the Companionship. Must be Para or semi para and able to take on the challenge of a strong free woman and create a good story. I live in Rorus but I am willing to relocate. I am a scribe but not a practicing one at the moment. My time is SLT. Interested please IM me.
Thank you, Thalia Engima (Karidah Resident)

MOTHER

Tal my name is Kaya Salomon , i am searching for my mother , I am on a southern BTB sim , I am Scribe and Ambassador . No need to move we can visit if you have a home already . If you are looking for a long lost daughter please send me an IM . I already have a father who is FC .
Kaya Salomon (Eleanor Cadell)

SEARCHING FOR TWINS

Searching for a set of Twins 1 male and 1 Female as both where Born in Jahesa dont got to

Move it has to be BTB South or North will do you can get ahold of
BlackRain Tarq Gurbux (Enchoe)

TRADE

16 TRUE SOUTHERN TRADE ALLIANCE (STA)

Southern Trade Alliance members: The Kasbah of the Guard of the Dunes, the Oasis of Nine Wells, the Oasis of the Sand Sleen, the City of Tor, Kasra - Fayheen river (GER), Ukunga Region - Land of the Family Kron, Asperiche, Tancred's Landing, Tabuk's Ford, City of Jasmine, Port Alsium, Island of Naath, The Phoenix Trading Company (Besnitt), the House of Yuroki Company, Tharna (associated member), City of Venna, Oasis of Klima. Pending member: Village of Korat (FR).

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.

DECLARATION OF THE TRUE SOUTHERN TRADE ALLIANCE

Declared and confirmed by the high assembly of STA members

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

To: All Gorean Merchants

Concerning: Tahari Salt decree by the SOUTHERN TRADE ALLIANCE endorsed by the Salt Ubar ibn Saran

CC: True SOUTHERN TRADE ALLIANCE members

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

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

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

This decree will be effective as today.

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

signed by the SOUTHERN TRADE ALLIANCE

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

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

17 HOUSE OF YUROKI COMPANIES

FACTS

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

THE HOUSE OF YUROKI JOB OFFERS

BANKERS / COIN MERCHANTS REQUIRED

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 branches in Tharna and in Tancred's Landing (Vosk region/Saleria). More branches are under construction. The House of Yuroki Bank is the oldest and most important bank company of Gor. [since 2011]

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.

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)

EMPIRE OF AR
OASIS OF SAND SLEEN
PORT OF OLN
KASRA/FAYHEEN (GER)

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, credits. Apprentices accepted too. Applications to Rarius Yuroki (Yuroki Uriza)

Bank of Reginald in Vonda

He grinned and lifted before her eyes the bank draft, drawn on the bank of Reginald in Vonda, certified, and signed by the Lady Florence, for one thousand, four hundred and twenty tarns of gold.

(Fighting Slave of Gor)

Various banks of Schendi

From the sea bag I drew forth the notes for fortunes, made out to Shaba, to be drawn on various of the banks of Schendi, and the false ring, that which he was supposed to carry to the Sardar in place of the true ring.

(Explorers of Gor)

Bank of Bemus in Venna

These papers are certified by the bank of Bemus in Venna, and are witnessed by the signatures of two citizens of that city.

(Fighting Slave of Gor)

18 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)

SIM ADVERTISEMENT

20 ISLE OF TARNS

BTB Village

We try to be close to the book as possible . We concentrate more on RP. Here to have fun we need all caste . Here a list of what we have available:

21 NORTHERN LIGHTS OUTLAWS

GE RP with a BTB flavor. We love to fight and have some very good bows, but our primary focus is great RP.

22 SANNE NORD

Sanne Nord Wants BTB Players

Are you ready to go back to Torvaldsland the way it should be ? Where men are men and women are what they should be , are you ready for the BS to stop and the RP to start? Come to Sanne Nord , where the true northern rp begins

We are Kinsmen and Kith of Tovaldsland based on (Book 9: Marauders of Gor.) The lands of Sanne Nord are a small Island of granite rock situated in Einar located within the eastern region of Torvaldsland. Despite the fact that the land is a pretty much barren rock, the people of Sanne Nord have made a life in these harsh mostly barren lands. We are a fishing, mining and raiding village, and are very sea worthy. We need to travel locally for trade and further for raiding to bring supplies in constantly, so our men and women are well adapted to the sea and interacting in the nearby communities.

23 ISLAND OF KATOTEROS (BTB)

Many years ago an exodus from Kargash into Turia left many people displaced, seeking a new way of life. During their travels, the former people of Kargash, living off their skills from the backs of carts and tented communities much like nomadic tribes, were met met with a group of Pani who too were seeking refuge.

Upon the travels of both the Pani and the people of Kargash, rumors were heard that Katoteros was suffering under the rule of a tyrant and, fearing for their families and their way of life, were too frightened to leave. The Pani and the people of Kargash formulated a plan to usurp the tyrannical ruler and reclaim the city for the citizens but for themselves as well. With the rise of the people of Katoteros, strengthened by the skillful warriors of the Pani and the few Southern warriors of Kargash, they used the old ruins, buried beneath the city and in the cover of the night, to gain entrance to Katoteros. A great battle ensued and many lives were

lost, however in the end the Ubar of Katoteris was defeated, shunned and forgotten by his own people, overthrown and ultimately impaled upon the wall of the city.

24 SULPORT (BTB)

Well established stable land offering solid BTB storylines, we are long term members of both the STA and the SOS, open for trade with all along the Vosk River and beyond

The Town of Sulport Is currently running Gor wide Merchant Classes, The Course Duration is one earth month, Classes run Monday, Wednesday and Friday, at 5PM slt lasting approx 1 Hour with a written assessment on completion. Successful Students will receive a certificate of completion , Seal and Merchant Armband. The course is ran by Hunter Zeplin (Romeo29 Zeplin). Potential applicants should contact him by notecard.

ADVERTISEMENT

GOREANS PORTAL RADIO

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

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

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

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

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

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

THE GOREAN WHIP RADIO

"Feel the sting of the WHIP"

TO STREAM THE GOREAN WHIP ON YOUR LAND:

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

TO PLAY ON WINAMP OR MEDIA PLAYER:

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

To schedule The WHIP to broadcast YOUR next event (dance competition, tournament, ceremonies, grand opening, etc), please contact Brett Bertolucci, or Jay Sparrowtree Visit our Website at <http://www.goreanwhip.com> and our Facebook page at <https://www.facebook.com/TheGoreanWhipRadio>.

HERLIT RADIO

How to Listen to Herlit Radio

Herlit Radio can be heard 24/7 on our SIM

If you'd like to listen on your SIM

In About Land

in Media

in Music URL: 216.155.128.202:8039

In WinAmp, open the following URL: <http://216.155.128.202:8039>

In Windows Media Player, open the following URL: <http://216.155.128.202:8039>

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.

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> □

All times and dates correct at time of publication, but please check the schedule boards on the Campus docks for any last minute changes.

NEW TO GOR Classes

Gorean Campus presents "NEW TO GOR" series of classes, that run in continuous rotation

Tuesdays @ 10 AM & 6:30 PM

in the Campus Gallery classroom

Classes are a basic introduction to SL Gor for those that are new, and a valuable review for the more experienced.

Although geared toward the Free.. kajiri will find them beneficial & valuable as well.

Gorean Campus is a safe, independent, non-commercial, non-aligned academy.

Cities sending students, have no fear of their citizens being 'recruited'.

Classes cover the (by the books) basics of Gorean behaviour, dress, deportment... and the 3 pillars of Gor, Home Stone, caste system and natural order/slavery.

Discussion leaders:

~ on Tuesdays

Lady Lynn (10 am)

Krista (6:30 pm)

Gallery Classroom

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
June 2014
for 8 weeks
classes each Monday at:
1pm OR 5pm SLT

2) GOREAN ADVOCATE COURSE

~ Eight, one hour classes.
Course is based around RP trials. We focus on the law, courtroom procedure and tactics as we role-play a series of case studies.
Two further cases are covered as written work.

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

~ next course begins,
June 2014
classes each Tuesday at:
1pm OR 5pm SLT

3) SCRIBE DIPLOMA COURSE

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

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

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

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

ROLEPLAY

25 IC vs OOC

by Gabe Hermit

IC - What is it to be IC? To be "In character" is to be as one would be as an actor in a movie, or upon a stage. When you are out in the role play area, think of yourself as BEING ON THE STAGE, before an audience. If you were watching a movie, would you like it if the actor stopped to take a call from his wife? What if you were watching a pirate movie, on the bounding main, and then heard one of the actors giving another one advice about working on his car. This is a regular occurrence in many cities. It is a real mood breaker. It disrupts the ambiance of the role play.

When you are out and about, keep every last bit of what you say in local chat in the theme of the sim, Be Gorean at ALL times. Yes, every once in a while we use ((BRB)) to apprise people of something that is not fitting to the RP, but even that can be minimized. For example, when you need to go, simply use an IC statement to gracefully bow out. Example: "My duties require that I be off, Lady. I wish you well." If you feel a need to explain the OOC reason, then use IMs. A slave can use "returning to her chores" to go AFK. There is usually a way to stay in character.

OOO - "Out of Character" may seem obvious, but anything you say in IM or group chat is NOT normally considered to be "In Character" Role Play unless those involved understand that it is IC and are agreeable. Yet, all too often, people use IM as a way to get a hold of someone to continue going after their IC goal. For example: contacting someone whose role is that of a slave to come to where you are to serve you in some form. And keep in mind...there are NO cell phones in Gor. IC, there is simply no way that you can contact someone that is not right in front of you. If you want to confront a person, then go see them.

IMs and group chat (GC) are tools for players to be able to talk about things OOClly. They are not a way to continue an In Character role play, or to bicker like children about the RP. Most of the time, when people leave a sim over drama, it is because one or more people just could not keep their mouths shut in IM. A rule of thumb: If you are arguing in IMs about a Role Play, you are doing the wrong thing! Call a Moderator!

An excellent example of an improper OOC event that I witnessed involved a group of slaves who were talking, and one presented a problem. Another one then mentioned that she was just talking to her master on the phone, and expected him to come on line before too long, so he could help. Clearly, the player did not realize that mentioning a phone call, or the idea of

coming on line is out of character. I would also mention that informing a person of a RP, and involving them like this, is meta-gaming. This disrupted the IC feeling of the RP, and ultimately ended up involving mods.

Another example was when one player was heard giving another player tips about the viewer they were using, and discussing it in open chat while RP was underway nearby. Of course, this discussion needed to go to IMs.

As I read over this I am wondering how many people think I'm silly for even trying to explain this concept. After all, how can one not know the difference between IC and OOC? But I also wonder how many people have no comprehension of what I'm trying to explain.

GABE'S CORNER, taken from "THE LYDIUS LEDGER" 3rd edition, August 9, 2014

KNOWLEDGE

26 [SPECIAL EDITION] GOREAN CRYPTOGRAPHY

CASTE OF CRYPTOGRAPHERS, SUBCASTE OF SCRIBES

"Such studies were conducted originally, at least publicly, as opposed to the presumed secret studies of cryptographers, in connection with the Sardar Fairs," said Bosk, "at meetings of Scribes concerned to standardize and simplify the cursive alphabet. Also, it was thought to have consequences for improved pedagogy, in teaching children to first recognize the most commonly occurring letters."

(Slave Girl of Gor)

SCYTALE

He meant, of course, the ribbon in her hair. She stood very straight. For some reason it is almost impossible for a woman not to stand beautifully when she wears slave livery and is in the sight of men.

"Give me the ribbon," said Samos. He spoke in Gorean, but I needed not translate. He held out his hand. She, lifting her arms, blushing, angrily, again touched the ribbon. She freed it of her hair and handed it to a guard, who delivered it to Samos. I saw the guards' eyes on her. I smiled. They could hardly wait to get her to the pens. She, still a foolish Earth girl, did not even notice this.

"Bring your spear," said Samos to a guard. A guard, one who stood behind, gave his spear to Samos.

"It is, of course, a scytale," I said.

"Yes," said Samos, "and the message is in clear Gorean."

He had told me what the message was, and we had discussed it earlier. I was curious, however, to see it wrapped about the shaft of the spear. Originally, in its preparation, the message ribbon is wrapped diagonally, neatly, edges touching, about a cylinder, such as the staff of a marshal's office, the shaft of a spear, a previously prepared object, or so on, and then the message is written in lines parallel with the cylinder. The message, easily printed,

easily read, thus lies across several of the divisions in the wrapped silk. When the silk is unwrapped, of course, the message disappears into a welter of scattered lines, the bits and parts of letters; the coherent message is replaced with a ribbon marked only by meaningless, unintelligible scraps of letters; to read the message, of course, one need only rewrap the ribbon about a cylindrical object of the same dimension as the original object. The message then appears in its clear, legible character. Whereas there is some security in the necessity for rewrapping the message about a cylinder of the original dimension, the primary security does not lie there. After all, once one recognizes a ribbon, or belt, or strip of cloth, as a scytale, it is then only a matter of time until one finds a suitable object to facilitate the acquisition of the message. Indeed, one may use a roll of paper or parchment until, rolling it more tightly or more loosely, as needed, one discovers the message. The security of the message, as is often the case, is a function not of the opacity of the message, in itself, but rather in its concealment, in its not being recognized as a message. A casual individual would never expect that the seemingly incoherent design on a girl's ribbon would conceal a message which might be significant, or fateful.

(Beasts of Gor, page 28)

She had been the girl who had brought to the house of Samos the message of the scytale. The scytale had been a marked hair ribbon. Wrapped about the shaft of a spear, thus aligning the marks, the message had appeared. It had been to me, from Zarendargar, or Half-Ear, a war general of the Kurii, inviting me to meet him at the "world's end." My speculation that this referred to the pole of the Gorean northern hemisphere had proved correct. I had met Half-Ear there, in a vast northern complex, an enormous supply depot intended to arm and fuel, and otherwise logistically support, the projected invasion of Gor, the Counter-Earth. I think it likely that Half-Ear perished in the destruction of the complex. The body, however, was never recovered.

(Explorers of Gor, page 11)

Samos, of course, knew as well as I the limitations of the first knowledge. he knew, as well as I, that Gor was spheroid. I did not know why men did not traverse the seas far waest of Cos and Tyros. Telima, too, of course, having been educated through the second knowledge in the house of Samos, knew that "world's end" was, to the educated Gorean, a figurative expression. Yet, in a sense, the Gorean world did end there, as it also, in a sense, ended with the Voltai ranges to the east. They were the borders, on the east and west, of known Gor. To the far south and north, there was, as far as men knew, only the winds and the snows, driven back and forth, across the bleak ice.

(Raiders of Gor, page 312)

□ □

The scytale was first mentioned by the Greek poet Archilochus (7th century BC.) Other Greek and Roman writers during the following centuries also mentioned it. A description of how it operated is not known from before Plutarch (50-120 AD):

The dispatch-scroll is of the following character. When the ephors send out an admiral or a general, they make two round pieces of wood exactly alike in length and thickness, so that each corresponds to the other in its dimensions, and keep one themselves, while they give the other to their envoy. These pieces of wood they call scytalae. Whenever, then, they wish to send some secret and important message, they make a scroll of parchment long and

narrow, like a leathern strap, and wind it round their scytale, leaving no vacant space thereon, but covering its surface all round with the parchment. After doing this, they write what they wish on the parchment, just as it lies wrapped about the scytale; and when they have written their message, they take the parchment off and send it, without the piece of wood, to the commander. He, when he has received it, cannot otherwise get any meaning out of it,--since the letters have no connection, but are disarranged,--unless he takes his own scytale and winds the strip of parchment about it, so that, when its spiral course is restored perfectly, and that which follows is joined to that which precedes, he reads around the staff, and so discovers the continuity of the message. And the parchment, like the staff, is called scytale, as the thing measured bears the name of the measure.

(Plutarch, Lives (Lysander 19)

CYPHERS AND CYPHER KEYS

"It was interpreted almost instantly by the man called Belisarius," said Bosk. "A more complicated cipher, indexed to key words or key numbers, would presumably have required a wheel or table for its interpretation."

"Can all codes be broken?" asked Samos.

(Slave Girl of Gor, pg. 383)

"We do not know where he is," said Bosk. He looked at Iskander, of the Physicians. "If we should be able to seize he who is spoken of as Belisarius, do you think we could derive the cipher key from him?"

"Perhaps," said Iskander, "but I suspect that a spoken word, uttered by Belisarius himself, would, by suggestion, remove the cipher key from his mind." "Could the enemy be so subtle?" asked Samos. Iskander, of the Physicians, pointed to me. "I think so," said he. "You see what their power is in such matters." I looked down.

"Could we, by the use of drugs, obtain it?" asked Samos.

"Perhaps," said Iskander, "but presumably we would encounter numerous keys. Who knows?" (Slave Girl of Gor, pages 385 - 386)

TRIGGER

"It is strange to you because it is unfamiliar to you," said Iskander, "but in itself it is no more strange than the mechanism of the crossbow, the mechanism of the lock. What we must do is reconstruct the mechanism, which, in this case is a verbal structure, a dialogue, which will release, or trigger, the salient behavior, the stringing of the beads."

"Could she not simply be commanded to recount the order of the beads?" inquired Bosk of Port Kar.

I could not do so.

"No," said Iskander, "she cannot do so, or can only do so imperfectly."

"Why?" asked Samos. "Is the drug not sufficient?"

"The girl has been carefully prepared," said Iskander. "She is under powerful counter-suggestion in that particular. We might, in time, break through it, but we have no assurance that we would not tap a false memory, set within her mind to deceive or mislead us. What I would suspect we would encounter would be overlays of memories, the true with the false. Our best mode of procedure appears to be to reconstruct the trigger behavior."

"You suspect then," asked Bosk, "that several arrangement orders of beads might be in her memory?"

"Yes," said Iskander, "each of which, I suspect, would be correlated with a different message."

"We would, thus," said Bosk, "not know which of the messages was the true message."

"Precisely," said Iskander. "But we do know the trigger sequence will release the crucial message."

"Otherwise," said Bosk, "the intended recipient of the message would also not know which message was the one intended for communication."

"Correct." said Iskander.

"Proceed then," said Samos, "in your attempts to reconstruct the trigger, or the key, in this matter."

(Slave Girl of Gor, page 381 - 382)

STEGANOGRAPHY (KIND OF)

"The girl, bound, knelt between the guards. There were tears in her eyes. Her head had been shaved, completely. She had no notion what had been written there. Illiterate girls are chosen for such messages. Originally her head had been shaved, and the message tattooed into the scalp. Then, over months, her hair had been permitted to regrow. None but the girl would know she carried such a message, and she would not know what it might be. Even those for a fee delivering her to the house of Samos would have considered her only another wench, mere slave property."

(Tribesman of Gor)

(Mentioned the first time by Herodotus 440 BC: Demaratus sent a warning about a forthcoming attack to Greece by writing it directly on the wooden backing of a wax tablet before applying its beeswax surface)

ONLINEISM OF THE WEEK

27 YOU SHALT NOT

You shalt not roleplay with invisible weapons.

You shalt not roleplay with invisible slaves.

You shalt not roleplay with invisible free companions.

You shalt not roleplay with invisible Kurii.

You shalt not roleplay with invisible guards.

You shalt not roleplay with invisible Tharlarions.

You shalt not not not not not roleplay with invisible coins.

ABOUT THE NEW VOICE OF GOR

The NEW VOICE OF GOR is a weekly Gorean newspaper since 2011.

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])

(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 Alliance of Valkyrie Panthers
for members of the group Goreanische Freie Presse

Available in character:

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>

The Soaring Herlit (docks) <http://slurl.com/secondlife/The%20Soaring%20Herlit/165/231/100>

Town of Sulport (skybox) <http://maps.secondlife.com/secondlife/Sulport/64/78/3003>

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/54/198/1011>

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>