



AXE GLACIER

HRI MGAR MOUNTAINS

HUNJER

TORVALDSLAND

TORVALDSBERG

SKJERN

SCAGNAR

HELMUTSPORT

NORTHERN FORESTS

KASSAU

SARDAR MOUNTAINS

TARNWALD

HULNETH

LAURA

RIVE-DE-BOIS

HARFAX

ESALINIUS

THENTIS MOUNTAINS

LYDIUS

PIEDMONT

CARDONICUS

SAPHRONICUS

TI

THENTIS

KAILIAUK

BARRENS

ROVERE

KO-RO-BA

THARNA

VONDA

TREVE

WHITE WATER

FARNACIUM

VICTORIA

AR'S STATION

VENNA

VOSK DELTA

TURMUS

PORT COS

HOLMESK

AR

COS

ARGENTUM

CORCYRUS

TYROS

PORT KAR

BRUNDISIUM

TORCADINO

FLATS OF SARPETO

TARNBURG

TELETUS

TAMBER GULF

SAMNIUM

HOCHBURG

TABOR

EDCINTON

TALMONT

VOLTAI MOUNTAINS

ASPERICHE

BAZI

VEN HIGHLANDS

SCHENDI

JUNGLES OF SCHENDI

KASRA

TA-THASSA MOUNTAINS

SOUTHERN PRARIES

TOR

OASIS OF THE RED ROCK

KASBAH OF THE SALT UBAR

DUNE COUNTRY

KLIIMA

IANDA

KARGASH

TAHARI DESERT

THE WASTES

PLAINS OF TURIA

TURIA

ANANGO



GOR



CARTOGRAPHY BY B SIMON SMITH

This map is intended to represent the tiled map found in the chambers of Samos of Port Kar, infamous agent of the Priest Kings in the realm of the Men Beneath the Mountain.

Any map of Gor is guesswork, to an extent, and we have tried to bring together points of view from many different fan artists to come to a common conception. Nonetheless, this map should not be taken as the absolute gold standard - just as Samos' map would be unlikely to be wholly accurate.

Still, it is the official map for the Tales of Gor RPG, there simply wasn't room to put it in either book and it would have caused problems on the covers.

If you would like to buy a professional print of this map, you can do so here:

<http://www.cafepress.com/postmortmerch.37838186>

