

# Encyclopedia Magica Arcana

Arcana  
Journal

#17

**Avalon Games**





**An Avalon Games Product, All  
rights reserved, Version 2.0, 2011**

**All comments, suggestions and  
contacts can be made at...**

**Avalon Games Company,  
avalon@comstar-games.com**

**Or visit**

**Avalon Games at...**

**www.avalon-games.com**

**Game design, artwork and layout by  
Robert Hemminger**

**Some artwork by Sade, Joe Calkins and  
or by OtherWorld Creations**

**Avalon Games**





## Contents Journal #17

Hex 20

**The Woods of Orth  
and the Plains of Garithmor** ..... Page 4

**Azerkheptis the Conjurer** ..... Page 24

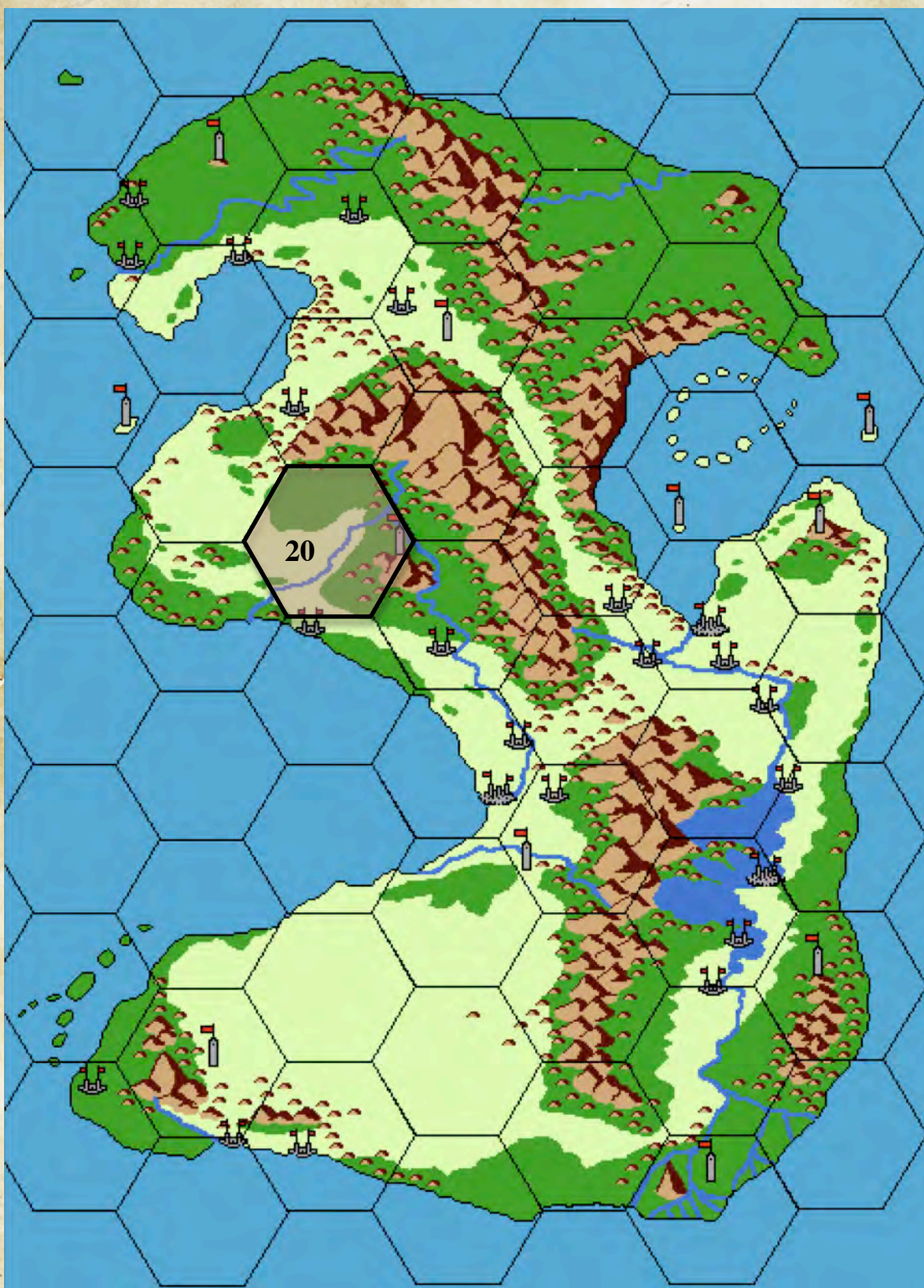
Encyclopedia Magicica Arcana

**“M”** ..... Page 29

**Maps** ..... Page 45





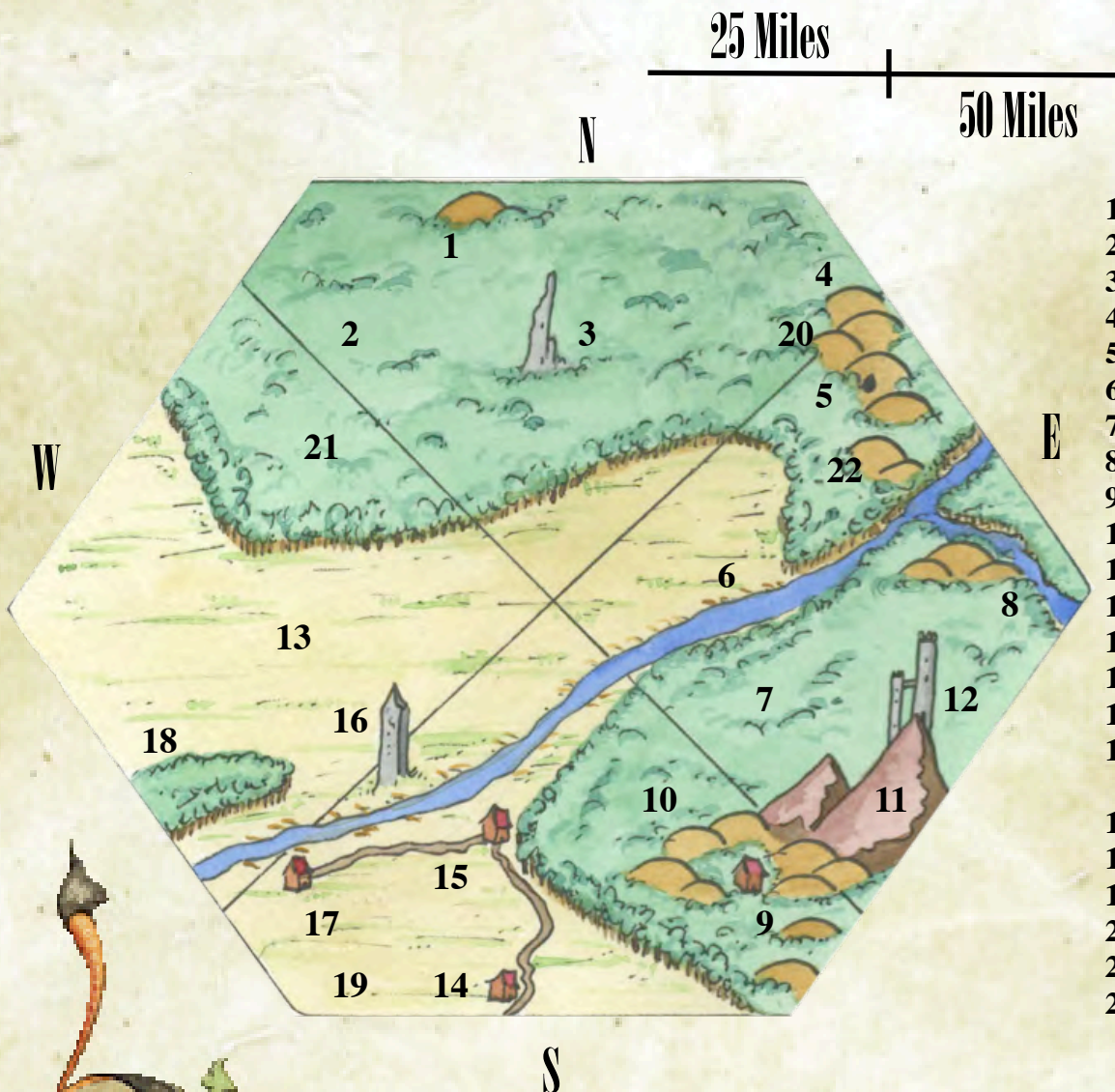




# Hex 20

## The Woods of Orth and the Plains of Garithmor

The wilds of the western reaches can be, and are, a dangerous place. Bands of goblins, trolls and ogres compete with other nasty beasts and monsters. The grasslands are well known to harbor wyrms and drakes and the woods of the land are a haven for bandits and outlaws of all sorts. The area is split by the River Nar, and over looking the whole standing upon it's lone mountain, the Magi tower of High Top.



### Map Index

- 1: Griffin Point
- 2: The Woods of Orth
- 3: Ruins of Gier-Thif
- 4: Hills of Pance
- 5: The Caves of Fargg
- 6: River Nar
- 7: The Woods of Shimarth
- 8: The River Rithmasr
- 9: The Town of Little Hump
- 10: The Little Tops
- 11: Mountain of Char
- 12: High Top
- 13: Plains of Garithmor
- 14: Kilmorth Manner
- 15: Tithmor Manner
- 16: The Giant Stone of Shimmar Gorra
- 17: Lomm Manner
- 18: Woods of Marth-Gor
- 19: Plains of Shimmar Gorra
- 20: Dragon's Bones
- 21: Hall of Magica
- 22: Jake the Bloody's Freehold