

# Encyclopidia Magiciica Arcana

Arcana  
Journal  
#20

**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](http://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**

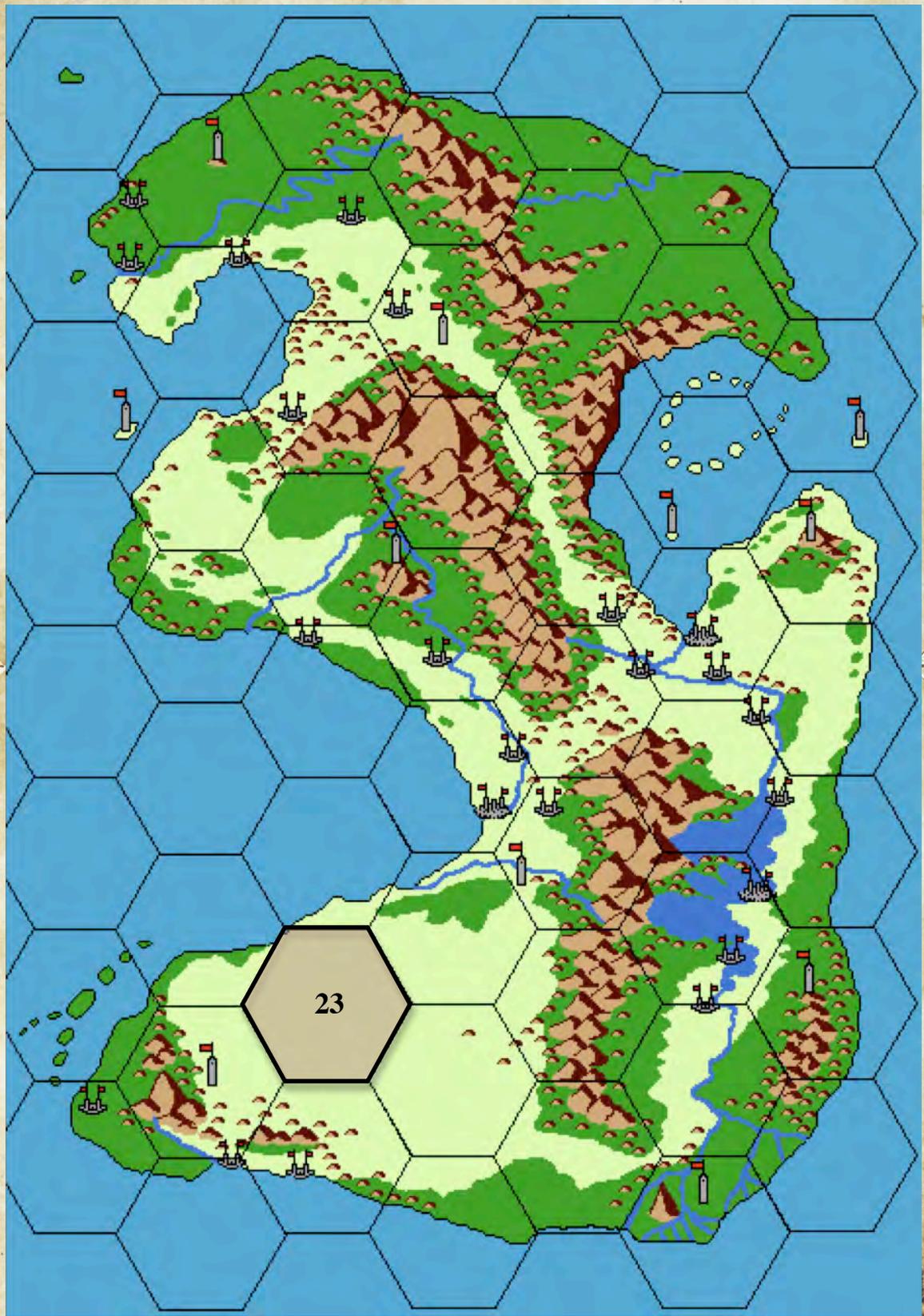


**Contents**  
**Journal #20**

Hex 23

<b>Plains of Shaf-Ria</b> .....	Page 4
<b>Southern Barbarians</b> .....	Page 13
Encyclopedia Magica Arcana	
<b>“p”</b> .....	Page 15
<b>Maps</b> .....	Page 19





23

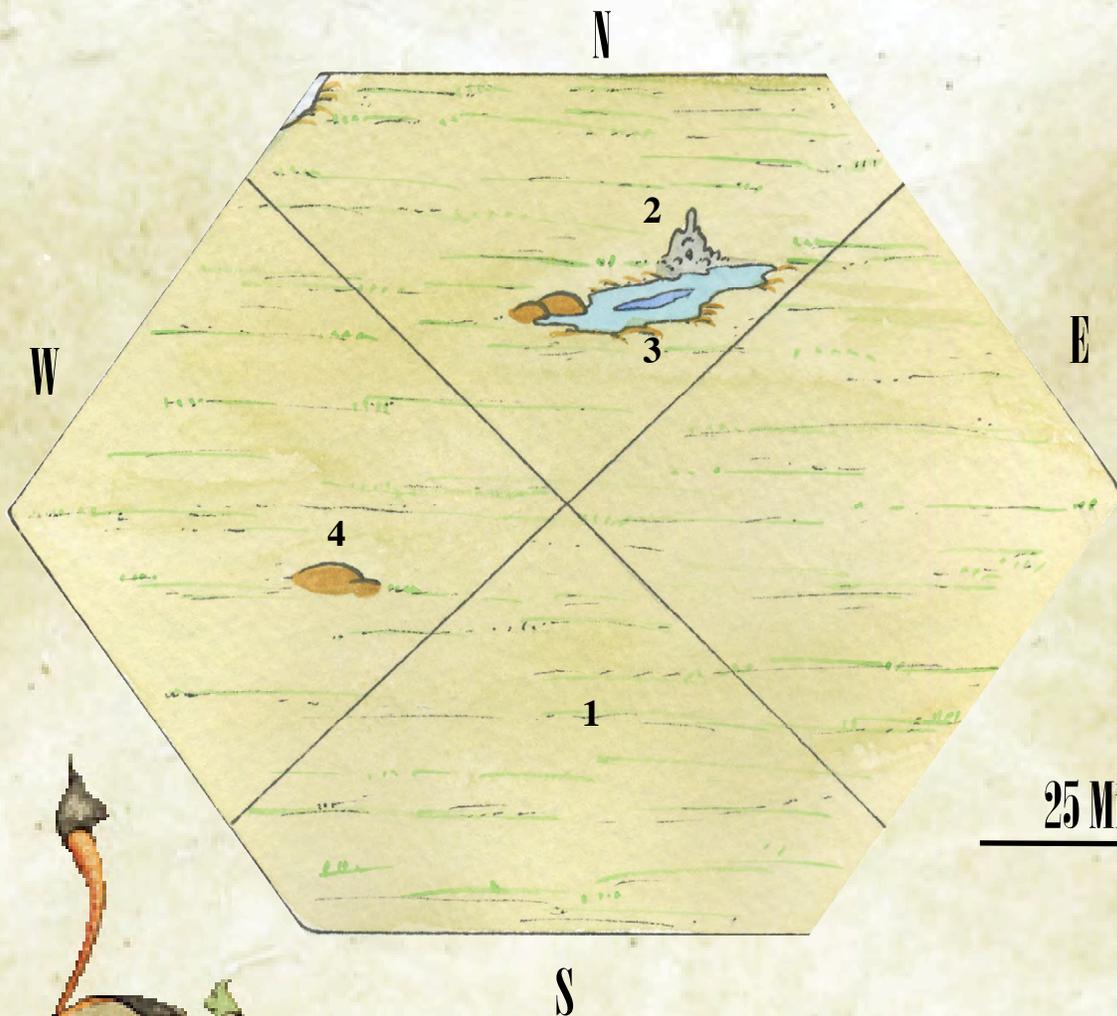
# Hex 23

## Plains of Shaf-Ria

The wilds plains of the south are well known for their barbarians, roving packs of undead and ruins of the dead kings. The grass rolls during the day, like the waves of the sea, and many have even grown sick from the look of the rolling movement of the grass.

The days are generally hot as little cover lies about save for the occasional tree or stream, still the plains see abundance of wildlife, from bear, wolves and prairie dogs, to the huge and fierce plains lions.

Few enter the deep wilds of these plains save the foolish and the desperate, for the barbarians that live here tolerate few to trespass on their range.



### Map Index

- 1: Plains of Shaf-Ria
- 2: The Ruins of Othmor
- 3: Lake Othmor
- 4: The Hill of the Magus

25 Miles

50 Miles

