

Encyclopidia Magiciica Arcana

Arcana
Journal
#25

Avalon Games



Contents
Journal #25

Hex 29

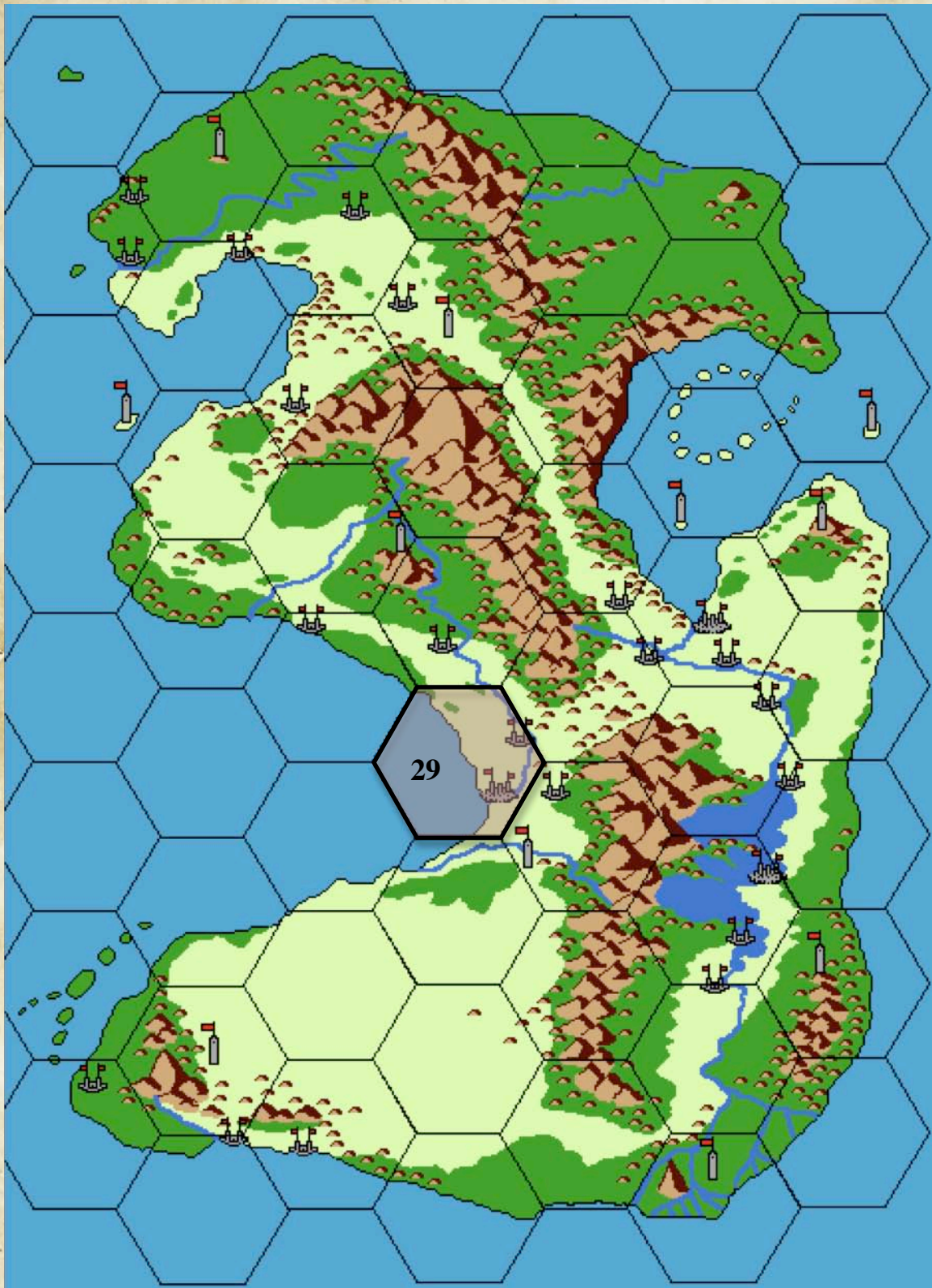
The Valley of Farn
and the City State of Githmorgian Page 4

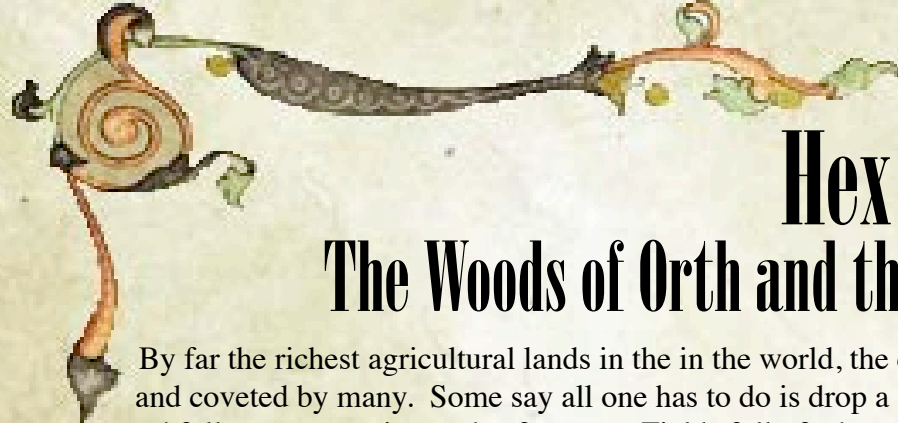
Realms

Mithniera Page 32

Maps Page 41







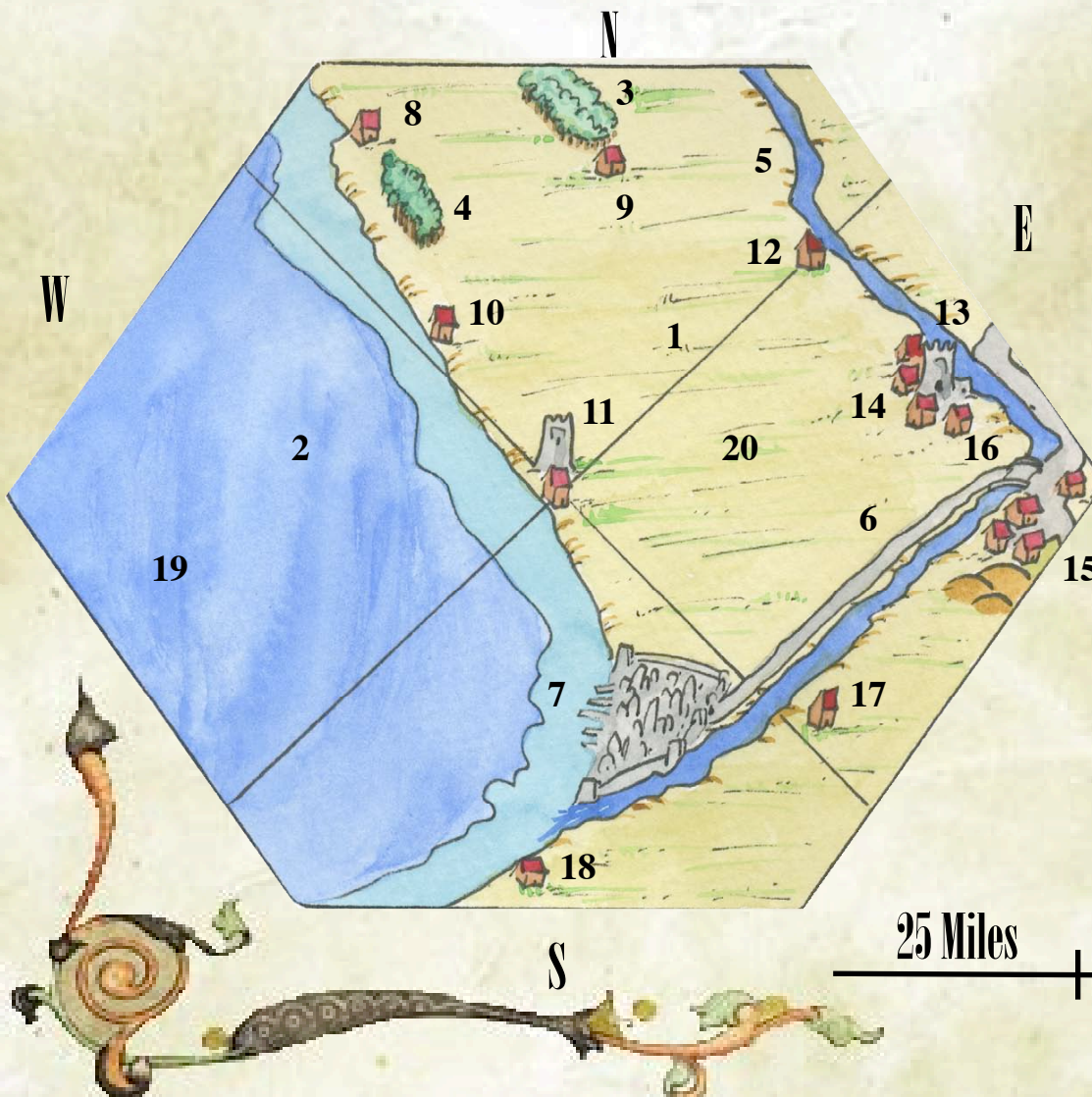
Hex 29

The Woods of Orth and the Plains of Garithmor

By far the richest agricultural lands in the world, the deep red soil of the valley of Farnn is well known and coveted by many. Some say all one has to do is drop a seed here and it will grow. Orchards of fruit, ripe and full grow near vineyards of grapes. Fields full of wheat, oats and barley are common as are herds of sheep and goats. The whole of the valley is cultivated and canals for irrigation and transport run to the river itself like leeches feeding on a vein.

While the valley concentrates on growing food, the realms about it are always at war, for rivalries that date back to the fall of the Tharm Empire still brew.

What dominates the whole of the region though is not the hate of the realms that lie here, or the magic of the many mages, nor even the bounty of the rich soil. No, the main point of interest here is the city of Githmorgian. Proud spires of gold tipped towers stand over white marble walls and docks that offer a haven to all ships that call the city home. The wealth of the merchant princes is well known and they spend much of it on their beloved city. Artists of all sorts can find work here and it is the crafter district of the city that boasts some of the most skilled workmen in the world.



Map Index

- 1: The Valley of Farnn
- 2: Gulf of Pithkoth
- 3: North Woods
- 4: Shumm Woods
- 5: River Rithmasr
- 6: The High Road
- 7: Githmorgian
- 8: Marddit Manor
- 9: Dunmid Manor
- 10: Julinth Manor
- 11: The Citadel of the Sword
- 12: Berindor Manor
- 13: Castle Hardmor
- 14: Belintha
- 15: Thargmor
- 16: The Red Bridge
- 17: Tifar Manor
- 18: Glamis Manor
- 19: Minerith
- 20: Crypt of the Moon Riders

25 Miles

50 Miles

