

# Encyclopidia Magiciica Arcana

Arcana  
Journal

#7



**Contents  
Journal #7**

Hex 9

**The Great Northern Woods** ..... Page 4

Arcane Lore

**Xian Silverhair** ..... Page 22

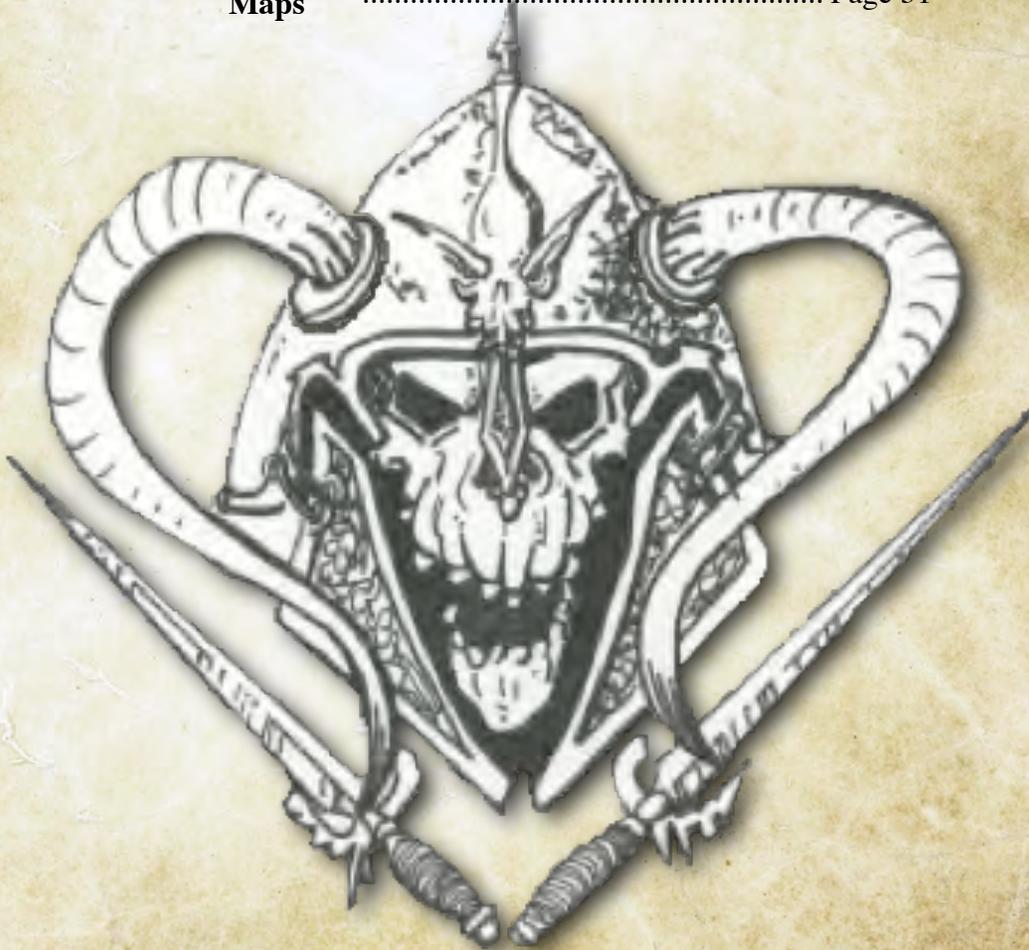
**Bone Dancers** ..... Page 26

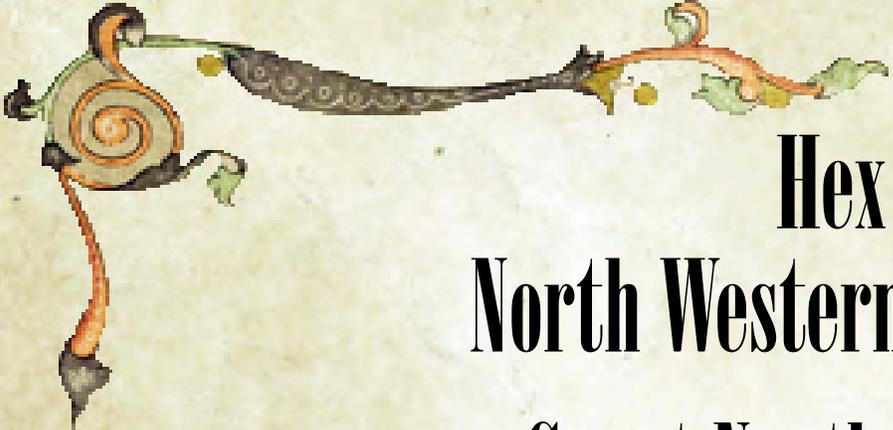
Encyclopedia Magicica Arcana

**“E”** ..... Page 27

**General Gaming Information** ..... Page 30

**Maps** ..... Page 31



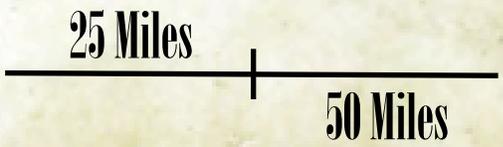


# Hex 9

## North Western Coast of the Great Northern Woods

The northern coast of the great woods holds little civilization, the woods themselves are still the wild, untamed place they have always been and the deeper into the gloomy interior one goes, the further back into time one steps, as the woods grow more and more primeval.

As with all of the northlands, the winters here are hard, but even more in the late fall and winter months as storms rolls off the northern waters, bringing ice, snow and crashing waves. The deep winter sees all activity almost come to an end, and few leave their homes or the village proper. During the summer months, while still cold, the local folk are seen hunting, fishing, cutting wood and weaving wool. Most exports from this region are of wood, fur and fish, with some small iron ore and silver out of the local hills.



- Map Index**
- 1: Cold Northern Ocean
  - 2: The Great North Woods
  - 3: The River Mord
  - 4: The North Tower
  - 5: The Town of Northern
  - 6: Warren of Guththik
  - 7: Tharbon Manner
  - 8: Withmorr Manner
  - 9: The Abandon Manner of Thiff
  - 10: Unicorn Glade

