

Magic Geysers

A West-Marchers Handbook

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Intro

Welcome you filthy convicts to Dain. The continent that's been abandoned by the Gods. A prison colony filled with strange magic and ruthless people. Don't try to escape. It's impossible for you to leave.

Hello and welcome to the Magic Geysers campaign. This is a West-Marchers campaign, meaning that everyone can either play or GM, but more on that in the rules section. This zine is design to both explain how the gameplay loop is intended to work^[1] and to help you orient yourself in the workings of this continent. This zine is a living document and will update as Dain gets expanded over the course of the campaign.

Welcome and good luck!

Rules

West Marchers

Hexcrawl

House Rules

Setting

Species

Subclasses

Cleric

Twilight Domain

The Grand Thievery

Carcass

Carcass is a neutral city within Dain, build within the slowly regenerating corpse of an prehistorical Tarrasque. Its main export include different Tarrasque materials, with the magic negating stomach acid considered to be especially valuable.

The Groaning Breach

A tavern with geyser portals connecting to the five (5) different regions in Dain.

Barkeep

Name	Species	
Olad	Warforged	“This tavern is as clean as an Elven’s arse.”

Meaty Stick

A small stall found in the market area. Sells Tarrasque shoarma^[2] for **1 CP**.

Owner

Name	Species	
Ibrahim	Fairy	“Enjoy the daily dose of grub, boss”

Silver Wing Discoveries

A store for all your magic item needs

- **5 GP**: Lesser potion
- **10 GP**: Normal potion
- **25 GP**: Common magic item
- **50 GP**: Uncommon magic item
- **100 GP**: Rare magic item

Owner

Name	Species	
Chrylis	Dragon	“Today is a good day to learn!”

NPCs

Circle of the Everlight

Geyser Guys

Salamanders

Otherworldly Goods

Appendix A: Gods of the Embrace

Deity	Symbol	Domains	
Ghera	Day	Life, Light	N
Olthys	Mind	Arcana, Knowledge	N
Olbris	Night	Death, Light, Twilight	N
Phises	Soul	Arcana, Death, Life	N
Rylos	Nature	Life, Nature	N
Murmur	Whispers	Knowledge, Trickery	E
Angus	Anguish	Death, Nature, Twilight	C
Poten	Chance	Death, Tempest, Trickery	E/C
Fez	Trade	Trickery	Any
Ednos	Time	Knowledge	L
Aros	Forge	Tempest	L
Novae	Inovation	Knowledge	G
Niara	Magic	Arcana	C
Dachia	Hope	Life	Any
Equa	Justice	Trickery	G/L
Skyla	Sky	Light, Nature, Tempest	N/C
	Unspoken Truths	Arcana, Knowledge, Twilight	L/C
Hobos	Art	Light, Tempest	Any
Holo	Harvest	Knowledge, Nature	L
Pasada	Sea	Death, Nature, Tempest	N/C
Euna	Travel	Nature, Twilight	Any

Deity	Symbol	Domains	
Jojo	Balance	Life	Any
Taher	Human	Light, Trickery	E/L
Kaedl	Guidance	Arcana	Any

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1. With plenty of flexibility.
 2. 1 days worth of rations