Magic Geysers

A West-Marchers Handbook

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Contents

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

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	Spiecies	
Chrylis	Dragon	"Today is a good day to learn!"

Circle of the Everlight

Geyser Guys

Salamanders

Otherworldly Goods

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