

Magic Geysers

A West-Marchers Handbook

Bridget A.M. Bleij

Version 0.1.0

Contents

Intro	2
Rules	3
West Marchers	3
Hexcrawl	3
House Rules	3
Setting	4
Species	4
Subclasses	4
The Grand Thievery	4
Carcass	4
Circle of the Everlight	5
Geyser Guys	5
Salamanders	5
Otherworldly Goods	5

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.”
------	-----------	-----------------------------------------------

NPCs

Circle of the Everlight

Geyser Guys

Salamanders

Otherworldly Goods

-
1. with plenty of flexibility.