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A number of people have asked for more information about the ZEITGEIST setting and the Gears of Revolution adventure path.ZEITGEIST is one of our core settings. The ZEITGEIST setting is a step away from traditional fantasy. In many parts of the world, day to day existence is much unchanged from how folks lived centuries ago. Fey trickery, prowling monsters, and roaming brigands pose as great a threat as ever. Priests and druids offer guidance, and it's possible to live all one's entire years without seeing a steam engine.ZEITGEIST was originally launched over a decade ago with the adventure Island at the Axis of the World. That was the first adventure in a 13-part Gears of Revolution adventure path set in the world. It was re-published for 5th Edition in the last couple of years, and comprises about 1,500 pages of content. Yep, it's big!So we currently have two ZEITGEIST things in the Level Up Kickstarter:Adventures in ZEITGEIST. This is a brand new hardcover campaign world book designed for Level Up: Advanced 5th Edition. Gears of Revolution. This is a massive 13-adventure, 1,500-page 5E adventure path we have previously published, which we added to the Kickstarter as an add-on due to popular demand. It is only available in PDF format. It takes place in the ZEITGEIST campaign world, and is for core 5E (of course all 5E material is compatible with Level Up!)Adventures in ZEITGEIST This is the brand new 300+ page hardcover setting book designed for Level Up. It contains everything you'd expect to see in a setting book — world information, heritages, cultures, archetypes, equipment, even a new class: the Savant (think the Robert Downey Jr. version of Sherlock Holmes). Here's the 'mechanical' material in this book:Heritages — Deva, Gnoll, Goblin, Kobold, Lizardfolk, Minotaur.Cultures — Bloodmarked, De Guerra, Dialectician, Elfaivaran, Harmiau, Pedresco, Steelmarked. Backgrounds — Archaeologist, Faction Agent, Investigator, Riven Mind.Feats — Courseur, Docker, Gunsmith, Martial Scientist, Ottoplimist, Skyseer, Sophist, Spirit Medium, Technologist, Telemachian, Tropezaro, Veskeshi Mystic.Class — Savant, with Steward, Vanguard, and Vox archetypes. Warriors rely on their physical prowess, and spellcasters have all manner of magic, but a savant needs no weapon or armor, only their mind. Brilliant ingenuity, meticulous planning, or keen deductions will win them the day and leave their enemies confused at how they were defeated. Of course, you'd have to be a fool to not use weapons, armor, or magic when they're available, and savants are no fools. Knowledge is power, but power is also power. A savant is at their most effective when they have an array of tools at their disposal and an assortment of allies to enact their cunning schemes.Archetypes (subclasses) —Adept — Durala Carao (think gun-fu!)Berserker — Queen BeeBard — VagabondCleric — AspirantDruid — Axis SlayerFighter — GadgeteerHerald — ExecutoreRanger — TitanistRogue — Occult BladeSorcerer — AnnihilatorWarlock — UrbanistWizard — Last RavenEquipment — Inventions, firearms, apotropaics, travel, magic itemsMonsters That's just the mechanical stuff, of course. This 300+ page book contains a ton of setting information. There's also some setting information on our website:OverviewTimelineRoyal Homeland ConstabularyPlanets & PlanesFey TitansGears of Revolution Adventure Path In the GEARS OF REVOLUTION adventure path for the ZEITGEIST campaign setting, your characters serve in the Homeland Constabulary of the nation of Risur, protecting the country and its citizens from foreign threats lurking within Risur's borders. During missions of espionage and assassination, your duty will be to root out hostile spies and pursue international conspiracies. As you learn more of your homeland's own secrets, however, your loyalties may be tested, may even be turned, and you may find that it is you whose hand controls the gears of the turning age.You can read more about the Gears of Revolution adventure path here (warning: spoilers!)This adventure path takes characters all the way up to level 20 during the course of 13 critically-acclaimed adventures. In total it's about 1,500 pages of material. It's big. We first published it a decade ago, and we re-published it for 5E over the last couple of years over on our EN5ider Patreon, which provides weekly 5E content. It's also available in full from our website.So this enormous AP isn't new material, and isn't really part of the Level Up Kickstarter. However, some folks asked us to include it as an add-on so they could pick it up, so we added it. In advance, you can download the FREE Player's Guide and Campaign Guide for 5th Edition! These documents will introduce you to the epic GEARS OF REVOLUTION adventure path, providing you with all the setting and background information they need to get started along with a slew of ZEITGEIST-specific rules material.The enormous free 60-page Player's Guide provides player information on the world, races, the Royal Homeland Constabulary, equipment, and more.The free 27-page Campaign Guide provides GMs with an overview of the entire 13-part adventure path, background information, and other details not meant for players.This free two-page player's handout will help give your players a quick overview of the setting before you embark on the GEARS OF REVOLUTION adventure path. Level Up: Adventures in ZEITGEIST (A5E) Zeitgeist: Death of the Author (5E & Level Up) ZEITGEIST: The Gears of Revolution Player's Guide PDF ZEITGEIST: The Gears of Revolution Campaign Guide PDF ZEITGEIST: The Gears of Revolution #1: Island at the Axis of the World PDF ZEITGEIST: The Gears of Revolution #2: The Dying Skyseer PDF ZEITGEIST: The Gears of Revolution #3: Digging For Lies PDF ZEITGEIST: The Gears of Revolution #4: Always On Time PDF ZEITGEIST: The Gears of Revolution #5: Cauldron Born PDF ZEITGEIST: The Gears of Revolution #6: Revelations from the Mouth of a Madman PDF ZEITGEIST: The Gears of Revolution #7: Schism PDF ZEITGEIST: The Gears of Revolution #8: Diaspora PDF Howdy,The Zeitgeist campaign looks really well written, and has an interesting setting and story arc. I'm trying to get ready to run this game for some friends, and I'd love to hear about your experiences, whether as a gamemaster or player.Thanks kindly. The ZEITGEIST setting is a step away from traditional fantasy. In many parts of the world, day to day existence is much unchanged from how folks lived centuries ago. Fey trickery, prowling monsters, and roaming brigands pose as great a threat as ever. Priests and druids offer guidance, and it's possible to live all one's entire years without seeing a steam engine.Yet though this is a land born from magic, a revolution of ironclad industry is reshaping nations. Railroads slice through the countryside, driving horrors from their wilderness lairs to new urban labyrinths. Heroes and scoundrels stroll smoggy streets in top hats and tails, battling with pistols or enchanted arcane fuzils. Printing presses publish philosophical revolutions and conspiratorial ramblings, inspiring fresh frights to prow! the shadows between gas-lights under skies darkened by soot and steam.Every nation is at an inflection point, every ideology is vying for influence, and your adventures will shape the spirit of the new age: the zeitgeist. ZEITGEIST: Death of the Author -- An Adventure For D&D 5E Murder. Conspiracy. Secrets. A remote manor. An adventure for D&D 5E. 545 backers pledged £15,845 to help bring this project to life. Last updated October 11, 2021 Southampton, UK Tabletop Games Jul 20, 2021 - Aug 3, 2021 (14 days) ZEITGEIST is an adventure path for 5th Edition, brought to you by the same people who created the critically-acclaimed War of the Burning Sky campaign saga and featuring the same level of intriguing plot, memorable NPCs, and a strong, immersive storyline, and it starts with Island at the Axis of the World. Steam and soot darken the skies above the city of Flint, and winds sweeping across its majestic harbor blow the choking products of industrial forges into the fey rainforests that dot its knife-toothed mountains. Since the earliest ages when the people of Risur founded this city, they feared the capricious beings that hid in those fog-shrouded peaks, but now, as the march of progress and the demands of national defense turn Flint into a garden for artifice and technology, the old faiths and rituals that kept the lurkers of the woods at bay are being abandoned. The Unseen Court, the Great Hunt, and the many spirits of the land long ago conquered by Risur's kings no longer receive tribute, but they cannot enter these new cities of steam and steel to demand their tith. The impoverished workers who huddle in factory slums fear monsters of a different breed, shadowy children of this new urban labyrinth. Even their modern religions have no defenses against these fiends. Times are turning. The skyseers—Risur's folk prophets since their homeland's birth—witness omens in the starry wheels of heaven, and they warn that a new age is nigh. But what they cannot foresee, hidden beyond the steam and soot of the night sky, is the face of this coming era, the spirit of the next age. The zeitgeist. In the ZEITGEIST campaign saga, your players' characters serve in the Homeland Constabulary of the nation of Risur, protecting the country and its citizens from foreign threats lurking within Risur's borders. During missions of espionage and assassination, their duty will be to root out hostile spies and pursue international conspiracies. As they learn more of their homeland's own secrets, however, their loyalties may be tested, may even be turned, and they may find that it is their hand that controls the gears of the turning age. The ZEITGEIST campaign saga consists of thirteen intricately crafted adventures and is carefully designed to allow starting and stopping points while providing a cohesive, well-plotted story arc. Each adventure is fully integrated into Roll20. NPCs have 5e character sheets and color tokens. Maps are set up with Dynamic Lighting. The adventure text links to characters, other handouts, and the 5e compendium so that all the information you need is just a click away. Best of all, the handouts are linked sequentially so that you can use the external journal to read the adventures and guides from beginning to end on your computer or mobile device. The companion Campaign Guide & Player's Guide package contains more than just the text of the guides integrated into Roll20. Inside, you will find tools to augment your campaign: a dramatis personae where your player's can keep notes on significant NPCs, extra NPCs that you can drop into the story at a moment's notice, tracking of the party's prestige, and more! I already owned this adventure through a Patreon and a previous purchase, but bought it again on Roll20. It was worth every penny and more. The linked journal entries make it so much easier to follow and to do an initial read-through than other adventures I've seen, and there is a lot of material to make dMing this complex adventure much easier. The adventure path itself is one of the greatest of all times (google the reviews), and I'm really excited that it is now available for 5e and in Roll20. I want to put in a plug for the Campaign Guide/Player's Guide on Roll20 as well. I already had these resources in pdf (I think they are all free, though they might have been through the Patreon), so initially bought it just to be supportive and because it was only \$5. The deeper I get into the player's guide in the Roll 20 format the better it is. I've learned tricks that will help my DMing just from looking at it, and the level of immersion for my incoming players is unlike any game we've ever tried before (and we've been playing together for 20 years). I also moved up to the Pro level to try the API functions on Roll20. There was a big learning curve getting started (as a total non-programmer), but after some initial pain it was totally worth it. Now I'm despairing that this campaign will set an unrealistically high expectation for everything to come and I'll have to retire from DnD. This looks really interesting. Could be our next campaign. Do you have a rough timeline of when each of the adventures in the saga will be available? Roughly every month or two.

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