

**ZEITGEIST™**

THE GEARS OF REVOLUTION

Campaign Introduction

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 tithe. 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 new age.

The *zeitgeist*.

A Step Away from Classic Fantasy.

ZEITGEIST™ is an EN Publishing™ adventure path for both the PATHFINDER® and D&D 4TH EDITION® role-playing games, taking a party of heroes from levels 1 to 20 (PATHFINDER) or 1 to 30 (D&D). Brought to you by the same people who created the critically-acclaimed WAR OF THE BURNING SKY™ campaign saga, ZEITGEIST features the same level of intriguing plotting, memorable NPCs, and strong, immersive storyline.

In the ZEITGEIST campaign saga, 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.

The ZEITGEIST campaign saga consists of thirteen intricately crafted adventures and is carefully designed to allow starting and stopping points (covering each of D&D 4E's tiers of play in the 4E version) while providing a cohesive, well-plotted 20- or 30-level story arc. (Note that the adventure levels indicated below will differ for the D&D version).

The Intro Pack.

A free download comprising background and game information for players and DM, including a thorough campaign overview.

Player Guide.

Campaign Guide.

The First Act.

The heroes investigate conspiracies in order to protect the imminent peace treaty between Risur and Danor.

Island at the Axis of the World. Level 1.

The Dying Skyseer. Level 2–3.

Digging for Lies. Level 4–5.

Always on Time. Level 6–7.

Cauldron-Born. Levels 8–9.

The Second Act.

Revelations from the Mouth of a Madman. Levels 10–11.

Schism. Levels 12–13.

Diaspora. Levels 14–15.

The Last Starry Sky. Level 16.

The Third Act.

Godmind. Level 17.

Gorged on Ruins. Level 18.

The Grinding Gears of Heaven. Level 19.

Avatar of Revolution. Level 20.



How It Works.

The first part of the adventure path (the Intro Pack and the first adventure) will be available here on paizo.com in Spring 2011, with the others following throughout 2011 and 2012.

Please see our website and messageboard for support and questions, both to be found at www.enworld.org/ap/zeitgeist.html.

We will be releasing both PATHFINDER RPG and D&D 4TH EDITION versions of this adventure path. Each version will differ somewhat according to that system's inherent assumptions, but the overall story will remain the same.

We will be releasing previews on EN World leading up to the release, available free to everyone.

Visit www.enworld.org for previews, discussion boards, and more!



For use with the 4th Edition



Requires the use of the D&D Player's Handbook[®], Monster Manual[®], and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC