



EN5ider Presents:

The ZEITGEIST Adventure Path Player's Guide Part 6

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OUR HUMBLE AND SPECIAL THANKS

to the hundreds of gamers who backed the original release of ZEITGEIST on Kickstarter; and to the over one thousand generous patrons of EN World EN5IDER whose support has made this Fifth Edition update possible.

Prestige Classes

THE FOLLOWING NINE PRESTIGE CLASSES are tied to the character themes presented in the *ZEITGEIST Players' Guide*, but they are completely optional: just because a character has a certain theme does not require that character to take the corresponding prestige class. Note that taking levels in prestige classes follows the same rules as multiclassing except where noted.

Applied Astronomist.

The myriad motes shining in the night sky influence the world and everything in it through subtle magic; with the proper study, that power can be harnessed. Skyseers – familiar with sensing the patterns of the stars – can learn to wield the magic of the stars in battle, enhancing themselves, conjuring otherworldly destructive forces, or shifting the environment so it resembles those of the wandering planes above.

The last skyseer who unlocked these powers (Hugo Therooby) died in 493 leaving an unfinished telescope and observatory atop one of the mountains in Flint's Cloudwood. Today the facility is overrun by pixies who exhibit unusual magical abilities.

Prerequisites.

The applied astronomist prestige class requires a Wisdom score of 13 or higher, proficiency bonus +3, proficiency with Arcana and Nature, and a working knowledge of all 8 planets.



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APPLIED ASTRONOMIST

Level	Features
1	Heavenly Flare, Spellcasting, Stargazer, Touching the Wheel of Heaven
2	Follow Yonder Star, Space Travel
3	Cataclysmic Conjunction

Class Features.

You gain the following class features:

Hit Points.

- **Hit Dice:** 1d6 per applied astronomist level
- **Hit Points:** 1d6 (or 4) + your Constitution modifier per applied astronomist level

Heavenly Flare.

Beginning at 1st level when you take this prestige class, you can use an action to manifest a flare of starlight. Choose one plane you are attuned to and one creature you can see within 60 feet. The target makes a saving throw (determined by the chosen plane) against DC 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the target takes 2d6 radiant damage and suffers an additional effect based on the plane you chose. The damage increases by 1d6 at 11th level (to 3d6) and again at 17th level (to 4d6).

HEAVENLY FLARE

Plane	Saving Throw	Effect
Jiese, Plane of Fire	Dexterity	The target catches on fire. A creature that is on fire take 1d6 fire damage each round until it spends an action to put itself out.
Avilona, Plane of Air	Constitution	The target is deafened and cannot speak above a whisper for 1 minute.
Av, Plane of Dreams	Wisdom	The target is charmed for 1 round.
Mavisha, Plane of Water	Strength	A surge of water pushes the target 10 feet in any direction.
Urim, Plane of Earth	Strength	The target is knocked prone and cannot teleport for one round.
Apet, The Distant Plane	Intelligence	For 1 round the target treats all terrain as difficult terrain and all its ranged weapon attacks have disadvantage.
Reida, Plane of Time	Charisma	The target is stunned for 1 round. While stunned, the target is immune to damage, forced movement, and status effects. No creature can be affected by this for longer than 1 round at a time.
Nem, Plane of Ruin	Constitution	The target is poisoned and cannot regain hit points for 1 round.

Spellcasting.

If you already have spellcasting ability from another class, add your levels in applied astronomist to determine your number of spell slots. In addition, add the following spells to your list of spells



known, if you have high enough spell slots to cast them: *guidance*, *guiding bolt*, *augury*, *clairvoyance*, *divination*, *contact other plane*.

If you don't have another class that provides Spellcasting, you can prepare these spells as if you were a druid. At 1st level, you learn the *guidance* cantrip and can cast *guiding bolt* once between short rests. At 2nd level, you are able to cast *augury* and *clairvoyance* once each between short rests. At 3rd level, you are able to cast *divination* and *contact other plane* once each between long rests.

Stargazer.

Also at 1st level, you gain darkvision with a range of 60 feet. While under moonlight or starlight, the range increases to 1 mile. In addition, you cannot be blinded.

Touching the Wheel of Heaven.

Different planes ascend and decline each day, entering or leaving conjunction with constellations and other celestial phenomena. These planar phases determine your connections to the cosmic powers and determines the effects of some of your powers.

Also at 1st level, after a long rest, if you were able to spend at least 1 hour watching the night sky in the past day, roll twice on the following table to determine which planes you are able to connect to (if you roll the same result, roll again). The connection lasts until you take another long rest, but no more than 24 hours.

PLANAR CONNECTIONS

1d8	Plane
1	Jiese, Plane of Fire
2	Avilona, Plane of Air
3	Av, Plane of Dreams
4	Mavisha, Plane of Water
5	Urim, Plane of Earth
6	Apet, The Distant Plane
7	Reida, Plane of Time
8	Nem, Plane of Ruin

Follow Yonder Star.

At 2nd level, you can let the stars guide your movement and protect you. At the start of your turn you can call upon the stars. This does not require an action. Until the end of your next turn, any opportunity attacks made against you or your allies automatically miss. You can't use this feature again until you finish a long rest.



Space Travel.

Also at 2nd level, each day you gain enhanced movement or bonuses from the two planes you are connected to.

SPACE TRAVEL

Plane	Movement
Jiese, Plane of Fire	You can use a bonus action to Dash.
Avilona, Plane of Air	You gain a fly speed equal to your walking speed. You are unable to fly higher than 20 feet above the nearest surface able to support your weight.
Av, Plane of Dreams	You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed and if you go prone you fall to the nearest surface as if it were the ground.
Mavisha, Plane of Water	You gain a swim speed equal to your walking speed.
Urim, Plane of Earth	You ignore the first 5 feet of forced movement whenever an effect or spell would move you. You may automatically resist being teleported.
Apet, The Distant Plane	You can use an action to teleport up to 30 feet to an unoccupied space that you can see.
Reida, Plane of Time	Your speed increases by 10 feet.
Nem, Plane of Ruin	You hover slightly above the ground, allowing you to ignore difficult terrain. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks do so with disadvantage unless tracking you by scent.

Cataclysmic Conjunction.

At 3rd level, you can use an action to force a portion of another plane to temporarily merge with reality. Choose one plane you are attuned to and a point within 60 feet. A 20-foot-radius of space centered on that point becomes suffused with the essence of that plane.

Creatures in the area must make a saving throw (determined by the chosen plane) against DC 8 + your proficiency bonus + your Wisdom modifier. On a failed save, a creature takes 4d6 force damage plus 4d6 radiant damage and suffers the same effect as a Heavenly Flare of that plane. On a success, a creature takes half as much damage and suffers no extra effect.

For the next 5 minutes, that area is altered depending on what plane you chose. You can't use this feature again until you finish a long rest.

CATACLYSMIC CONJUNCTION

Plane	Area Effect
Jiese, Plane of Fire	As a bonus action, you can create an object composed of solid firegem, of any rough shape, up to 15 feet across, in any unoccupied space in the area. The object is as durable as wood but vanishes when the effect ends.
Avilona, Plane of Air	The area fills with your choice of fog (creating concealment), winds up to 30 miles per hour (ranged weapon attacks are impossible to make at long range and made at disadvantage at short range), or calm air (of a comfortable temperature and breathable).
Av, Plane of Dreams	Enemy creatures in the area have disadvantage on saving throws against magical effects. Allies in the area have advantage on saving throws against magical effects.
Mavisha, Plane of Water	The area fills with water to the depth of your choice. It is either calm and can be traversed with a DC 5 Strength (Athletics) check or choppy which requires a DC 15 Strength (Athletics) check.
Urim, Plane of Earth	You can use a bonus action to roughly tunnel through up to three 5-foot cubes of earth or stone in the area, or extrude an equal amount of stone from a rocky surface.
Apet, The Distant Plane	Attacks originating inside the area cannot affect targets outside the area, and vice versa. A creature can step across the threshold and attack but otherwise the distance is effectively infinite.
Reida, Plane of Time	Creatures in the area can take an extra bonus action each turn.
Nem, Plane of Ruin	A creature starting its turn in the area takes 4d6 necrotic damage and each round all unattended objects in the area are exposed to 1 year's worth of decay.

Logos.

Philosophers practice swaying people's opinions with words and reshaping how they think about the world. Convince a man that charity is wasting money on people who contribute nothing to society and he will see a starving child as a beggar – convince that same man that charity can lift up the poor so they rejoin the workforce and he'll see the same child as a potential worker or investment. Great heroism and horrid cruelty can occur when a powerful idea holds sway.

Underlying philosophy is the understanding that some if not all truths are relative. And some philosophers – whether they have grown jaded to the constant ebb and flow of ideologies battling for ascendance, or they have come to realize that even their own beliefs are impermanent and their perceptions inherently faulty – can effect changes in the world through speech alone.

It is said that the second-century Drakran philosopher von Copenhoff learned to wield such power after he discovered a book written by William Miller, a philosopher whose teachings were declared heretical by the Clergy. Perhaps the Clergy was wise, for von Copenhoff nearly took control of an entire nation by debating with people in power one-by-one until they all agreed with him.



Prerequisites.

The logos prestige class requires a Charisma score of 13 or higher, proficiency bonus +3, Proper Ending, proficiency with Persuasion and Religion, and you must have convinced an enemy to surrender without fighting.

Logos

Level	Features
1	Fiat, Pathos of the Inanimate
2	Ethos of the Unwilling, Make It So, Undeniable Truth
3	Inexplicable Narration, Revoke Agency

Class Features.

You gain the following class features:

Hit Points.

- ▶ **Hit Dice:** 1d8 per logos level
- ▶ **Hit Points:** 1d8 (or 5) + your Constitution modifier per logos level

Fiat.

Beginning at 1st level when you select this prestige class, you learn that if opinion can be swayed by rhetoric so too can behavior, and how to impose this certainty upon the world by fiat.

As an action you can state what a creature you can see within 60 feet will do on its next turn. This command must be equivalent to the one-word commands listed in the *command* spell – approach, drop, flee, grovel, halt, or something similar – though you state it as a declaration rather than an order, such as, “The red-haired brigand cast his weapons to the ground.”

The target must succeed on a Wisdom saving throw (DC 8 + your proficiency modifier + your Intelligence modifier) or act as you stated on its next turn if possible, taking no other actions or movement. This feature has no effect if your command is directly harmful to the target, but it can put it in a dangerous situation (standing beneath a teetering boulder, or running past foes and provoking opportunity attacks).

This feature does not require the target to understand your language nor even have a mind to affect. Once you have used Fiat against a creature, it is immune to your Fiat until the next time you finish a long rest.

Pathos of the Inanimate.

Also at 1st level, you can manipulate unattended objects by speech alone, causing furniture to move, trees to crack, locks and doors to open or close, and even guns to fire on their own, simply by stating that it occurs.

As an action, you can move objects filling up to a 10-foot square within 30 feet. Alternatively you can use a bonus action to move objects as large as a Medium-sized creature, or once a round on your turn move a handheld item (no action required). You can only manifest something that might happen to the object naturally in time, or that a person could cause the object to do. For example, you cannot make a tree float but you could fling a butcher knife or have a wagon roll down the street at a walking pace. If you use this power in a way that might damage a creature, it typically deals no



more than 1d10 damage, and a creature that succeeds on a Dexterity saving throw (DC 8 + your proficiency modifier + your Intelligence modifier) takes no damage.

This cannot affect objects that have been given a name since doing so imbues them with a fragment of willpower.

Ethos of the Unwilling.

At 2nd level your understanding deepens. As a student of behavior and rhetoric you know that if someone agrees to a small concession they develop a meager measure of trust. Even if they are not conscious of it, it becomes easier for you to get others to agree with you.

Whenever you hit a creature with an attack or a creature fails a saving throw against an effect you created, that creature takes a –2 penalty to its next attack roll.

Make It So.

Also at 2nd level, by framing luck and chance as an argument between possible futures, you can sometimes choose which argument is more convincing.

As an action, choose a creature you can see and declare whether its next attack will hit or miss. The next time that creature makes an attack, it either hits or misses as you declared. This effect wears off if the creature takes a short or long rest. Once you have used Make It So against a creature, it is immune to your Make It So until the next time you finish a long rest. If the creature has multiple attacks, you can choose a specific attack you wish to affect such as, “the mantichore’s bite shall miss.”

Undeniable Truth.

Also at 2nd level, when a creature fails a saving throw against your Fiat, you may choose to state a more involved or long-lasting task. If the creature fails another Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier), it follows your lengthier direction (as *suggestion*) instead of the brief command from Fiat. As with Fiat, this is not actually language-dependent or mind-affecting. You can’t use this feature again until you finish a long rest.

Inexplicable Narration.

At 3rd level you learn that until one sees a place, that location could contain anything – and that you can simply persuade it to be more like what you want it to be.

As an action you may choose an area that you are unaware of the details of, no more than 100 feet across, and describe that area. If any creature enters that area within the next 5 minutes, it will match the description permanently. You can declare that any mundane objects or minor elements of terrain you wish are present, but you cannot use this power to cause damage, create creatures, create magical effects, or create objects of any noteworthy value (subject to GM approval).

When you use this feature, you can almost always make simple changes (“the doors on the south wall are unlocked, and the lever to deactivate any traps is within easy view” or “behind this wall is a hidden chamber filled with weapons”) but at the GM’s discretion more drastic declarations may cause the ability to simply fail (like declaring “the hold of this ship is filled with lava” or “a note explaining the villain’s plans just happens to be sitting on a table waiting for us”).

You can’t use this feature again until you finish a long rest.

Revoke Agency.

Also at 3rd level, when a creature fails a saving throw against your Fiat, you may choose to take full control of that creature. If that creature fails another Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier), it falls under your control (as dominate monster) instead of obeying the brief command from Fiat. As with Fiat this is not actually language-dependent or mind-affecting. As per dominate monster, the target receives a new save each time it takes damage. You can’t use this feature again until you finish a long rest.

Mad Shootist.

Guns are passé. The weapon of the future needs to do more than just shed blood. A firearm can store magical power, spit out explosive projectiles, strike with beams of elemental energy, or create even more unusual effects. You never know what tool you need to win a battle but soon you will be able to carry them all at once!

Prerequisites.

The mad shootist prestige class requires an Intelligence score of 13 or higher, The Man with Two Guns is God, proficiency bonus +3, proficiency with Arcana, and access to a technology lab with at least 5,000 gp in components.

MAD SHOOTIST

Level	Features
1	Autofire, Beamshot, Inventive Gunner
2	Mobility Shot, Rocket Launcher
3	Hyper Beam

Class Features.

You gain the following class features:



Hit Points.

- **Hit Dice:** 1d10 per mad shootist level
- **Hit Points:** 1d10 (or 6) + your Constitution modifier per mad shootist level

Autofire.

Beginning at 1st level when you choose this prestige class, with the flip of a switch on your turn your blaster converts from firing a single shot to releasing a volley of smaller force bolts. When you make an attack with your blaster, you can choose to Autofire. Choose a point of space within the weapon’s range. All creatures within 5 feet of the chosen point take damage equal to your Dexterity modifier. You deal normal damage against a creature hit while you use this feature, but if you miss and would normally deal no damage, instead the Autofire still does this grazing damage. A creature that has any cover from your attack takes no damage from Autofire.

If you are 11th level or higher, the damage increases to 2 + your Dexterity modifier, and at 17th level to 4 + your Dexterity modifier.

After using Autofire, your blaster is overheated until the end of your next turn. While overheated, your blaster cannot fire normal blasts, but it can use other features like Beam Shot and Mobility Shot.

Beam Shot.

Also at 1st level, during a long rest you can use the energy matrix of a blaster to refine latent elemental energy in the environment and charge three cartridges that glow blue, red, or yellow. The cartridges maintain their charge indefinitely as long as they stay within 100 feet of your blaster, but if you put two cartridges of the same energy type within a 100 feet of each other one will destabilize, making it impossible – barring further technological innovation – to stockpile such ammunition.

As an action or bonus action, you can load one of these cartridges into your blaster. The next shot with your blaster creates a beam of energy that sounds even more futuristic.

- **Blue: Freeze Ray.** A creature hit with this beam takes no damage but is restrained by encasing ice. The target or a creature who can touch the ice can use its action to make a



Strength check (DC 8 + your proficiency bonus + your Intelligence modifier) to free the creature. While the target is restrained, it is vulnerable to the first attack that damages it. After being attacked, the ice is broken and a restrained target is freed.

- **Red: Shrink Ray.** A creature hit with this beam takes no damage but is shrunk by two size categories (Gargantuan to Large, Medium to Tiny, and so on). While shrunk the target has disadvantage on Strength checks and saving throws, its speed is halved, and it deals half damage with natural and weapon attacks. A target reduced to a size smaller than Tiny deals a maximum of 1 damage with natural and weapon attacks, and its speed is reduced to 5 feet. At the end of each of the target's turns it can make a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) to return to normal size. At the GM's discretion, other effects may apply.
- **Yellow: Wave Beam.** This beam oscillates with visible peaks and troughs, ignoring static, inanimate objects and covering a wide enough area that you only need to aim in approximately the right spot. Your ranged weapon attack ignores cover and concealment. A creature struck by this attack takes an extra 1d10 damage. This damage increases by 1d10 at 11th level (to 2d10) and again at 17th level (to 3d10).

Inventive Gunnery.

Also at 1st level, you craft a powerful weapon unique to you. Choose a type of firearm (pistol, carbine, musket, shotgun, etc.) to be your blaster, a modular arcano-scientific version of that weapon which is powered by an unstable energy matrix. You can craft this blaster by spending 10 days, or upgrade an existing firearm after one day's work. In either case, it requires 500 gp in raw materials.

You can load your blaster with normal ammunition or you can have it fire force blasts. These are identical to normal rounds but they deal force damage and can be fired limitlessly without requiring reloading (and they sound very futuristic).

The energy matrix of a blaster is very volatile and while you know how to keep your weapons within limits, if anyone else fires your blaster it pulses then releases a burst of energy if you do not regain possession of it before 3 rounds have passed. Each creature within a 15-foot radius takes 7d6 force damage. A successful DC 15 Dexterity saving throw reduces this damage by half.

A blaster explosion doesn't destroy the weapon, it only damages and drains it. Restoring the energy matrix requires 50 gp in raw materials and 8 hours of work, but any enchantments and other modifications on the weapon remain. When one of your blasters explodes it cascades through the energy matrix of every other blaster you've crafted, draining those weapons too.

Mobility Shot.

At 2nd level, you can fire an electrical grapple from your blaster as a bonus action. Choose a point with 30 feet to become your anchor for the grapple beam. The target must be a solid object at least 5 feet across. You can use your movement to pull yourself to that location and hang (so if you're 20 feet away, it takes 20 feet of movement), or you can use it as the anchor point of a swing, adding



the length of the grapple beam to the distance you travel with a long jump (at the GM's discretion). You can keep the grapple beam engaged as long as you want, but once you release it, it takes 5 minutes to recharge. While the grapple beam is engaged, you cannot fire your blaster.

If the anchor moves, the beam disengages. You cannot use this feature to damage or grapple creatures.

Rocket Launcher.

Also at 2nd level, after a long rest you can create up to 5 rockets. Like beam shot cartridges, they must stay within a 100 feet of your blaster, and destabilize if you have more than 5 at a time. As an action, you can load one rocket. You can use the item as if it were in your hand. If the item normally requires a ranged attack, it uses your blaster's attack bonus and range. On a successful hit, a rocket deals 6d6 fire and 6d6 force damage. Any creatures in a 15-foot radius of the point hit by a rocket take half damage. A successful Dexterity saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) negates this damage.

Hyper Beam.

At 3rd level, instead of having your blaster overheat after using Autofire you can choose to have it use that unstable energy to charge a hyperbeam. On your next turn after using Autofire, as an action you can unleash a 5-foot wide beam out to the weapon's maximum range. Make an attack roll against every creature in that line, and deal Autofire damage to every creature adjacent to that line. If you loaded a beam shot charge, all these attacks are with the chosen beam. After this hyper shot you can choose to throw your blaster as part of the same Attack action (range 20/60 ft.).

At the start of the following turn, your blaster explodes as though it were a rocket.

Monument of War.

Risur spins its greatest war veterans into mythic heroes that embody the ideals and hallmarks of its various wars for the citizenry. Some rare veterans become empowered by this public investment in their life stories, even learning to manifest parts of their myth in battle today. At the veteran's invocation a remembered fusillade of cannons might strike a new foe or a fallen ally might once again step in the path of a bullet to spare the veteran's life.

These living monuments of war are often haunted by their fallen brethren or by the dishonorable acts they had to perform to survive – which they must now keep secret as the public cheers them as unimpeachable heroes. Yet others just wish to recapture their glory days or to get another shot at the enemies who wronged them and got away.



Prerequisites.

The monument of war prestige class requires a Constitution score of 13 or higher, proficiency bonus +3, Display of Heroism, and proficiency with Athletics and History.

MONUMENT OF WAR

Level	Features
1	Fearless Mien, Instant Boot Camp, Shell Shock
2	Do You Want to Live Forever?, Remembrance of the Human Shield
3	Cannon Overture

Class Features.

You gain the following class features:

Hit Points.

- **Hit Dice:** 1d12 per monument of war level
- **Hit Points:** 1d12 (or 7) + your Constitution modifier per monument of war level

Fearless Mien.

Starting when you choose this prestige class at 1st level, accounts of your heroism carry their own strength. You and allies within 30 feet of you have advantage on saving throws against fear. You can use your Display of Heroism on any ally within that range to stand that ally up and let them spend a hit die to heal (regaining 1 hit point any others as temporary hit points).

Instant Boot Camp.

Also at 1st level, as an action you can shout directions you recall from your own military training. Until the end of your next turn, you and each ally who can see or hear you gains proficiency with Athletics and simple and martial weapons. You and each of those allies can immediately stand up or drop prone, then walk 10 feet or crawl 5 feet.

Shell Shock.

Also at 1st level, as an action you can call upon a powerful memory of being caught in an artillery barrage to conjure psychic manifestations of a cannon strike in your immediate vicinity. This manifestation must be centered on a point within 10 feet and strikes in a 15-foot-radius burst (you must be caught in your own remembered blast, though perhaps cover might shield you).

Targets in the area take 7d6 points of damage, and are pushed 5 feet and knocked prone. A successful Dexterity saving throw (DC 8 + your proficiency modifier + your Constitution modifier) halves the damage and prevents a creature from falling prone. The area of the blast is filled with dust and smoke makes it heavily obscured until the end of your next turn.

You can't use this feature again until you finish a short or long rest.

Do You Want To Live Forever?

At 2nd level, you have survived bullet rains where the crossfire should have killed anyone – a story so well-known and powerful that it protects you. When you have no physical cover or are not obscured, you gain the benefit of half cover (+2 to AC and Dexterity saving throws) against ranged attacks and spells.

Remembrance of the Human Shield.

Also at 2nd level, you can call upon the psychic memory of a long-dead friend to save an ally from an attack. Once per day when you or an ally is hit by an attack, you can use your reaction to conjure the psychic manifestation. The attack hits and destroys the manifestation but the original target of the attack is unaffected and takes no damage.

Cannon Overture.

At 3rd level, when you use Shell Shock, you can use a bonus action during the following two rounds to call in additional cannon strikes. Additional cannon strikes must land within 30 feet of the point of your Shell Shock (and do not need to include you in their area of effect).

Notorious Celebrity.

They say gods gain power from the devotion of their followers and that kings are strengthened by the approval of their subjects. Well you're damned famous – people spend more time each day thinking about your dramatic and entertaining feats than about stodgy monarchs or absent deities. Why shouldn't your notoriety grant you power and influence?

A handful of notorious celebrities seem to only grow more impressive the more people hear of them. They demand attention, attracting followers (colloquially known as a posse) who do their bidding and share in their supernatural power. To take full advantage of their unique abilities they must make an effort to have an audience wherever they go and they find it impossible to avoid scrutiny. Perhaps not the best choice for a constable who might need to travel incognito but sometimes the affection of fans is more useful than the indifference of strangers.



Prerequisites.

The notorious celebrity prestige class requires a Charisma score of 13 or higher, proficiency bonus +3, Docker's Jank, proficiency with Performance, and must be wildly popular as an entertainer.

NOTORIOUS CELEBRITY

Level Features

- | Level | Features |
|-------|---|
| 1 | Attention Monger, Audience Participation, Roll With A Posse |
| 2 | Crowd Effect, Summon Audience |
| 3 | One-Upmanship, Shock & Awe |

Class Features.

You gain the following class features:

Hit Points.

- **Hit Dice:** 1d8 per notorious celebrity level
- **Hit Points:** 1d8 (or 5) + your Constitution modifier per notorious celebrity level

Attention Monger.

Starting at 1st level when you choose this prestige class, once on your turn you can shout for attention. Choose one non-mindless creature aware of you that you can see. That enemy has disadvantage on attack rolls against targets other than you until the end of your next turn. You can't use this feature again until you finish a short or long rest.

Audience Participation.

Also at 1st level, you are unparalleled at getting the crowd on your side. If there are noncombatants present who are friendly to you and aware that you're engaged in combat, whenever an enemy starts its turn adjacent to one or more of those noncombatants, the crowd deals 1d6 bludgeoning damage to that creature. Your posse counts as noncombatants for this feature if you haven't directed them to act in the past round.

Roll with a Posse.

You attract four loyal followers, your "posse," who protect you from unimportant people and do tasks you don't have time for, as well as aid you in combat. Each member of your posse has the following statistics, or something roughly equivalent.

Posse Member

Medium humanoid (any race), same alignment as you

Armor Class 12 (leather armor)

HP 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws DEX +3, CHA +3

Skills Intimidation +3, Perception +2, one other

Senses passive Perception 12

Bolstered By Celebrity. As long as a posse member has seen you in the past 5 minutes, they use your proficiency bonus instead of their own (+2). In addition, when a posse member is reduced to 0 hit points they automatically stabilize unless the damage taken is equal to or greater than 16, in which case they die instantly.

Hype Tactics. The posse member has advantage on an attack roll against a creature if their celebrity attacked that creature in the past round or is within 5 feet of that creature.

ACTIONS

Melee Weaponry. *Melee Weapon Attack:* +3 to hit; reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning, piercing, or slashing damage.

Pistol. *Ranged Weapon Attack:* +3 to hit; range 20/60 ft.; one target. *Hit:* 6 (1d10+1) piercing damage. The weapon misfires on a natural 1. Reloading requires an action or bonus action.

Your posse members act on your initiative in combat but normally they hang back and don't attack. They'll move where you direct without you needing to spend an action. You can spend an action to have them each take the Attack, Dash, Disengage, Dodge, or Help action, after which they return to being noncombatants for 1 round.

You have a subtle supernatural connection to your posse so whenever something deals damage to a posse member you can see, you can transfer that damage to yourself. If the same source damages multiple posse members simultaneously, you can protect all of them but only take the damage once.

A posse member who dies should be mourned and then can be replaced casually the next time you're somewhere you have fans. You might eulogize them in a song and everyone will say how great you are for respecting what's-their-name.

Crowd Effect.

At 2nd level, when you have an audience of at least 8 noncombatants their viewership bolsters you. While you have an audience, you gain a +5 bonus on death saving throws, and whenever you drop an enemy to 0 hit points you gain 5 temporary hit points. These temporary hit points don't stack and disappear when you no longer have an audience.

Summon Audience.

Also at 2nd level, as a bonus action, you can create up to 8 illusory people in a 20-foot cube within 120 feet, lasting for 10 minutes or until you dismiss them. These illusions are as convincing as major illusion and are lifelike but generally stationary unless you spend an action to have them move. You and your allies can move freely through the illusory crowd and they grant half cover from ranged

attacks, but other creatures treat the area as difficult terrain. These audience members count as real noncombatants for Audience Participation and Crowd effect.

You can't use this feature again until you finish a long rest.

One-Upmanship.

At 3rd level, you find it hard to let your allies have a moment in the spotlight. The first time each combat when an ally drops an enemy to 0 hit points or scores a critical hit, you grant yourself the benefits of the Bardic Inspiration die from your Docker's Jank feat. This doesn't expend the die you would normally grant to your allies.

Shock & Awe.

Also at 3rd level, when you hit an enemy with an attack or an enemy fails a saving throw against a spell you cast, you can use a bonus action to have one of your posse members attack the same enemy. If your posse member hits, the enemy is frightened of you until the end of your next turn unless it succeeds on a Wisdom saving throw (DC 8 + your proficiency modifier + your Charisma modifier).

Polyhistor.

Ballistics is a science. Angle, velocity, force – all these can be calculated and refined for the perfect shot. Medicine is likewise a science. Arteries, ligaments, organs – damage to these in varying intensities cause readily-measured negative consequences to the injured party. Similarly the kinetics of motion, the materials science of armor and weaponry, even the nascent study of psychology and sociology all can lend understanding to the complex system that is a battle.

As a polyhistor you are well-learned, versed in an expansive list of sciences, all with a focus on their relation to warfare and combat. Using your diverse knowledge and your keen intellect you can compose at a moment's notice the ideal method of attack for any situation. Admittedly, doing so can be mentally taxing, so you may need to pause and regain your poise in order to track all the factors at play in a battle. Likewise, sometimes an immediate attack is not optimal – better perhaps to observe a foe's patterns and let him leave an opening you can exploit to crush him.

Prerequisites.

The polyhistor prestige class requires proficiency bonus +3, Martial Studies, proficiency with Investigation, and either proficiency with Intelligence saving throws or an Intelligence score of 13 or higher. In addition, you must have contacts in a college, military academy, or university.

POLYHISTOR

Level	Features
1	Combat Focus, Elementary Stances, Studied Proficiency
2	Inner Defenses, Perfect Aim
3	Cunning Defense, Masterstroke

Class Features.

You gain the following class features:



Hit Points.

- Hit Dice: 1d10 per polyhistor level
- Hit Points: 1d10 (or 6) + your Constitution modifier per polyhistor level

Combat Focus.

Starting at 1st level when you choose this prestige class, you gain an impressive and intuitive focused awareness in combat. You gain a number of focus points equal to your polyhistor class level. This is your focus point reserve. In addition, at the end of any turn in which you take hostile action against a foe, a foe takes hostile action against you, or you witness a foe taking or being targeted by a hostile action, you add 1 focus point to your reserve, to a maximum of 10 focus points. (For the purposes of this ability, a hostile action is defined as a natural, spell, or weapon attack against another creature, or the casting of a spell that deals damage or exerts control over a target.)

Whenever 5 minutes pass without your having gained any focus points, your focus point reserve resets to a number equal to your polyhistor class level (1, 2, or 3).

You can use focus points from your reserve to assume Elementary Stances and gain other benefits.

Elementary Stances.

Also at 1st level, you learn a diverse set of fighting styles. While you are master of none, as you gain insight into a battle you can discern moments where such techniques could be useful.

At the start of your turn you can spend 1 focus point from your reserve to gain the benefits of any feat that requires the use of a weapon or the Attack action until the start of your next turn. You can gain access to up to two feats this way per round.

Studied Proficiency.

Also at 1st level, you gain proficiency with all weapons (including cannons). For your Martial Studies feat, you always have access to the Experimental Strike Martial Scientist technique (see the *ZEITGEIST Player's Guide* Part 1, page 10), and you can choose one additional technique after a long rest.

**Inner Defenses.**

At 2nd level, you have devised techniques to recognize mental threats and divert them. Whenever you need to make an Intelligence, Wisdom, or Charisma saving throw, you can spend 2 focus points from your reserve to either become proficient in that type of save or double your proficiency bonus.

Perfect Aim.

Also at 2nd level, if you have advantage on an attack roll and your result with both d20 rolls would be a hit, you can spend 2 focus points from your reserve to treat the attack as a critical hit.

Cunning Defense.

At 3rd level, you can anticipate your enemy's moves to plot out strikes, parries, and ripostes like gambits on a chessboard. You are able to use your Intelligence modifier in place of your Dexterity modifier when calculating your Armor Class.

Masterstroke.

Also at 3rd level, you can use your considerable intellect to compose the perfect attack amidst the seeming randomness of battle. As an action, you can study a foe. Until the end of your next turn, you have advantage on all attack rolls against that foe, and if the unmodified die roll of an attack you make against that foe is 12 or lower, you treat it as if you had rolled a natural 13. At the end of your next turn, the mental exhaustion causes you to gain 2 levels of exhaustion and to be incapacitated for 1 round.

Steamsuit Pilot.

If you can build a quadruped contraption that can fire a gun or channel magical energy, it's merely a matter of scale to produce a larger vehicle – perhaps something someone could wear like a suit of armor. Now any person would have to be a fool to strap themselves into a heat-conducting pile of metal powered by an arcane steam boiler, but well, you've invented the damned thing. It'd be more foolish to let it go to waste.

Each technologist who tries to design a steamsuit adds his or her own flair and quirks. Sometimes an elf wants a verdigris suit of skin-tight plate armor that merely increases his strength and speed. Sometimes a gnome wants to ride around in a mechanized gorilla the size of a bear and tear through everything in her path. But invariably, these suits are just machines, and any machine – no matter how ingeniously crafted – can break.

Prerequisites.

The steamsuit pilot prestige class requires an Intelligence score of 13 or higher, proficiency bonus +3, Disposable Simulacrum, proficiency with Arcana, and access to a technology lab with at least 5,000 gp in components.

STEAMSUIT PILOT

Level	Features
1	Personal Touches, Power Fist, Steam & Steel
2	Defensive Shield, Redline Rush
3	Quick-Don

**Class Features.**

You gain the following class features:

Hit Points.

- Hit Dice: 1d8 per steamsuit pilot level
- Hit Points: 1d8 (or 5) + your Constitution modifier per steamsuit pilot level

Steam & Steel.

Starting at 1st level when you choose this prestige class, you design an arcanoscientific power matrix which you can integrate into a suit of armor as a sort of steam engine, enhancing your strength and ability to move while worn. Indeed, the power matrix can even let you to wear armor larger than your actual body.

If you start with a suit of armor and spend 1 day and 500 gp in raw materials, you can upgrade that armor with a power matrix and the necessary enchantments and steam valves to operate it. The armor can be your size or larger, up to Large size. Large armor costs the same as Medium or Small armor since the main expense is labor (not materials). The archetypical steamsuit is modified Large full plate, whose only drawback is that it might not fit some places. You can build a leather steamsuit, or multiple steamsuits, but you can only operate one at a time.

A steamsuit is inert without a pilot and since you designed it for yourself only a creature the same size as you can fit into your suit. You can enter or exit a suit by spending 10 feet of movement. Most suits are designed with masterful locking mechanisms which can be opened either by a key as a bonus action, or with a DC 20 Dexterity (thieves' tools) check as an action. When you enter the suit you can lock it at the end of your movement.

You are restrained and blinded while inside a suit that is deactivated. Activating or deactivating the arcane steam engine takes a bonus action. While the engine is active, you are considered proficient in whatever type of armor the suit is. You have a magical link to your steamsuit, so any magical enchantments on what you're wearing also apply to the steamsuit's armor. Your steamsuit will typically have hands so it can wield weapons. If you have a magic



weapon, it can wield that weapon, or if it has the same type of weapon and you have the weapon on your person while inside the suit, the weapon the suit wields benefits from that enchantment.

As long as the engine is active you must maintain the power matrix. As creator of the suit your magical link lets you do this without spending an action as long as you're inside the suit, even if you're incapacitated. If another creature is in the suit, it can attempt a DC 15 Intelligence check as a bonus action to keep the power matrix stable. On a failure, at the end of its turn the steam-suit shuts down to prevent a dangerous steam overload. It thereafter won't restart for 1 minute, but the exit hatch still works.

While in your suit, your Strength score is increased to 19, or to 23 if you are proficient in the type of armor the suit is made out of (because the suit has less work to do), unless your Strength is already higher. In addition, your carrying capacity is doubled and the suit doesn't count toward your encumbrance.

You are considered proficient with your suit's unarmed attacks (1d6 bludgeoning damage).

At the end of your turn, if you took damage since your last turn while in the suit, make a DC 10 Intelligence saving throw to keep the engine stable. When you fail a third save the engine enters a safe mode, reducing your speed by half, imposing a -2 penalty on AC and Dexterity saving throws, and preventing you from taking reactions that require movement (including opportunity attacks). You can repair the suit during a short rest.

When you activate your steamsuit, if the contraption you made with Disposable Simulacrum is within 5 feet, you can have it lock into the suit. It thereafter moves where you go but has half cover from attacks.

Personal Touches.

Also at 1st level, choose up to 10 objects that can be held in one hand (or two-handed objects, which take up twice as much space). You integrate these objects into your suit and can retrieve them as easily as if you had them on your belt, except they can be hidden from casual view. Sure it's obvious you're in a half-ton clanking shell of steel, but enemies won't know you're carrying (for example) a shotgun, a musket, a shield, a lantern, a portable ram, and a pair of integrated scimitars. You can still only make use of two hands' worth of weapons or shields at a time.

Power Fist.

At 2nd level, steam pistons in your suit's arm can launch a devastating punch. When you hit an enemy with your suit's unarmed strike, you can trigger the power fist. The attack deals an extra 1d6 damage, and the target must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be shoved 10 feet away. This attack destabilizes the engine as if you had taken damage, forcing you to make an Intelligence saving throw at the end of your next turn. You can only use this feature once per turn, and you cannot use it when your suit is in safe mode.

Defensive Shield.

Also at 2nd level, you can enhance your armor's resilience with charged wards with limited duration. You can use a bonus action

to choose an energy type and gain resistance to that energy type until the end of your next turn. This shield destabilizes the engine as if you had taken damage, forcing you to make an Intelligence saving throw at the end of that turn. You cannot use this feature when your suit is in safe mode.

Redline Rush.

At 3rd level, on your turn you can overheat your engine to increase your suit's speed. You double your speed for the turn and gain a +5 bonus to all Strength (Athletics) and Dexterity (Acrobatics) checks during this movement. Your suit automatically enters safe mode at the end of your turn.

Quick-Don.

Also at 3rd level, as an action you can cause your suit to magically collapse into a mechanical object that fits into your palm and weighs only 5 pounds. Another action causes this object to transform into your suit, and may have the suit form around you with the engine activated (making it easy to have multiple suits for different occasions).

Urban Empath.

Mediums can sense the lingering thoughts of spirits of the dead but for ages people have referred to cities as having a spirit, a genius loci. Especially in a place where so many have died over the years, with the right mindset it becomes possible for a medium to attune to the psychic nature of cities – it begins to sustain them, speak to them, and protect them.

This close communion with urban environments has its limitations, of course. A medium who devotes time to learning to speak with cities can still use their powers in the wilderness but in a much weakened capacity. In the smog-choked streets of a burgeoning industrial metropolis however, they have a veritable army at their command.

Prerequisites.

The urban empath prestige class requires a Charisma score of 13 or higher, Unfinished Business, and proficiency with Insight and Persuasion.

URBAN EMPATH

Level	Features
1	Every Building a Welcoming Home, Spellcasting, The City Comes Alive, Urban Bond
2	Every Window an Eye, The City Whispers
3	The City Marches to War

Class Features.

You gain the following class features:

Hit Points.

- **Hit Dice:** 1d6 per urban empath level
- **Hit Points:** 1d6 (or 4) + your Constitution modifier per urban empath level



Spellcasting.

If you already have spellcasting ability from another class, add your levels in urban empathy to determine your number of spell slots. In addition, add the following spells to your list of spells known, if you have high enough spell slots to cast them: *message*, *knock*, *tiny hut* (takes the form of a small house), *locate creature*, *conjure elemental*.

If you don't have another class that provides Spellcasting, you can prepare those spells as if you were a sorcerer. At 1st level, you learn the *message* cantrip and can cast *knock* once between short rests. At 2nd level, you are able to cast *tiny hut* and *locate creature* once each between short rests. At 3rd level, you are able to cast *conjure elemental* once each between long rests.

Every Building a Welcoming Home.

At 1st level when you choose this prestige class, you can use a bonus action to ask a city to let you through. Until the end of your turn, you can move through manmade structures as if they weren't there. You can't use this feature again until you finish a short or long rest.

The City Comes Alive.

Also at 1st level, as an action you can call upon the city to strike an enemy and possibly trap it in a maw of bricks and cobblestones. Make a ranged spell attack (using your Charisma modifier) against a creature you can see within 30 feet that is within 5 feet of a manmade structure (even just a wall or street).

If the attack hits, the target takes 2d6 damage, and if the creature is Large or smaller it is knocked prone but gains half cover while prone. This damage increases by 1d6 at 11th level (3d6) and again at 17th level (4d6).

Urban Bond.

Also at 1st level, while in an urban environment (defined generally as a bounded area with a population density of at least 1,000 people per square mile), you need neither food nor drink, and you gain a +2 bonus to Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Perception) checks. These effects generally extend as long as you're within 3 miles of the border of an urban area.

Every Window an Eye.

At 2nd level, while in an urban environment you gain tremorsense 60 feet and can sense the presence and location of creatures that are heavily obscured or have total cover as long as they are hidden by manmade structures.

The City Whispers.

Also at 2nd level, you can listen to the spirit of the city to learn what it hears and sees. This communion functions similar to the commune with nature ritual, granting you knowledge of three facts the city can share. Sample facts include:

- ▶ The general state of every publicly accessible location within 3 miles.
- ▶ Disturbances in private locations if they could be seen or heard from a public area.
- ▶ Choose a creature or small group that can be identified through some physical means. You learn whether it is in the



area and where, unless it entered a private area in which case you learn when it entered.

- ▶ Gain intuitive understanding of all publicly traversible terrain in the area, allowing you to navigate perfectly.

For the purpose of this feature, "private" means a place that is privately owned and off-limits to the general public. For example, a museum is not private, because it's open to the public, and while sewer tunnels are generally off-limits to civilians, they aren't privately owned. On the other hand, the rooms of an inn would be private areas because the proprietor prohibits those who haven't paid from gaining access.

A city doesn't have precise recollection and cannot convey conversations or subtle actions, but it could share details of major civic events, such as a speech that drew many listeners. This power functions to a distance of 3 miles in an urban environment, but only to 300 feet outside an urban area.

You can't use this feature again until you finish a long rest.

The City Marches to War.

At 3rd level, you can call upon a city in your time of dire need, causing walls, streets, and gates to move at your command.

As an action, you cause terrain to rise up and hinder your foes. Choose a point that you can see within 100 feet. You affect an area in a 40-foot-radius of that point. An enemy creature that enters that area or end its turn there takes 2d6 magical bludgeoning damage. As a bonus action, you can cause up to six 5-foot cubes of terrain in the area to move up to 30 feet, or to extrude into the area from an existing wall or floor, or to withdraw into an existing wall or floor. This moving terrain can only enter unoccupied spaces, and it is generally composed of whatever the prevailing building materials in the area are. The area lasts for 5 minutes or until dismissed.

Outside an urban area, you can only affect a 10-foot radius area from a point within 50 feet.

You can't use this feature again until you finish a long rest.



Vekeshi Excoriant.

Only a handful of mystics among the vekeshi learn the rituals of the fallen goddess Srasama. Though she has passed on, a sliver of her power can still be touched by those who maintain sufficient devotion – it remains unclear whether the goddess herself grants these adherents what little remains of her power or if the collective memory of Srasama's death somehow carries its own influence. These true believers excoriate their skin and use fire to cauterize and scar in symbols sacred to Srasama, commemorating her three forms of Maiden, Mother, and Crone. Excoriants often either find themselves in charge of local cells of vekeshi mystics or they altogether transcend hierarchies and pursue their own agendas. Every night, however, they focus their will by reciting the teachings of Vekesh so that they maintain the purity of purpose to protect the weak and punish those who would abuse them.

Prerequisites.

The vekeshi excoriant prestige class requires a Constitution score of 13 or higher, Hand of Retribution, proficiency with History and Religion, and you must have three iconic scars somewhere on the body.

VEKESHI EXCORIANT

Level	Features
1	Dreadnought, Threefold Presence, Vengeful Gaze of the Goddess
2	Live for Vengeance, Triune Blessing
3	Aspect of Srasama

Class Features.

You gain the following class features:

Hit Points.

- **Hit Dice:** 1d12 per vekeshi excoriant level
- **Hit Points:** 1d12 (or 7) + your Constitution modifier per vekeshi excoriant level

Dreadnought.

At 1st level when you select this prestige class, the mystic rites you undertook to connect you to the goddess have strengthened your will and freed you to resist worldly temptations. You gain proficiency with Wisdom saving throws. If you are already proficient with Wisdom saving throws, you gain a +2 bonus to Wisdom saving throws.

Threefold Presence.

Also at 1st level, at the start of your turn you may call upon the threefold presence of Srasama. This turn when you move, you can trace three different paths from your initial starting position, as if you were splitting into three versions of yourself. At the start of your next turn you must choose one of those locations to remain at, at which point the other two versions of you disappear. Until that time you can take actions as if you were in any of those locations, and you can be affected by others as if you were in any of those locations. Things that would affect multiple versions of you, such as if an area attack struck two versions of you, only affect you once.

You can't use this feature again until you finish a short or long rest.



Vengeful Gaze of the Goddess.

Also at 1st level, you can use a bonus action and choose a creature you can see. Guided by the divine sight of Srasama, you unerringly know the direction to the target until you take a long rest. You can't use this feature again until you finish a long rest.

Live for Vengeance.

At 2nd level, whenever you start your turn dying, you may choose to fail a death saving throw and spend two Hit Dice. If you do, roll those Hit Dice and heal that many hit points, allowing you to regain consciousness.

Triune Blessing.

Also at 2nd level, you can use a bonus action to call upon the three aspects of the goddess Srasama to bless yourself and your allies. For each of these blessings, choose yourself or one ally you can see. You can choose the same creature multiple times.

- The maiden grants advantage on the creature's next saving throw, and the creature can immediately make a saving throw against an ongoing effect.
 - The mother heals the creature and it regains 3d8+5 hit points.
 - The crone grants advantage on the creature's next attack roll.
- You can't use this feature again until you finish a long rest.



Aspect of Srasama.

At 3rd level, you can use an action to call upon a vestige of your goddess. A towering, flaming image of a woman steps into existence. Her features shift by the moment from youthful warrior to mature healer to withered and skeletal sorceress. She strides toward your enemies, six burning swords held in or floating beside her six hands.

This aspect of Srasama does not act with any real intelligence and the only word she ever says is for her Guttering Desperation attack. She is focused on defeating your enemies. She acts on your initiative as soon as you summon her. She follows your desires without you needing to take any action to direct her. Her presence requires your focus however, as if concentrating on a spell. Whenever you take damage, make a Constitution saving throw (the DC of this saving throw equals 10 or half the damage the aspect of Srasama, whichever is higher). If you fail, the aspect vanishes and you are incapacitated for 1 round. You can dismiss the aspect as a bonus action.

You can't use this feature again until you finish a long rest. Even then, the aspect only heals its own wounds on the night of the full moon.

Aspect of Srasama

Huge celestial, unaligned

Armor Class 13

HP 78 (12d12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	10 (+0)	12 (+1)	16 (+3)	12 (+1)

Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Immunities exhaustion, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 13

Maiden, Mother, Crone. The aspect can take up to three actions (plus any one bonus action to which she is entitled) on her turn. She may use Burning Scimitar up to three times per round (because she has many swords), but she may use Crushing Vines and Guttering Desperation only once each per round.

ACTIONS

Burning Scimitar. *Melee Weapon Attack:* +6 to hit; reach 10 ft.; one target. *Hit:* 8 (1d10+3) fire damage.

Crushing Vines. *Ranged Spell Attack:* +6 to hit; range 30 ft.; one target. *Hit:* The target is restrained (escape DC 14).

Guttering Desperation. The aspect chooses one creature it can see within 60 feet. The target makes a DC 14 Wisdom saving throw or falls prone. 