



PRINCECON XLVII



* ADVENTURE ISLAND *

PrinceCon 47

Adventure Island

Using the D&D 5th Edition rules

PrinceCon XLVII will be held on March 8-10, 2024

PrinceCon XLVIII will be held on March 7-9, 2025

PrinceCon XLIX will be held on March 6-8, 2026

PrinceCon L will be held on March 5-7, 2027

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Introduction

Welcome to PrinceCon 47, the oldest amateur-run roleplaying convention in the world. This weekend will engage your imagination, challenge the mettle of your characters, and draw out victories and defeats you will remember forever. Our roleplaying format is **Dungeons & Dragons** and our source materials for characters and spells are pulled from the **5th Edition Player's Handbook** (PHB) with select options from additional books. But the world you will experience is unlike any other, developed by our team of dedicated volunteers over the year for this single weekend.

This Con Book will be your guide to how the game operates. It outlines the boundaries of play and what resources will be useful to you as a player, acting as a medium for both new and old players to explore the world we've created.

We are using the following options from outside the PHB:

- The Kenku, Tabaxi, Turtle, and Triton (sometimes called Mermaids in Avalon) folk from **Monsters of the Multiverse** (MotM)
- The Loxodon folk from **Guildmaster's Guide to Ravnica** (GGtR)
- The *spells, class features, and feats* (but not subclasses, except the clerical Twilight, Order, and Peace domains) introduced in **Tasha's Cauldron of Everything** (TCoE)
- Spells and the clerical Forge and Grave Domains from **Xanathar's Guide to Everything** (XGtE)
- A custom Rogue option, a custom Sorcerer option, and a custom Wizard option.
- A custom Treeling folk

It has been our privilege and honor to work with so many creative volunteers and we cannot wait to see how you unfold it and make it yours! Hold on tight to your character sheets. Our adventure begins now.

*Shannon Filer, President of the SGU
Hadar Waldman, Theme Master
The PrinceCon 47 GMs & Staff*

Why D&D 5e?

PrinceCon is a tradition that has lasted 47 years. Every year we experiment with how we use our game systems, but we have found Dungeons & Dragons 5th Edition to be a thorough and accessible resource that can be adapted to fit our needs. We also like that you can buy the rules at your friendly local game store and use them in your home games between one PrinceCon and the next!

Acknowledgements

We would like to take this opportunity to thank the many people who have helped bring this convention to fruition. Shannon Filer coordinated with the University. Courtney Massari has organized the work of preparing the space in Simpson-Rabinowitz for us. Hadar Waldman managed this year's theme. Aaron Mulder maintained the PrinceCon the software and desk equipment. Alex Reutter maintained the book content. Delphi Ahn provided the awesome con book cover art and T-shirt art.

A big thank you all the PrinceCon 47 GMs for answering the call! Finally, we would like to thank all our players and desk staff, without whom this convention would not exist.

Welcome to PrinceCon!

Overview

PrinceCon is a role-playing convention where you can play a single character through the entire weekend. All our Game Masters (GMs) run games in a single shared world, with a single overall theme and common adversaries and goals. You will have a chance to play with many GMs over the course of the weekend, so **taking and sharing notes will be important for other players to stay abreast of what you've learned in your adventures**. Your characters will gain levels, items, and influence over the course of the weekend, culminating in the endgame runs on Sunday morning. These final runs conclude by 3 PM and are shortly followed by our award ceremony and theme resolution.

Other than the start and end of the convention, PrinceCon does not use specific time slots for given expeditions (game sessions). Instead, each GM takes as long as is needed to reach the next scenario milestone, with a typical length of 5-6 hours. At that time, your party returns to Hireling Hall, and you can regroup and level up and rearrange your party as needed before setting out on your next adventure. While we cannot guarantee immediate availability of GMs, we are generally able to send ready parties out in short order.

The convention uses software to roll up, track, and level up your character over the course of the con. You will create your character using one of the available touch screens when you arrive (if you haven't pre-registered and created a character using the Web site beforehand). Each time you level up, you'll use the touch screens to make any necessary selections, and print a new PC sheet. Any magic items you receive will be printed on index cards and initialed by the GM.

Before every expedition, your GM will collect your Character Sheets and item cards to add your character to their game. After that is completed, the game can begin.

Now, let's get started!

Administrative Notes

- Most of us are guests at the University. Please respect the facilities — clean up after yourselves, dispose of trash appropriately, and leave everything in the condition it was in when we arrived.
- Please treat all players and GMs with respect. You may read our full [Code of Conduct](#), but for a capsule summary, remember that everyone at the table deserves to have fun, and please keep PrinceCon PG-13.
- We will ask all players for their preferred gender pronoun. Please respect all other players' preferences.
- Players should stay either in the Simpson Atrium between games. We need to restrict our activities to these spaces; in particular, please do not utilize the nearby academic spaces and department lounges as this will trigger a Curse upon the Con organizers.
- Food and drink are allowed in the buildings we use for the con. You can order delivery from many of the restaurants on Nassau St. During the day, the Frist Campus Center (across Washington Rd. from Prospect Ave) has a cafeteria, convenience store, and ATM as well.
- No alcohol is allowed at PrinceCon.
- There is to be no sleeping in any University buildings. There are many hotels nearby along Rt 1, as well as AirBnb options in town.
- In order to be eligible for awards, you should not go on an expedition with any individual GM more than twice.

Theme: Adventure Island

Greetings, valiant adventurers of Avalon Island, and welcome to your treasured homeland!

For as long as anyone can remember, this enchanted isle has been home to a plethora of fantastical creatures and breathtaking landscapes. However, some strange things have been happening. The forests are withering, the waves rage, and the volcano emits a thick cloud of black smoke into the air. All the while, the great Wizard is nowhere to be found.

Backstory

Nestled in the heart of our island, Crystalheart City stands as a beacon of hope and sanctuary of magic. It was from here that the great Wizard once channeled the enigmatic formidable power of the Crystalline Heart to cast a powerful spell, weaving a protective bubble around our island. This magical barrier not only preserves the enchantment within but also united the once-disparate islands into a single, vast domain under its protection. The Crystalline Heart, with its deep-rooted power, crowned Crystalheart City as the epicenter of arcane wisdom and mystical prowess. However, in the shadow of the Wizard's unexplained absence, whispers of vulnerability emerge as the bubble's strength wanes, and with it, the magic that is the lifeblood of Avalon.

The city, recognizing the urgency of our plight, has issued a call to all available adventurers. The island, our home, faces unprecedented challenges that threaten to unravel the very fabric of its magic. Strange and concerning phenomena disrupt the balance we've come to rely on, heralding a time of trials that require the bravest among us to stand and fight. The Wizard, who once guided and protected Avalon with wisdom and power, has vanished at a time when we need him most. His absence leaves a void that only courage, strength, and unity can fill.

So, gather your courage and embark on a perilous quest full of wonder and danger. Journey through hidden coves, ancient ruins, and uncharted forests. Uncover the truth behind the weakening of the island, confront the dark forces that seek to exploit our vulnerabilities, and restore balance to Avalon Island. Each step on this journey is a page in your story, a chance to unravel the mysteries of Avalon and forge your legend among the stars. Let the spirit of adventure guide you, for in Avalon, every path leads to the unknown, and every unknown is a chance for greatness. From the mist-shrouded peaks of The Great Mountain to the shimmering depths of the Crystal Coves, adventure calls your name, beckoning you to uncover what lies beyond the veil of the ordinary. The fate of Avalon Island rests in your hands. Will you answer the call?

Regions of Avalon

- **Astoria School of Magic.** The Astoria School of Magic has been educating the best and brightest of Avalon for centuries! It has been ranked the top school on the island for 237 consecutive years, briefly losing its position to Mallovia Necromantic Institute and then regaining it after Empress Tempest demolished MalNec in a fit of pique.

Located in a lush and secluded natural setting near mountains, water, and forest, Astoria provides many opportunities to explore and interact with a wide variety of magical creatures. Our safety record is quite good! Aside from the students who are lost entirely, nearly all injuries sustained are not permanently physically scarring.

Astoria: the perfect place to send young and impressionable children to be cared for in loco parentis.

- **The Big Roc Kandy's Mountain.**

*On the Big Roc Kandy's Mountain
The gnomes mine day and night
They swing their picks to dig out
Magic crystals, big and bright
But there's monsters in the tunnels
And there's pirates on the shore
And a bird on the peak with a thirty foot beak
And her flaming form keeps it nice and warm
On the Big Roc Kandy's Mountain!*

A large craggy mountain sits beneath the nest of a great Ba'alroc named Kandy, and beneath it spans an unending labyrinth of crystal veins. Most of the folks camped around the mountain are rock gnomes crystal miners, but many other folk have moved their families to the mountain for work opportunities.

- **The Canelands.** Sugar runs thicker than blood in the olde glacé where the warcries of gumbears is equal only to that of the thunderous gallumphs of the giant peep bunnies. Battle on the caramel crackle fjords, take refuge against the seltzer storms in rock candy caverns, siege isomalt castles with maltball war engines. Find the lost prince who wants to unify the candies and either save him... or stop him.
- **Crystalheart City.** Crystalheart City is a place of profound magical significance, built upon extensive underground crystal deposits that possess the power to fuel spells and enchantments. The city mirrors Avalon as a whole, with folk as myriad as the crystals below. The city is the center of the island, from which all roads start and is home to the great wizard.
- **Iuky.** The original name of the island has been long since lost to time; it was the Wizard, for reasons unknown, who christened it Iuky (ee-yuke-yuke). Along with its name, its people also disappeared; all that remains now is a fast-growing kudzu. People have tried to trim back the kudzu, but it always grows back, leaving the land wild and untamed.

Despite the aggressive plant growth, the Yellow Brick Road remained clean and safe to travel, or so we thought. Recent travelers have been accosted by goblins emerging from the kudzu. Now we need adventurers to travel into the thickets of Iuky to stop these raiding goblins from terrorizing passers-by.

- **Mallovia.** A wicked castle stands before a kingdom of char and smoke. Mallovia: The Empire of Darkness was once a beautiful elven kingdom, until Tempest, the Empress of Evil, laid waste to the land with a horde of terrible monsters. Skeletons, gargoyles, vampires, ogres, illithids, werewolves, clowns, gelatinous cubes, aberrations, and all sorts of other horrors ruled this kingdom for hundreds of years, expanding their numbers as monsters from other regions of the bubble joined their forces. Yet, after centuries of peace after their conquest, the Empire of Darkness has become quiet, even peaceful. Other regions note visits and even immigrants from Mallovia. Recently, however, there has come an intriguing message from someone claiming to be the child of Empress Tempest, stating that the magic sustaining the Kingdom of Darkness is beginning to wane, and monsters are beginning to fall ill. Is this a genuine call for help or a dastardly ambush for the heroes who dare to step foot in the Kingdom of Evil? Only the bravest of heroes may dare to discover the truth.

- **“The Morgue”** Among whispers and hushed tones, the citizens of Avalon speak of a darkened rumor. In the land, there are people who suffer accidents, both magical and mundane, and sometimes there is naught to be done by local doctors and clerics. These people are told to travel to “The Morgue”, as there is an Artificer there that purports to be able to save them.

However, it earned its namesake by being a place very few return from, and even when they do, the people become secluded and impersonal. It is thought of by many as a tasteless joke, feeding off the dreams of desperate people. The truth of the matter, and the Gran Dev, must be put right, and it may well take a mountain of bodies to do so.

- **Oldwood.** Once upon a time, there was a forest where misplaced children went. Some were sent purposefully (too many mouths to feed). Some went by accident (neglectful elders). Some were runaways (they felt like misfits). The forest took them in and SWALLOWED THEM UP. The Oldwood of Avalon is an amalgam of “lost woods” that have arrived over the years, and its size has grown and shape has varied over time.

Travel through the Oldwood is difficult, as people who stray from the Road or the Rivers tend to get lost. Other paths through the Oldwood change on a whim, and once you are out of sight of the Road or a River, it is impossible to know what direction you’re headed.

- **Piedmont.** Legends tell of giants who once protected the land. If ever there were such guardians, they have long since disappeared from Piedmont. Now, the duty of protecting these boreal reaches falls to its people, the scattered villages in whom magic runs deep. But Piedmont has fallen silent, and Crystalheart City has not heard from them in weeks. Explore the foothills, sail the rivers, test your mettle against magical beasts, and uncover what sinister plot lies beneath the surface...

Piedmont is a land of small villages scattered through boreal foothills. Magic runs deep through this land and its people. The people of Piedmont are mostly farmers and fishermen, and take great pride in exploring the land and hunting its various beasts and creatures.

- **Shipwreck Alley.** There is a road heading out of Crystalheart City that leads to a village and up to the Stone Puppy Tavern. Beyond the tavern is a sandy beach, and past the long dock is the wide ocean. Under the water there are treacherous reefs, rocks, and high sandbars which have caused numerous shipwrecks over the years.

- **Sleepy Mountain.** Up on the side of the old mountain live the laziest dwarves and least inquisitive gnomes you’ve ever met. Life is quiet here, with little trams that travel through towns and villages scattered among the trees, wildflower fields, and craggy views.

Folks who seem to have no big ideas, except adventurous schoolchildren who get their hands on the family sword. But the earth is waking to flame and ruin, the volcano rumbling with strife: Can we use magic responsibly, and would Avalon be better off without us? Here lives pain behind the peace, the old and the new, ambition and self-love, and a people who resolve to live the lessons of history, even if it costs them the heart of the mountain.

- **Steamridge.** Once upon a time, engineers dreamt of a better world where their visions could come to life without endless hours of drudgery and danger of operating complicated equipment. Thus the machine was built, and Steamridge became a city pulsating with the harmonious hum of magic and machinery. Now the machine is crumbling, and inner conflict tears the city apart. Travel to Steamridge to help heal the city and make the clock tick again.
- **Trepolis.** Welcome to New Trepolis, a very ordinary hobbit village bordering a lush and dense forest. The hobbits in this village are known for their exquisite craftsmanship and they pride themselves in not utilizing any magic to reach their extraordinary level of craftsmanship. In fact, they pride themselves in not believing in magic. If you ask any hobbit in New Trepolis, magic is just an old wife's tale similar to legends of walking and talking trees living in the neighboring forest. Neither of the two should exist and, therefore, neither does exist.
- **W'allIce** Just a quiet little fishing village, where locals wear rustic wools and sit in pubs when they're not out fishing lobsta, tending sheep, or brewing a black beer. Pack your raingear & wellies.
- **World's Edge.** Off the western shore of Avalon, there is a rocky atoll with a high tower in the center that glows like pure gold every sunrise and sun set. The way there is over treacherous waters, but there are rumors of great treasures that can be found within it.

Traveling the Island

The Yellow Brick Road facilitates magical travel to and from Crystalheart City, utilizing the Amulet of The Road which is a magic item linked to a specific traveler. The road allows for fast transportation to specific points along the road with travel time is exactly 3 minutes, regardless of distance. The road can only be used once per long rest, and the traveler must be out of combat.

Creating a Character

Note that all page references in this document and on your character sheets are to the 5th edition Player's Handbook unless otherwise noted. Page numbers from other sourcebooks are noted as: Monsters of the Multiverse: MotM, Guildmaster's Guide to Ravnica: GGtR, Tasha's Cauldron of Everything: TCoE, and Xanathar's Guide to Everything: XGtE

Avoiding the Friday-Night Crunch

Most of our players arrive at the convention Friday night. In order to play a game at the convention, you must create a PC using one of the four touch screens on-site (unless you have pre-registered and created one in advance, or brought your own laptop/tablet to access the con software). Consequently, there is a lot of pressure to get a lot of people through character creation quickly, so that they might all start playing!

We call this the "Friday-Night Crunch". Some options for character creation will not be available at this time, simply because they take longer and draw out the time required to get people in to their first games. These options are noted below.

If you want the most flexibility to create and fully flesh out your character, please consider pre-registering and creating your character ahead of your arrival at the convention.

Starting Level

All characters will start at 5th level, as in prior years. We find the "second tier" of play from levels 5-10 to be the most interesting to explore during the convention. Most players who go on 5 or more expeditions over the course of the convention will reach 10th level for their final run, while the most experienced PCs may reach level 11 (see [Experience](#)).

Ability Scores

PrinceCon uses the 27-point "Customizing Ability Scores" method described on page 13 of the Player's Handbook. Note that the standard set of scores is fine (15-14-13-12-10-8), as it can be selected using the 27-point method as well.

Folk

For PrinceCon 47, Dwarves, Elves, Humans, and other lineages will be referred to as folk. When the game text refers to the ‘race’ of characters, please say and use ‘folk’ instead. This is only a difference of terminology (not rules).

For your characters, you can choose any of the folk and subfolk from the Player’s Handbook, including Drow. (Humans may use either the standard traits or Variant Human Traits on p.31.) For all these folk, you will be able to customize your ability score benefits according to the rules outlined in Tasha’s Cauldron of Everything (p.7).

You may also choose from the following additional folk:

- **Kenku** A flightless bird-people who resemble ravens (MotM p.24)
- **Loxodon** Elephant-people who are the personification of calm... until provoked (GGtR p.17)
- **Tabaxi** Naturally curious cat-people (MotM p.33)
- **Turtle** Turtle-folk who wear their homes on their backs (MotM p.34)
- **Triton** Also called Mermaids in Avalon (MotM p.35)
- **Treeling** Sentient tree-like creatures with a deep connection to nature. See below for more details.

Crystalheart City is cosmopolitan, and you should expect to see all these folk mixing freely in the environs around Hireling Hall. Other regions of Avalon may be more insular to varying degrees. Be cautious of stereotyping; even the Drow you may encounter are many generations removed from anybody who might care about the Queen of Spiders.

A note on Kenku: in contrast to previous writeups, MotM Kenku can speak normally and simply excel at mimicry. If you do roleplay extensive mimicry, please take care not to overdo it to the point of annoying other players. (“Mul-tee-pass!”)

Treelings

Treelings are sentient tree-like creatures with a deep connection to nature.

Treeling Traits:

- **Ability Score Increase:** Wisdom +2, reflecting your close bond with nature.
- **Size:** Medium.
- **Speed:** 30 feet.
- **Darkvision:** 60 ft.
- **Natural Armor.** You have a tough bark for skin. When you aren’t wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield’s benefits apply as normal while you use your natural armor.
- **Plant Resilience:**
 - You have resistance to poison damage, and you have advantage on saving throws against being poisoned.
 - You have resistance to Lightning damage
 - You have vulnerability to fire damage
- **Communicate with Nature:** Starting at 5th level, once per long rest you can cast the Speak with Plants spell without expanding a spell slot.
- **Nature’s Intuition.** Thanks to your mystical connection to nature, you gain proficiency with two of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.
- **Barkskin Fists.** Your connection to the natural world manifests in the hardened bark that covers your fists, allowing you to make powerful unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage.

Region

All player characters have been living in Crystalheart City in recent years, but you can choose another region your character hails from. Player characters may have come from Crystalheart City, Piedmont, Shipwreck Alley, Sleepy Mountain, The Big Roc Kandy's Mountain, or W'allIce. See the Region descriptions in the Theme section for more details.

Classes and Subclasses

All the classes and subclasses from the PHB are available this year. The only additional subclasses allowed are:

- **Forge Domain** (XGtE p.18), **Grave Domain** (XGtE p.19), **Order Domain** (TCoE p.31), **Peace Domain** (TCoE p.32), and **Twilight Domain** (TCoE p.34) for clerics
- **Privateer** for Rogues (defined below)
- **Prismatic Sorcery** for Sorcerers (defined below)
- **School of Gemlore** for Wizards (defined below)

However, note that we will use the class features introduced in Tasha's Cauldron of Everything including many that allow you to replace a PHB class feature with a new feature.

Custom Rogue Subclass: Privateer

Whether you're a cunning deckhand or a slippery sailor, you've chosen the life of a pirate. You thrive on the open sea, revel in daring escapades, and are as comfortable swinging from rigging as you are counting gold.

Sailor's Prowess

3rd-level Privateer feature

As a Privateer, you are proficient in the use of water vehicles and navigator's tools. Additionally, your maritime lifestyle has granted you exceptional aquatic abilities. You have a swim speed equal to your walking speed, and you can hold your breath for twice the normal duration for your race. You also gain advantage on investigation checks when searching for treasure or valuable items.

Fighting Dirty

3rd-level Privateer feature

Your Privateer's ingenuity shines in combat. In the heat of battle, you might throw sand in your enemies eyes or execute a clever maneuver to misdirect their attention. Your nimble and unorthodox style keeps foes guessing and creates prime opportunities for devastating strikes.

Once per turn on your turn, before making a melee attack, you can perform an Acrobatics or Deception check contested by the enemy's Acrobatics or Insight check (their choice). If you succeed, gain advantage on the attack.

Supreme Balance

9th-level Privateer feature

Your extensive experience aboard ships has not only granted you stability but also an uncanny ability to defy attempts to unbalance you. You gain the following benefits:

- **Sea Legs:** Due to your mastery of maintaining balance on swaying decks, you become immune to being shoved or knocked prone by any means.

- **Swift Reflexes:** Your reaction time in combat becomes lightning-fast. When a creature you can see attacks a target other than you that is within 5 feet, you can use your reaction to impose disadvantage on the attack roll, potentially saving an ally from harm.

Custom Sorcerer Subclass: Prismatic Sorcery

The Prismatic Sorcerer taps into the multifaceted nature of prismatic crystals, wielding dazzling, unpredictable spells.

Prism Spells

1st-level Prismatic Sorcery feature

You learn additional spells when you reach certain levels in this class, as shown on the Prismatic Sorcery Expanded Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Prismatic Sorcery Expanded Spells

Sorcerer Level	Spells
1st	<i>minor illusion (cantrip), color spray</i>
3rd	<i>mirror image, scorching ray</i>
5th	<i>daylight, hypnotic pattern</i>
7th	<i>greater invisibility, hallucinatory terrain</i>
9th	<i>dawn, seeming</i>
11th	<i>prismatic spray, sunbeam</i>
13th	<i>mirage arcane, delayed blast fireball</i>

Sunlight Affinity

1st-level Prismatic Sorcery feature

In the clarity of sunlight, your magic finds its truest form. As the sun's rays touch you, they sharpen your focus and strengthen your spells, enhancing their effectiveness with a subtle but powerful boost.

While in direct sunlight, your spell save DC and spell attack bonus increase by +1.

Refractive Defense

6th-level Prismatic Sorcery feature

With a mere thought and a flick of your wrist, you command the very essence of light to bend around your allies. A shimmering veil of refracted light cloaks them, turning their forms into elusive mirages.

As a reaction when you or a creature you can see within 60 feet of you is targeted by an attack, you can expend 1 sorcery point to weave light into a protective shield. The target becomes enshrouded in a refractive illusion, causing attack rolls against it from the same attacker to have disadvantage. This effect lasts until the start of your next turn.

Custom Wizard Subclass: School of Gemlore

Students of the School of Gemlore have spent a lifetime studying the mystical properties of crystals, harnessing their energies to fuel their magical abilities. They believe that the world's magic flows through these crystalline conduits.

Arcane Crystallography

2nd level School of Gemlore feature

Your study of crystals has led you to a unique method of spell inscription. Instead of a traditional spellbook, you can use a special crystal that serves as both your spellbook and arcane focus. You can store and prepare spells in this crystal just as you would with a regular spellbook. The process of inscribing spells into your crystal follows the same rules and costs as a standard spellbook. Additionally, you can use this crystal as an arcane focus for casting your wizard spells.

This crystal must be of a significant size to harmonize with your spells—a size comparable to a large dragon’s eye, approximately two inches in diameter.

Geomancer’s Intuition

2nd level School of Gemlore feature

Your deep connection with the earth and its crystalline treasures grants you unique abilities:

- **Crystal Infusion:** You can imbue small crystals with simple magical effects. These infused crystals can store cantrips, which can be activated by anyone. Each crystal can hold one cantrip, and its magic lasts until the crystal is used or you finish a long rest. To imbue a cantrip into a crystal you must cast the cantrip into the crystal; it does not come into effect until a creature releases the spell using the same casting time as the original cantrip, producing the cantrip as if you had cast it. While holding the crystal, any creature can produce the cantrip’s effect from it, using your spellcasting ability modifier. If the cantrip requires concentration, the creature must concentrate. You can create a number of these crystals equal to your proficiency bonus per long rest.
- **Crystal Resonance:** You gain the ability to sense significant crystal formations or areas with high crystal concentration within a mile. You can activate this ability using an action, and it lasts for one minute. This sense provides a general direction and distance to the nearest significant crystal concentration but does not reveal exact locations or sizes. You can use this ability a number of times equal to your proficiency bonus and you regain all expended uses after a long rest.

Crystal Summoner

6th level School of Gemlore feature

Your studies into the magical crystals of the island allows you to summon crystal structures for your protection.

- **Crystal Shield:** As a reaction when you take damage, after the damage is rolled, you can expend a spell slot to summon a powerful crystal to act as your shield, reducing the damage by an amount equal to five times the spell slot level used. The crystal is immediately destroyed after absorbing any amount of damage.
- **Crystal Architect:** Additionally, you can spend 10 minutes to draw crystals together to grow temporary crystal structures for utility purposes, such as barriers or small bridges.
 - The structure must fit within a 20-foot cube, and the total volume of material must be less than 125 cubic feet.
 - You must be within 60 feet of the structure created
 - It must be anchored to the ground or large source of crystals.
 - These structures last for up to an hour s but are not designed for heavy loads or extreme forces.
 - At the end of this duration, the crystals return from whence they came unless destroyed.
 - This feature can be used once per long rest.

Spell Crystals Crafting

10th level School of Gemlore feature

You have mastered the art of imbuing crystals with potent spells, creating spell crystals. To craft a spell crystal, you must cast a spell of up to 5th level into a crystal to make a single-use spell crystal.

- You cannot store Concentration spells in spell crystals, nor spells cast as rituals to create them.
- The spell stored in the crystal does not require components when released and uses your spell attack bonus and spell save DC
- It is released exactly as when you cast it, taking the same amount of time.
- The crystal can only hold one spell at a time.
- You can prepare up to proficiency bonus spell crystals per long rest
- The spell crystals expire at the end of your next long rest or when used

- You cannot recover spell slots used to cast spells in active spell crystals
- It takes one action to summon the crystal plus the normal spell casting time to prepare a crystal
- You cannot store the same base spell in more than one spell crystal.

Religions

At PrinceCon, we focus on Religions to a greater degree than either alignment or clerical domain. The following deities/religions are available to PCs, with the corresponding domains for cleric PCs:

Aru (Life, Peace) holds that life and health are our greatest resources. Without life, who could stand in opposition to evil?

Carrunos (Nature) is the Master of the Hunt and the personification of wilderness in natural balance. He is often found in the vicinity of Danu.

Dagrir (Forge) is the patron God of craftsmen. While originally a Dwarven religion, it has expanded to include followers of all races.

Danu (Nature) is the goddess of nature, and her followers guard the natural order against waste and cruelty. She is often found in the company of Carrunos.

Hione (Knowledge) is the great guardian of knowledge. His sages collect and preserve knowledge to add to his store.

Iniki (Tempest) is the deity of storms and seas, and by extension, all waters. Her clerics vary greatly, from the Storm Khans of the grazelands to the pirate Windfinders.

Janda (Light, Order) stands for law, truth and justice — in that order. Her followers often serve as judges, arbiters, and inquisitors.

Leo (War) holds that honorable combat is the greatest test of a being's worth. Followers often spend a good deal of time exploring the finer aspects of a "fair" fight.

Ratri (Trickery, Twilight) guides her followers in the covert gathering of power and influence, emphasizing guile over force.

Pantheists pay their respects to each of the gods in their own sphere, without any special devotion to one or another. They may choose to adopt a particular religion at a later time. Clerics, Druids, and Paladins may not be pantheists.

Notes:

- The gods **Kjallintar** (Tempest), **Ronkel** (Grave), and **Thoki** (Death) are widely recognized throughout most lands, but their followers, if any, are not integrated into civilized society. These cults are not available to Player Characters.

Followers

Characters other than Clerics, Druids, and Paladins may choose to be a follower of a particular religion, or may be a pantheist. A pantheist may choose to follow a single religion at any point (a "battlefield conversion"), but the choice to follow a single deity, once made, cannot be given up or changed.

The game effects of following a single religion are:

- You must obey behavioral strictures similar to those of a Cleric of the god you follow. Sufficiently egregious violation of the strictures will cause you to lose any benefits of being a lay follower, until you perform appropriate atonement.
- You gain Inspiration automatically and immediately whenever, in the judgment of the DM, you perform (or in some cases even attempt), an extraordinary service to the cause of your religion.
- PCs who do not follow a specific religion may earn Inspiration by performing a service to a given religion as above, so long as they immediately convert to become a follower of that religion.

Backgrounds

All the backgrounds in the Player's Handbook are all available, plus:

- All backgrounds from the Sword Coast Adventurer's Guide *except* for the setting-specific Uthgardt Tribe Member and Waterdhavian Noble.

You may not change the skills or features of your background.

Languages

The availability of a specific language to a party is not expected to play a deciding factor in any scenario. So in that sense, your language selections are not particularly important. All of the languages described in the Player's Handbook (p. 123) are available. Specific things to be aware of:

- Common is spoken throughout Avalon.
- Some regions may have strange forms of communication, expect to get creative!
- Starting PCs may not select Druidic or Thieves' Cant when selecting languages (though PCs of the appropriate class get these automatically)
- The usual folks' native languages are available, plus the Loxodon folk language
- Between Dragonborn and, uhh, the real thing... Draconic is reasonably common
- The rest of the exotic languages in the PHB are just that. We recommend only taking exotic languages if you have a character reason to; you shouldn't expect them to be used in your adventures.

Personality Selections

You are encouraged to select two Traits, one Ideal, one Bond, and one Flaw for your character. During the Friday-Night Crunch, you may only select from the options suggested for your background (you may skip individual selections, or skip all of them if the provided options don't work for you). If you skip personality selections for any reason, you can edit your personality selections later in the con and enter anything you like.

A Note on Flaws: the purpose of selecting a flaw is to give your PC an interesting characteristic to struggle against, and perhaps overcome, over the course of the weekend. Please choose wisely; character flaws such as habitual lying or stealing (whether involving other PCs or NPCs) are likely to divert the game and lead to less fun for everyone. On the other hand, flaws such as misplaced belief or trust, integrity or reliability (or lack thereof), important secrets in your background, or sense of duty may provide better opportunities for enhancing the game instead.

Spell Selection

Players will not select specific spells for their characters during character creation. Instead, each Arcane Trickster, Bard, Eldritch Knight, Ranger, Sorcerer, Warlock, and Wizard will select their spells known using the touch screens after their first game session. After that, the touch screen will prompt to select additional spells and/or swap existing spells as the characters level up.

Partly, this is to save time during the Friday-Night Crunch, and partly this is to allow players to try out their spell selection before locking it into their sheet.

Clerics, Druids, Paladins, and Wizards will never select their *prepared* spells through the touch screen. The PC sheet will show any auto-prepared spells (such as cleric Domain spells or paladin Oath spells), but other prepared spells are always subject to change and therefore best not printed irreversibly on the PC sheet.

Alignment

PrinceCon does not use alignment. Any spells, items, or effects that refer to alignment should be read to use “Archetype” or “religion” if possible. Otherwise, the GM will interpret the effect.

Largely, this is because we’d prefer you roleplay your character according to their motivations and principles, rather than putting additional weight on the simplified measure of “alignment.”

Starting Equipment & Wealth

PrinceCon does not track wealth. There is simply not enough time at the convention for a detailed accounting, and the characters are influential enough to get the equipment they need.

All characters will start with any weapons and armor they like, and one of the standard equipment packs listed on page 151.

Encumbrance

PrinceCon does not track the encumbrance caused by a character’s equipment, again to avoid detailed accounting at the convention. Please don’t make us regret this. If a special circumstance requires a GM to calculate a character’s ability to carry a load, we will use the usual Lifting and Carrying rules (typically $15 \times \text{Strength}$) found on page 176.

Characters who are not strong enough for their armor will automatically have their speed reduced by 10’ as usual. (See “Heavy Armor,” page 144, and the armor chart on page 145.)

Material Components

All casters may start with either a component pouch or focus that will serve in lieu of *all* material components (even those normally consumed by the spell). This is meant to streamline play at the convention; please do not force us to reconsider this policy!

Leveling Up

Experience

PrinceCon uses a custom method of giving out Experience Points. XP are awarded based on the time and duration of each expedition, modified by the scores the GM gives to each player. The same amount of expedition time gives more XP later in the con, when levels also cost more.

The whole point of this is that if someone joins the convention on Saturday or Sunday, the large XP awards late in the con will rapidly catch them up in level to their peers.

Player who game consistently through the weekend typically gain about one level per expedition. The players who play the most and score the highest may reach level 11 for their final expedition, while most others will be level 10.

Wizards & Spellbooks

In addition to the basic progression of learning spells (page 114), Wizards will be awarded one additional spellbook spell for each level, representing the spells they might learn from research, NPCs, or side quests in a game outside of the convention. Additionally, a wizard will be awarded one additional spellbook spell for every expedition they go on with another wizard PC (representing the exchange of arcane knowledge along the way).

Wizard PCs should not go out of their way to seek out additional spells in-game: the rules above are a substitute for wizard PCs taking game time at the convention for private advancement. GMs will not award extra spells just for seeking them out.

At their discretion, a GM may still give out spell scrolls as items or allow wizards to learn specific plot-relevant spells to forward their scenarios.

Feats and Multiclassing

Feats are allowed: both for Variant Humans, and in lieu of Ability Score Improvements for any character.

Multiclassing is not allowed at the convention.

Magic Items

Magic Items will be given out on item cards. An item card must be initialed by a GM in magic pen to be valid. Whenever you begin an expedition, you must hand in all your item cards along with your PC sheet for processing at the desk.

Note that you may carry at most three items that require attunement. If you have more than three, you must return one to Hireling Hall.

Once again, PrinceCon 47 will de-emphasize items that give fixed bonuses to attack rolls, Armor Class, or spell save DC, as well as items that provide flight or invisibility. These are all areas that we have found unbalancing, especially with multiple items later in the convention. The GMs will strive to give out creative items with real game value, just ones that can't be combined as egregiously.

Religions in Detail

Apostles of Life

God:	Clerics:	Domain:	Symbol:
Aru	Healers	Life, Peace	Caduceus

Beliefs: The Apostles of Life believe that life and health are the gift of Aru and our greatest possessions. Who would not give any amount of riches to preserve their life or their health? It is the holy work of clerics of Aru to preserve the life and health of all good people. They are especially proficient in the art of healing.

While some Healers are full pacifists, most are willing to engage in combat for just causes. For without those willing to stand up to evil and death, there can be no preservation of life. Even so, all followers of Aru abhor meaningless violence and destruction, and combat is typically a last resort.

Brethren of the Forge

God:	Clerics:	Domain:	Symbol:
Daglir	Shapers	Forge	Hammer/Bellows

Beliefs: The Brethren of the Forge are craftsman who have achieved a holy level of proficiency at creating items and working metal. They believe that all of creation is raw material, and when the entire world has been shaped into its perfect form, then the new age of prosperity will begin.

Daglir Firsthammer was the first being to transform metal into useful tools and beautiful forms. He taught many secrets to the Dwarves at the Dawning of the World. For this reason he is often depicted as a Dwarf or in Dwarven attire. However, he now receives worship from all civilized races and regions.

Children of Iniki

God:	Clerics:	Domain:	Symbol:
Iniki	<i>varies</i>	Tempest	usually Lightning Bolt or Trident

Beliefs: Iniki is the deity of storms, seas, and by extension, all waters. Above all, Iniki represents Change – sometimes violent, sometimes peaceful. Iniki is the harmony of opposites, like the push-and-pull of the tides. Change is not Chaos to Iniki, but the natural unfolding of the Universe in its most raw form.

Over the years, Iniki has been worshiped as a man or a woman, a transcendent being, or a genderless beast. Each of these are not reflections of the god but of the societies that worship Iniki and what that society chooses to see in its deity.

Clergy of Iniki vary as widely as the cults of the god, from the Storm Khans of the grazelands to the pirate Windfinders. They all share a reverence for the power of Iniki and the changes it brings to the world. They seek to use and shape these changes to the advantage of their communities.

Disciples of Necromancy

God:	Clerics:	Domain:	Symbol:
Thoki	Necromancers	Death	Skull

Beliefs: Disciples of Necromancy consider death only the beginning of a being's greatest journey, and devote themselves to life after death. Many Undeath clerics are themselves undead, while others choose to study 'from the other side' until the time comes for them to put their knowledge to the test.

Clerics of Thoki typically pity the poor Aru followers (who, through ignorance, abandon their own destiny). They save their animosity for Ronkel, who intentionally denies a person their ordained fate.

Keepers of Nature

God:	Clerics:	Domain:	Symbol:
Danu	Stewards	Nature	Blooming Tree

Beliefs: Keepers of Nature worship the life force of the natural world, personified in the goddess Danu. They celebrate the many natural cycles, especially the seasons. They seek to facilitate the transitions from one natural state to the next and guard the natural order against waste and cruelty.

To them, the "Speaking-Peoples" (Humans, Elves, Dwarves, etc.) are integral parts of the Web of Life and not separate from it. They endorse and bless the natural behaviors of all beings: subsistence hunting (i.e., not sport), cultivation of crops and orchards, and creating comfortable dens and shelters. They punish those who would pollute or otherwise recklessly abuse the bounty of Danu.

Danu and Carrunos are often found together, and followers of either one may earn inspiration for advancing the causes of either deity.

Knights of Justice

God:	Clerics:	Domain:	Symbol:
Janda	Justicars	Light, Order	White Rose

Beliefs: Knights of Justice worship Janda, goddess of truth. They are devoted to the cause of truth, the preservation of oaths, and the protection of the innocent. They regard order and law as the greatest good.

In many places, Justicars serve as Judges, Arbiters, and the Watch. Killing is not forbidden them, but they prefer to see scofflaws condemned by due process of Law. (Of course, the law may move quite rapidly when urgency is required, and any of Janda's clergy may temporarily assume the role of Judge.) Specialists with the clergy serve as Jailers and Inquisitors. In the pursuit of truth, they strongly believe that "confession is good for the soul."

Masters of Death

God:	Clerics:	Domain:	Symbol:
Ronkel	Reapers	Grave	Scythe

Beliefs: Ronkel is the personification of Death, the Ultimate Victor, the One Unshakable Truth. He does not need to kill wantonly, for all will die in their own time. Undead are an abomination to him as they cheat the Gravelord of his rightful subjects.

There is no formal clergy of Ronkel, and it is considered blasphemy to take him as a patron deity. He is as implacable and merciless as he is inevitable. All living beings seek to appease him but know that they will not stay his hand in the end.

Masters of the Hunt

God:	Clerics:	Domain:	Symbol:
Carrunos	Hunters	Nature	Wolf Tooth

Beliefs: Masters of the Hunt worship Carrunos the Hunter, who governs the natural order between hunter and prey. Carrunos personifies the processes by which natural creatures interact, and in so doing, take part in the Great Web of Life.

Carrunos' clerics despise pointless cruelty and wasteful killing, such as killing for sport or killing more than is needed. Animal products are not to be wasted nor used frivolously. They also hold that the spirits of animals killed with proper respect reincarnate into their own kind.

Danu and Carrunos are often found together, and followers of either one may earn inspiration for advancing the causes of either deity.

Order of the Hermit

God:	Clerics:	Domain:	Symbol:
Hione	Sages	Knowledge	Lamp/Open Book

Beliefs: Hione is the God of Knowledge and Learning, and his followers are devoted to the acquisition, preservation, and sharing of knowledge. While their more sedentary pursuits (such as libraries and universities) are more often the first thought people have of The Order, there are many very active clergy searching unto the edge of Creation for the novel and undiscovered. Others strive to better understand the workings of the world and all that is in it.

Hione's followers are scribes, teachers, explorers, traders, and field researchers as well as librarians and archivists. They delight in a well-told tale or a good mystery, are impatient with inaccurate information, and downright contemptuous of falsehoods.

Pride of Leo

God:	Clerics:	Domain:	Symbol:
Leo	Chaplains	War	Flaming Sword/Red Shield

Beliefs: Leo is the patron of trial by combat, and detests cowardice and unfair fights, by which he means the use of healing or damaging spells to alter the outcome of individual combat. His followers believe that combat is the greatest test of a being's worth, and consequently, that the best fighter is the most divinely blessed.

Chaplains fill key roles in the organized armies of the World from religious support of the troops up to and including generals and admirals. They are often good tacticians or wily strategists; they are always potent direct combatants in their own right.

Scourges of Wrath

God:	Clerics:	Domain:	Symbol:
Kjallintar	Scourges	Tempest	Crossed Swords

Beliefs: Kjallintar appears as an unusually large, powerfully built woman with faces on both sides of her head. She is typically pictured wielding two broadswords – one, a blade of fire, the other, a blade of ice.

Quick to anger, Kjallintar brings retribution to the wicked, answering every slight and transgression unflinchingly. The severity of her punishments serve as a warning to others not to similarly err. She does not abide bullies or oppressors.

Her followers place extreme value on honor, both the goddess' and their own. Any slight is sure to be repaid, with prejudice.

Shadows of Ratri

God:	Clerics:	Domain:	Symbol:
Ratri	Shadows	Trickery, Twilight	New Moon

Beliefs: Ratri is the goddess of the Night and Keeper of Secrets whispered in the Dark. She prizes discretion and subtlety, preferring to let others labor in the darkness of their ignorance.

She is worshiped mostly by those who work on the edges of polite society: entertainers, thieves, beggars, and bandits. Even diplomats have been known to honor her — in private, of course. She is often invoked before playing a game of riddles or when solving a difficult puzzle.

Ratri's clergy avoid direct confrontation in favor of misdirection. They will go to great lengths to infiltrate their enemies and destroy them from within. They can be enigmatic and their influence is only increased by being personally mysterious. Knowing the true will of Ratri is the Ultimate Mystery.

Code of Conduct

PrinceCon is meant to be an event that is both fun and comfortable for everyone involved.

PrinceCon is a Role-Playing convention, and thus ideas and words expressed by players may be “in character” and not intended to offend or make anyone uncomfortable. However, we must recognize that things said in character are still capable of offending or causing discomfort.

Ground Rules

- Do not violate any federal, state, or local laws, facility rules or convention policies
- Always comply with the instructions of PrinceCon staff and university Department of Public Safety
- Do not use anything in a threatening or destructive manner against person or property, or endanger the safety of yourself or others
- Always conduct yourself in a mature manner

Principles

Communication. Everyone deserves a turn to speak at the table. No one character is more important than the others.

Respect. We expect players, DMs, and staff to respect each other’s views, opinions, and beliefs. Try to keep everyone around you comfortable and respect their property and person.

Harassment. We are dedicated to providing a harassment-free experience. Harassment includes but is not limited to discrimination on the basis of gender, pronoun, sexual orientation, disability, physical appearance, body size, race, religion, or affiliation. Physical, verbal, emotional, and sexual harassment will not be tolerated.

Mature Content. For the comfort of all involved, players and DMs at PrinceCon should limit themselves to PG-13 content. While we do not deny that games with more adult content can be fun, we don’t generally know each other well enough to know where to draw the line at the con. For this reason, we believe the PG-13 approach is best.

Reporting Violations

Any violations during a game should be raised to the DM. A player may always request a private discussion with the DM if they do not feel comfortable discussing the issue at the table.

If the DM is involved in the violation, it should be reported to the desk staff.

Responding to Violations

Violators will typically be warned. If that doesn’t work they may be removed from the game session. Finally, if that doesn’t work, they may be removed from the convention without a refund.

If necessary, a final decision on violations and punishments will be made by the Student Officers of the Simulation Games Union.

Remember: you don’t ever have to keep playing with somebody who’s determined to make things unfun for others.

ADVENTURE



AVALON ISLAND