

PrinceCon XLV

For All THE STARS



PrinceCon 45 For All the Stars

Using the D&D 5th Edition rules

PrinceCon XLV will be held on March 13-15, 2020

PrinceCon XLVI will be held on March 12-14, 2021

Revised v2. For more on PrinceCon, see <http://www.princecon.org/>

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Introduction

Welcome to PrinceCon 45, 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 **Xanathar's Guide to Everything** (XG). 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.

If you are an experienced player, you will see a few changes to the format of the game. This year, the traditional PrinceCon Pantheon cannot interact with players, although they remain integral to the heart of the story. Instead, ancestors and ancient heroes can aid you in your quest in the tradition of **Ancestor Worship**. Alongside an expanded domain listing for clerics, you will see select new subclasses from Xanathar's Guide available in our Classes section. Some classes and races are not available this year, so please read the choices carefully.

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.

*Thaddeus Whelan, Con Director
Hannah Lee, Theme Master
The PrinceCon 45 GMs & Staff*

Why D&D 5e?

PrinceCon is a tradition that has lasted 45 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. Thaddeus Whelan coordinated with the University and arranged for us to use this beautiful new space for the con. Courtney Massari, the building manager for Simpson-Rabinowitz, has done the majority of the leg work of preparing the space for us. Marcus Mullins and Marli Franco also assisted with the building and cafe. Hannah Lee managed this year's theme. Aaron Mulder maintained the PrinceCon books, the software, and desk equipment. Andy Zovko wrangled the cats and helped us stick to our deadlines. Juho Choi provided the awesome con book cover art and T-shirt art.

Special thanks to Thaddeus Whelan, Jack Miron, Nathan Lovett-Genovase, and Meet Patel for leading the Simulation Games Union (SGU) and lining up our next generation of players and GMs. A big thank you all the PrinceCon 45 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, but if your group only obtains shards in your run, you may trade them for items at Hireling Hall.

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 (p. 18), 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 or Campus Club 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: For All the Stars

Every 175 years, the night sky above Liem burns. Thousands flock to the northern city to see the Kilgana Star cut a burning strike across the heavens, eager to receive its blessing. But this year's passing, the Great North Dragon met the star at its apex in an attempt to devour it for its legendary powers. He failed. The star shattered into a hundred pieces and Elendrethal dropped into the icy Northern Sea where he remains.

What was meant to be a long-awaited blessing that would renew the land and health of your people has become a curse.

Your heroes have received the strength and power the star promised, but your home, the Liem Isles, has become cursed by its shattered remains. Wherever the star's shards have fallen, wild magic rips holes in the fabric of reality, warping the environment into dangerous new places filled with unheard-of creatures. Townspeople flee infected cities as their homes warp into coral reefs or living metal, crystalline caverns or massive trees. Farms infected by star shards are abandoned, threatening famine across the islands. In some fishing villages, fishermen report strange new islands emerging from the ocean—each coated in the shimmering glaze that marks each shard's area of effect. The changed places don't seem to follow many of the natural laws governing the Archipelago. In each affected area, colors seem brighter, sensory experiences more intense. And the new inhabitants? All the more dangerous.

The first Shard to be captured was by gnome crystalologist, Coryur Grislinger. Able to contain the Shard's magic in an anti-area-effect orb, he successfully neutralized the yellow crystal at the heart of a Warped Territory, allowing reality to revert back to its natural state. With this guiding hope, the royal family now asks for your aid in neutralizing all the Shards and returning order to the Isles.

Can you remake the star and remove the curse from your land? Or will chaos devour your home?

As the Con Begins:

Two weeks have passed since the star's fall. Liem, a chain of islands on the planet Opheon, has lost all contact with the continents on either side of the ocean since the curse began. Trade is failing. People are beginning to starve without the blessing of the star to bolster crops and fisheries and livestock, sickness and disease are spreading rapidly, and the areas infected by the shards have become strange and otherworldly. Worst of all, the gods of the Pantheon have gone silent and their clerics can no longer unlock their mysteries to create miracles for the people.

But there is hope. For the first time in 175 years, heroes have emerged among mortals. Ancestors, previously weak minor gods who lived on through household tradition and ancient monastic shrines, have begun to speak to their chosen heroes and bless them with special powers. Others were Awakened after being in contact with the shards. These conditions gave you the abilities that you, as a player, know as your Class and Level. The Royal Academy, under the guidance of Coryur Grislinger, and the Imperial Family have promised to give all their support to heroes who retrieve the shards. Your only hope is that, if the shards are reassembled into their original form and returned to the sky, all the damage done to this world could be reversed.

The politics of the Isles also play a major role in how the shards will be used and developed. The Imperial Family approves and enforces laws, but these laws are created by the Council to the Throne. This Council is made up of Ambassadors representing the islands and can be influenced by your actions during the Con. The islands themselves operate independently under Governors and are often self-sufficient. Thanks to this loose confederation of power, the Isles have developed a diverse range of cultures and communities and a strong merchant class.

As for the Isles themselves, many religions and races thrive within each island, but a few common preconceptions have taken hold. For example, all magic is considered either a product of miracles or science—with exception of necromancy. Because reverence for ancestors (also known as **Ancestor Worship**) is a common tradition throughout the Isles, anything that disturbs an ancestor's peace is abhorrent in practice. Respect for the dead is one of your people's greatest ideals and should not be taken lightly.

Your characters are citizens of Liem and the backgrounds you choose reflect that.

The **Dragons** of Opheon do not follow the traditional rules of D&D, including the existence of Dragonborn and Draconic

Sorcerers. They are extremely reclusive. You might find more details with a relevant knowledge skill or in certain scenarios. You will be able to tell how old a dragon is by the chromatic range of its scales, with one color of scales being the youngest and all the colors being the oldest.

In this world, **Were-creatures** are not cursed people, but rather their own subrace. Because of this, there is no infection or curse to fear from interacting with them—although what dangers they pose as a people are as yet uncovered.

No access to the **Underdark** has been discovered by either undersea- or surface-dwelling inhabitants. The myths of demons and the evils that thrive in the recesses of the world below have been lost to time, making it nearly impossible for Tieflings, Drow, and Warlocks to exist in this section of the world.

The shards have already changed your world. How will you change it in return?

Excerpt from the Murphy-Maggis Encyclopedia, 45th Edition

Archipelago: Liem

Population: 15,700. Diverse, with the exception of underdark races.

Geography: Liem is composed of 53 inhabited Isles, 3 of which are in the range of 1500-2000 square miles large. Alethas is the largest at 3200 square miles. Its capital city, Dargen, has a population of 2,650 people. The longest distance between neighboring islands is 125 miles, which can be traversed by boat in 9 hours. Walking takes much longer. The main islands are:

- Alethas, 3200 square miles
- Tritiania, 1900 square miles
- Halgspel, 1750 square miles
- Doa Xi, 1310 square miles
- Others, of various smaller sizes.

Politics: The Isles are ruled over by a 7-centuries-old monarchy on the main island, Alethas. The smaller islands are free to choose their own governors to manage day-to-day local affairs while ambassadors are chosen based on groups of islands. These ambassadors, collectively known as the Council to the Throne, propose laws to the Royal Family that affect the entire country.

Geology: The entire archipelago is a chain of extinct volcanoes with rich soil. The last eruption was over 300 years ago, but there are active volcanoes to the south near the Unclaimed Isles.

Weather: The archipelago experiences four seasons, making it ideal to grow dense, sweet fruits, hard gourd vegetables, root vegetables to last the winter, and leafy greens in the summer.

Food: Fish is a primary staple of the Liemish diet, but many islands also have a variety of wild game. Farming is a strong industry. Many farmsteads have a handful of domesticated animals for dairy production, but there are no farms dedicated to this. Undersea delicacies are highly valued and usually served at the tables of the richest merchants.

Technology: Liem has a fully-developed independent economy and educational system. It has advanced developments in sea vessels, water-breathing, and nature magic, but nonmagical flight has not yet been developed.

Religion: Liem practices pantheism and gives offerings and allegiances to a variety of gods depending on their needs, but its oldest religion, and one that pervades the Archipelago's entire culture, is ancestor worship. Because of this, necromancy is considered the basest form of magic and is banned from public practice.

Theme Teasers

Four months before impact, 26th Year of the Palsho Era

Late summer buzzed above dead fish on the docks. Hands worked among slip-silver flashes: sorting and weighing and pouring and tossing. Scales stuck beneath fingernails. Ice spilled over a fisherman's riches. A horizon of black sea in the pre-dawn light weighed at their backs.

A tabaxi girl, fur dampened by ocean spray, dangled a foreleg over the side of the pier. She felt brave. If there were great beasts lurking in the dark waters, she could prove it. Her head spun with eddies and algae whorls, one paw ready to break the surface. But then her father twisted one tufted ear and with a yowl she was done with daydreams.

A boy ran past them. He ducked under projectiles and wove between bins of iced fish until he reached the second floor of the fishery. A scribe greeted him with heavy brows raised, then moved his quill at the ready. The boy took a breath and began. He rattled off his memorized words. Numbers. Weights. Names. Date. Black ink on a new page. Charted, checked, approved. Then the boy left, mission accomplished.

The scribe, now alone with his books, let his eyes rest on the horizon, at the people below him on the docks and all their life's work.

He sighed.

The sky was getting lighter, shades of gray tempering into blue. A new day. One day closer to the star's arrival. Nearly 174 years had passed since the Kilgana Star had blessed their lands and created warriors to live on in legends passed down from generation to generation. But now it was so close the elderly scribe could almost hear the cries of triumph above the cries of fishermen. He could almost see silver swords flashing instead of fish. Soon, it would be a time in which magic would flourish instead of wishes. Where the dark waters would awaken beasts to match new heroes' valor. So close, yet so long to wait. Four months, at his best guess. He hadn't thought he'd live long enough to see it.

There was a knock on the door. Another boy. More numbers.

"About time," grumbled the old scribe as he bent over his ledger once more.

One month before impact, 26th Year of the Palsho Era

Snow melted into his socks, but Jinku saw the glow of lanterns and his stomach groaned, half in agony and half in pleasure, at the smells of roasted fowl and candied tree nuts drifting over the shifting crowds in the town streets below. It had been almost a full cycle since he'd been outside the temple. He'd been good. The best. A bit whiny, but not as bad as Tiechal. No one would blame him for breaking out for just one night. And it was Winter Festival Night. The night everyone pulled out their dried sweets and richest sauces and killed their fattest hogs for a feast to tempt even the gods with their steaming decadence. And he wasn't a god. He was just a boy with a silver coin in his pocket and a hungry belly.

An appetite of a small boar with the snobbish sensibility of a pixie, was what Master Kenhai had said. Which was ridiculous, considering Master Kenhai couldn't tell the difference between salt and pepper if she drowned in one or the other. Jinku doubted the old hag even ate food.

It had been a long, mournful year.

The music started just before he picked out his first snack: rousing, wild music, beating drums that made the ground shiver. He moved towards the sound, fried sugar dough forgotten, as the crowd began to clap along with the clattering, riotous music. Breaking through the front line, his eyes drank in the thick flowering brocades of Songhan dancers and the puppets that moved like real animals, but bright and silken and laughing. Ribbons spun in a thousand colors as acrobats leapt across the ground as if it was made of netting instead of mud and could push them up into the sky without a spell. Jinku was enraptured.

Nothing in the temple would ever compare to this.

Gasps in the crowd drew his attention upwards, to the moon, which sat like a large golden coin against a tarp of night. And against the moon's light, a dark shape writhed—long as a snake, a pearl shining beneath its mane.

Dragon! It's the north dragon! hushed the people. *He's come to bless the night.*

A mother held her hands over her child's eyes. *Don't look, Talden. He's bad luck.*

He's dancing with the moon, a little girl cried.

But it was not excitement or fear or shock that lurched in Jinku at the sight of the thin black line roiling against the soft glow of the moon. He felt, instead, a whisper at his spine, a sensation of voices ears could not hear. Jinku stepped back into the crowd, letting the closeness of people's elbows and dark heads obscure his view of the sky and knew, without a doubt, that he was about to panic.

His masters had warned him. The border between the dead and the living thinned in the year of the Kilgana Star's passing. It's why they'd locked the apprentices in their rooms for the Winter Festival, warded them with charms and spells. And he'd broken those wardings. Now, unguarded and exposed, the young Jinku tried to deflect the spirits' attentions, weaving through the stalls blindly, chanting his temple's Ordin Mantra even as the spirits drained the festival of color and smell and taste.

He should have stayed inside the temple. He should have finished writing out the tenets and meditated through the night alongside the other novitiates. He should have—

His feet clung to the ground. Inertia tugged at his body, but his arms would not swing, knees would not bend. His fingers were stone in skin. All movement around him stilled, each person bled of color like tablets on a grave as the flood of spirits broke against Jinku's soul—an ocean riptide, a force of cold static bursting like blood vessels across his skin. A small halfling boy, face sticky with sugar and with raw red hands, watched him struggle against their power, his face shifting in and out of focus as each spirit tried to imprint themselves on him. A middle-aged human woman in long, winter *gapata* solidified and spoke, eyes gray with fog.

it's coming.

An empty sound. He heard the words, spikes through the chest, a dagger to his eyes, peeling away the layers of his conscious mind.

it's coming.

His teeth cracked as he strained against their power, helpless.

it will destroy the world.

The child, the woman, the crowd all turned their heads to watch the writhing dragon in the sky and Jinku heard them scream.

DO NOT LET OUR CHILDREN DIE.

The dragon slipped into the clear night, calligraphy against the stars. The tide of the spirits lifted, lightened, sound returning into softer noise. But the woman in *gapata* would not release Jinku's gaze. She held him in her eyes, all storm and shadow without light before he blinked and her words and the spirit within her were gone, mist into ocean spray.

She was color again, eyes wrinkled, laughing. Alive. All the people moved, unaware of what had passed. Lanterns swung, warm light through a rainbow of colors. Snow lighted on mud and the sound of the world was a blanket he could rest in.

The ghost-speaker's last words remained. He spoke them to himself all the way back to his temple, repeating the words over and over until they lost their meaning, but not their sound. Words for him. Words for all of them. Words to save them all.

"Reclaim the sky."

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 Xanathar's Guide to Everything are noted as XG##. Some backgrounds (but only backgrounds) are drawn from other official sourcebooks as well.

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 (see Experience (p. 13)).

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.

Race, Class, and Subclass Summary

Nonplayable Races	Nonplayable Classes
Dragonborn Tiefling Hill Dwarves Dark Elves (Drow)	Warlock Sorcerer: Draconic Bloodline

Class	Player's Handbook	Xanathar's Guide	Unearthed Arcana
Barbarian	Path of the Berserker (p. 49) Path of the Totem Warrior (p. 50)	Path of the Ancestral Guardian (p. 9) Path of the Storm Herald (p. 10)	
Bard	College of Lore (p. 54) College of Valor (p. 55)		
Cleric	All via Ancestor Worship (p. 58)	Forge Domain (p. 18) Grave Domain (p. 19)	
Druid	Circle of the Land (p.68) Circle of the Moon (p. 69)	Circle of the Shepherd (p. 23)	
Fighter	Champion (p. 72) Battle Master (p. 73) Eldritch Knight (p. 74)	Samurai (p. 31)	
Monk	Way of the Open Hand (p. 79) Way of Shadow (p. 80) Way of the Four Elements (p. 80)	Way of the Drunken Master (p. 33) Way of the Kensei (p. 34)	
Paladin	Oath of Devotion (p. 85) Oath of the Ancients (p. 86) Oath of Vengeance (p. 87)		
Ranger			Beast Conclave (p. 5) Hunter Conclave (p. 7)
Rogue	Thief (p. 97) Assassin (p. 97) Arcane Trickster (p. 97)	Swashbuckler (p. 47)	
Sorcerer	Wild Magic (p. 103)	Storm Sorcery (p. 51)	
Wizard	all Schools of Magic (p. 115)		

Races

The available races for PrinceCon 45 include all races in the Player's Handbook, *except* Dark Elves, Hill Dwarves, Dragonborn, and Tieflings (see the theme information (p. 3) for more details).

Humans

Humans may use either the standard traits, or the Variant Human Traits, both described on page 31 of the Player's Handbook.

Classes and Subclasses

Note that Warlocks and Draconic Bloodline Sorcerers are not available to PCs this year. All other classes and subclasses from the PHB are available.

A number of non-PHB subclasses are available (listed in this section and the summary table above) from Xanathar's Guide to Everything. *Please bring a copy of this book if you plan to play a subclass from it.* Note that you do not require any additional books aside

from the Player's Handbook unless you plan to play one of these specific subclasses!

Barbarians

Barbarians may choose **Path of the Ancestral Guardian** (p. XG9) as their Primal Path: *Call on the spirits of your ancestors to protect your tribe and allies.*

The **Path of the Storm Herald** (p. XG10) Primal Path is also available: *Tap the forces of nature to create powerful magical effects.*

Clerics

Clerics must pick one of the forms of Ancestor Worship as the source of their power, as described above. A Cleric must then select a Clerical Domain, with the following two options also available:

Forge Domain (p. XG18): *Patrons of artisans who work with metal.*

Grave Domain (p. XG19): *Watch over life, death, and the afterlife.*

Druids

Druids may select the **Circle of the Shepherd** (p. XG23): *Animals and fey creatures are your charges.*

Fighters

Fighters may select the Martial Archetype of **Samurai** (p. XG31): *Draw on your implacable fighting spirit to overcome enemies.*

Monks

Monks may choose the **Way of the Drunken Master** (p. XG33) as their Monastic Tradition: *Move with the erratic stumbles of a drunkard to conceal the steps of your masterful martial dance.*

The **Way of the Kensei** (p. XG34) is also available: *Train relentlessly with a weapon, to the point where it becomes an extension of the body.*

Rangers

This year we will use the Unearthed Arcana Ranger class from the 2016 Unearthed Arcana issue "The Ranger, Revised," instead of the PHB Ranger. The Beast Conclave and Hunter Conclave included in that article will be available.

In the interest of balance, however, there are two important changes to the class as described in the article:

- The Primeval Awareness ability can be used once per short or long rest
- When using Primeval Awareness to sense favored enemies, you do not discover their number, only their presence, direction, and distance in miles.

https://media.wizards.com/2016/dnd/downloads/UA_RevisedRanger.pdf

Rogues

Rogues may select the **Swashbuckler** archetype (p. XG47): *Focus your training on the art of the blade: speed, elegance, and charm.*

Sorcerers

Sorcerers may select the **Storm Sorcery** origin (p. XG51): *Your innate magic comes from the power of elemental air.*

The Draconic Bloodline Sorcerous Origin is not available this year.

Religions

At this year's PrinceCon, the traditional pantheon of deities have gone silent, and can no longer bless their Clerics or followers. Since the minor ancestral powers have emerged to fill that gap, all Clerics and Paladins must select a form of ancestor worship as the source of their power, and may then select any available Clerical Domain or Paladin Oath. Other PCs may continue to follow a deity of the pantheon, hoping for their return, or may also follow a minor ancestral power, or may be more agnostic.

Available to All PCs:

Clan Ancestor, usually a founder of the community or an ancient hero. Those who choose this path need not be directly related to the ancestor in order to receive the ancestor's blessings.

Family Ancestor, who is directly related to those who receive their blessings. As family ancestors come in many different forms, the background you choose will influence which of your ancestors supports you.

Available to PCs *except* Clerics and Paladins:

Aru (Life) 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.

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

Pantheists pay their respects to each of the gods and ancestors in their own sphere, without any special devotion to one or another. They may choose to adopt a particular religion at a later time.

Notes:

- The **Forge Domain** (p. XG18) and **Grave Domain** (p. XG19) from Xanathar's Guide to Everything are available to Clerics this year.
- The deities **Kjallintar** (Wrath), **Ronkel** (Death), and **Thoki** (Undeath) 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 and Paladins may choose to be a follower of a particular religion or ancestor, or may be a pantheist. A pantheist may adopt a single religion or ancestor at any point (a “battlefield conversion”), but the choice to follow a single path, once made, cannot be given up or changed.

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 languages selections are not particularly important. Most of the languages described in the Player's Handbook (p. 123) are available. Specific things to be aware of:

- Common is spoken across the world.
- Starting PCs may not select Druidic or Thieves' Cant when selecting languages (though PCs of the appropriate class get these automatically)
- Other racial languages are available as normal, except for the Exotic languages (which are too uncommon to even bother with)

Backgrounds

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

- All backgrounds from the Sword Coast Adventurer's Guide *except* for Uthgardt Tribe Member and Waterdhavian Noble. Note: if you select **Faction Agent**, you should have your own faction in mind (the standard D&D factions do not exist in Liem).
- **Archeologist** and **Anthropologist** from Tomb of Annihilation
- **Fisher**, **Marine**, **Shipwright**, and **Smuggler** from Ghosts of Saltmarsh

You need not have the corresponding rulebook if the background is clear enough, though it may help if there's any uncertainty around the particular Feature granted by the background.

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

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, 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 “religion” or “deity” if possible. Otherwise, the GM will interpret the effect.

Largely, this is because we’d prefer you roleplay your character according to his or her 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.)

Leveling Up

Experience

PrinceCon uses a customized Experience Points track, in which the XP needed for each level is double the last. 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 with 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 45 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.

Game Play

Inspiration

Each GM may use inspiration as they prefer.

Spell Casting

Interrupting Casters

Note that in most cases, spell casting cannot be interrupted in the way it could before the switch to 5th edition. Though you cannot stop a caster from casting a spell by damaging them, be aware of the following:

- Counterspell is a spell that can be used as a reaction to prevent another caster from casting (page 228). You may Counterspell a Counterspell, though each character only gets one Reaction per turn.
- Damaging a caster causes them to make a Concentration check (page 203) if they are maintaining a concentration spell.
- You may Ready an action (page 193) to attack a caster if they cast a spell. You cannot actually interrupt the casting of the spell, but if it is a concentration spell, you can force a concentration check immediately after the spell goes off.
- You may close to within 5' of a caster or engage them in melee, forcing Disadvantage for ranged spell attacks (p. 195).

Ritual Casting

Note that you can move or travel while casting a ritual (or another spell with a long casting time), but it uses your action each turn and you must maintain concentration ("Longer Casting Times" p. 202, and "Concentration" p. 203).

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!

Rules Interpretations & Reminders

Surprise

Note that there is not a “surprise round.”

Initiative is determined like normal for the first round of a combat involving surprise. Anyone who is surprised cannot move or act on their first turn of combat, and cannot take reactions until that first turn passes. (p. 189)

Once a creature is in combat, it cannot be “surprised” on later rounds, even by the arrival of hidden or invisible enemies.

Assassinate

As opposed to attempting to agree on the duration of “surprise” and deciding whether a turn in which you cannot act counts as “taking a turn,” we will use this definition for Assassinate (the Rogue class feature on p. 97):

You have advantage on attack rolls against any opponent you surprise, during the first round of combat only. If you hit under those conditions, your hit is automatically a critical hit.

Hiding & Invisibility

Note that the most relevant rules for hiding and for attacking or being attacked while invisible or hidden are:

- Hiding (sidebar), page 177
- Lightly Obscured or Heavily Obscured areas, page 183
- the Hide action in combat, page 192
- “Unseen Attackers and Targets”, page 194
- the Blinded condition in darkness or Heavily Obscured areas, page 290
- the Invisible condition, page 291

In particular, if a character wants to be able to attack from hiding, he must first hide (p. 177), which cannot be done when he is clearly visible to whoever he is attempting to hide from (p. 177).

An invisible character already has effectively the same combat advantages as a hidden character (p. 194), and only needs to Hide in addition if he wants an opponent to be completely unaware of his location.

Perception vs. Investigation

The rules on whether to use Perception or Investigation are somewhat muddy, for instance, the examples for both on page 178 suggest they can be used to find clues, but don’t clarify what the difference is between the two.

To try to distinguish (and avoid always just using whichever skill is better), we will say that Perception is used to “notice” while Investigation is used to “search” or “deduce.”

Some things may be still detected either way. A Secret Door could potentially be noticed (by noticing a draft, a light leaking out from behind it, a trigger to operate it, etc.). If you didn’t notice one, you might still search a room to see if you can find one.

Other things may only be detected one way. An item tucked into the back of a desk drawer could typically only be found with a search, or you might deduce that a chest must have a false bottom because the space inside is not as large as the exterior (both Investigation).

Tool Proficiency vs. Skill Proficiency

A given check might be:

- A straight ability check
- A skill check, involving adding your proficiency bonus to the relevant ability bonus, if you have proficiency in that skill
- A tool check, involving adding your proficiency bonus to the relevant ability bonus, if you have proficiency in that tool and also have the tool on hand.

Note that you never apply both a tool proficiency and a skill proficiency – every check would only allow one or the other.

In some cases, tool proficiency is required. For instance, a lock might be picked with a DC 15 check if you have thieves' tools and you're proficient with them – but if you lack the tools or lack the proficiency, it just can't be done. (In special cases, such as improvised tools, you might check with disadvantage.)

In other cases, you might be able to approach a problem in different ways and end up making different checks. For instance, to open a set of manacles:

- You might force them, a DC 20 Strength check
- You might slip them, a DC 20 Dexterity check
- You might pick them, a DC 15 check with thieves' tools, made at disadvantage in the likely event that you need to improvise the tools. This check is only possible if you're proficient with thieves' tools.

Item Interactions

Everyone gets one free item interaction on their turn.

In the common case of a weapon switch, there are several possibilities:

- You might drop whatever's currently in your hand, and then use your item interaction to draw the weapon you want
- At the end of turn 1, you might use your item interaction to stow whatever's currently in your hand. Then at the start of turn 2, you might use your item interaction to draw a new weapon.
- You can use your item interaction to stow a weapon and your regular action to draw a new one, but then you can't attack unless you have some other way to do so

Note that there's no way to draw or stow two weapons (or a weapon and a shield) using only your item interaction, unless you have the Dual Wielder feat (p. 165).

Hands for Casting

Casters need a free hand for any spells that require Somatic or Material components (p. 203). If both hands are full, the caster must either stow an item using her item interaction or drop an item in order to cast.

Exceptions include:

- A caster with the War Caster feat (p. 170) can cast with a hand that's holding a weapon or shield. This covers both somatic and material components, so long as the caster has a component pouch or arcane focus.
- A cleric or paladin may use an amulet or the emblem on her shield as a Holy Symbol (p. 151) and therefore as her spellcasting focus, so she does not require a hand for material components
- A wizard or druid who uses a staff as an Arcane Focus or Druidic Focus (p. 151) can also use the focus as a quarterstaff, so he may cast with that weapon in hand.

Shooting into Melee

Note that there is no explicit penalty for firing into melee. A DM may decide to grant the opponent cover (typically half cover, for +2 AC; page 196). There is usually no chance of harming a friend in the melee by accident.

Interposing Movement

With different characters' movement split across different turns in the initiative sequence, there is no particular way to interrupt somebody's movement in order to block them from moving someplace they're trying to go. Though if you know it's a possibility, you can Ready an action to "step in the way if X moves toward Y."

There's also no general way to safely extract another character from a dangerous melee. However, if you can cause the opponent to use their Reaction, then the other character can escape without taking an opportunity attack. Alternately, you can join the melee, then the other character can take a Disengage action, and the opponent won't be able to follow without taking an opportunity attack from you.

Code of Conduct

Introduction

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.

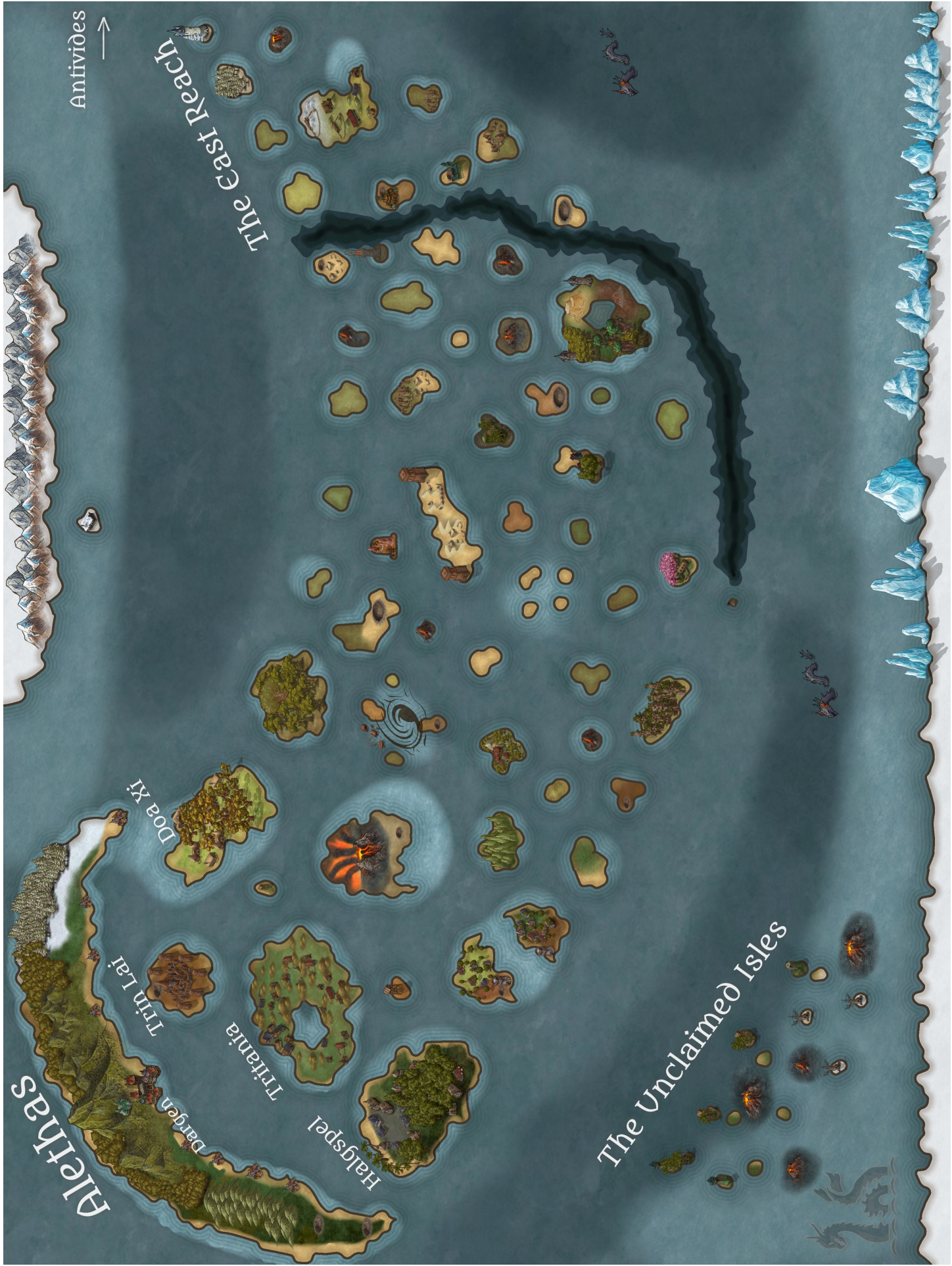
If the DM is involved in the violation, it should be reported to the desk staff.

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.



Antivides



The East Reach

Alethas

Trit Lai

Doa Xi

Tritania

Halgspel

The Unclaimed Isles