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# PrinceCon 46

## Le Petit PrinceCon

Using the D&D 5th Edition rules

*PrinceCon XLVI will be held on March 10-12, 2023*

*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*

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



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# Introduction

Welcome to PrinceCon 46, 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.

If you are an experienced player, you will see a few changes to the format of the game. This year, the traditional PrinceCon Pantheon does not represent almighty deities from outside the Universe, but rather people of great renown from inside. Along with limited additional domains for clerics, you will see several new race available for player characters later in this document. In particular, we are using the following options from outside the PHB:

- The Kenku, Tabaxi, and Turtle races from **Monsters of the Multiverse** (MotM)
- The Loxodon race from **Guildmaster's Guide to Ravnica** (GGtR)
- The *spells, class features, and feats* (but not subclasses, except the clerical Twilight and Order domains) introduced in **Tasha's Cauldron of Everything** (TCoE)
- Spells and the clerical Forge and Grave Domains from **Xanathar's Guide to Everything** (XGtE)
- Two theme-specific backgrounds, a new Druid option, and a custom Warlock patron

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.

*Meet Patel, President of the SGU  
Camilla Greer & Megan Coppock, Theme Masters  
The PrinceCon 46 GMs & Staff*

## Acknowledgements

We would like to take this opportunity to thank the many people who have helped bring this convention to fruition. Meet Patel coordinated with the University and arranged for us to use this beautiful new space for the con (and did we mention the food?). Courtney Massari and Christina Lipsky have done the majority of the work preparing the space in Simpson-Rabinowitz for us, while Lexy Sarstedt helped with Campus Club. Camilla Greer and Megan Coppock managed this year's theme. Dennis Yi contributed theme-specific subclasses and backgrounds. Aaron Mulder maintained the PrinceCon books, the software, and desk equipment. Camilla and Alex Reutter wrangled the cats and helped us stick to our deadlines. Delphi Ahn provided the awesome con book cover art and T-shirt art.

Special thanks to Meet Patel and Freddie Furia for leading the Simulation Games Union (SGU) and lining up our next generation of players and GMs. A big thank you all the PrinceCon 46 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 (p. 15), 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: Le Petit PrinceCon

THE MAW has torn open the sky. The storybook worlds of The Firmament have grown distant and dark. Hearts opened to THE MAW shiver with decrepit power, warping minds and worlds around them. Each feeds THE MAW above, growing with lurching gulps as the closest worlds fall into its gnashing corona. It won't be long until all bright worlds have disappeared, leaving only the inky blue Aether and THE MAW.

Far from the center of The Firmament, Beverly the space whale gently orbits the paired worlds of the Twin Sisters: Nomos and Logia. She carries an ancient city on her back, home to visitors and immigrants from the many worlds of her wandering journey. Here, generations of Astronomers, Astrologers, and the Free Citizens of Beverly have watched with horror as constellations flicker and fade above.

You are amongst the number of them who say "No longer!" The guttering bond between Nomos and Logos is now the last glowing beam in a sky once brilliant with connections. If someone is to save these worlds, this is the last chance to do it. Join the Panstellar Astromantic Assembly, venture out to the troubled worlds and rekindle their light!

## The Firmament

The worlds of Le Petit PrinceCon and their environs are known collectively as The Firmament. They are arranged in a flat plane much like our familiar Sol's ecliptic, with THE MAW at the very center. Viewed from any surface, other worlds look much like stars, moving through the heavens as abstract points, not geographic spaces like our moon. Simple telescopes are enough to resolve nearby worlds as such, though.

This is a small storybook universe. There are only as many "stars" in the sky as worlds. Glittering nebulae fill in the voids with visual detail, but there are not distant worlds or an "Outside" for things to come from.

## The Aether

The space between worlds is an aetheric ocean with natural fauna and flora, emotional nebulae in clouds and currents, and more. Worlds float against this blue-black background of sky called the Aether. Its transparent substance has a dim ambient light and an inertial medium that affords simple locomotion for magically adapted creatures and vehicles. Generally unbreathable, the vitality of living Worlds creates a small breathable zone around each.

## Aether Swimming

The aether is a tenuous fluid medium. Your momentum carries you forward at the beginning of each turn, causing you to involuntarily move the same distance and direction you did last turn. To redirect momentum, you must use a reaction to either rebound off a solid object or create force equal to your speed and momentum (either via magic or throwing an object that is on your person). Gaining flying speed will negate the difficulty of navigating this medium.



## Theme Teasers

### The Notes of Saint Silgo the Astronomer

“1042, 9th of winter: The hole in the sky is growing. The telescope is no longer needed, and everyone knows. I project one year until our home is engulfed. The Astrologer, Cassie, refuses to accept our fate.”

“1043, 5th of spring: Cassie’s half-baked suggestions bear fruit. Somehow. Barn-raising, lover’s day, and other holidays she officiates do cause a marked reduction in the hole. With my encouragement, we’ve found an exceptional three marriages this summer!”

“1044, 19th of summer: Hope dwindles this year. The strongest correlation in my data is still sacrifice; festivals have increasingly little effect. When Philippa Decky drowned saving our schoolwagon of children, the Maw shuddered and shrank by almost five degrees. Everyone saw. What am I to say?”

“1044, 1st of fall: I know what I must do. Kolibra, please, continue my work.”

### Preface to the first public meeting of the Panstellar Astromantic Assembly

Constellary links between worlds have *disappeared* through the heavens, with the exception of the twin sister worlds, Logos and Nomia, currently hosting Beverly in their orbit.

Dimmer and distant worlds have disappeared entirely. Those from these scattered worlds have begun losing memory of home. Nomian archivists have discovered ancient masterpieces that are no longer comprehensible, holding no meaning to those who celebrated them just years ago.

Logian Astronomers calculate that total light yields have fallen to 20% of levels recorded at the last 7-year survey, and even the brightest worlds are below 50% of their preceding levels. No world has gone undimmed.

Nomian historians tell us that on this same scale, narrative chaos has swelled. Strange new archetypes have risen, destabilizing the stories and traditions of their worlds.

These coincidences merit great study.

So we did.



# 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

## 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 (p. 14)).

## 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 46, 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, while Drow do not suffer from Sunlight Sensitivity in the Firmament.) 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 animal 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)

The Firmament is very cosmopolitan, and you should expect to see all these folk mixing freely. 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!")



## 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), and **Twilight Domain** (TCoE p.34) for clerics
- **Circle of the Land (Aether)** for Druids (defined below)
- **The Maw**, a patron for Warlocks (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.

### Druid Option: Circle of the Land (Aether)

This is another origin option for Circle of the Land druids (PHB p.68). As with other lands, it provides a list of additional Druid spells:

Druid Level	Spells
3rd	<i>calm emotions, misty step</i>
5th	<i>fly, Leomund's tiny hut</i>
7th	<i>confusion, greater invisibility</i>
9th	<i>dream, far step</i>

#### Aethereal Adaptation

*6th level Circle of the Land (Aether) feature, which replaces the Land's Stride feature*

You can breathe in the Aether. In addition, you have exceptional mobility there: you have a fly speed equal to your walking speed while in the Aether. Finally, while in the Aether you have advantage on saving throws you make to avoid or end the charmed condition on yourself.

### Custom Warlock Patron: The Maw

Your patron is THE MAW. Why? Did you choose this? Did something happen? Have you lost even that? Within your heart is an opening to nothingness and what it can do. In crisis this wound has torn raw, granting you unique insight and an expanded spell list.

Consider describing your spells as causing decay, removal, death, or endings. For example, *eldritch blast* may cause small disintegrations on impact, and *misty step* might transport you through a black hole in space. *Hypnotic pattern* might be a dreadful shadow that eclipses all light.



**Daylight Sensitivity***1st-level Maw feature*

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is lit by natural light.

**Thorn of the Maw***1st-level Maw feature*

You learn the *mind sliver* cantrip (TCoE p.108). It counts as a warlock cantrip for you, but doesn't count against the number of cantrips known.

**Shadow of the Maw***1st-level Maw feature*

You know the spell *darkness*, and it does not count against the number of Warlock spells you can learn. You may cast it using a spell slot as normal, or without a spell slot a number of times equal to your proficiency bonus (you regain expended uses when you finish a long rest). Either way it counts as a Shadow of the Maw, though when you use a spell slot you can increase the radius of the darkness by 5 feet per spell slot level above 2nd. You have blindsight within your Shadow of the Maw, as well as in any other area of Maw-darkness.

**Caress of the Maw***6th-level Maw feature*

When you deal damage with an attack or a cantrip, you can replace the damage type with necrotic damage. Once per turn when you deal necrotic damage with an attack or a cantrip, you can force the target to make a Wisdom saving throw or be frightened of you until the end of your next turn. Once a target succeeds on this saving throw, it cannot be frightened in this way until after your next short or long rest.

**Frenzy of the Maw***10th-level Maw feature*

In the center of your Shadow of the Maw, you can tear a dimensional rift in the form of a 5-foot radius sphere. For the duration of the spell, that space ceases to exist.

- Creatures and objects in the rift at the time of casting are pushed out of it to the nearest unoccupied space and take force damage equal to twice your Warlock level, or half as much with a successful Dexterity saving throw.
- Attacks or spells that would pass through the rift instead disappear into the void.
- The rift blocks all light and vision, including magical.
- When a creature or object would enter the rift for the first time on a turn or ends its turn adjacent to it, it takes force damage equal to twice your Warlock level, or half as much if it succeeds on a Constitution saving throw.

**Hunger of the Maw***14th-level Maw feature*

When you hit a creature inside your Shadow of the Maw with an attack, you can allow the Maw to engulf it. The creature takes 5d10 psychic damage and 5d10 necrotic damage and cannot move until the beginning of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

**The Maw Expanded Spells**

Spell Level	Spells
1st	<i>bane, ray of sickness</i>
2nd	<i>blindness/deafness, Tasha's mind whip</i>
3rd	<i>bestow curse, slow</i>
4th	<i>confusion, Evard's black tentacles</i>
5th	<i>destructive wave, contagion</i>

*Question: isn't The Maw evil? Answer: Well, how do you feel about The Fiend? A difference of opinion with one's patron should not be an uncommon issue for Warlocks. Yet, there may be more to it than that...*



## Religions

The Firmament is a sky of disconnected worlds, where universal power is hard to come by. The “Gods” as we have known them in previous cons do not hold their status so firmly. Astrologers describe the woven threads of influence through 11 character Archetypes they find echoing across the Firmament. Controversially, Astronomic theory pairs them with religious domains of clerics throughout the Cosmos. Some go so far as to name specific individuals as their wellspring or culmination. Needless to say, many raucous evenings at the Whale’s Tail Tavern have been spent on “peer review.”

In your travels, you will find many characters identifying strongly with the Archetypes. Some worlds put stock in the fixed constellary birth charts of the Astronomers. Others echo the free and flowing choice demanded by Astrologers. Yet others deploy Archetypes in unique, unfamiliar ways.

As part of character creation, choose an Archetype that inspires your Character. We list the names of classic PrinceCon deities here as Paragons for player reference. In practice, you may find these familiar faces as beings of power, long dead history, or simple folk on small worlds.

**The Eidolon** (Twilight domain) – paragons include Samedhi, who counseled spirits rooted to the lands of mortals

**The Gaoler** (Order domain) – paragons include Mavors, who dispassionately enforced the law, bringing its light to all corners of the Firmament, whether welcome or not.

**The Gravedigger** (Grave domain) – paragons include Ronkel, servant of Death, the Ultimate Victor, the One Unshakable Truth.

**The Healer** (Life domain) – paragons include Aru, who held that life and health are our greatest resources. Without life, who could stand in opposition to evil?

**The Hunter** (Nature domain) – paragons include Carrunos, known as the Master of the Hunt and the personification of wilderness in natural balance. Frequently found in the company of Danu, who guarded the natural order against waste and cruelty.

**The Kingmaker** (Trickery domain) – paragons include Ratri, who specialized in the covert gathering of power and influence, emphasizing guile over force.

**The Knight** (War domain) – paragons include Leo, who held that honorable combat is the greatest test of a being’s worth.

**The Sentry** (Light domain) – paragons include Janda, devoted to the cause of truth, the preservation of oaths, and the protection of the innocent.

**The Smith** (Forge domain) – paragons include Daglir, the patron of crafters everywhere.

**The Teacher** (Knowledge domain) – paragons include Hione, great guardian of knowledge, whose sages collected and preserved knowledge to add to his store.

**The Wildling** (Tempest domain) – paragons include Iniki, mistress of storms and seas, and by extension, all waters. Also Kjallintar, who brought retribution to the wicked, answering every slight and transgression unflinchingly.

**Pantheists** (not available to clerics or paladins) pay their respects to many of these archetypes, each in their own sphere, without any special devotion to one or another. They may choose to adopt a particular Archetype at a later time.

### Notes:

- The **Forge Domain** (XGtE p.18) and **Grave Domain** (XGtE p.19) from Xanathar’s Guide to Everything are available to Clerics this year.
- The **Order Domain** (TCoE p.31) and **Twilight Domain** (TCoE p.34) from Tasha’s Cauldron of Everything are likewise available to Clerics this year.



## Followers

Characters other than Clerics and Paladins may choose to be a follower of a particular archetype or hero, or may be a pantheist. A pantheist may adopt a single Archetype or hero at any point (a “battlefield conversion”), but the choice to follow a single path, once made, cannot be given up or changed.

## Backgrounds

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

- The new Astrologer and Astronomer backgrounds (below)
- 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.

### Custom Background: Astrologer

You have spent your life growing up around the old stories of the world and the worlds before this one. Maybe you listened at an Elder’s knee or traveled the cities of your planet and heard the legends from the mouths of locals. You are an artist, historian, and a student of culture. You see patterns in the stories that repeat over and over, and archetypes of the ancients among your friends.

**Skill Proficiencies:** Insight, Performance

**Tool Proficiencies:** Calligrapher’s Supplies

**Languages:** Two of your choice

**Equipment:** Deck of symbol cards, at least one legend about every world, Calligrapher’s Supplies.

### Feature: Insightful Performance

All it takes is a moment listening to a person or a crowd, and you can tell what they want to hear, what they need to hear – as well as seeing to the heart of the matter. Fortunately, you’ve seen this time and again in the works you’ve studied. The question is, do you give them what they want? Or do you give it to them straight?

You may weave the story (or painting or other work of your art) they desire and earn shelter, a meal, and possibly more, depending on your audience (perhaps a rowdy tavern; perhaps an audience with the Duke). However, they will eventually realize it was simply entertainment. You may instead compose a work that’s more on point, not making you any friends, but true to the situation and swaying your audience in the direction you desire.

d10	Specialty
1	History
2	Classics
3	Nonfiction (e.g. journalism, essays)
4	Poetry
5	Music (performer or composer)
6	Drama (performer or playwright)
7	Novels
8	Painting/Drawing
9	Storytelling
10	Culinary arts (e.g. cooking, chocolate making, or winemaking)



d8	Personality Trait
1	Sometimes I get overwhelmed and lose the ability to talk.
2	First impressions are everything to me.
3	I like to listen to people and collect their stories and personalities.
4	I am always optimistic/pessimistic about human nature.
5	I relate the everyday to the monomyth, Freytag's pyramid, kishotenketsu, or another narrative or artistic structure.
6	I'm always smiling, or always dour.
7	I'm fond of quoting (or misquoting) my favorite works or authors.
8	I assume that everybody knows my field's jargon.

d10	Ideal
1	Tradition. Artistic constraints and conventions guide us. (Lawful)
2	Domination. "It is not enough to succeed. Others must fail." (Evil)
3	Self-improvement. "Man cannot remake himself without suffering, for he is both the marble and the sculptor."
4	Beauty. What is beautiful points us beyond itself toward what is true. (Good)
5	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)
6	No Limits. Anything that impedes creativity should be disregarded. (Chaotic)
7	Service. We should help others using our abilities. (Good)
8	Fame. I strive that my works may live on.
9	Humility. "I have never met a man so ignorant that I couldn't learn something from him." (Good)
10	Overturning. "Art should comfort the disturbed and disturb the comfortable." (Chaotic)

d8	Bond
1	I am the first in my family to enter higher education, and wish to make them proud.
2	I carry a story that has gone unjustly untold.
3	A mentor greatly helped me in my journey, and I wish to repay that favor.
4	I need to have an accomplishment to talk up at my reunion.
5	I am working on a masterpiece.
6	I owe my eating club, fraternity, or house greatly.
7	If I don't publish soon, I might not make the cut.
8	I repudiate the institution or curse the officials who did me wrong.

d10	Flaw
1	I have an unhealthy artistic obsession, a white whale.
2	When my life is too stable I feel compelled to shake it up, for good or ill.
3	I have a weakness for food, drink, or other bodily pleasures.
4	I tend to get in trouble with the authorities, whether by ordinary crime or lese-majeste.
5	I have impostor syndrome and underestimate myself.
6	I'm easily distracted.
7	Everything has to be perfect, including my routine.
8	Depression ails me when not at work.
9	I have no filter, being more brutal than honest.
10	I can be detached from reality, as if recounting a tale secondhand.

## Custom Background: Astronomer

You have spent your life in classrooms and among books. You may specialize in cartography, mathematics, or any one of a number of complex sciences. The tools of your trade are the abacus and compass, and you approach every problem with rigor and care. You see patterns in the numbers and harmonies.

**Skill Proficiencies:** Nature, Investigation

**Tool Proficiencies:** Navigator's Tools

**Languages:** Two of your choice

**Equipment:** Field telescope, Welbersham's Pocket Celestary (12th edition, revised), Navigator's Tools

## Feature: Academic Enchantment

You know who to talk to and how to locate and gain researcher's access to any institution of learning, such as an observatory, library, or laboratory. Authorities will be happy to point you in the right direction, while other academics will do their best to accommodate any reasonable needs.



You may also cause a delay in virtually any situation by diving into technicalities and brain-twisting logic; while your conversational adversaries may grow increasingly frustrated, they'll find themselves inexplicably unable to actually move against you or interrupt.

### Suggested characteristics

d10	Specialty
1	Philosophy
2	Logic
3	Mathematics
4	Mechanics
5	Cosmology
6	Geology
7	Cartography
8	Alchemy
9	Biology
10	Psychology

d8	Personality Trait
1	I love collecting books and documents.
2	I can barely go a minute without talking about my research. I have so much knowledge in my head, and it needs to be let out somewhere!
3	I use polysyllabic words that convey the impression of great erudition.
4	There's nothing I like more than a good mystery.
5	I keep my current work secret so I can publish it before rivals.
6	I know I'm not a genius, but I work very hard.
7	I've developed a sense of ennui, and these days my work is just my job.
8	Sometimes I switch into my teaching voice by accident.

d10	Ideal
1	Logic. Emotions must not cloud our logical thinking. (Lawful)
2	Power. Knowledge is the path to power and domination. (Evil)
3	Self-Improvement. The goal of a life of study is the betterment of oneself.
4	Beauty. What is beautiful points us beyond itself toward what is true. (Good)
5	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)
6	No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
7	Service. We can help people using our knowledge. (Good)
8	Fame. I seek to make a name for myself; publish or perish.
9	Worship. I study the glory of all in Creation. (Lawful)
10	Truth. We have a duty to cast light on the unknown. (Good)

d8	Bond
1	I am the first in my family to enter higher education, and wish to make them proud.
2	I want to become a doctor/lawyer/engineer to help a family member's illness/case/business.
3	A mentor greatly helped me in my journey, and I wish to repay that favor.
4	I need to have an accomplishment to talk up at my reunion.
5	I work to vindicate my (or my mentor's) theory.
6	I owe my eating club, fraternity, or house greatly.
7	If I don't publish soon, I might not make the cut.
8	I repudiate the institution or curse the officials who did me wrong.

d10	Flaw
1	I have an unhealthy and antisocial preference for books over people.
2	I believe that I'm superior to non-academics.
3	Long hours of study have left me with poor posture, social graces, or fashion sense.
4	I refuse to acknowledge anything that can't be defined or quantified.
5	I have impostor syndrome and underestimate myself.
6	I'm easily distracted.
7	Everything has to be perfect, including my routine.
8	Depression ails me when not at work.
9	I get too carried away with the "how" to answer "why".
10	I'm too tired to really care about work – or anything – anymore.



## 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. All of the languages described in the Player's Handbook (p. 123) are available. Specific things to be aware of:

- Common is spoken throughout the Firmament, particularly by Astronomers and Astrologers.
- Some worlds 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 46 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.



# 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.



