

# PrinceCon

## XLV

### NEW PLAYER GUIDE

## About

PrinceCon is the oldest amateur-run D&D convention in the world. It is a 46-hour roleplaying marathon unlike any other. Our volunteer Game Masters create a shared universe where everything you do matters--a MetaTheme. Each run only happens once and your character's choices will determine the fate of the universe.

## Timeline

Unlike other conventions, game sessions can begin at any time, but we have a general timeline you can follow.

**Con Begins: Friday, March 13 at 4:30 PM**

**Mini-Runs: Saturday, March 14 at 9:30 AM**

**Final Runs: Sunday, March 15 at 10:00 AM**

**Closing Ceremony: Sunday, March 15 at 3:00 PM**

## Materials

This year, PrinceCon operates from the D&D 5th Edition Player's Handbook, but we also have a ConBook that describes the theme, setting, and supplemental rules. There are also optional additions from Xanathar's Guide to Everything.

## Location

The primary location for games will be the Simpson-Rabinowitz building, with exception to the Economics Department. Players not on runs can stay either in the Simpson Atrium or Campus Club. Food is allowed in the buildings, but players are asked to keep the space in good condition.

University policy strictly prohibits sleeping in the buildings; there are hotels nearby if you want a rest. Parking will be available. Please let the Desk know if you require any extra accommodations.

## Registration

All participants can register through the university at <https://tickets.princeton.edu/>. Cost of registration for the General Public is \$15.00. Registration is not required for Princeton University students.

# Characters

When you sign in at the Desk in Hireling Hall (Simpson Atrium) you will receive your PIN for the computer system. This allows you to access the character creation software on the nearby computer stations, where you can build and manage your character and print out your character sheet (paper character sheets are required). The software is fully loaded with all of the character options relevant to this year's Con. Ask one of the Staff if you have any questions about using the system.

# Game Sessions

Game sessions, or "runs," can be anywhere from 2-12 hours long, with an average of 6-8 hours. When you are ready to play, gather a group and choose an adventure. These runs are displayed on posters throughout the space and include the availability of the GM running it. Once you find an open run and are accepted into it, give the GM your character sheet and item cards for them to scan into the system.

Runs are first-come, first-serve, so if you have downtime, be sure to go through the notes of other runs or discuss information you've gathered about the world with other players.

# Expedition Reports

Since PrinceCon operates in one shared universe, all the runs are interconnected. As a result, players are responsible for recording the details of their runs to share with other players. You never know what might be the secret to solving another GM's run!

# Playing the Game

In our games, each player can choose their actions based on the scenarios created by a Game Master. Depending on the GM, there can be different levels of roleplaying, problem-solving, and battles. Similarly, each player has their own way to play. Some may want to dive into battle, others prefer intricate planning, and some prefer diplomacy over action.

Be sure to ask what aspects of the game are fun for other players to determine if your playing styles match.

# Alignment

PrinceCon does not use good, neutral, or evil alignments. Each player's alignment is tied to the good of the party. If your actions, either in or out of roleplay, make other players uncomfortable, the GM is allowed to remove you from their game.

# Levelling Up

Your character will automatically begin at Level 5 and will quickly gain levels throughout the weekend. At the end of each session, the GM will put your experience points in the system and you can log into the computers to see if your character has levelled up. Make sure to print out a new character sheet after every session.

# PrinceCon XLV

In PrinceCon XLV, your world is has been torn apart by chaos. Your heroes seek a way to return prosperity and order to a wild-magic infected landscape filled with pirates and dragons and factions that hide in the shadows to dismantle your goals from the inside. Collect the shards, save your people, and honor your ancestors by returning the Kilgana Star to its rightful place in the sky.

The stories you tell are part of the process. Since each run only happens once and can hold the keys to the secrets of many others, your Expedition Reports will inform other players of the dangers you encountered, the secrets you've explored, and the treasure you've obtained. Reading through these expedition reports in your free time and asking other players about their adventures will only help you on your way.

Races and Classes not available this year: Dark Elves, Tieflings, Dragonborn, Hill Dwarves, Draconic Sorcerers, and Warlocks.

Select Subclasses available from **Xanathar's Guide to Everything** will be listed in the ConBook.

## The Pantheon

The PrinceCon Pantheon has a history as long as the convention itself. Every year, their influence changes--some gods defeat others, sometimes new gods rise. This year, the PrinceCon Pantheon has gone silent, so the only avenue for paladins and clerics to obtain their magic is through Ancestors. Consider this when creating your character--did your cleric need to convert in order to keep their power? Or has your paladin been waiting for their Ancestors to fill the void the Pantheon left behind?

## Rewards

We do not track money or mundane items, but you may receive magic items in game sessions, represented as a signed index card handed out by the GM. You can either keep or trade this item.

All star shards retrieved this year will be turned into Hireling Hall to be recorded in the Lab Records. You can use credits you receive to trade for magic items at Hireling Hall.

## Making a Group

You may stay with one group or expand your party to accept solo players. Many players come without knowing anyone else, so be sure to say hello to someone you may not know and ask if they want to play.

## Credits

Con Director: Thaddeus Whalen  
Theme Master: Hannah Lee  
Sage: Andrew Zovko  
Technomage: Aaron Mulder  
Herald: Alex Reutter  
Vault-Keeper: John Kliminski