

PRINCECON XLIX

The Sleepers Awaken



PrinceCon 49

The Sleepers Awaken

Using the D&D 5th Edition (2014) rules

PrinceCon L will be held on March 5-7, 2027
PrinceCon LI will be held on March 10-12, 2028
PrinceCon LII will be held on March 9-11, 2029
PrinceCon LIII will be held on March 8-10, 2030

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Introduction

Welcome to PrinceCon 49, 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) (2014 rules), with select options from additional books (see the "Character creation" section for details). However, 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.

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.

Jenna Mullin, President of the SGU and Convention Director
Joshua Gabai and Hannah Greene, Theme Masters
Dennis Yi, Secretary
The PrinceCon 49 GMs & Staff

Why D&D 5e?

PrinceCon is a tradition that has lasted 49 years. Every year we experiment with how we use our game systems, but we have found Dungeons & Dragons 5th Edition (2014 rules) 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

There are many people who have helped to bring this convention to fruition. Jenna Mullin coordinated with the University + vendors, with special recognition to Marcus Mullins from the Julis Romo Rabinowitz building and Nick Spencer from CustomInk. Shannon Filer served as our convention director emeritus. Hannah Greene and Joshua Gabai managed this year's theme. Aaron Mulder maintained the PrinceCon the software and desk equipment. Alex Reutter and Dennis Yi maintained the book content.

Ryan C. Hamel drew the amazing art for the T-shirt, cover, badges, and map.

We offer a big thank-you all the PrinceCon 49 GMs and desk staff for answering the call!

Finally, we would like to thank all our players, 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 and special events, PrinceCon does not use specific time slots for given game sessions (interchangeably referred to as expeditions or runs). 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, 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.

This year will feature a special con-wide event on Saturday from 5 to 7 p.m.

The convention uses custom-developed 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](#) on page 17, 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 pronouns. Please respect all other players' preferences.
- Players should stay in Simpson–Rabinowitz between games. We need to restrict our activities to these spaces; in particular, please do not utilize any 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.
- 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: The Sleepers Awaken

Warriors, priests, leaders, scholars... The hearts, minds, and blades of generations... Whether by steel or spell, influence or research...

You were a great hero in your time, but rather than sitting back and retiring in comfort, you accepted the *Sleep of Stone* while you were still in your prime. By Hione's prophecy and Daglir's craft you were preserved in stone until "The time of our greatest need." Throughout history, mortalkind has continued to add to the ranks of the Sleepers, knowing that one day, they would be needed.

And so you have slept...

Waiting in stone for generations...

Until the time of our greatest need...

The Four Ages of Exilix

Historians divide the recorded history of Exilix into four ages, each defined by a fundamental shift in mortalkind's relationship with magic.

Age of Myth

Wielding simple tools but great strength, people lit the first sparks of civilization in the wilderness. Among them soon wove a Pantheon of gods. Heroes of this first age battled terrifying behemoths, raving sorcerers, elemental wyrms, and bloodthirsty warlords with magic as primal as coursing river and raging fire. They strove to prove themselves in the raw and young world.

Available classes:

- Barbarian
- Fighter
- Rogue
- Sorcerer

All Sleepers of this age have a bonus feat: *Tough*

Age of Faith

As worship of the gods spread, the Pantheon became more able to empower their chosen. Visionary leaders organized nations, and wise wardens pacified the dangers of the wild. The growing ranks of the faithful bolstered their gods to new heights, and in turn they empowered their servants. Together mortals and the Pantheon challenged plagues and monsters, so that the world might be settled.

In addition to those previously introduced, Sleepers may be of the following classes:

- Cleric
- Druid
- Paladin
- Ranger

All Sleepers of this age have a bonus feat: *Favored* (aka *Lucky*)

Age of Scholarship

From the settled world arose enlightened masters of magical theory. Finally understanding the fundamental techniques of gathering and shaping magic, they manipulated the weave with procedure and precision, building upon their predecessors in lofty institutes of education. Some turned their faculties to great good, and others exploited their powers for selfish ends, but for all these mightiest, knowledge became power.

In addition to those previously introduced, Sleepers may be of the following classes:

- Bard
- Monk
- Wizard

All Sleepers of this age have a bonus feat: *Magic Initiate*

Age of Artifice

Theory became practice, and practice became industry. Clever inventors imbued magic, once the domain of a privileged few, into artifice from everyday tools to vast manufacturing complexes. Fueled by arcanodynamic engines and thaumoconductive materials, automated apparatuses and arcane constructs proliferated in sprawling metropolises. But even as inventions changed the world again and again, the virtues and frailties of mortal souls remained, calling forth heroes in strange yet familiar predicaments.

In addition to those previously introduced, Sleepers may be of the following class:

- Artificer

All Sleepers of this age have a bonus feat: *Skilled*

What About Warlocks?

No age possessed warlocks among their rolls of hallowed names, but among the Sleepers, these heroes arise from every age.

When you submitted to the *Ritual of the Sleeper*, you may have been an activist, innovator, leader, thinker, artist, or anyone with the skills and drive to achieve great deeds, gloried or not. In the *Sleep of Stone*, something speaks secret whispers of occult power, indelibly engraving themselves upon your mind.

Whatever you were, you will wake a Warlock. Also see [Classes and Subclasses](#) on page 6.

Additional Lore

Additional lore and short stories can be found within the PrinceCon 49 theme teasers list on the website: <https://www.princecon.org/con/49/>

Creating a Character

Note that all page references in this document and on your character sheets are to the 5th edition Player's Handbook (2014 edition) unless otherwise noted. Page numbers from other sourcebooks are noted as: Monsters of the Multiverse: MotM, Sword Coast Adventurer's Guide: SCAG, Tasha's Cauldron of Everything: TCoE, and Xanathar's Guide to Everything: XGE

Avoiding the Friday-Night Crunch

In order to play a game at the convention, you must create a PC. You may do so by the following means:

- Pre-register and create a character in advance.
- Bring your own laptop/tablet to access the con software.
- Use one of the touch screens on-site.

Most of our players arrive at the convention Friday night. Consequently, there is a lot of pressure to get a lot of people through character creation quickly in order that everyone can start playing! We call this the "Friday-Night Crunch".

Please consider pre-registering and creating your character ahead of your arrival at the convention.

Starting Level

All characters will start at 5th level, as in prior years. We find the "second tier" of play from levels 5–10 to be the most interesting to explore during the convention. Over the course of the convention, at given times, characters will level up, reaching 10th level for final runs on Sunday (see [Leveling Up](#) on page 12).

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 (15-14-13-12-10-8) is fine, as it can be selected using the 27-point method as well.

Folk

For PrinceCon 49, 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 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).

For your characters, you can choose any of the following folk (and subfolk of the folk from the Player’s Handbook). The so-called ‘monstrous’ lineages of 5e are simply typical citizens of Exilix.

- **Bugbear.** Hulking cousins of goblins and hobgoblins. (MotM p.8)
- **Dragonborn.** Medium relatives of dragons. (PHB p.32)
- **Dwarf.** Bold and hardy skilled warriors and crafters. (PHB p.18)
- **Elf.** Magical people of otherworldly grace. (PHB p.21)
- **Gnome.** Short, enthusiastic inventors. (PHB p.35)
- **Goblin.** Small slippery folk with a knack for fighting larger foes. (MotM p.20)
- **Halfling.** Diminutive lovers of the comforts of home, who sometimes venture out on adventure. (PHB p.26)
- **Hobgoblin.** Goblinoid givers of gifts. (MotM p.23)
- **Human.** A highly adaptable and ambitious people. (PHB p.29) Humans may use either the standard traits or Variant Human Traits on p.31.
- **Kobold.** Small relatives of dragons. (MotM p.25)
- **Orc.** Tough and tenacious warriors. (MotM p.28)

Note that that the following Player’s Handbook options are **not** available: half-elf, half-orc, and tiefling. Moreover, these folk did not exist on Exilix. Neither did the “animal” folk such as Kenku, Tabaxi, or Tortles.

Classes and Subclasses

You can choose any of the following classes and subclasses.

- **Artificer.** Alchemist, Armorer, Artillerist, Battle Smith (TCoE).
 - The Alchemist artificer is slightly modified from the published version. See [Modifications to Artificer Subclass: Alchemist](#) on page 7 for details.
- **Barbarian.** Berserker, Totem Warrior (PHB); Beast, Wild Magic (TCoE)
- **Bard.** Lore, Valor (PHB); Creation, Eloquence (TCoE)
- **Cleric.** Forge, Grave (XGtE); Knowledge, Life, Trickery, War (PHB); Order (TCoE)
 - Clerics are the clergy of “Civil” gods. See [Religions](#) on page 8 for details.
- **Druid.** Land, Moon (PHB); Sea (PHB2024); Spores, Wildfire (TCoE)
 - Druids are the clergy of “Wild” gods. See [Religions](#) on page 8 for details.
 - For Druids of the Sea, their Wrath of the Sea ability is granted at level 2, rather than at level 3 as written in PHB2024
- **Fighter.** Battle Master, Champion, Eldritch Knight (PHB)

- **Monk.** Ascendant Dragon (FTD); Kensei (XGtE); Open Hand, Shadow (PHB)
- **Paladin.** Conquest (XGtE); Crown (SCAG); Devotion, Vengeance (PHB)
 - Paladins must be followers of “Civil” gods. See [Religions](#) on page 8 for details.
- **Ranger.** Beast Master, Hunter (PHB); Horizon Walker, Monster Slayer (XGtE)
 - Rangers must be followers of “Wild” gods. See [Religions](#) on page 8 for details.
 - Rangers must use these variant features printed in [Tasha’s Cauldron of Everything](#): Favored Foe (replaces Favored Enemy), Deft Explorer (replaces Natural Explorer), Spellcasting Focus, Primal Awareness (replaces Primeval Awareness), and Nature’s Veil (replaces Hide in Plain Sight).
- **Rogue.** Arcane Trickster, Assassin, Thief (PHB); Swashbuckler (XGtE)
- **Sorcerer.** Draconic Bloodline, Wild Magic (PHB); Storm Sorcery (XGtE)
- **Warlock.** Archfey, Fiend, Great Old One (PHB); Celestial, Hexblade (XGtE); Seeker (UA)
 - The Seeker warlock is slightly modified from the published version. See [Custom Warlock Subclass: The Seeker](#) on page 7 for details.
 - Warlocks may choose either Intelligence, Wisdom, or Charisma to be their spellcasting ability. If you choose Intelligence or Wisdom, any Warlock Invocations and Class Features which reference Charisma use the chosen ability instead.
 - Warlocks can choose the Pact of the Blade, Tome, Chain (PHB), or Talisman (TCoE).
 - Warlocks were **not** a Warlock before the Sleep. At the opening of the convention, your character does not know the name of their patron or why they have gained their powers. Also see the [What about Warlocks?](#) teaser on page 4 for more on Warlocks in the world of Exilix.
- **Wizard.** Abjuration, Conjuraction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation (PHB)

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.

Modifications to Artificer Subclass: Alchemist

The Alchemist subclass uses the rules as described in TCoE, with the following description of Experimental Elixir replacing the existing text. (Changes are **bolded**.)

Experimental Elixir

Beginning at 3rd level, whenever you finish a long rest, you can magically produce *experimental elixirs* in empty flasks you touch. **The number of elixirs you can create is equal to your proficiency bonus.** Roll on the Experimental Elixir table for **each elixir’s effect**, which is triggered when someone drinks the elixir. As an action, a creature can drink an elixir or administer it to an incapacitated creature.

Creating an experimental elixir requires you to have alchemist’s supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

You can create additional experimental elixirs by expending a spell slot of 1st level or higher. **The number of elixirs you can create is equal to the level of the expended spell slot.** When you do so, you use your action to create the elixir **or elixirs** in an empty flask **or flasks** you touch, and you choose the elixirs’ effect from the Experimental Elixir table.

Custom Warlock Subclass: The Seeker

This subclass is a modified version of the one published in *Unearthed Arcana 16: The Faithful*. (Changes are **bolded**.)

Your patron is an inscrutable being who travels the Astral Plane in search of knowledge and secrets. In return for your patron’s gifts, you wander the world seeking lore that you can share with the Seeker.

Expanded Spell List

The Seeker lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Seeker Expanded Spells

Spell Level	Spells
1st	<i>longstrider, guiding bolt</i>
2nd	<i>levitate, locate object</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>arcane eye, locate creature</i>
5th	<i>legend lore, passwall</i>

Shielding Aurora

1st-level Seeker feature

Starting at 1st level, you can invoke the Seeker's power to protect you from harm. As a bonus action, you create a whirling aurora of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your casting ability modifier.

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

Astral Refuge

6th-level Seeker feature

At 6th level, you gain the ability to step into an astral refuge. Once per turn as an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions **affecting only you**. After using those two actions, you return to the space you occupied, and your turn ends.

Far Wanderer

10th-level Seeker feature

At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

Astral Sequestration

14th-level Seeker feature

Starting at 14th level, you gain the ability to sequester yourself and your allies on the Astral Plane.

By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world.

During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester.

Once you use this ability, you cannot use it again until you complete a long rest.

Religions

At PrinceCon, we focus on Religions to a greater degree than either alignment or clerical domain. The gods of Exilix are split into "Civil" and "Wild" types. The clergy of Civil gods are the traditional clerics with the corresponding domains, while the clergy of the Wild gods are druids with the corresponding circles.

Civil Gods

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

Daglir (Forge) is the patron god of craftsmen. The ring of a smithy's hammer is music to his ears.

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

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

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

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

Ronkel (Grave) is as implacable and merciless as he is inevitable. All living beings seek to appease him but know that they will not stay his hand in the end.

Wild Gods

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

Danu (Land) 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.

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

Kjallintar (Wildfire) is a goddess of wrath and swift retribution. After she passes, there is opportunity for new life and rebirth.

Thoki (Spores) is the god of life after death, and the grand cycle of life, death, undeath, and the next life.

Pantheists

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

Followers

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

The game effects of following a single religion are:

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

Further details about the gods and their followers can be found on page 13.

Backgrounds

All backgrounds in the Player's Handbook are available.

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

Languages

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

- Common is spoken throughout the world.
- 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.
- Between Kobolds, Dragonborn and 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

Characters who have spells known should select their spell lists during character creation, but they will have the option to re-select their spell lists after their first runs.

This is intended to allow players to experiment with their spell selections before locking them into their sheets.

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.

Players may choose spells from the Player's Handbook (2014 edition) (PHB), Tasha's Cauldron of Everything (TCoE), and Xanathar's Guide to Everything (XGtE).

Alignment

PrinceCon does not use alignment. Any spells, items, or effects that refer to alignment should be read to use “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.

Druids do not use metal armor or shields. If your druid is equipped with a medium/heavy armor traditionally made of metal, it is assumed to be made of some natural material, such as bone, coral, ironwood, dragon scales, obsidian, chiton, etc.

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

Milestones

PrinceCon uses a “milestone” method for determining levels. All characters will be the same level during the weekend, so players who join the convention on Saturday or Sunday aren’t 2–3 levels below the rest of the party. At the following points during the convention, you can level up your character in Hireling Hall:

Level	Time
6	10 p.m. Friday
7	8 a.m. Saturday
8	noon Saturday
9	7 p.m. Saturday
10	8 a.m. Sunday

Please do not exit a run simply to level up.

Extended Service Award

Players who spend at least 26 hours in games before 9 a.m. on Sunday will earn an additional Ability Score Improvement or Feat for final runs on Sunday. The event from 5–7 PM on Saturday is included as game time.

Wizards & Spellbooks

In addition to the basic progression of learning spells (page 114), Wizards will be awarded one additional spellbook spell for each level gained during the con, 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 or give it to another player.

Once again, PrinceCon 49 will de-emphasize items that give fixed bonuses to attack rolls, Armor Class, or spell save DC, as well as items that provide flight or invisibility. These are all areas that we have found unbalancing, especially with multiple items later in the convention. The GMs will strive to give out creative items with real game value, just ones that can’t be combined as egregiously.

Religions in Detail

Apostles of Life

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

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

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

Brethren of the Forge

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

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

When Hione prophesied “The time of our greatest need,” Daglir conceived the *Ritual of the Sleeper* and taught it to mortalkind to preserve their Heroes in stone. In the Age of Faith, architects of all faiths sought inspiration from Daglir in the construction of Great Works. For his foundational influence, followers of all faiths sometimes refer to him reverently by the epithet, Firsthammer.

Children of Iniki

God:	Druids:	Circle:	Symbol:
Iniki	<i>varies</i>	Sea	usually Lightning Bolt or Trident

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

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

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

Disciples of Necromancy

God:	Druids:	Circle:	Symbol:
Thoki	Necromancers	Spores	Skull

Beliefs: Disciples of Necromancy consider death only the beginning of a being's greatest journey. Some of Thoki's druids are themselves undead, in the midst of a grand cycle of life, death, undeath, and the next life. One druidic order requires its members to have already transitioned to undead prior to joining.

Granting undeath to someone is considered to be a blessing, with the understanding that death is no barrier to service or fulfilling obligations. In fact, some contracts only begin once undeath has occurred.

While some of Thoki's druids were undead, the *Sleep of Stone* only functioned on living subjects. Some undead Thoki adherents were given special dispensation to return to life for this purpose.

Keepers of Nature

God:	Druids:	Circle:	Symbol:
Danu	Stewards	Land	Blooming Tree

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

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

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

Knights of Justice

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

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

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

Masters of Death

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

Beliefs: Ronkel is the personification of Death, the Ultimate Victor, the One Unshakable Truth. He does not need to kill wantonly, for all will die in their own time. Ronkel is the one who allows communication with those who have died, and some within the clergy specialize in communing with the dead.

Reapers reject undead and immortals both as abominations and a 'theft' from Ronkel, believing all things should eventually die. This hatred of undead is an unlikely point of agreement between followers of Ronkel and Aru.

Masters of the Hunt

God:	Druids:	Circle:	Symbol:
Carrunos	Hunters	Moon	Wolf Tooth

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

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

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

Order of the Hermit

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

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

Early in the days of mortalkind, Hione understood that peril lurks in the unknown, and that preparation would be key to overcoming the threats of their future. To that end, he beseeched his sages to prepare for such eventualities, that mortalkind might be saved "in the time of our greatest need".

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

Pride of Leo

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

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

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

Scourges of Wrath

God:	Druids:	Circle:	Symbol:
Kjallintar	Scourges	Wildfire	Crossed Swords

Beliefs: The raging wildfire, the erupting volcano, the remorseless winter: Kjallintar is the goddess of wrath and destruction. She is often imagined wielding two scimitars—one, a blade of fire, the other, a blade of ice. Quick to anger, Kjallintar demands retribution to the wicked. She does not abide bullies or oppressors. Her followers place extreme value on honor, both the goddess' and their own. Any slight is sure to be repaid, with prejudice.

Her Scourges often wear fierce masks with faces on both sides of their heads—a reminder that every direction a fire spreads is forwards, or perhaps that none are beyond her sight, or perhaps because destruction ahead leaves fresh room for creation behind. Kjallintar cares not about metaphors, only action.

Shadows of Ratri

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

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

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

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

Code of Conduct

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

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

Ground Rules

- Do not violate any federal, state, or local laws; facility rules; or convention policies.
- Always comply with the instructions of PrinceCon staff and the university’s Department of Public Safety.
- Do not use anything in a threatening or destructive manner against persons or property, and do not endanger 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, GMs, and staff to respect each others’ views, opinions, and beliefs. Try to keep everyone around you comfortable and respect their property and persons.

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 GMs 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 GM. A player may always request a private discussion with the GM if they do not feel comfortable discussing the issue at the table.

If a GM is involved in a 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.

SEEK OUT THE HEROES
THOSE WITH STRENGTH AND CUNNING
THOSE WITH WIT AND CHARM
THOSE WHO SCRIBE THEIR NAMES IN LEGEND
THOSE WHOSE GREAT DEEDS WOULD GO UNNOTICED

FIND AND TELL THEM: ONE DAY YOU SHALL BE NEEDED
FOR WE SHALL FACE A THREAT BEYOND RECKONING
THOSE WHO AGREE, BEAR THEM TO THE SACRED PLACES
HONOR THEM WITH SACRED WORDS AND PERFORM THE SACRED RITES

BY DAGLIR'S CRAFT THEY SHALL BE PRESERVED
BY MY RECORDS THEY SHALL BE REMEMBERED
BY ARU'S MERCY THEY SHALL BREATHE AGAIN

LET THEM SLEEP, THESE HEROES
PRESERVED IN STONE
UNTIL THE TIME OF OUR GREATEST NEED
WHEN THEY SHALL SAVE US ALL

– The Prophecy of The Sleepers, as revealed to Arcos, Prophet of Hione.