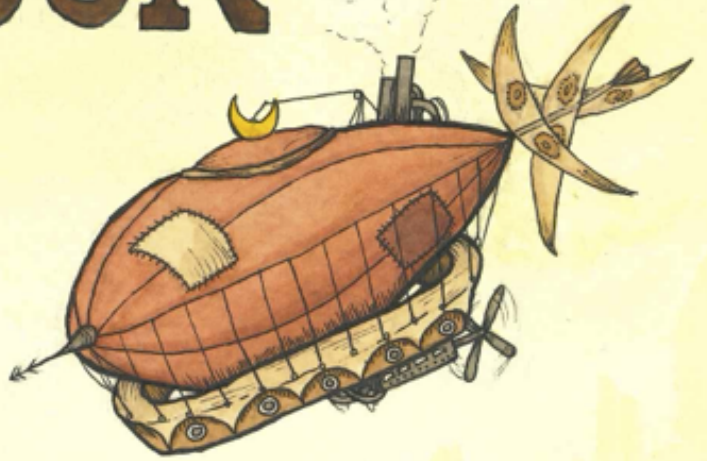
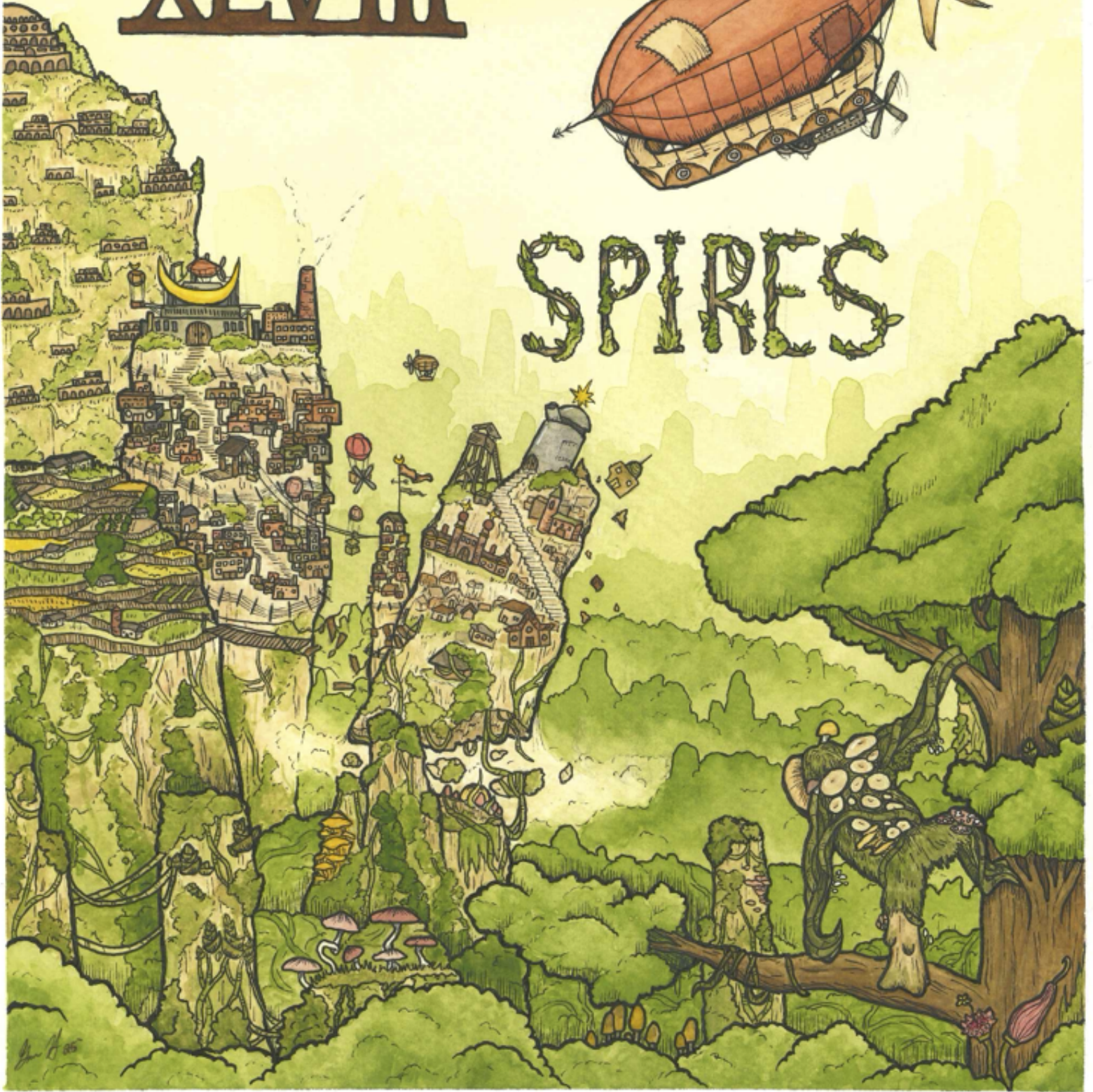


PRINCECON XLVIII



SPIRES



PrinceCon 48 Spires

Using the D&D 5th Edition rules

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

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

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

PrinceCon LI will be held on March 10-12, 2028

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Introduction

Welcome to PrinceCon 48, 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). 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.

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

Shannon Filer, President of the SGU

Chris Cavender, Theme Master

Dennis Yi, Secretary

The PrinceCon 48 GMs & Staff

Why D&D 5e?

PrinceCon is a tradition that has lasted 48 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. Shannon Filer coordinated with the University + vendors, with special recognition to: Melanie Ibarra from ODUS, Vincent Stanley from Frist Campus Center, Serena Thompson in scheduling, and Rainey Lawson from CustomInk. Chris Cavender managed this year's theme. Michael Jay and Ed Gartner made extensive contributions to the theme. Aaron Mulder maintained the PrinceCon the software and desk equipment. Dennis Yi, Ed Gartner, and Alex Reutter maintained the book content.

Delphi Ahn drew the amazing T-shirt art. Georgia Honts (GeorgiaPeachArt) painted the beautiful watercolor conbook cover art.

A big thank you all the PrinceCon 48 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, PrinceCon does not use specific time slots for given expeditions (game sessions). Instead, each GM takes as long as is needed to reach the next scenario milestone, with a typical length of 5-6 hours. At that time, your party returns to Hireling Hall, and you can regroup and level up and rearrange your party as needed before setting out on your next adventure. While we cannot guarantee immediate availability of GMs, we are generally able to send ready parties out in short order.

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

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

Now, let's get started!

Administrative Notes

- Most of us are guests at the University. Please respect the facilities—clean up after yourselves, dispose of trash appropriately, and leave everything in the condition it was in when we arrived.
- Please treat all players and GMs with respect. You may read our full [Code of Conduct](#), but for a capsule summary, remember that everyone at the table deserves to have fun, and please keep PrinceCon PG-13.
- We will ask all players for their preferred gender pronouns. Please respect all other players' preferences.
- Players should stay in Frist Campus Center 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: Spires

Centuries ago, the Green swallowed the world. It is well known that any who venture into it die, overwhelmed by the poisonous air, brought down by monstrous creatures that dwell there, consumed, and then reborn as another extension of the Green's all-consuming reach.

Those few that survived did so by fleeing to the Spires, great mountains that rise too high for the Green to spread. There, a new society formed, one that abandoned the folly of the previous age to focus on the development of personal power, unlocking the potential within themselves, harnessing powerful combat techniques, and building a society of warriors the likes of which the world had never seen. But this cannot last. One of the Spires, those great mountains, has collapsed, and more may soon follow. Even the airship clans floating between the Spires are afraid, for below, the ever-hungry Green waits for our fragile world to topple into its grasp.

The Council of Elders has called on all Sect Members, Airship Clansmen, and Wanderers to gather. Unlock the secrets of the forgotten past. Battle your foes with powerful techniques. Save the Spires, save us all.

Intro

The Spires is a world under siege. 40 mothers ago, the Ancients conquered the world with their machines and covered it with towers of metal and glass that scraped the clouds from the sky. In their arrogance they made machines to carry them, to build for them, to create for them, to fight for them, and in doing so gave up their own strength. The world, offended by this disdain for the natural order, offended by the Ancients' hubris that they were untouchable, offended by the metal shell and endless towers, rose up. The Green swept over all, consuming, converting, changing the world to be only the Green. All life was subsumed by the Green. The machines that the Ancients used to subjugate and control nature earned the endless rage of the Green. All were rendered helpless and destroyed as the Green consumed them. Only those few who were in the Spires and who reached the Spires in time were able to escape, while all else became Green. What keeps the Green from swarming over our walls is unknown, but something keeps it from rising above a certain height. The monstrously changed creatures that come out of the green still threaten, but those who live low on the Spires hold them off. They are somewhat maddened by the constant exposure, claiming that it is possible that we could go into the Green, but everyone knows that to walk into that verdant maze is to never return.

Sects

As the original residents of the Spires, the Sects were groups who shared similar philosophies regarding life, primary among them that personal strength was the cornerstone of all success: only that power that an individual could wield, the strength that could not be stolen, the might that you always had with you no matter the time or the place, if you were just waking up or in the middle of a bath. This was true power. When the refugees from the fall of the Ancients to the Green joined the Sects in the Spires, this attitude became a cornerstone of the culture that rose. Different Sects were formed with different ways to power, different attitudes towards others, and different perspectives on the purpose of life. With the exception of the Steelweavers, all of them share in the belief that personal power is the goal of life.

The Sects formed a Council to govern the Spires, the most powerful leaders of the Sects with the most influence, as befits a society built around being the mightiest. The Council was largely used for resolution of conflicts between Sects when there was too much risk of damage to the Spires themselves. For that end they built dueling chambers enchanted to withstand the most powerful of techniques used by the Sect Masters.

Along these lines, the most resources, the best land, the most powerful skills and techniques were reserved for the Sects. To be a Sect member was to have a leg up in life and be recognized as worthy of respect and fear. Those who did not have the skill, the strength, the wit, or the wisdom to be worthy enough were relegated to the lower levels of the Spires, performing all the work that the mighty Sect members did not have time to deal with. There are some with might that have chosen to remain independent. These Wanderers seek their own path to power, learning techniques from endless practice, a lucky insight, or a fortunate encounter. They disdain the unity of the Sects, seeking to be free from the control of the Sect Elders.

Sects are organized in tiers. The lowest are *Members*, those who are part of the Sect but have not shown their might. Next are *Soldiers*, those who have a skill in combat and are often used by the Sects in their conflicts. Above them are the *Masters*, recognized experts in

their respective areas, who are the trainers of the Sects. Finally there are the *Elders* and the *Sect Master*. The Elders are usually the oldest, and always the most powerful members of a Sect, with the Sect Master the mightiest member of a Sect.

Known Sects

- **Cloud Dragon** - One must wait for the precise moment and then act with thoroughness and decisiveness. For any situation, there is a proper response.
- **Crimson Rooster** - Stand vigilant over the Spires themselves, guarding the people and treasures they contain. Act not on your own or for yourself, but instead coordinate with others for the sake of all.
- **Drifting Fox** - Be adaptable, help others and you help yourself; never stop trying new things and learning new ideas. Don't be stopped by fear or hesitation; if you don't jump, you will never fly.
- **Flaming Dragon** - Raise your fire, raise your passion, raise your strength! Do not let the darkness of life falter your step. You may burn, but you will be reborn.
- **Flashing Peafowl** - It is only through devotion that we will reach enlightenment. Serve others, serve the gods, and use your utmost to aid others. Until you have surrendered all sense of self, you will be reborn, returning again and again for another chance to do good.
- **Halamangka** - Peace is worth any sacrifice; we must learn the ways of our enemies and incorporate them into ourselves. Do not cling to the past; transformation and synergy lead to peace when our enemies join us as friends.
- **Ringing Hoof** - Beauty is eternal, great art is irreplaceable, and the wisdom from our forefathers should be saved in their creations. Have compassion for those who have not been given a chance to learn.
- **Shovel Skulls** - Be hospitable and patient. Do not spend your time worrying about the future and what might be someday. Focus on your friends, your family, your neighbors and your Sect, for they will be your support for the future.
- **Standing Ox** - True power is shown by being the last ones standing. Plan ahead, be diligent, do not let others put obstacles in your path, and you will be the obstacle that outlasts them all.
- **Steelweavers** - It is possible to use machines to enhance personal power. A master of technology can be as strong as any other.
- **Tide Rat** - The goal isn't to fight, the goal is to win. The quickest and the cleverest will prevail. Flow like water and find the spaces between that lead you through.

Airship Clans

Those who could not give up the lure of technology found a niche in providing air transport between the Spires. Relying on the steam-powered technology and lighter-than-air craft that can still be kept working reliably, they have become part of life in the Spires. Over time they formed into Clans, **Capsule** and **Montang**, great extended families keeping their own secret skills and tools to keep their different airships working. The Capsule clan is almost entirely human, with a few elves and half-elves who have married in. The Montang clan is mostly half-elvish, with some humans and elves who have married in.

The clans are a separate society that works with the Sects but is not part of them. The Sects, of course, look down on the Airship clans for relying on machines, but they provide needed services with moving people and goods faster than can be carried over the endless bridges between Spires. The Airship Clans regard any outsiders as suspicious. They privately refer to them as crawlers and disdain any who cannot maintain a basic engine and fly through the clouds.

The smallest airships are 10-20ft long wooden-hulled skiffs suspended under an airbag about twice the length of the ship. There are 32 in service, 16 owned by the Capsules, and 16 by the Montangs. They are highly maneuverable, but have no weapons.

The midsize airships are 40-50ft long caravels, suspended under airbags about twice the length of the ship, with some metal reinforcement. There are 13 in service, 8 owned by the Capsules and 5 by the Montangs. Each is outfitted with one or two steam ballistae.

There are three grand airships that have significantly more metal reinforcement. Each has a gondola that is more closely fitted to the airbag, and outfitted with four steam ballistae.

- The *Mindbi*, commanded by Hemkir Montang, is 300ft long and has a 100ft gondola.
- The *Corner*, captained by Briga Montang, is 240ft long and has an 80ft gondola.
- The *Quay*, captained by Shelley Capsule, is 250ft long and has an 83ft gondola.

The Green

Surrounding the Spires, the Green covers everything from horizon to horizon. Anything below a certain height is buried under the massive vines, the fluttering leaves that seem to move without a wind, and the surging clouds of spores that erupt without notice. No one goes in, and only twisted monstrous creatures come out. Those few fools that went too far in pursuit of a challenge but remained wise enough to retreat when overmatched spoke of how, as soon as they stepped down into the shade of those strange plants, it was like the air itself fought being breathed, as if the life of the Green were pressing against them.

The Spires

A chain of huge mountains, they have been turned into the last refuge of hope. Carved by diligence and desperation and shaped by magic, they have been honeycombed with tunnels and caverns, building out from the sides and into the stone to have enough space for all to live. Connected by endless bridges thin and thick, the people do not often wander far from their own spire without good reason. All the Spires that are easy to live on or easy to convert to livable space are claimed. Some of the other Spires are too bleak, too infested with monsters, or have other reasons that keep them from being colonized.

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: XGtE

Avoiding the Friday-Night Crunch

Most of our players arrive at the convention Friday night. In order to play a game at the convention, you must create a PC. 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. Most players who go on 5 or more expeditions over the course of the convention will reach 10th level for their final run, while the most experienced PCs may reach level 11 (see [Experience](#)).

Ability Scores

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

Folk

For PrinceCon 48, Dwarves, Elves, Humans, and other lineages will be referred to as folk. When the game text refers to the ‘race’ of characters, please say and use ‘folk’ instead. This is only a difference of terminology (not rules).

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

You may also choose from the following additional folk:

- **Goliath** People of the mountains, descended from giants. (MotM p.21)
- **Kenku** A flightless bird-people who resemble ravens (MotM p.24)
- **Kobold** Small relatives of dragons. (MotM p.25)
- **Turtle** Turtle-folk who wear their homes on their backs (MotM p.34)

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) for clerics
- **Path of the Ancestral Guardian** (XGtE p.9) for barbarians
- **College of Swords** (XGtE p.15) for bards
- **Shepherd** (XGtE p.31) for druids
- **Samurai** (XGtE p.31) for fighters
- **Way of the Drunken Master** (XGtE p.33), **Way of the Kensai** (XGtE p.34), and **Way of Mercy** (TCoE p.49) for monks
- **Oath of the Crown** (SCAG p.132) for paladins
- **Swarmkeeper** (TCoE p.59) for rangers
- **War Magic** (XGtE p.59) for wizard

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.

A note on Druids and Gaia Clerics (nature domain)

There is a kenku saying that “birds of a feather are guilty by association”, and the powers of the Green, Druids, and Gaia Clerics all appear to be nature-based. The people of the Spires view Druids and Gaia Clerics with suspicion. While their skills are appreciated in the zones where beasts are tended and plants grown to feed the Spires, they are relegated to the edges of Spire society.

At the beginning of the Con, Gaia cannot grant spells of base level 5 or higher to her Clerics. Gaia Clerics can still gain 5th level spell slots and upcast lower level spells to 5th level. Gaia also does not respond to prayers, and all spells that attempt to commune with her fail.

Religions

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

Aru (Life) 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. While originally a Dwarven religion, it has expanded to include followers of all races.

Gaia (Nature) is the goddess of nature, and her followers guard the natural order against waste and cruelty.

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

Notes:

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

Followers

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

The game effects of following a single religion are:

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

Backgrounds

The Acolyte, Charlatan, Criminal, Entertainer, Folk Hero, Guild Artisan, Hermit, Outlander, Sage, and Urchin backgrounds in the Player's Handbook are available, plus:

- Cloistered Scholar from the Sword Coast Adventurer's Guide
- The custom backgrounds listed below

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

Airship Crew (Sailor variant)

The Sects rule the Spires, and the Airship Clans control all the space between them. You have worked for one of the major clans (Capsule or Montang) and know your way around an airship. There are little more than a dozen remaining large airships that can hold hundreds of passengers, and a few dozen smaller vessels, all of which help to keep the Spires connected. You are all too aware of the precarious nature of life above the Green, and have survived attacks on your ship by Green-infected creatures of the air.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Navigator's tools, vehicles (air)

Equipment: A belaying pin (club), 50 feet of silk rope, a lucky charm such as a rabbit foot or a small stone with a hole in the center, a set of common clothes

Features and characteristics copied from Sailor.

Airship Crew Variant: Steam Ballista Operator

You were trained on one of the steam-powered ballistae on a major airship, a technology from the beforetimes that the Airship Clans have managed to maintain to this day.

Variant feature. You know how to load, fire, and repair a steam-powered ballista.

Greenwatcher

Living at the edges of Spire society.

While most live at the tops of the spires, well outside the range of the Green, some choose to live on the lower slopes, barely above the Greenline. Some do so out of a desire for solitude, some to operate the terrace-farms on the more fertile slopes, and some simply because there is nowhere else to go. Regardless, living on the edge in this way means it is impossible to forget about the Green, and the world it once ended.

Skill proficiencies: Nature, Survival

Tool Proficiencies: One type of musical instrument

Language: One of your choice

Equipment: A Staff, a Hunting Trap, a home-made cloth mask.

Feature: Shadow of the Green

You grew up close enough to the Green that its spores could reach you when the wind blew just right. You have developed an intuitive sense about the green, and may ask the GM to tell you if it is specifically agitated, precisely how far its reach extends, or if it seems to have grown in an unusual or focused manner in a given area. You also have a sense of if an area or person has become infested by the Green.

Sect Warrior

A warrior who fights for one of the Spire's Sects and proudly stands in its defense.

Growing up in the Spires, you were selected in your youth for training by a Sect. Whether you served one of the spire-dominating great sects, or a small minor group, you were raised to fight for your sect's honor, enforcing the rules within its territory, defending from monsters, bandits, or rival sects, and honing your skills in hopes of one day ascending to the upper ranks.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set, land vehicles

Equipment: An insignia of rank, a trophy taken from a fallen enemy, a set of gaming tools, and a pouch containing 10gp

Feature: Duty Bound

A Sect Warrior is sometimes known as the Fist of a Sect, and like a fist, it isn't much use arguing with one once the head had made up its mind. Sect warriors are known for being stubborn and unwavering when it comes to carrying out their duties and protecting the honor of their Sects. Smart warriors know how to use this reputation to their advantage.

By indicating that something is your duty to achieve or acquire, people will often recognize the futility of dissuading you, instead choosing to simply grant you what assistance you need rather than try to make you go away. Note that this may backfire, if given the choice between giving you what you want and violence, they may decide that violence is inevitable and simply attack first.

Sect Scion

The offspring of high-ranking Sect members, you have the privilege of education and status.

Your Parents are influential and high-ranking members of a sect, and you were raised with the education and privilege that brings. Raised within a sect fortress, it is expected that you will one day join the complex and occasionally cutthroat world of sect politics. Whether you seek to one day ascend to being sect leader, or would be happy with the soft life of a mere advisor and administrator, you must prove yourself worthy of the position you have been born into.

Skill Proficiencies: History, Persuasion

Language: One of your choice

Tool Proficiencies: One type of gaming set

Equipment: A set of fine clothes, a pendant or other token proving your pedigree, and various fine accessories.

Feature: Position of Privilege

Thanks to your parentage, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other high-ranking sect members, even those of rival sects, treat you as a member of the same social sphere. You can often secure an audience with sect leadership and other important figures are likely to attempt to curry your favor.

Cloud Dragon Observer

You were trained in the frozen heights of Heaven's Peak where the wind screams and the cold bites. A land of extreme stillness and extreme motion in turn. One must wait for the precise moment and then act with thoroughness and decisiveness. For any situation, there is a proper response.

But finding that proper response requires patient observation. Observers are the eyes, ears, and guts of the Cloud Dragon sect. You were sent into the wider world for this purpose. You may still report your findings back to Heaven's Peak, or you may now work for a different sect or organization (or even yourself), but either way the teachings run deep, and your eyes and ears are forever open.

Skill Proficiencies: Perception, Insight

Languages: Draconic, Primordial

Equipment: Set of cold weather clothes, climbing gear, whistle, bedroll, hand-woven scarf, two pencils, a journal, and a thermos.

Feature: Ear to the Wind

You are in a constant state of observation of the people and world around you. When you spend enough time within a space, you can always identify at least one thing that is significant. Knowing what detail is of interest or out of place doesn't automatically enable you to understand what is important about it. Further investigation, research, or experimentation may be required to unearth meaning.

Crimson Rooster Scout

A current or former member of the Crimson Rooster's scout corp, you are accustomed to surveying the edge of the Spires for the sign of impending threats, and alerting the more militant factions as quickly as possible should any issues arise. You are well-versed in multiple means of long-distance communication, and know how to recruit the right people to solve a problem. Your work is unglamorous, but life atop the Spires might not exist without your help.

Skill Proficiencies: Perception, Persuasion

Tool Proficiencies: Whistle or Horn

Language: One of your choice

Equipment: Signal flags, Climbing gear, Adventurer's outfit

Feature: Flag Semaphore

You can communicate with other Crimson Scouts (both PCs and NPCs) via waving flags in specific sequences. This allows you to communicate quickly across distances much longer than otherwise possible with speech. You cannot necessarily communicate significant detail this way, but you will be able to alert people to oncoming threats noiselessly.

Crimson Rooster Guard

A current or former member of the Crimson Rooster's guard corp, you stand vigil over locations and items of importance within the Spires. Steadfast and honorable, you have no desire to gain or hoard power for yourself, and instead hone yourself in defense of others, and to ensure that the places and items you keep safe remain that way. You are adept at waylaying would-be-attackers, but know that there is strength in numbers and do not shy away from calling for backup when necessary.

Skill Proficiencies: Athletics, Persuasion

Language: Two of your choice

Equipment: Wrist ties, a polearm of your choice, Crimson Guard uniform

Feature: Trust in the Guard

The Crimson Guard has a reputation among those that live atop the Spires as trustworthy guardians of valuable and dangerous items. Those who live atop the Spires, and those otherwise familiar with the work and duty of the Crimson Guard, will be more likely to trust you with items to transport and safeguard. If you do not uphold the trust and honor of the Crimson Guard, this ability will cease to function for you, and instead people will be less likely to trust you for the same tasks.

Flashing Feather

A pupil of the Flashing Peafowl Sect, you were always taught that the effects of the decisions you made in life extended far past the expiration of your mortal body.

Whether or not you remained in the Flashing Peafowl, you were thoroughly instructed on their belief in reincarnation and moral code of doing good. Perhaps you express this belief through putting your life on the line before others react, because you know that your body is only temporary. Maybe you devoted yourself to study and meditation, attempting to purify your soul and avoid doing harm to others. Whatever your actions, you know that each deed is a drop in the pond in a cosmic sense, but the more drops of good you can add to your metaphorical bucket, the better your chances to break the cycle of birth and death.

Skill Proficiencies: Insight, Religion

Language: One of your choice

Tool Proficiencies: Painter's supplies

Equipment: Incense, a book on meditation techniques and religious treatises, a set of painter's supplies, a set of robes or similar wear

Feature: Seer of Souls

With your focus on looking past the body, you've gained keen intuition on reading people. You can often discern the background of those you meet, although some find this ability to read others uncanny. When attempting to gain insight on a creature's wealth, profession, or similar detail, you have advantage on the check. Additionally, you can tell whether or not a creature has a soul.

Flaming Dragon Disciple

You were trained in the ways of The Flaming Dragon of the Curling Fang, a sect devoted to the Great Fire Dragon Spirit. Your training honed your body and mind, instilling in you a deep sense of action, decisiveness, and unshakable will. Whether you specialize in martial combat, fire magic, or a blend of both, you carry the sect's philosophy: hesitation is weakness, fire is strength, and conviction is the path to power.

Some disciples remain within the sect for life, while others venture into the world for personal enlightenment, duty, or exile. Whatever your reason, the flame of the sect still burns within you, shaping how you act, fight, and perceive the world.

Skill Proficiencies: Intimidation, Insight

Tool Proficiencies: One type of artisan's tools

Languages: Draconic

Equipment: A symbol of the Great Fire Dragon Spirit (a small dragon figurine, a branded mark, or a fire-touched stone), Set of traveler's clothes, tinderbox, a pouch of red Incense.

Feature: Trial by Fire

Your sect's reputation for resolve and action precedes you. When you commit to a course of action, people around you tend to believe you will see it through. Whether dealing with warriors, merchants, or mages, others are more likely to trust that you won't waver once you've made a decision. This makes it easier to secure deals, duels, or alliances, as long as your reputation remains untarnished.

Meandering Rat

Where the currents flow, you will go. A peripatetic spirit, you plot your own course. Maybe you had trouble finding your direction in life, or you still feel you haven't found it. But you go where life takes you, and that has included some interesting places indeed. You are adaptable, and where others see obstacles, you might see a path around. It is likely that you have found more than one vocation to your liking—or not. You might not follow traditional expectations, but your unexpected skills speak for themselves. You might be an opportunist, a free spirit, or a long-term traveler.

Skill Proficiencies: Acrobatics, Perception

Tool Proficiencies: Pick two: Thieves' tools, one type of musical instrument, one type of artisan's tools, an unusual language.

Equipment: Outrageously impractical clothes or a set of comfortable clothes with hidden pockets, a small trinket given to you by a fellow wanderer who you remember fondly, a worn but practical map, and a wallet containing 10 gp.

Feature: Always in the Right Place

It is entirely possible that you have unusual experiences, skills, or friends who may help you. You can call on the aid of odd characters, irregulars, or perhaps even unexpected regulars. Your far-flung and loose associations mean you can always find a contact who at least serves as a starting point for your inquiries or needs, and you easily find shelter and odd jobs. The first time during your adventures you are called on to perform a certain task, your life experiences might give you an advantage.

Ox Custodian

The mountain moves not. The storm passes, seasons pass, and the rivers meander, but the mountain remains. Other people come and go, but you are the dependable one. You take pride in your work, keep your promises, and know the traditions. Whether your duty is the

maintenance of the spires against erosion and the Green, an officer of the peace, or a legal doctrinalist, you are a pillar of the community.

Skill Proficiencies: History, Insight

Tool Proficiencies: Pick two of Mason's tools, Calligrapher's supplies, Herbalism kit, a respectable language.

Equipment: A stone ring or other object engraved with your family's seal, a well-used journal, logbook, or book of doctrine, a set of formal clothes, and a belt pouch containing 25 gp.

Feature: Deep roots

By your sect, your profession, or simply your own long personal service, you have exceptionally deep connections. You can stand on that reputation, especially when trust is in short supply. You know not to abuse it, and people know that. Even in strange situations, you probably find someone willing to help. You may be criticized as inflexible, but when surprising things happen, by control of your emotions, diligence, and patience, you are often one looked up to for leadership.

Shovel Skull Snout

Adventurer from a clan of mud and mirth, your weapons are patience, community, and a zeal for life.

Skill Proficiencies: Sleight of Hand, Persuasion

Tool Proficiencies: One type of artisan's tools

Languages: Orcish

Equipment: One set of artisan's tools (your choice), a sledgehammer or miner's pick, a sleep journal (book) that chronicles at least one prophetic dream you had, and a backpack containing 2 lb. of cloves and 1 lb. of cinnamon and pepper each **Suggested Techniques:** Irongut Buster, The Dreamer's Eyes, or any technique related to the elements of earth, mud, or wood.

Feature: What'd I Miss?

Many people say that a Shovel Skull is unlikely to show up on time for an event. Not so - it is simply that a Shovel Skull is patient enough to know to show up at just the right moment to skim through the details they need. Whenever you encounter a situation where a combat, conversation, or event is already in progress (such as hearing the sounds of a fight and rushing to the scene, walking into a café where two of your friends are already talking, or arriving at the tail end of a race), you can usually convince the primary people involved to stop and explain the situation for a moment in response to your sudden entry before continuing whatever they were doing.

This doesn't grant creatures the ability to speak if they don't have it, but they might have to take a moment to process your presence at the DM's determination, giving you a brief second to attempt to figure out their reason for being involved.

Steelweaver

While most sects reject technology, the steelweavers embrace it, seeking to combine the journey of personal power with the study of the technology of the ancient world. The greatest symbol of this is the Spiderback Rig, a strange clockwork device that clings to the user's back, providing them with four additional arms. Steelweavers are trained to control this device with their minds alone, extending their very essence into the machine.

As a Steelweaver, you were raised clambering through the crowded workshops and homes of the Ten Fingers, studying technology and the lessons of the past, and learning to one day bring about the ultimate fusion of technique and technology.

Skill proficiencies: History, Athletics

Tool Proficiencies: Smith's tools (or Tinker's tools if you already have Smith's Tools), Spiderback Rig.

Equipment: A Steelweaver laborer or warrior's outfit, a book full of repair tips and diagrams, a set of Artisan's Tools, a Spiderback Rig (see below)

Feature: Spiderback Rig

You may start with a Spiderback Rig Item, you will receive an item card at the desk.

Spiderback Rig (Common Magic Item)

Steampunk Tech. Requires Attunement.

A Signature of the Steelweaver Sect, the Spiderback Rig is a curious device. Worn on the back, four mechanical limbs extend from it, driven by a combination of internal mechanisms and the user's own energies. With some training, users learn to command the additional limbs as if they were extensions of their own. Required to use the Six Fists of Steel technique.

Spiderback Strike: So long as at least one of its hands is free, the Spiderback Rig can be used as a simple weapon dealing 1d6 bludgeoning damage. This weapon takes up no hands, but cannot be used for two weapon fighting.

Mental Link: When attacking with a Spiderback Rig, you have the choice to use Strength, Dexterity, or Intelligence for Attack and Damage Rolls. The Spiderback Rig counts as a Finesse and Monk weapon.

Extra Hands: You have four extra hands with which to hold objects, however the rig cannot properly wield a weapon, shield, or arcane focus. You gain an additional object interaction each turn, and have advantage on athletics checks to push, climb, and cling.

Feature: Machine Communion

As a Steelweaver, you have been trained to extend your essence into a machine you touch. At the GM's discretion, by touching and focusing on a steampunk device you may learn its basic functionality and even activate it with your will alone. This feature is inconsistent and can be dangerous to use on especially advanced or Ancient devices.

Languages

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

- Common is spoken throughout 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, uhh, the real thing... Draconic is reasonably common.
- Dialects of Primordial are spoken by Kenku (Auran) and Tortles (Aquan).
- 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.

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.

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

As an experiment for this year, PrinceCon is using a "milestone" method for determining levels. All character will be the same level during the weekend, so that 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 PM Friday
7	8 AM Saturday
8	noon Saturday
9	6 PM Saturday
10	8 AM Sunday

Please do not exit a run simply to level up.

Level 11

Players who spend at least 26 hours in games over the course of the weekend will earn Level 11 for final runs on Sunday.

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.

Once again, PrinceCon 48 will de-emphasize items that give fixed bonuses to attack rolls, Armor Class, or spell save DC, as well as items that provide flight or invisibility. These are all areas that we have found unbalancing, especially with multiple items later in the

convention. The GMs will strive to give out creative items with real game value, just ones that can't be combined as egregiously.

Religions in Detail

Apostles of Life

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

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

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

Brethren of the Forge

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

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

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

Children of Iniki

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

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

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

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

Disciples of Necromancy

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

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

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

Keepers of Nature

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

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

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

Knights of Justice

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

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

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

Masters of Death

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

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

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

Order of the Hermit

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

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

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

Pride of Leo

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

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

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

Scourges of Wrath

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

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

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

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

Shadows of Ratri

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

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

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

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

Techniques

The Warriors of the Spires have learned to master their internal energies in order to wield a variety of powerful Techniques. While many Techniques are kept as closely guarded secrets by the sects, some are practiced by warriors across the spires. Part philosophy, part magic, and part martial art, warriors of the spires dedicated themselves to their techniques. While traditionally a Technique takes a lifetime to practice and master, in the time of the current crisis the Council of Elders have approved the repair and use of the Iron Seat, a powerful artifact said to be able to imbue a lifetime's worth of mastery in minutes. With the Iron Seat, the Council hopes to turn the gathered heroes of hireling hall into an army of technique-wielding adepts capable of saving the spires.

Mechanics

When you reach level 6, you may select a single technique you match the prerequisites for from the list of available techniques. Knowing a technique occupies one of your three attunement slots, and you may only have a single technique selected, but you may change your technique when you return to hireling hall. Please inform the GM of your current technique when you join a run.

Techniques have three tiers. Tier 1 is gained at 6th level, tier 2 is gained at 8th level, and tier 3 at 10th level. You may use the abilities and effects granted by all tiers available at or below your level. Spells, proficiencies, and any other abilities gained via a technique are only retained while you know that technique.

This section of the conbook contains the rules for the techniques available at the start of the con, but additional techniques may become available over the course of play. Use this conbook as reference for the basic techniques. Some techniques are associated with specific groups or factions, while others are more generic. However, once a Technique becomes available, anyone who meets the prerequisites may use that technique.

Rejecting the Iron Seat: For roleplaying purposes, you are encouraged to come up with a backstory for how your character learned the technique. There will be no mechanical effect if your character used the Iron Seat or not, but the Iron Seat is the only in-universe way to switch techniques.

The Hero's Path

Believed by some to be the first technique ever developed, the Hero's Path certainly dates back to the initial settlement of the Spires, when the people fleeing the Green learned to survive by unlocking hidden potential within themselves. Sages say that all other techniques are just focused adaptations of the fundamental principles of the Hero's Path. (character types: any)

Level 6:

You have three hero charges, which are refreshed at the end of a long rest. **Clarity of Thought.** Whenever you make an attack roll, ability check, or saving throw, you may expend one hero charge to roll a D6 and add the result to your roll. You may wait until after you roll the d20 before deciding to use this ability, but must decide before the GM says whether the roll succeeds or fails. Usable once per roll.

Level 8:

At Level 8, gain an additional hero charge of this Technique each long rest. **Strength of Flesh.** As a Bonus Action, you may expend one hero charge. If you do so, you may spend up to 3 hit dice to recover health, rolling the dice and adding your constitution modifier to it, gaining hit points equal to the total (as if taking a short rest).

Level 10:

At Level 10, gain an additional hero charge each long rest. **Unbreakable Will.** At the start of your turn, you may expend one hero charge. Until the end of your turn, you do not make any rolls with disadvantage, hostile creatures cannot make any rolls with advantage, and you may choose to reroll any dice that roll an unmodified 1 or 2 (including damage dice); you must use the new result.

Shield of the Ironclad

The teachings of the warrior known only as "The Ironclad." To exist on the battlefield, one must be unafraid of the oncoming onslaught. (character types: defense, melee)

Multiple abilities in this technique reference your Current Shield Bonus. This is your total current increase to AC based on:

- Holding a shield (+2)
- Using Iron Wave (+1)
- Having the AC benefit from the Shield spell active (+5)

Level 6:

Defend. You gain proficiency with shields

Iron Wave. When you take the Attack action while holding a shield, you may choose to have each attack you make this turn deal -1 damage. If you do, increase your AC by 1 until the start of your next turn.

Ghostly Armor. You learn the Shield spell, and you may cast it once per short rest without expending a spell slot.

Level 8:

Juggernaut. Once per round, if you are holding a shield and an enemy misses you with a melee attack, you may deal bludgeoning damage equal to your Current Shield Bonus to that enemy. (This ability does not require using a reaction)

Ghostly Armor+. You may cast Shield without expending a spell slot twice per short rest, instead of once.

Level 10:

Body Slam. Once per short rest, if you are holding a shield, you may replace one of your attacks with a Shield Bash attack. This attack is a melee attack with your shield (treat this attack as being made with a finesse weapon you are proficient with) with an additional attack roll bonus to hit equal to your Current Shield Bonus. If the attack is successful, it deals bludgeoning damage equal to your AC instead of its normal damage.

Gleeful Demon's Dance

An infamous and much-feared technique rejected by most "respectable" sects, the Gleeful Demon's Dance turns its user into a terrifying whirlwind of violence and mayhem. Laughing in the midst of battle, the closer the gleeful demon comes to death, the more readily they bring it to their foes. (character types: martial, melee, attack)

Level 6:

At the start of your turn, lose all charges for this technique. Then, for each of the following conditions that is true, gain the charges listed:

- Gain 1 charge if you are within 10 feet of at least one enemy
- Gain 2 charges if you have taken damage since the end of your last turn.
- Gain 3 charges if you are bloodied (currently have hit points equal to or less than half your maximum).

Abilities:

Gleeful Might. When you deal damage on your turn, expend any number of charges to deal 2 additional damage of the same type for each charge expended. If you dealt damage to multiple targets, pick one to receive the additional damage.

Demon's Resilience. When you take damage, expend any number of charges. Reduce damage taken by twice the number of charges expended.

Level 8:

At the start of each turn, gain 1 additional charge, as well as the following abilities:

Grinning Frenzy. Spend 4 charges to make a single weapon attack as a bonus action.

Demon's Stomp. Spend 3 charges. As a bonus action, you stomp the ground, unleashing wild, chaotic chi. All creatures within 10 feet of you must make a DC 15 Constitution saving throw or be knocked prone.

Level 10: At the start of each turn, gain 1 additional charge, as well as the following abilities:

Cackling Butcher. When you roll an unmodified 18 or 19 on an attack roll, expend 3 charges. If the attack hits, you may treat it as a Critical.

Vengeful Step. When an enemy within 30 feet deals you damage, as a reaction you may expend 4 charges to teleport to an adjacent space and make a single weapon attack against them.

The Sage's Seals

Prerequisite: Able to cast 3rd level spells

Crafted by a group of eight great Sages who helped secure the spires in the early days of the Age of Spires, this technique focuses on crafting protective seals which can be granted to the user's allies. By mastering the lessons and signs of the original sages, practitioners inscribe their seals with ever greater power. (character types: spellcaster, ranged, support)

Level 6:

Sage's Seals. Once per day as part of a rest you may craft up to 7 Seals, which may be gifted to your allies. These seals last until you use this ability again, at which point they lose their power. A seal may take the form of a piece of paper, amulet, or other small token inscribed with the lessons of the sages. A creature must willingly accept a seal to be considered "Carrying it".

Lesson of the Caring Sage. Spells and abilities with a range of Touch may target those who carry your seals so long as they are within 30 feet of you.

Lesson of the Holy Sage. You learn the Bless spell and may cast it once per day without expending a spell slot. You may target one additional character if all targets are carrying your seals.

Lesson of the Mystic Sage. You learn the Protection from Energy spell and have advantage on Constitution saving throws to maintain concentration on it.

Level 8:

Lesson of the Vengeful Sage. You learn the Hellish Rebuke spell. When an ally that carries your seal and is within 30 feet of you is damaged, you may cast Hellish Rebuke as if you were the one damaged. You may only cast the spell under this special trigger once, regaining the ability to do so when you finish a short rest.

Lesson of the Cautious Sage. Whenever you or a character that bears your seal makes a saving throw against a spell or effect caused by yourself or another ally who bears your seal, you may spend your reaction to grant that character advantage on their saving throw before it is rolled.

Level 10:

Lesson of the Patient Sage. You may cast a concentration spell that affects a single creature into one of your seals. When you do so, the spell remains inactive for up to one hour, during which time it has no effect, does not take concentration, and its duration does not pass. As a bonus action, so long as the bearer of the seal is within 60 feet of you, you may choose to activate the spell, as if you just cast it on the bearer of the seal. When you activate a spell in this way, you cannot cast another spell this turn except a cantrip with a casting time of 1 action.

Lesson of the Silent Sage. You learn the Telepathic Bond spell, and may cast it without using a spell slot on yourself and all creatures who bear your seals once per day. The spell is only in effect on a creature if it holds the seal.

Lesson of the Immortal Sage. You learn the Death Ward spell and may cast it onto your seals. If you do so, it is shared among all your seal-bearers, ending as normal after the first time it triggers for any of them. If the Death Ward is triggered on a character, the seal they carry is destroyed.

Ox Horns Plough Stone

A signature technique of the Standing Ox sect, this technique is favored by those who favor the bull's directness. Plough through obstacles and weaponize the earth. (character types: martial, melee, attack)

If applicable, the saving throw DC is 8+STR (or optionally WIS for monks)+PROF.

Level 6:

Cobble Meteor. Treat ordinary stones as simple missile weapons (1d8 bludgeoning, thrown 30/120).

Boulder Fists. Your Unarmed Strike base damage increases to 1d8. If you have both hands free, you can deal equal to your ability modifier to another target within reach.

Earth Sculptor. You learn Mold Earth.

Open Meridians. Damage inflicted by Ox Horns Plough Stone is magical, and Paladins may smite using its melee attacks.

Level 8:

Land's Bottomless Armory. (Action, empty hands) You hurl a Medium-sized (roughly 5-foot cube) unattended object or chunk of Earth at a target within 30 feet. The target must make a Dexterity saving throw or take 6d6 bludgeoning damage. Hit or miss, place the object in a free space adjacent to your target. If it does not have statistics, it has 10 HP and AC 15. You must have something to grab nearby or be on the ground to take this action. (The GM may prevent absurdities.)

Earth-Shattering Blows. Your attacks against unattended objects of earth (stone, etc., excluding metal) always deal max damage, and when you destroy something this way, it explodes, dealing half the attack's damage to all adjacent creatures (except you) and knocking damaged creatures back 5 feet.

Tectonic World Sculptor. You learn Stone Shape, and you can cast it without using a spell slot once per short rest.

Level 10:

Bulldozer Blows Sculpt Mountains. At the end of your turn, if you have made at least one melee attack, the force of your swings can create a medium (5-foot wide) piece of terrain in an adjacent free space. It has 10 HP and AC 15.

Nine-Ton Sarsen Fist. (empty hands) As a bonus action (3/SR), you accumulate spiritual energy and enter a charged state. While charged, you can only move by your standard move.

As an action on a following turn, you may make an Unarmed Strike that deals 9d6 damage and knocks the target prone and back 45 feet on hit. All creatures in the target's path must make a Strength saving throw or be knocked Prone. If your target collides with an object or piece of terrain, they stop and must pass a Constitution saving throw or become Stunned until the end of their next turn.

If you begin a turn charged and do not make the special attack that turn, roll a d20; on a 1, gain a level of Exhaustion. The charge is lost when you hit (not when you miss), release it as a free action, wield a weapon, or become incapacitated.

Flint Mountain Stands Firm

A signature technique of the Standing Ox sect, this technique is favored by the steadfast of heart, who defend their honor and arrest evildoers by shaping the ground. (character types: martial, melee, defense, control)

The saving throw DC is 8+STR (or optionally DEX for monks)+PROF. Monks may use Dexterity instead of Strength when making Athletics checks and treat Sextillion ton hammer as a monk weapon.

Level 6:

Earth Sculptor. You learn Mold Earth. It can create difficult terrain up to a 20-foot square.

Stand Firm. You have advantage on saving throws and skill checks made to avoid being moved or knocked prone. You may ignore earthen difficult terrain.

Heavy Lesson. You are proficient in Athletics. You can grapple as an attack of opportunity.

Unwilling Shield. A creature grappled by you provides three-quarters cover to you and friendly creatures if they are the size of the protected creature or larger.

Tripping Scree. Once per turn when you forcibly move a creature over difficult terrain, you can force them to make a Dexterity saving throw or fall prone.

Level 8:

One Cliff Prison. A creature grappled by you and adjacent to a Medium or larger unattended object or terrain feature their size or larger is restrained.

Sextillion Ton Hammer. You can strike a creature you are grappling against a Medium or larger unattended object or terrain feature; attack the creature as if wielding a maul (2d6+STR). You are proficient with this attack.

Sheltering Sarsen Spire. (free hand required) As an action, you raise or lower a piece of terrain up to Large within 30 feet, possibly hollow or overhanging, with AC 15 and HP equal to 10 x the number of 5-foot spaces it occupies.

Tectonic World Sculptor. You learn Stone Shape, and you can cast it without using a spell slot once per short rest.

Level 10:

Metamorphic Pure Jade Grip. You can cast Flesh to Stone without using a spell slot on a creature you are grappling. The spell restrains only while you are grappling them. If they escape, you can resume the effect by grappling them again. The target need not be made of flesh, though it must be not immune to Petrified. You may only petrify a target once per short rest.

Shattering Core Seismic Ripple. You know Destructive Wave and can cast it without using a spell slot once per short rest. It deals bludgeoning damage instead of radiant or necrotic.

Timeless Prison Instant Fortress. You learn Wall of Stone and can cast it without using a spell slot once per short rest.

Crafty Rat Steals River

Among the Tide Rats, wit and resourcefulness are virtues. Why face a fair fight, and why not find an easier way? Water flows around obstacles with deceptive force. (character types: mobility, control, support)

Your spellcasting ability for spells below is Intelligence, Wisdom, Charisma, or Dexterity, chosen when you gain this technique. Use the same ability to calculate save DCs.

Gain a pool of charges equal to your level, which are restored at the end of a long rest. You learn the spells below and can also cast them using a number of charges or ki points equal to the spell's level.

Level 6:

Bend Water. You learn Shape Water and Fog Cloud (1/LR free).

Fish Teacher. You gain a Swim Speed equal to your normal speed. You also learn Water Breathing (1/LR free).

Runnel Lash. You whip a target with water. A creature that you can see within 30 feet must make a Dexterity saving throw or suffer 2d8 slashing damage (+1d8 at levels 11, 17) and be moved up to 10 feet in a direction of your choice (not vertically, unless the target can remain there). You can do less damage in exchange for more movement, 1d8 per 10 feet (choose before rolling).

Healing Font. (Spend X charges) You borrow succor from a fey, divine, or other source. As an action, place a medium pool of water on the ground next to you. It has healing points equal to five times X. A creature in the pool can consume a number of healing points in order to restore an equal number of hitpoints to itself (no action required) on its turn; an unconscious creature automatically consumes 1 healing point to regain 1 hitpoint at the beginning of its turn. The pool disappears after 10 minutes.

Level 8:

Rat Steals River. You learn Control Water. (1/LR free cast)

Restorative Heavenly Elixir. In addition to restoring hitpoints, the font can also grant the effect of Lesser Restoration by consuming 10 healing points.

Clouds Furnish Steps. As a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. Your origin and destination spaces become heavily obscured in mist that you can see out of until the start of your next turn. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 10:

Onsen Heals Hundred Ailments. In addition to restoring hitpoints, the font can also grant the effect of Greater Restoration by consuming 25 healing points, and as an action you can contribute healing points to the pool by sacrificing an equal number of non-temporary hitpoints.

Flowing Stream Body Transformation. (1/LR free, then 4 charges) As an action, adopt the form of water. While you concentrate, for up to 1 minute, you flow. Gain +20ft speed and the benefits of the Dodge action, Disengage action, and Freedom of Movement. You can move through creatures and small gaps. Once per turn when you move through a creature, you can force it to make a Strength saving throw or fall prone. Once per turn when you move through a creature, pick them up, with no speed reduction or hands required (max 1 creature carried; unwilling creatures make a Strength save and are grappled; Athletics or Acrobatics check vs same DC to escape).

Great Wave Storm's Fury

Prerequisite: ki points or spell slots.

Water eventually reduces every mountain to sand. Stand in the current at your peril. This is a favored technique of the Tide Rats, known to be quiet but by no means humble. (character types: spellcaster, ranged, attack, control)

Your spellcasting ability for spells below is Intelligence, Wisdom, or Charisma, chosen when you gain this technique. You learn the spells below and can also cast them using a number of ki points equal to the spell's level.

Level 6:

Bend Water. You learn Shape Water.

Filling Bucket. You have a metaphorical bucket. It has 1 water drop charge when you roll initiative and can have at most 3. When, using your action, you manipulate water or deal acid damage, gain one water drop charge. When you deal damage using water or acid, you can spend a charge to reroll a damage die. Alternatively, you may use 3 charges to deal an additional 3d6 damage and knock targets prone or back 10 feet.

Piercing Jet. Spell, Transmutation Cantrip, Action, Range 120ft, VSM, Instantaneous. Ranged spell attack: on a hit, the target takes 1d8 piercing damage (+1d8 at levels 5, 11, 17). If you miss, you can repeat the attack against a target behind the first in line within range.

Pet Waterspout. Spell, Conjunction 2, Action, Range 120ft, VSM, Concentration up to 1 minute. Conjure a swirling cylinder of rain 40ft high with a 15ft radius centered within range. Creatures that begin their turn inside or enter it for the first time on a turn make a Constitution saving throw or suffer 2d8 (+1d8/SL) slashing damage, half on success. Move it up to 60 feet as an action.

Level 8:

Borrow Sea Roaring. You learn Tidal Wave.

Erosive Riptide Stream. Spell, Evocation 3, Action, Range Self (60ft line), VS, Concentration up to 1 minute. Blast water in a 60-foot-long, 5-foot-wide line from you. Each creature in the line makes a Strength saving throw. If it fails, it takes 4d6 (+1d6/SL) bludgeoning damage and is pushed back 10 feet. On a success, it takes half damage and isn't pushed. Until the spell ends, you may repeat the blast as an action.

Level 10:

Pure Heart Silver Typhoon. Spell, Conjunction 4, Action, Range self (30ft radius), VSM, Concentration up to 10 min. Conjure a cylindrical storm (heavily obscured to all but you) 40ft high with a 30ft radius around you; choose an inner storm-free radius. A creature that begins its turn in the storm or enters it for the first time on a turn makes a Constitution save. On a failed save, it takes 4d8 (+1d8/SL) slashing, is knocked Prone, and is blinded until the start of its next turn. On a successful saving throw, it takes only half the damage and is not knocked Prone or Blinded.

Thousand Years Carve Canyon. Spell, Conjunction 5, Action, Range 150ft, VSM, Concentration up to 1 minute. A 10ft-radius rain cloud appears within range. A creature that begins its turn underneath or enters the area for the first time on a turn makes a Constitution save or takes 20 slashing or acid damage, chosen when you cast this spell, half on success. At the start of your turn, the damage increases by 10, up to 50. You can move the cloud up to 60 feet as an action, resetting the damage to 20.

Manual of the Five True Strikes

The book containing this technique was written by an anonymous swordmaster who signed their work simply "a hand that holds a sword". Warriors have puzzled over the pages for centuries. This technique requires uncompromising focus and precision, but promises great power to those who can meet its exacting standards. (character types: martial, attack)

Uses: 3/Short Rest.

At the end of your turn, you may begin concentrating on this technique as if you were concentrating on a spell. If you maintain concentration, at the start of your next turn you may select and use one of the below abilities. Doing so ends the concentration and consumes a use of this technique.

Level 6: *The First is the strike that connects. The Second is the strike that wounds.*

The First Strike. Gain Advantage on attack rolls this turn until you make a successful attack.

The Second Strike. Your first successful attack this turn deals an additional 1d8 damage. At 8th level, this increases to 2d6 damage.

Level 8: *The Third is the Strike that guards. The Fourth is the strike that slays.*

The Third Strike. While concentrating on the Five True Strikes, gain the following Reaction: When you or a creature within five feet is targeted by an attack, you may use your reaction to impose disadvantage on the attack roll. If you do, so long as the protected creature remains within 5 feet of you, attacks against them are made at disadvantage until the start of your next turn. This ends the concentration and consumes a use of this technique.

The Fourth Strike. After rolling damage for your first successful attack this turn, if the target would be reduced to 16 or fewer HP, the attack deals an additional 16 damage. If not, then the attack deals an additional 4 damage.

Level 10: *The Final strike is the strike that ends the war.*

The Final Strike. As an action, Choose up to five creatures you can see within 40 feet. Make an attack roll against each target using a weapon of your choice. On a hit, each target takes 6d10 force damage. If you select only a single target, treat any D10 die that rolled less than 5 as if it rolled 5 instead and gain advantage on the attack roll.

You then teleport to an unoccupied space you can see within 5 feet of one of the targets. This ability can only be used 1/day.

Dragon's Lung

Prerequisite: at least 1st level spell slots

A signature technique of the Flaming Dragon sect. This Fire technique is inspired by the breath of the great red dragons, allowing the user to send out bursts of flame to strike their foes. (character types: spellcaster, attack)

Level 6:

You learn the Fire Bolt Cantrip. You may cast it using your spellcasting modifier. You may now cast Fire Bolt as either a ranged or melee spell attack. When attacking in melee, you may add your spellcasting modifier to the damage roll. It no longer has Somatic components.

Scorching Breath. When you make a successful attack with the Fire Bolt cantrip, you may expend a spell slot to deal an additional 1d8 fire damage per spell level expended.

Level 8:

You may now project the Flames with breath alone, moving beyond magic to instinct itself.

Blazing Breath. You learn the Burning Hands spell, and always have it prepared. You may cast it as a 3rd level spell without expending a spell slot once per short rest. When you cast Burning Hands at 3rd level or higher, it deals an additional 10 fire damage to all targets. This additional damage is not halved by a successful dexterity save.

Level 10:

The Flame is an extension of your spirit, as much a part of you as your very hands. If you miss with a Fire Bolt cantrip, you may use a Bonus Action to re-roll the attack against a different target within 10 feet of the original.

Inferno Breath. You gain resistance to Fire and Cold damage. In addition, whenever you start casting a spell of 1st level or higher that deals fire damage, you exhale a wave of scorching heat. This causes creatures of your choice that you can see within 10 feet of you to take fire damage equal to 5+ the level of the spell you cast.

Six-Fists of Steel

The signature style of the Steelweaver sect involves heavy use of the Spiderback Rig, using the extra limbs to accompany their attacks and perform impossible maneuvers. (character types: martial, melee, attack, control, mobility)

A spiderback rig and the requisite training to use it can be acquired by doing a service for the Steelweaver sect.

Level 6:

You have three charges, which are refreshed at the end of a short rest. Spend one charge to "Engage" your Spiderback Rig until the start of your next turn. While the Rig is engaged, gain the following abilities:

- **Six-Limbed Strike.** When you take the attack action using the Spiderback Rig, you may make an additional attack.
- **Spider's Grasp.** You may use Strength, Dexterity, or Intelligence on Athletics checks to grapple, shove, and shove prone.

Level 8:

While the Spiderback Rig is Engaged, gain the following abilities:

- **Spider's Trap.** You have advantage on all Athletics checks to grapple.
- **Resonant Blows.** The second successful attack with the Spiderback Rig to a single target this turn deals an additional 1d8 bludgeoning damage.

Level 10:

While the Spiderback Rig is Engaged, gain the following abilities:

- **Spider's Feast.** All attacks made with the Spiderback Rig against a creature you are grappling gain advantage and deal +1d6 damage.
- **Arachnid's Path.** You may move as if affected by the spell Spider Climb.
- **Spider Slays The Bull.** You may climb onto creatures of size Huge or bigger. Attacks with the Spiderback Rig deal +1d6 damage against a creature you are climbing in this way.

Winter's Arrow

The peaks of the tallest spires are constantly beset by freezing winds and bone-chilling temperatures. The signature technique of the Cloud Dragon sect, practitioners of this bow style are able to imbue their ammunition with killing cold and call upon the winds to guide their arrows. (character types: martial, ranged, attack)

You have three charges, which are refreshed at the end of a short rest.

Level 6:

The Howling Gale. As a bonus action, you may expend a charge to call upon a howling gale of frigid winter wind. This affects an area 60ft long and 10ft wide, extending from you in the direction of your choice, dispersing fog and extinguishing nonmagical flames smaller than a campfire.

During this turn, you have advantage on ranged attacks against targets within the area of your Howling Gale.

At the end of your turn, all creatures within the area of your Howling Gale must make a DC 15 Strength save or be blown 20 feet away from you by the frigid winds.

Level 8:

Iceshard Arrows. While Howling Gale is active, your ranged attacks made against targets in the area of your gale deal an additional 1d6 Cold damage. Creatures struck in this way have disadvantage against the Strength saving throw versus your Howling Gale.

Level 10:

Heart of the Frozen Tempest. When you use Howling Gale, creatures smaller than Huge within 10 feet of you are immediately pushed back 10 feet by a burst of wind. Your Howling Gale changes from a line to a 60 ft Cone. When a creature fails its Strength save against your howling gale, you may immediately make a single ranged attack against that creature. Since Howling Gale has ended, you do not get advantage or the bonus damage.

The Dreamer's Eyes

Prerequisite: You must have spell slots.

Practitioners of this style are spellcasters seeking either to walk the way of the den hogs in viewing the world the same with eyes closed or open, or simply to master the style of their martial counterparts in perception, redirection, and counterattack. (character types: spellcaster, defense, support, mobility)

When you take this Technique, add the following to your list of spells known.

Level 6:

Dream of Valleys. *Imagine an endless field, stretching out in all directions. There, find sight.* 1st level Illusion, Range: Self (10-foot radius), Casting Time: Action, Duration: 1 round, Components: V, S. Allies have advantage on attacks against creatures within 10 feet of you.

Dream of Peaks. *Imagine home, far away from the Green below. There, find swiftness.* 2nd Level Conjunction, Range: 30 feet, Target: Self, Casting Time: Reaction: taking damage from a creature you can see within 30 feet, Duration: Instantaneous, Components: V, S. Teleport to a space within 30 feet of the damaging creature.

Level 8:

Dream of Harvests. *Imagine a bountiful garden. There, find shelter from pursuit. You learn Plant Growth and may cast it once per long rest without using a spell slot.*

Dream of Invincibility. *Imagine impenetrable armor. Within, find the power to break limits.* 3rd Level Transmutation, Range: Self, Target: Self, Casting Time: Action, Duration: 1 minute, concentration. Components: V, S. You have resistance to all damage until the spell ends. Damage nullified by this spell is taken when the spell ends.

Level 10:

Dream of Falling. *Imagine an endless drop. Throughout, find reckless speed.* 4th Level Transmutation, Range: Self. Casting Time: Reaction, which you take when you are targeted by an attack. Duration: Instantaneous. Components: V, S You have a +5 bonus to AC against the triggering attack. After the attack, you "fall" in a straight line in any direction. You can stop at any point after 30 feet, and always stop after 500 feet. If you end in mid-air, you fall normally. If you hit a creature or object, make a melee spell attack; the obstacle takes 4d6 force damage. You stop in a space adjacent to the obstacle.

Dream of Old Green. *Imagine the forest as it was. Within, find purchase against its shadow.* 5th Level Conjunction, Range: 30 feet, Target: Two creatures, Casting Time: Action, Duration: Instantaneous, Components: V, S. You remove from one target either a disease or poisoned, blinded, charmed, deafened, frightened, paralyzed, stunned. The other target must make a Constitution saving throw or take 4d8 fire damage. Green and plant creatures have disadvantage on this saving throw.

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, DMs, 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 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 a DM 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.

The World of the Spires

Map Label	Spire Name	Notes
Central Spires		
C1	Elders' Spire	
C2	Peach Blossom Mountain	Standing Ox Sect
C3	Weeping Goblet	Tide Rat Sect
C5	Heaven's Peak	Cloud Dragon Sect
C6	The Shrouded Pillar	
C7	The Spire of Viridian Serenity	Ringling Hoof Sect
C8	Crimson's Perch	Crimson Rooster Sect
C9	The Ascending Pavilion	
C10	The Ivory Spire	
C11	Eight Sage's Spire	
C12	Rocsnest	
C13	Lionscourt	
C14	The Ten Fingers	Steelweavers Sect
C15	Pinnacle Ridge	
C16	Grandmother's Rest	
C17	Titan's Brow	
C18	Sparkling Fall Mountain	
C19	The Sunkissed Spire	
C20	Shovel Skull Spire	Shovel Skulls Sect
C21	Iniki's Watchtower	
Remote Spires		
R1	The Forgotten Spire	Uninhabited by Spirelings
R2	Drifting Fox Spire	Drifting Fox Sect
R3	Sunrise Plateau	Halamangka Sect
R4	Sacred Leaf Spire	
R5	Ogre's Rock	
R6	Radiant Summit	
R7	Shadowed Son	
R8	The Ruined Spire	
R9	Foolsgrave	Uninhabited by Spirelings
R10	Laughing Wind Spire	
R11	Curling Fang	Flaming Dragon Sect
R12	Tswalob	Uninhabited by Spirelings
R13	Whistling Talon	Flashing Peafowl Sect
R14	The Spire of Beasts	Uninhabited by Spirelings

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