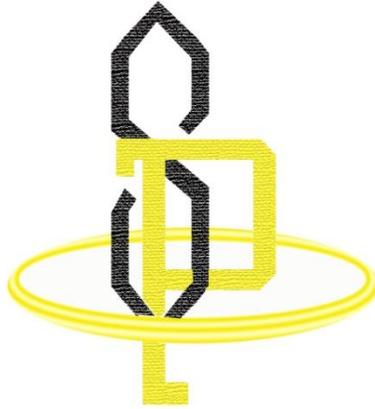


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Read This First

Sigil Prep



(A campaign setting by Patrick Duke)

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Morgan Ironwolf gripped her sword tightly. The tunnels so far had been dismal, but they had been at least dimly lit. Now, it seemed light had simply given up on them, and the way, already uninviting, seemed to be actively hostile.

"This can't be the right path," Sister Rebecca said, shrieking as she stepped on something slimy which then scuttled away.

"It's exactly as the old wizard told us," Morgan insisted. "Silverleaf, would you?" The elf nodded, despite the fact that his companions couldn't see, and cast a light spell. "Ah," Morgan said, "Here we go." She brushed some cobwebs off an old, hand-painted wooden sign affixed to the wall by some unknown means. 'Housing Department', with an arrow pointing ahead. "You see?"

Sister Rebecca nodded solemnly, girding herself as they headed forward. They journeyed another thousand feet before reaching a chasm, the bottom long since engulfed in darkness, its depth impossible to judge. A narrow earthen bridge stretched across it, without benefit of railing, and barely wide enough for a halfling to cross. "How is there even this much underground!?" Rebecca challenged. "The old wizard said this was, 'the subbasement!'"

"Well," Black Dougal grinned, his teeth startlingly white beneath his cloaked and shadowed features, "this is below the basement, after all." He took the first step onto the bridge, using his highly focused agility to make the first few steps seem easy. Rebecca swallowed and followed him, Morgan and Silverleaf close behind.

Bats swooped down from the impossibly high ceiling, swarming around them, dogging their steps. Rebecca screamed, started to fall, but felt Morgan's firm grip around her wrist, holding her up. "Sleep!" Silverleaf bellowed, and the bats began to fall into the deep chasm.

"See," Dougal laughed heartily. "Nothing to worry--" His words were cut short as the largest bat Rebecca had ever seen swooped down and snatched him off the bridge, flying into the distance with him.

"I'd suggest we hurry," Morgan said. They hustled across the bridge as quickly as they dared, Morgan swinging her sword fiercely as the giant bat's brothers threatened to share Dougal's fate with them. Morgan and Rebecca reached the stability of the other side just as the bridge crumbled beneath Silverleaf. His eyes widened with surprise as he fell, but Morgan hastily grasped outward, clutching his shirt and pulling him, one-armed, onto solid ground.

Rebecca buried her face in her hands. "We lost Frederik to the arrow trap, and now Dougal..."

"I'm pretty sure the medical plan covers this," Morgan said. "At any rate, onward."

"Through what!?" Rebecca barked. "We've already faced a collapsing ceiling, a pit of poisoned spikes, and that exploding lock on the door marked 'Subbasement J'. The office hours were even posted! It's supposed to be open now!"

"I suspect our tribulations are over," Morgan said, triumphantly, pointing across the massive cavern to a desk and filing cabinet, sitting awkwardly in the middle of the vast chamber. "Although the housing director doesn't seem to be in."

The small party approached cautiously. The desk and cabinet, and many other furnishings one might find in a typical office, were set appropriately to one another, oddly centered around a twenty-foot stalagmite which towered above them. A plaque on the desk declared it the property of 'Stah'ndee Roper, Housing Superintendent.' Suddenly an eye opened in the stone column, and a gaping maw appeared. "WHAT IS YOUR BUSINESS!?"

"The old wizard..." Morgan began, for the first time as startled as Rebecca had been all along, "That is... Professor Bigby said that we needed to see Mr. Roper in the Housing Department. Is he..."

"I AM THE MR. ROPER OF WHOM YOU SPEAK!" the monster declared, viney tentacles whipping about beside him as he spoke. Or... well, not 'spoke' so much as 'bellowed'. "STATE YOUR BUSINESS AND THEN REMOVE YOURSELF FROM MY PRESENCE!"

"Well, see..." Morgan looked around. "There are... were... five of us, and we were all assigned to the same room. Which, you know... it has only two beds. Two... single beds."

"AND THIS CONCERNS ME HOW!?"

"Well, we all paid for on-campus housing..."

"AND YOU RECEIVED IT! YOU ARE WELCOME!"

"Sure, it's just... well, two of us are female, and it's just unusual for..."

"WHAT CARE I FOR SUCH THINGS!?"

"And Rebecca is supposed to maintain a vow of chastity and all..."

A burly, tall man crossed the room, wearing a tunic of the Sigil Prep school colors --Gold and White-- with the number 34 on it and 'Sigil Prep Planeswalkers' along the back. Across the man's shoulders was a dire elk, which he tossed adjacent to the desk. "Hey, Mr. Roper," he said. "I was wondering if I could have a room in Triton Hall? Y'know, a spare, just to keep kegs in."

The monster's giant eye glanced down at the massive elk carcass. With astonishing speed, its tentacles whipped down, enveloping the elk, and drew it up with its massive mouth, biting the head off the ruminant with its rows of razor-sharp teeth. As it chewed, Mr. Roper said, "I BELIEVE THIS REQUEST IS REASONABLE," bits of blood and flesh sprayed over the room, causing Rebecca to nearly puke.

Morgan eyed the display with passive interest, then said, "If we bring you one of those, can Rebecca and I get our own room?"

Roper slobbered and chewed noisily. He glanced at Morgan as a man might glance at a stain on his shirt. "AND A PIE! A PIE GETS YOU A ROOM." Morgan smiled. "TWO PIES GETS YOU A PRIVATE BATHROOM."

What Is Sigil Prep?

Sigil Prep is an RPG setting.

Sigil Prep is a comedic role-playing setting, set in a large university for adventuring students, intended for (and poking fun at) the Dungeons & Dragons role-playing game. It plumbs all facets of all editions of the game for its humor. It uses names, locations, and events from throughout D&D's various settings and history as a basis for its own events and humor. Combining broad comedy with high fantasy, Sigil Prep brings the bawdiest of college humor to the worlds of the D&D multiverse. The setting is a mixture of medieval fantasy and modern college life, rife with anachronisms and jokes at the expense of D&D rules.

The Sigil Preparatory University is situated in the middle of Sigil East, a small suburb of the City of Sigil. It's the largest adventuring school in the known multiverse, with majors in every significant (and numerous insignificant) field of adventuring. Its doors are open to students from all campaign worlds from across the D&D multiverse.

Because Sigil Prep is an adventuring school, while you may take maths and sciences, your major is usually going to be in magic or combat. The Sigil Preparatory University offers majors in every career in Adventuring, from the basics of Fighting to the rigors of Wizardry, to whatever weird-ass class you might have uncovered in that splatbook that nobody else bought.

Sigil Prep is a parody of D&D tropes, along with modern college life.

As with (the stereotype of) any contemporary American university, it's all about parties and sports, and sometimes going to class. Fighters join fraternities, dwarves have all night keggers, student religious clubs have all out wars in the student union building. And in between all that, they go adventuring. For course credit. Imagine if *Revenge of the Nerds* or *Animal House* was set at Hogwarts. With orcs. And Demiplanes of Dread here and there.

The structure of the school is much like the structure of a modern US University (I'm American, it's what I know), complete with the typical "modern" college town surrounding it. Anachronistic elements abound (sneakers, trashy magazines, pizza and nachos, and especially modern sports), though often with a D&D twist.

Sigil Prep is inclusive.

One of the points of the setting is that all the options are available. It was originally conceived during the 3.5 edition era of D&D, and part of its mission was to make every class, race, feat, spell, and even regional background not only available, but easily available. Students can come from any D&D setting, past or present, be it Eberron or the Realms, Krynn or Blackmoor.

Likewise, within the setting, the school opens its doors to anyone interested in studying there, be they a Halfling barbarian, a half-orc bard, or a mind flayer with a desire to find himself. The ideal character isn't necessarily the most optimized, but the most quirky and fun.

And the professors are the best of the best. Mordenkainen, Storm Silverhand, Merrix d'Cannith. The biggest names from throughout the many worlds of D&D. And some smaller names that have comedic potential. Read the faculty guides; know the depths of my obsession.

Sigil Prep is a labor of love.

The idea for Sigil Prep came to me in 2005. My last successful campaign had been blended genres (D&D in modern Miami), and I was looking for another genre that might mix interestingly with FRPGs. When the idea to mix it with the *American Pie*-style of teen sex comedy popped into my head, I tinkered with it until I had something I liked.

I presented Sigil Prep initially on the Wizards of the Coasts message boards, and had one of the most replied-to and positively received threads on the site for a while. By June, I had launched a play-by-post game on the now-defunct site, PloTHOOK.net, in a game that ran for six years, with dozens of players, many of whom played from day one to the bitter end.

For years, I had a modestly popular web site describing the setting, which I made the horrible decision to completely tear down and try to rebuild as a 4th edition setting, never regaining the momentum of the original SP. Soon enough, it died.

But now, I reintroduce Sigil Prep as an organically growing (I hope) and edition neutral setting, with options for running it in any version of D&D, from the white box to whatever comes out tomorrow. It's a continuous work in progress, so the various documents herein will update frequently, but the blog on the front page will keep you informed.

Sigil Prep awaits!

Applications are open, admissions are being accepted. Welcome to Sigil Prep. Hope you survive your stay. And even if you don't, the resurrection may be covered by your medical plan.

The Lay of the Land

In the City of Sigil, there's a small suburb called Sigil East, that you may not have noticed before. It's actually fairly sizable once you're visiting, but somehow, it's easy to miss. Most people only talk about it when they're looking for the school that sits smartly in its center.

That school is the Sigil Preparatory University, called Sigil Prep by most. A visitor to the school from Modern Earth would recognize it as a university right away; it has all the hallmarks and landmarks of a modern school, from the world class athletic stadium, to the cafeteria and the infirmary, to the lofty library tower with the clock faces that you can read from any point on campus.

People of Sigil Prep

There's every sort of person here from every sort of place. Unlike other schools throughout the planes, there is no "typical" Sigil Prep student. She might be a flightly chaotic good Deva who mistakenly believes herself to be a lawful evil Erinyes, or he might be a chipper beholder in a ballcap baking cookies for his friends. You might meet an in-over-his head young half-elf from a backwater village who is overwhelmed by the majesty and diversity, or a jaded tiefling local who can't believe anyone thinks this is out of the ordinary.

Every character you meet in Sigil Prep is a potential surprise, defying expectation, or exaggerating expectation to an extreme degree.

Acceptance

She'd heard stories of quaint, peaceful villages, but she was pretty sure that was the stuff of fairy tales. If there were such things, they were nowhere near Barovia. As she crept through the graveyard, she kept her eyes, as ever, wide open.

"People don't mourn at night," she said to herself as she spotted a gaunt man kneeling at a tombstone. She rushed over, kicking the ghoul before it noticed she was there. It turned to attack, but she had the edges of both sword forming a scissor around his throat.

"Who the hell are you?" the monster said.

"I'm Yffub, the Ranger Who Has Chosen Undead to Be Her Favored Enemy," she said, and winced. There had to be a shorter way to say that.

Heedless of its impending danger, the flesh-eating undead lunged for her. She removed its head for the effort.

A slow clap sent shivers up her spine, and she turned to see a tall man in an expensive black suit behind her.

"Oh, expletive deleted," she muttered. Strahd von Zarovich. The most powerful vampire in all Barovia. All of anywhere, for all she knew. If there was anywhere beyond Barovia at all. She took a step backward, wondering if she'd stand a chance if she ran.

"Do not fear, little lamb," the lord of the undead spoke. "I come not with threats, but with... a scholarship."

"Sure okay, a..." She paused, blinked. "A what now?"

So What Am I Looking at Here?

The Sigil Prep website is divided into several sections, each of which contains several downloadable documents defining elements of the setting (and the worlds beyond) even further. Documents are constantly updated, so visit often.

(Note: some of this defines anticipated changes to the current layout that may or may not have been implemented. This is a guideline, not an absolute value.)

SIGIL PREP

The main “Sigil Prep” page of the Sigil Prep website contains the basics of the setting, including this document here. The **Student’s Guide** contains basic information for players, including character creation information. This is followed by a series of **Demographics** guides that describes character race options from every edition of the game, as described by your fellow students.

Academics of Sigil Prep covers information on how classes (that is, courses) and classes (that is, game professions) work in terms of college credits and XP. **Student Life** details many elements of day-to-day life at Sigil Prep, from your dorm room to the school calendar. The **Campus Tour** explores the various buildings on campus, guided by some of your (that is, my) favorite NPCs, while the **Faiths of Sigil Prep** is, well, just me obsessively listing gods and religions.

The History of Sigil Prep is probably self-explanatory, as is **Organizations of Sigil Prep**. **Running Sigil Prep** gives hints and sample adventures for DMs interested in using the setting. And **Some Crunchy Bits** will offer some specific items in game terms. (I will happily take suggestions from readers, and will credit anything I use.)

CURRICULUM GUIDES

This section breaks down “Course Catalogs” for each edition of the game, including descriptions of Classes, Kits, Prestige Classes, Paragon Paths, and the like, with quotes from NPCs, humorous descriptions and critiques of each class, and general nitpickiness. *Historically, this has been the most popular feature of Sigil Prep, which has led to off-site quoting and fan-made Motivational Posters.*

NPC GUIDE

This page includes two groupings of documents. The first is the **Faculty Guide**, which lists prestigious members of the Sigil Prep faculty, composed of experienced and noteworthy adventurers from throughout the planes, violating WotC copyright and trademarks like a big dog. And the **Yearbook** lists numerous students (some drawn from portrait characters in various rulebooks, most created by me or players in my game) which can serve as NPCs in your games, or as basis for your own Sigil Prep characters. *I like creating characters. This is way bigger than it should be.*

SIGIL EAST

An extensive guide to the town surrounding Sigil Prep. No, not the City of Sigil; that's the town surrounding the town surrounding Sigil Prep. Sigil East is a cozy, little college town that's just as wacky as the school it surrounds. Documents cover various elements of the town, from restaurants to colorful local NPCs.

PCAA

The Planescape Collegiate Athletic Association is the governing body for school sports in the Sigil Prep multiverse, and this page contains documents describing the Association, and the various member schools, divided by Conference. Some of the schools were created by me, by many of them are canon. (Ultimately, I hope to have cataloged every school mentioned or described in any D&D source. Another bit of OCD in me.) It also includes an NPC document on the head cheerleaders of the main school in the Association, because cheerleaders.

So...

Download, enjoy, ignore whatever you don't like. Marvel at my obsession. Feel free to offer suggestions, comments, critiques, and know that I haven't gotten around to looking through every D&D book yet, so if I haven't made a joke about your favorite little PrC, it's just because I haven't gotten to it yet.

Text and concept by Patrick Duke

Art and logo design by David Cummings

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