



Sigil Prep Campus Tour-
The Blue Campus

Blue Campus Tour

“Hi, guys! I'm Mialee Summerbreeze, and like, I'm all about showing you the Blue Campus and stuff. So, why don't we start from the beginning, 'kay?”

“So, like, the Blue Campus, sometimes called the West Campus, is the area where most of the Arcane magic classrooms are located, because of integral synchronization with the ley lines of the area, the astrological positions of the constellations of six crystal spheres at the time ground was broken on the first building, and most importantly, that's where the architects put it.

“One thing you'll notice as you move into the Blue Campus from elsewhere on Sigil Prep's grounds is that the overall look of the buildings and some junk is more contemporary. By the standards of worlds that are past their dark ages.

“A lot of the Arts buildings are here, too, but we'll get into that as we go through the major stuff. 'Kay? 'Kay.



Residence Halls

"One of the main things you'll find about Blue Campus dorms is that they aren't, like, cheap. Even Wizards and stuff tend to live in other parts of campus unless their parents are all loaded and whatever. These are nice residence halls, is what I'm saying, right?"

UR1- Triton Building. "Really nice one here, the Triton Building, which has a fully stocked game room, and one of the largest lobbies of any building on campus, residential or otherwise. Lots of big groups meet here pretty often, and there's a party every weekend practically. Mostly unauthorized, but campus security expects it, so as long as it doesn't get out of hand, we're cool, y'know? Although it isn't as tall as Efreeti on the Black Campus, it's a pretty huge building, stretching up 36 floors.

UR2- Tojinada Hall. "Tojanida Hall is, like, another dormitory building. This one is one of the smaller ones, built back when Sigil Prep was mostly Greyhawk students. Heavy stone, kind of musty smelling. There's no hot water in the showers, which sucks. I should know, I've taken showers in every building on campus and... well, the ones with showers. And a couple others. But that's not, y'know, the point or anything. Um...

Oh! This is cool. Not. It has a fully functioning torture dungeon in the basement. Do not go down there with Maddie Weber. Or Vicola, the president of the campus Loviatar club. Unless you're into that sort of thing, I guess.

Like I said before, the dorms on Blue are expensive, and Tojinada is no exception. But unlike the other ones, this one is just not worth the money. Unless you have, like, a hella scholarship and you're more concerned with how close to the Wizard building you are, and don't care so much how many spiders are hanging over your bed.

UR3- Marid Hall. "And then there's Marid Hall, which is actually a series of smaller towers enclosed in a dome for some reason. Merfolk architecture, but on land. Or whatever Sigil is. Is Sigil technically land? I dunno. Whatever.

Anyway, it's a pretty good residence hall. Lots of privacy, but it's harder to visit your neighbors because you have to go outside and to another building. 'Cause, y'know, the numbering goes from one building to the next, like, if you're on the fourth floor of the first tower, you might be in room 4E, but 4F is in the next tower over. So if you're visiting someone who lives here, it's easy to go in the wrong tower. Good way to meet new people, though.

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