



**Sigil Prep Campus Tour-**  
**The Red Campus**

# RED CAMPUS TOUR

"Sup, Freshmen! I'm Regdar Hartlet, you probably know me already as the school's star quarterback. Of course you do. How you doin', honey? You're 18, right? Wait around after the tour.

"Anyway, I'm here to take you on a tour through my turf, the Red Campus. Sometimes called the East Campus, but screw that. Red is tough, strong, manly, East is... that way. Or that way? Whichever.

"Really, the Red Campus is just part of the campus; it's all one big piece of land, but for argument's sake we're splitting it into five parts to make the tour flow better. In the Red Campus, you're going to find the bulk of the heavy combat classrooms, and a bunch of other junk, so let's go ahead and get started, huh?



# ACADEMIC BUILDINGS

**RA1- Moradin's Forge** "Some of you geeks will like this. The sturdy-lookin' brick building over there is Moradin's Forge, where metalworking, smithery, and other crafts are taught. You learn how to make armor and weapons, and other stuff I guess, who cares, and they also teach some of the weapons-enchantment classes in there, too, so you get some Wizard geeks popping in and out. The store in the lobby sells some of the student-made goods, so you can find swords or halberds on the cheap sometimes. Just be warned that a lot of this junk is first attempts and stuff, so it might not be the sturdiest.

# RESIDENCE HALLS

**RR1- Pech Dorm** "Which brings us to the dorms. I live off campus, of course, how you doin'? Want to see my house later? Yeah? You're 18, right? Oh. What's that translate to in human years? Oh.

Okay, this is Pech Dorm, a low-built residential hall, only four stories, but it's one of the longer buildings on campus. The dorms are arranged in suites, with two bedrooms with two beds each, sharing a common room and a bathroom. One of the more convenient dorms, because you only have to share a shower with three other people. Speaking of sharing a shower, cutie... Okay, right.

Anyway, housing tends to arrange the roommate situation so each suite contains one fighter or other heavy combat type, one cleric or other healer, one rogue-type, and one wizard or other spellcasting type, so you and your roomies are conveniently already an adventuring party. 'Course, you don't get along with your roommates, so that's sort of pointless.

**RR2- Xorn Hall** "That massive fortress over there is Xorn Hall, the most heavily defensive dormitory in the school. Handy if the school is ever under attack. Yeah, you laugh, but you weren't here three years ago, when that whole 'stealing the mascot' prank got out of hand. Rokugan schools don't screw around with that crap. It's always cold in there, for some reason. Students just sitting around the lounge in heavy coats. If this is your dorm, bring a blanket.

**RR3- Dao Dorm** "And this is Dao Dorm, one of the campus's high-rise dormitories. Thirty-six stories, glass-exterior, some architecture designed on some backwater material called 'Modern Earth'. There's little shafts you can stand in and say your floor number, and it levitates you right up or down to where you want to go. Pretty neat.

It's a premium dorm, so it costs a little bit on top of standard housing fees, but it could be worth it if you like luxury and all that. If I didn't have my own place, I'd stay there. You did hear I had my own place, right, babe?

# OTHER AREAS OF INTEREST

**R11- Red Campus Stables.** Behind Dao Dorm are the Red Campus Stables, for keeping your horses if you got one. I don't got a joke for that. You just have to have a place to keep your horses.

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