



Running Sigil Prep-
A DM's Guide

So How Do I Run This Game?

Same way you run any campaign setting. By creating adventures. The assumed mood of Sigil Prep is broadly comedic, but within that context, many sorts of adventure are possible. It all depends on how you want to approach it.

1. **The Potter method.** The school is the center of the universe. Most adventures not only take place at the school, but heavily involve the school. Every building has some sort of secret passage; fellow classmates may be working for a mysterious BBEG, and even a professor or two might be in on it. Several of the professors are creepy and legitimately evil, but despite that, may be on your side. Who do you trust? Even if a villain isn't associated with the school, it seems like he's going to use the school's resources for whatever his goal is.
2. **The Eerie Cuties method.** Most adventures take place at the school, but don't necessarily revolve around the school. They may start there and lead elsewhere, or they may remain at the school but have nothing to do with classes, professors, or lessons.
3. **The RWBY method.** Part Potter/part Cuties, the school is very important to the set-up of adventures, but these adventures often involve outside influences, and may take you far from the school itself to resolve the situation. (Oversized weapons that transform into other oversized weapons are not required)
4. **The Buffy method.** The school is a base of operations, but most of the adventures take place elsewhere. Whether it's field trips, road trips, or legitimate adventuring, you spend a lot of time away from campus doing things that don't really have anything to do with school. But the school is where you regroup and there's plenty to do here as well.

Because it's a comedy game, adventures may not be deadly business. Prank wars, beer runs, stealing a rival school's mascot can all blow up into bigger than life situations when people pulling the pranks or defending the mascot have spells and greataxes, or the beer keg is stored at the end of a cavernous dungeon.

Regardless of anything else, though, the setting is best suited for players and DM who enjoy role-play heavy campaigns. While there is plenty of room for fighting and exploring, character interactions is one of the major selling points for a Sigil Prep campaign. Rivalries, dates, poorly controlled club meetings, and parties are all fodder for adventure hooks.

Aside from the various "Course Catalog" documents, the pdfs that compile the Sigil Prep setting are written edition neutral (and even in the Course Catalogs, no game mechanics are involved). Characters mentioned throughout all the documents are given races and classes, but no hard stats, so you can create them as you need them for your game. Note that not all classes appear in all editions, so you may find you want to tweak certain characters to use them in your own game.

Level is also not included for NPC descriptions, and there are no hard and fast rules for what level you should choose to make a given character, other than how you intend to use them. Characters the PCs

might fight should be around the average level of the PC, or a little higher if the challenge should be greater. But, in general, assume Freshmen are in the 1st to 5th level range, Sophomores are 6 to 10, Juniors 11 to 15, Seniors 16 to 20. Grad Students are around level 21, while professors are level 25 or higher. Professors who are major characters in the various campaign settings, such as Bigby, Storm Silverhand, or Raistlin Majere, are assumed to be level 30. (Some people might think that levels beyond 2nd or 3rd might seem ludicrously high for students in a school setting, but remember that this is a broad comedy game, and the school *is* the campaign setting.)

You'll notice, in reading these documents, a number of anachronistic elements, and that's the way Sigil Prep is intended. Vending machines and pool tables in the student lounges, pizza, burgers and fries, characters wearing jeans or sneakers, and most importantly, modern sports. These elements are blended with the fantasy (in many cases, assumed to run on magic, elemental bonding, or clockworks rather than electricity) to create a mood that evokes both D&D and a modern University experience. The notable exceptions are modern firearms and vehicles that operate on internal combustion engines, which are left out specifically to keep swords and crossbows, and horses and airships relevant. (Even there, Sigil Prep has connections to Modern Earth, so such things potentially *could* appear, but in my opinion they steal some of the D&D flavor from the concept.)

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