



**Fifth Curriculum-
Standard Course Catalog**

The Fifth Curriculum

The Fifth Curriculum followed the relatively short-lived Fourth Curriculum after too many students sprained their ankles trying to keep up with when they could Shift and when they had to take a full move action. Months and months of test-teaching ensued, where students were allowed to audit classes taught by professors who were trying to hammer out exactly what worked and what didn't.

The end result was a curriculum that tried to compromise on structure and choice.

As in Curriculums past, the main focus of your adventuring education is your Major, but there are many paths in each major to allow for exactly the focus you want. The amount of non-major electives available is considerably smaller than the last couple of curriculums, but much better than the first go-round, so there's that.

Below, you will find a summary of your educational opportunities at Sigil Prep.



Majors

All majors in the Fifth Curriculum offer various paths students must choose between to guide themselves toward the adventuring education they desire. Want to be a spellcasting fighter? Or an Underdark-dwelling Druid? Want to be a knock-off of *Avatar: the Last Airbender*? We've got you covered.

The program offers an assortment of majors, the most popular being the following dozen:

- **Barbarian**
- **Bard**
- **Cleric**
- **Druid**
- **Fighter**
- **Monk**
- **Paladin**
- **Ranger**
- **Rogue**
- **Sorcerer**
- **Warlock**
- **Wizard**

Each of these majors is detailed in its own section, for your convenience.

Changing majors is a more streamlined process than it has been in the past, allowing students who cast spells to change majors even late in the process without having to start all over with Freshman level spells. We're kind of proud of this system. So, could somebody explain it to us?

Majors vs. "Majors"

Although in most cases, a PC's major is the same as his character class, there are instances where the player may decide his character's field of study is something else.

This can be as simple as him defining his character as an Elvish Literature major (while progressing as a Bard or Wizard) or a History or Biology or Communications major.

In some cases (such as example character Nyaaguh), the character may be enrolled as one Major (in this instance, Bard), but actually progress as another class (Barbarian). If this makes sense in the character concept, let it happen. Hang a lampshade on it and move on.

Elective Courses

In addition to your adventuring studies, Sigil Prep offers a wide selection of other studies. In most cases, these are entirely your choice, although a certain number of electives are required.

Weapons and Armor Training

Regardless of your major, if you are in an adventuring program, you're going to need some level of weapons training, and most of you will be studying at least the most basic uses of armor.

We offer a wide variety of options in this regard, whether you're looking for the most basic sword and shield training, or something much more exotic.

Other training

Every student will have to take at least a few academic and skill training courses, to build your proficiency in these areas. Ranging from Acrobatics to Investigation, Survival to Persuasion, to the proper use of Thieves' tools, herbalism, carpenter's tools, and the basics of disguise.

Featured Elective Academic Talents ("FEATs")

Students have several options in expanding their talents by taking Featured Electives, often called "Feats" by the students. Several are available, though they are completely optional. Students don't need to take them to complete any academic requirements.

Languages

Sigil Prep teaches a bolder and broader selection of languages than nearly any school in the planes. From Common as a Foreign Language to exotic tongues like Primordial and Infernal, if it can be taught, we teach it.

Please note that the Sigil Prep setting defaults to a somewhat deeper language system than D&D 5th edition defaults to. This will be detailed further in the *Student Life at Sigil Prep* book.

Backgrounds

Unlike the other character choices, your Background is not represented in Sigil Prep by a course you are taking. It's literally your background –where you came from before you started school. You didn't learn to be a Charlatan or a Noble from the university, you came to the university as a Charlatan or Noble.

The Classes You Aren't Taking

Although this document primarily talks about "classes" as they relate to game statistics, you can also assume your character is taking classes unrelated to the numbers on your character sheet. In between your 8 AM Sneak Attack and your 11 o'clock Stealth class, your Rogue might have Trigonometry or Civics. This is entirely up to you.

Prestige Minors

Sigil Prep offers the following Prestige Minors for any student who qualifies. These programs are offered to supplement existing educational choices, and give you some neat abilities not otherwise covered by your regular major.

Obviously, this is an immensely popular concept, since we've already accumulated an astonishing one program to offer.

Rune Scribe

(Unearthed Arcana: Prestige Classes and Rune Magic (online download, 2015))

Prerequisites: Candidates must score in the upper percentiles in both standardized Dexterity and Intelligence tests, have completed basic Arcana studies, and receive a letter of recommendation for an existing Rune Scribe.

In this program, you learn to turn your etchings into objects of power. You'll never regret buying that calligraphy kit again, when you can use your doodles to merge into a stone wall. It ain't graffiti if it's magic, baby!

Besides basic calligraphy, masonry and woodcutting classes, you'll have an intensive gauntlet of courses in Runic Lore, Runic Magic, and multiple Runic Discovery Labs. If you complete the basics, you'll then be able to take the Runes Master Class, by which time you'll be able to attune to a master rune without sacrificing attunement to another magic item. If you took the class, you'd know what that last sentence meant.

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Art and logo design by David Cummings
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