



PCs of Legend

(A Love Letter to the Original Sigil Prep Game)

Sigil Prep 1.0

Sigil Prep's life began in 2005, when I'd just wrapped up a long-running tabletop D&D game set in modern day Miami, and I was pondering other possible genre-crossing that I might enjoy. I worked at a video store at the time, and after glancing at the cover of American Pie, I amused myself with thoughts of D&D characters in a college sex comedy.

And then I went home and started writing those ideas down. And within a day or two, I started posting those ideas on the (then active) Wizards of the Coast message boards. Two threads—Classes of My Stupid Campaign Setting and Races of My Stupid Campaign Setting—immediately took off, with almost entirely positive feedback, and by 2006, I both started a website for the setting (dubbed Sigil Prep) and started recruiting for a play-by-post game.

The gaming forum plothook.net was the home of Sigil Prep, where it ran for a solid 6 years. Dozens of players came and went in that time, some staying from the beginning to the bitter end, others popping in and out. At its peak, there were 20 players active at once. Sadly, plothook is now defunct, and with it went the archives of the thousands of posts that comprised the Sigil Prep campaign.

The game was already fading by the time I decided to convert to 4th edition, and that change did nothing to revive it. Indeed, my poor decision to completely rip apart my website and build it brand new for 4th killed both the website and, for a while, my interest in the setting.

However. I have intensely fond memories for that old game, and can only hope any new Sigil Prep campaign can hold a candle to it.

The following is a role call (I believe complete) of the PCs who marched through that game. They are not listed here in 5th edition terms (although some are in other documents on this site), and some of the information is simplified (Amizath wasn't simply a Changeling Swashbuckler; like most of the characters, there was an intricate build of classes and prestige classes, but here, I'm concerned with the essence of the character.)

I'm relying a lot on memory here, so some information (especially on PCs that didn't stick around long) is vague. If you're a former player and would like to add details or memories of your own, by all means. (Also, I make a lot of assumptions about whether or not I can use former PCs as NPCs in further works; if you are okay—or not okay—with this, let me know.)

I love you guys.

Acylacia

(Tiefling Rogue)

An orphan who raised herself by stealing, Ace somehow got from her Prime homeplane to Sigil, where she was found by Artemis Entreri, who saw potential in her and brought her to Sigil Prep. A somewhat shy but aggressive woman, she had a crush on fellow PC Hespero, and worked to get his attention (no mean feat, considering Hespero's legendary distractedness).

Ace didn't remain with the game very long.

Status. I have no present plans for Ace in the current Sigil Prep.

Adam Theoson

(Human ?)

A conman by nature, Adam was a confident but aloof rogue who thought of himself as a bit of a ladies' man. He didn't stay with the game very long.

I honestly don't remember a whole lot about this guy. If his player is reading this, feel free to remind me of some details.

Status. I have no plans for Adam in current Sigil Prep.

Akbar

(Human Paladin)

Hailing from an Arabic-themed culture from the player's own homebrew world, Akbar came to Sigil Prep to escape a scourge of animated baked good golems, and since his narrow escape, he had an intense fear of muffins. Accompanied by his faerie-dragon-like companion, Gleam, he was very active in the various adventures and misadventures of the game.

Fairly or not, Akbar was a rather divisive character among his fellow PCs. Other players were annoyed by certain of his actions, notably his tendency to attack other PCs in blind rage when confronted by muffins (or even hearing a word that sounds vaguely like "muffin."), and the highly and intentionally "80s cartoon animal sidekick" Gleam who once shouted loudly in a dungeon, purposely calling every monster at once to their location.

Regardless, many good things came from having Akbar in the game, most importantly recurring villain The Muffin Man, a blatant parody of Jafar from Disney's Aladdin, who enjoyed using baked-good golems and singing epic villain songs.

Akbar's player also played Kythind (below).

Status. I have no plans for Akbar in current Sigil Prep.

Amizath d'Orien

(Changeling Swashbuckler)

Far and away the most complex character in the game, Amizath took the game places I didn't originally expect. Where my early focus was on wacky (and often bizarre) comedy, Amizath's player took things in directions that ranged from melodramatic to sometimes intensely serious. Soap opera surrounded Amizath and any character in their orbit (and there were a few), and ultimately, I think that's part of why the game ran six years where so many message forum games die in a few weeks.

Amizath was very fluid by nature, and although their sense of self and personality were constant (unlike fellow changeling Zenra), aspects of them were very fluid. When Amizath was in a female form (which was often), she embraced her femininity; when Amizath was in a male form, he thought of himself as a man. When they were a human, they were human, when they were a dwarf, they were dwarf. Amizath wore identities like many people wear clothes; to express whatever mood they had at the time.

Amizath had a few regular identities: meek, dark-haired Zathie, the perfect girl her overbearing mother demanded she be. Red-haired, flamboyant Ami, a swashbuckling young woman who took adventure by the horns. Trevor, a devilishly handsome man who successfully wooed Amizath's childhood friend Anissa d'Deneith. Amizath never sought (rarely?) to deceive in their identity switching. Friends knew Amizath whether she was fashion conscious Danielle or he was a middle-aged dwarven man. Meanwhile, they never used their "true" form; when forced into their changeling shape in an anti-magic field, Amizath was uncharacteristically morose and helpless.

Amizath's soap-operaish nature led her through several romances, from confused PC Niazan to silver dragon Kara, though ultimately she found true love with Anissa.

Amizath's player, although I've only met her in person a handful of times, is one of the players I consider a true friend, and I am glad this wonderfully complex character was able to introduce me to her.

Status. I haven't set a place for Amizath in the current Sigil Prep (although they are welcome as a PC anytime if/when I get a new game off the ground), because I think they just work better as a PC than an NPC. Also, they tied heavily to the Deneith twins, whom I've been using in a non-Sigil Prep-related project (now the Duvall twins), and have more or less decided to lift out of Sigil Prep as a result.

Araignče

(Draegloth)

When a draegloth is born into Drow society, it's usually a time for joy, but Araignce wasn't what the priestess who birthed him expected. He lacked interest in being Lolth's champion, in Drow society in general, and in anything the high priestesses had to say. Finally, Quenthel Baenre shipped him off to Sigil Prep, hoping being around lesser races in the glowing influence of Drow peers his own age, such as Maddie Weber and Kree Skr'llwar would help him see his destiny.

It didn't.

Despite his monstrous appearance (or, you know, because of it), he found himself the target of interest for most of the politically minded Drow on campus, but he was more curious about everyday things, and ended up playing hockey.

Status. He's a fun character, and I can see him having a place in the current Sigil Prep. No immediate plans for him, but if a Drow PC appears, he might be just the NPC to make things lively.

Arin

(Human Wizard/Cleric)



I can see where his player was coming from, but Arin was probably doomed from the start to be a short-lived character. Not just taking a highly sub-optimal combination of classes, Arin was also a timid, twitchy young man who was terrified of bullies, friendly people who could potentially be bullies, and the idea that there might be bullies somewhere in the area. His singular story arc involved finding the abrasive, intelligent holy sword, Silvershine, and trying to return him to a place of Silvershine's liking.

Status. I've mentioned Arin in the Character Creation document in the new Sigil Prep, and feel he's probably out there in the student population somewhere. Jumpy bully-phobe is a much better idea for an NPC than a PC.

Biklik

(Kobold Wizard)

Biklik was great. A classic Napoleon complex, a kobold who greatly overestimated his own importance, but at the same time recognized his frailty in certain areas. A devotee of Vecna (not a popular choice for patron around Sigil), Biklik founded the Students for Vecna, the most secretive religious club on campus.

Biklik was very dismissive of kobold sorcerers, whom he viewed as taking shortcuts to magic power. He eagerly accepted the services of professional Drow flunky, S'kkip, which resulted in him being the declared arch-nemesis of S'kkip's twin brother, Dirkk'.

Biklik's familiar Bitie the weasel was among the best of Sigil Prep's frequently forgotten animal companions.

Status. Biklik exists in current Sigil Prep as the leader of the Mystery of Vecna, a student club who should have an organization document up in the near future. (If I find a good canonical kobold he can be the son of, I may put him into the fraternity BBEG). He makes an excellent potential rival for a PC.

Bix

(Pixie)

This is a rare case where I met the player before he joined Sigil Prep. A long-time friend of a long-time player, I'd hung out with him at a couple of cons before he finally created a character for the game.

Bix was a flighty pixie, the most cuckoo-landish of cloudcuckoolanders. Her upbeat randomness was infectious, but sadly, she didn't have much time of actual gameplay. Also, sadly, the Wayback Machine hasn't saved her character bio, so there may be something notable I'm forgetting, and for that I apologize.

Status. I've got no particular plans for Bix in current Sigil Prep.

Cado Lost Mountain

(Neraph Swordsage)

If you aren't as immersed in D&D lore as I pretend to be, a neraph is a frog-type humanoid from Limbo, sort of a Player Character-accessible version of the Slaad. Cado was being raised by his father to be the defender of his tribe until his cousin slew the daughter of a prestigious family who had chosen Cado over him and blamed Cado. As most beings from pure chaos-universes would, Cado decided to go to school, and thus Sigil Prep.

Cado was a carouser, enjoying parties and drinking. Although certainly liked, he made no strong ties with other PCs.

Status. I have no plans for Cado in current Sigil Prep.

Cariel Then

(Human Druid)

A shy woman with a bit of a stutter caused by a lot of childhood trauma, Cariel grew up using people to keep them from using her. At her heart, though, she was a good person.

Her lack of confidence led her to Sigil Prep, where she hoped formal Druid-training would increase her sense of self-worth. She didn't stay with the game very long, but she was well-liked.

In fact, her player based the character on Tara from *Buffy the Vampire Slayer*, and was quite delighted when her character began dating Wolliw, one of the friends-from-home of Yffub, the Ranger Who Has Chosen Undead To Be Her Favored Enemy. (Yffub's friends from home were all extremely-poorly-disguised parodies of *Buffy* characters if that isn't obvious.)

Status. I have no plans for Cariel in current Sigil Prep.

Daveon Salieri

(Human Paladin)

Daveon is one of the many PCs from Eberron, a paladin of the Dol Arrah, who was meant to attend Flamekeep Academy but didn't appreciate the air of arrogance that seemed so palpable among the Silver Flame-worshipping paladin students there.

Daveon is fairly laid back, despite befriendng with many of the game's more chaotic PCs. Friendly and sincere, he had a long-term relationship with obsessively-lawful NPC Trivia, as well as being the object of a rather overbearing crush by Hellish office worker Angela Dispater from the offices of Dispater, Lord of the Second.

Dave's player became a good friend, and he was also probably Sigil Prep's biggest promoter, linking URLs and dropping references to it often on the Giant in the Playground message boards and elsewhere.

Status. I have no plans for Daveon in current Sigil Prep, although his player is always welcome in any project I may be developing.



Deiter Phlann

(Human Hexblade)

Described as a bit older than the other PCs (close to 30 where everyone else was, y'know, college-aged), it may have been inevitable Deiter would be an early drop-out. A loner and a professional mercenary, he didn't interact with the other PCs. His most significant plot, a meeting with assassin Cathana Redblood, ended abruptly when the player left the game. As I recall, he returned briefly (?), but didn't stay more than a few posts.

Status. I have no plans for Deiter in current Sigil Prep.

Fluffum

(Nezumi Sohei)

Hailing from Rokugan, Fluffum resembled a hedgehog much more than a rat as most Nezumi do. Rejected by his people and never accepted by the humans of his world, Fluffum ended up at Sigil Prep. Acting much like a true hedgehog, curling in a ball and hiding his face in his paws, nibbling sunflower seeds, Fluffum is often believed to be shy, but he's anything but. A scheming opportunist, he is often quite hostile, even backstabbing his best friend Iltinger if the reward is great enough.

Status. I imagine Fluffum is in current Sigil Prep (his player willing). There's a lot of potential there.

Gear

(Halfling Artificer)

Gear was an ambitious artificer with a passion for creating clockwork creatures and labor-saving devices, and was more than happy to rip up floors and walls in her dorm room to accommodate her activities. Although she was friendly, she was fiercely phobic about touching other people directly, and thus spent a lot of time trying to create robot boyfriends. She did have a crush on one of the warforged PCs (probably Unit001), who thought the idea of it was repulsive (yeah, must've been Unit).

Status. Gear is definitely an active NPC in current Sigil Prep, although I've retconned her into a Tinker Gnome.

Hallister

(Fire Genasi Cleric)

Hallister was a self-conscious flirt, a fun-loving fella who nonetheless took his faith very seriously and didn't appreciate criticism of his religion (which may be odd considering below). He was a good friend of Amizath d'Orien (I'm pretty sure the players were friends in real life, as I recall), who fixed him up with an NPC friend of hers: the incubus Drake.

Hallister's most interesting story thread, in fact, was his first date with Drake. There were no wacky hijinks, no monster attacks, no jealous exes as might threaten a date Roxy or Vander might go on. We just roleplayed a date between an open-minded paladin and a semi-redeemed demon. The player thanked me personally for the experience after, saying it was one of the best and most unique role-plays he ever did.

Hal didn't stay with the game long, but I appreciated his presence.

Status. I have no plans for Hallister in current Sigil Prep.

Hespero

(Werebat Illusionist)

Hespero was into mysteries, sort of a pseudo-medieval Fox Mulder. He saw conspiracies everywhere and looked for ways to connect them. He was completely unaware that he was a werebat that haunted Sigil East at night.

Spooky and ominous, Hespero didn't make friends easily, although his player made a lot of friends during his time at SP. Hespero did, however, have a long-term girlfriend in creepy Goth necromancer NPC Kazerabet.

Besides turning in an intriguing character, Hespero's player also did a bit of art for Sigil Prep here and there, much of it illustrating this document.

Status. I have no immediate plans for Hespero, but I feel like he might turn up, perhaps not as a student but as a private detective catalyst for a mystery.



Iltinger

(Raptoran Totemist)

Zielimnos Mattiam Iltinger was an extremely long-term PC, not there from the beginning but close enough. He was a strong proponent for the 3e form of magic called Incarnum, perhaps stronger than the WotC writers who designed it, and attempted to teach his own classes at one point, separate from the school's instruction.

Iltinger, in fact, seemed to be rather enthusiastic about anything he did. He was also the most likely PC to tempt the Rule of Funny, making constant declarations that things couldn't get worse, which is why there was a flying, half-white dragon, axiomatic blue whale flying around Eberron.

Being the most high-profile birdman, Iltinger also got to be the butt of several DuckTales and Road Runner references. With several high-energy PCs such as Roxy and Amizath dominating a lot of action, Iltinger (and his player) often went out of his way to be inclusive of newer and less-aggressive player characters, making sure they had interactions and engagements.

Status. The character was pretty tied in with Incarnum, which doesn't exist in the 5e rule set, but he could potentially exist as an NPC in current Sigil Prep, although I haven't yet placed him.

Jaro Bytheway

(Halfling Barbarian)

Jaro was a pleasant little halfling, short even for his race. Bundled up in furs and carrying an axe far too large for him, he was determined to be a barbarian, despite not being particularly suited for it. He tried to speak in broken Common, but usually forgot, and he pretended to be illiterate, when he remembered.

He and Nyaaguh were tight friends, and often went clubbing and tried to meet women together. A delightful pair that should have stuck around longer.

Status. Jaro is mentioned in a couple of Sigil Prep documents, and, as a perfect casual NPC classmate, definitely has a place in current Sigil Prep.

Korwan Truesteel

(Human Psychic Warrior)

Possibly the fiercest combatant in the game, Korwan wasn't based on a wacky premise; he was a warrior in the service of the Purple Dragon Knights in Cormyr, a confident and powerful man still somewhat overshadowed by his more ambitious older sister. He came to Sigil Prep and brought a fantastic supporting cast with him.

Not at all humorless, he also wasn't frivolous. Despite this, he was often involved in the largest and most eventful stories in the game. He was also the human companion for adorable, intelligent, psychic hamster Blue, one of the most popular characters in the game.

Korwan is a strategic combatant with little interest in distractions. He will wade past an army of cannon fodder, focused entirely on the BBEG. Blue was more fun-loving and quirky, often having adorable animal adventures with his squirrel friend Teal.

Korwan's player gave me an excellent supporting character in Serailye, a childhood best friend whose flirty advance Korwan was at first oblivious to. He also inspired one of my favorite complications, trouble-attracting little sister Ila Truesteel, a child prodigy in both intelligence and psychic power but still behaving like a reckless 12-year-old.

Korwan's player is another person I've created a real-life (if still totally online) friendship with.

Status. I have no present plans for Korwan in current Sigil Prep. However, his sister Ila is definitely in the setting, as that typical "Preteen Genius in College" trope.

Kylen Starshadow

(Drow Swashbuckler)

A flamboyant and constantly scheming Drow, Kylen was a wheeler-and-dealer, doing most of his real damage with his Charisma skills. He founded the Sigil Prep High Seas Piracy Society, a club for would-be buccaneers, convincing a classroom of paladins to join him with his impressive Diplomacy rolls. His biggest mistake was making enemies of Maddie Weber.

Status. I have no immediate plans for Kylen in current Sigil Prep. However, if I bring the High Seas Piracy Society into the game, he'll likely (his player allowing) be listed as its president.

Kythind

(Half-blue dragon Kobold ?)

Kythind was a roving investigator for local newspaper, the Sigilian Times, introduced by Akbar's player as a replacement character. The poor little guy immediately got on the wrong side of some key NPCs by writing an opinion piece discussing how nobody at Sigil Prep is local, so concluded there were no true fans of Sigil Prep's sports fans. This intensely angered Sigil Prep quarterback and bro-est of bros, as well as school spirit enthusiast and head cheerleader Maddie Weber.

Meanwhile, he was partnered with Cockney-slang-spewing photographer, "Spin" Spinelli, an NPC who went on to a longer career with the game than Kythind himself. He eventually founded a kobold-gear newspaper, staffed entirely by kobold lookalikes of the Daily Planet staff.

Status. Kythind exists in current Sigil Prep, not as a student, but as a reporter for SIGIS (the Planescape canon local newspaper), Sigil East office.

Lemmy Kilmister

(Halfling ?)

I'm going to admit my ignorance and confess I didn't know this character was blatantly named after a famous musician.

At any rate, Lemmy was one of the first PCs, and one of the most bizarre. A halfling tall enough to be thought of as a shorter-than-average human, he was a man working through some intense issues (as, we found out, was his player). Lemmy had multiple personalities, some of which were literally at war with each other. His delusions were often amplified by the pranks of pixie NPC, Angry Kel. He had an intense hatred for the soda machine in the dorm lounge (which admittedly, was rather hostile), and imagined a talking dog named Dag Nielsen who gave him rather poor advice. He also thought NPC Serina Denieth's couch was evil and part of a conspiracy with Dag Nielsen, the soda machine, and other imaginary creatures and inanimate objects.

He loved metal music. His player gave name to many of the bands mentioned in the game.

Lemmy had a fairly lengthy run in the game, and unlike many PCs, gave himself an exit, albeit a sad one, as his most evil personality killed another key personality, then sealed itself away, leaving the halfling a broken shell.

Status. I have no plans for Lemmy in current Sigil Prep.

Lewis Skelnuk

(Human Necromancer)

The son of very supportive parents, Lewis was sent to necromancy school per his desire. Dressed in black t-shirts and jeans, he had the appearance of a typical hacker. Props to his player for describing the animation of zombies and skeletons in terms of writing programming code, one of the most Sigil-Preppish gimmicks ever.

Lewis was heavy into nerd culture, and spent a lot of time playing World of Storecraft on the AstralNet, reaching level 42 as a greengrocer. He dated alchemist NPC Trish Brewer (a notable CCG competitor) before he finally dropped out of the game.

Status. Without a doubt, this guy is in current Sigil Prep.

Lupus

(Shifter Wilder)

Lupus was sent to Sigil Prep to train her latent psionic power. She had a few adventures, but she maintained a loner attitude. She didn't stay with the game very long. Although she sticks in my head as one of the founding players, I don't remember a lot of details, for which I apologize.

Status. I have no plans for Lupus in the current Sigil Prep.

Malafaust

(Drow Warlock(?))

Malafaust was an advocate of evil, attempting many acts of terror during his brief stay at Sigil Prep. He'd pop in and out of story threads, making a big entrance, but then vanishing from the narrative completely after a few posts.

Status. I have no plans for Malafaust in current Sigil Prep.

Merrick Gaspar

(Human Wizard)

Merrick's player is a good friend of mine, whom I'd known for years, the only player who I knew before the game even started. So it's sort of odd that he was the very last player to join the game (I think.)

Merrick was the son of Gaspar, owner of a reclamations business on the Rock of Braal. He was a young, whip-wielding adventurer seeking treasures to sell at his father's store. Joining at the tail end of the original Sigil Prep's lifespan, Merrick only had a couple of adventures before it was over.

(Not to be confused with uptight Aasimar Paladin Merrick, one of the more frequent flavor-quote-givers in the Sigil Prep race and class descriptions.)

Status. I have no plans for Merrick in the current Sigil Prep. It's likely that he's a student at the Wildspace Peripatetic Academy in this version of the continuity. (Note: Merrick's player is also the artist of most of the artwork on this website. Big props, my friend.)



Moralulani

(Tiefling Rogue)

One of the first player characters, Mora was a fun character, a playful aspiring succubus, and the only Sigil native among the PCs, speaking in the official Planescape chant. Her parents were both demons, behaving much like a typical 50s sitcom couple, except with the occasional call-out to horrific deeds.

Mora didn't want to get caught up in the soap opera some of the other PCs engaged in, but somehow frequently got pulled in. Shortly before leaving the game, she traded in all her levels and started progressing as a succubus.

Status. Mora's player has requested her character not be used as an NPC, and I respect her wishes.

Niazan Tolazol

(Human with multiple "half-[creature]" templates Cleric)

Niazan has a lot to unpack. He believed for his entire life that his father was a Paladin, and that he was betrothed to a lady he'd never met. The first was untrue; the second was more true than he realized.

Niazan's father was actually a wandering conman who used his cover story of being an important holy man to trade any number of luxuries for a marriage arrangement that apparently was going to be first come, first serve.

Already somewhat neurotic when he came to Sigil Prep, it wasn't helped when he met his fiancée. And his other fiancée. And the one after that. This plot arrangement led to several of Sigil Prep's most memorable NPCs: flighty deva Tinya, silver dragon Kara, and show-tune-loving mermaid Mierra. A few other fiancées never quite caught on. I recall there was a punk rock dryad. (Why on earth did the punk rock dryad never show up again?)

Despite all this, Niazan's most notable—if brief—relationship was with fellow PC Amizath, whom he was not engaged to. His player later went on to play talking cat Riessa.

Status. Niazan's particular plight works better for a PC than an NPC, and I have no present plans for this character in modern Sigil Prep. However, his father is the go-to conman for plot hooks. And certainly all his fiancées are on hand, based on their own merits as characters.

Nyaaguh

(Half-Orc Bard)

Nyaaguh was born deaf, and even for a half-orc, he wasn't particularly charismatic (at least not in game terms; in practice, he was loads of fun). This being 3e, a bard's spellcasting and most other abilities relied on Charisma, and Nyaaguh's was practically non-existent. Without most of his class abilities, he had to rely on his music, but he spent not a single point on Perform. Sooo... He had to rely on his sousaphone, which counted as a heavy club.

Nyaaguh was one of the first characters and gone far too soon. (I've used him as an example in the Character Creation booklet on how to think outside the box). He and Jaro Bytheway were fast friends, and a great comedy duo.

Status. Nyaaguh is definitely an NPC in present Sigil Prep, although I've rewritten him so he's functionally a barbarian, while having all the trappings of a bard.

Osdel Dark

(Draconian Illumian)

I apologize in advance to his player, but I don't remember a lot about Ozzie. He grew up in a very uptight family who had very high intentions for him, but he himself was more concerned with chilling out and smoking weed. He has a problem with authority which, despite his love of sports, has put him on every coach's blacklist.

Status. I have no plans for Ozzie in current Sigil Prep.

Penembre Erasilmus

(Half-Nymph Human Bard)

Ah, here she is. Penembre ("Pembe" to her friends) was outgoing and optimistic, pacifistic and upbeat. The daughter of a powerful Greek nymph, Pembe was an enchanting young woman, well-liked by nearly everyone. She often took story threads in largely unexpected directions (frequently by her player invoking the DMs seemingly irresistible urge to respond to pop culture references, no matter how obscure).

Pembe was a musician and played sets with most of the school's bands, although her own group (variously Everybody Gets Laid and Everybody Gets Paid) did quite well as well.

Pembe's presence in the game was constant, and her player's presence was highly influential as well. She suggested or helped shape a number of plots and features that kept the game's momentum going. She was also responsible for a running gag about goats standing on walls. I'm sure it's a Greek thing.

Status. In current Sigil Prep, Pembe is not a student, but a local celebrity, playing clubs and going on tour with Storm Silverhand.

Prank-King

(Human, I think; I honestly don't recall his class)

Prank-King was an extremely short-lived character, played by the same player as another early short-lived character (although I don't recall which one). I remember the player telling me via IM that he thought NPC troublemakers Creig and Angry Kel's pranks were sub-par and wanted to create a master prankster to show them how it was done.

Prank-King appeared with a roar, and to my memory failed to implement a single prank before retiring from the game. I retconned the whole incident into being one of Creig's (sub-par) pranks.

Status. Nope.

Qualmegoth Ksh'finiyuul

(Elf Paladin (of Tyranny))

The result of student Thamior Meliamme taking a shortcut through the Plane of Mirrors on his way to Sigil Prep, Qualmegoth is the evil reflection of the unwise young man. And interestingly, it was the evil reflection who was the PC. He followed his "other" to Sigil Prep, then lost track of him in the enrollment lines, finding himself a student instead of murdering his non-mirror self.

During the course of the game, Qual never found Thamior, largely because I never really picked up on that (fairly key) plot point. I truly apologize to Qual's player for losing track of that among the dozens of other threads going on, because it was interesting and deserved more attention.

Status. I have no present plans for Qual in current Sigil Prep. Although if he ever returns as a PC, I promise to give his plotoooks more consideration.

Rahariel Goldentree

(Elf Vampire Wizard(?))

Rahariel grew up on a frozen plane that had harsh winters and no spring, summer, or fall. She was vague and spacy, somewhat like Drucilla from *Buffy*, and went through several phases, believing variously that she was a fairy princess and attempting to grant wishes to people, becoming a religious zealot to gods she made up, and intentionally getting herself turned into a vampire.

She made a mark, and was for a while a core player, but suddenly Rahariel vanished without a trace.

Status. I have no present plans for Rahariel in current Sigil Prep.

Raziae

(Aasimar Ranger)

Here's one I barely remember. I'm pretty sure the player was a friend of Akbar's player, but I'm not positive.

The character was a girl who for some reason felt it was important she pass as a boy. Not, like, gender identity, but like "I want to attend this all-male institution so I must disguise myself". Except Sigil Prep wasn't that, so I'm not sure what she was doing. She didn't stay long.

Status. I have no plans for Raziae in current Sigil Prep.

Rei

(catgirl [player's homebrew] ?)

Rei was a shy girl who avoided confrontation. Normally, I'd say this was a bad choice for a PC, but the player actually pulled it off fairly well. She spent a lot of time with Iltinger, and a few PCs who didn't last as long as she did.

The most regrettable incident in SP (excluding a time Xizlqk's player DM'd for a week while I was on a road trip, but he erased all that and declared it wasn't canon before I even saw it so I still don't know the details of it) was when Roxy Cannith pushed eternally polite Rei for an anger reaction until she quite completely broke the cutie. It was a harsh scene for a comedy campaign, but I think Rei ended up being a bit more outgoing after.

A running gag came from Rei's tales of her father's epic feats (chopping wood with a club, never being touched in combat), which eventually evolved into Chuck Norris-type jokes. ("Rei's Dad took leadership and chose the DM as his cohort.")

Status. I have no plans for Rei in current Sigil Prep.

Riessa Silverpaw

(Awakened winged cat druid)

Riessa was the second character by the player who was previously Niazan.

Riessa was an awakened cat with wings, who had a large dog as an animal companion. She was a Druid with very untraditional ideas, including once arguing that created undead, such as zombies, skeletons, and ghouls, were part of the ecosystem and as worthy of protection as any natural creature.

Status. I have no plans for Riessa in current Sigil Prep.

Rook

(Warforged Warblade)

Polar opposite to the other major warforged PC (Unit001), Rook is an enthusiastic absorber of human culture, fascinated by the fleshy types that surround him. His name, apparently, is the Talenta Halfling word for "Placeholder" (or, more properly "Eh, I'll do it later"); he doesn't speak halfling, however, so he just thinks he was named for the chess piece.

Regardless, Rook is devoted to family, and has been saving his meager money to bring his forge siblings to Sigil, to save them from their... completely ordinary lives in Eberron.

Status. I have no particular plans for Rook in current Sigil Prep, but would definitely consider him (his player's approval permitting) if I needed a warforged for a particular plot point.

Roxanne d'Cannith

(Human Artificer)

By and large, Roxy may be the prototypical Sigil Prep player character. The daughter of Merrix d'Cannith of Eberron, Roxy is a pansexual hedonistic and reckless young woman who likes torrid affairs, physical pleasures, and science without thought to consequence. She likes loud music, loud lifestyles, and being in the thick. Of whatever's going on.

Present from the game's beginning to its very last days, Roxy has shaped quite a bit of Sigil Prep's tone and history. Roxy's player was directly responsible for creating the intricate connections between several of the major Eberron players: Roxy herself, changeling Amizath, NPC twins Anissa and Anastacia d'Deneith, and others. She suggested the original Sigil Prep's game most persistent noodle

incident, “The Twelve Houses Ball” during which Roxy, the twins, and Ami in their youth nearly burned down a meeting hall during a major gathering of Eberonian power players.

Roxy had several favorite NPCs, ranging from the twins to alchemist Trish Brewer, who she would often seek out to engage in shenanigans.

Roxy’s player has become a very good friend, and the player I’ve known the best in the intervening years. In turn, he introduced me to many other people I consider friends despite having had mostly online interactions with them.

Status. Although I have moved her closest allies, Anissa and Anastacia, to a different creative project unrelated to Sigil Prep (and decided to avoid bringing them into the new version), I can’t imagine Sigil Prep without Roxy. She’s absolutely the iconic Artificer of the setting, and in any new Sigil Prep game I start, expect to meet her.

Samwrothe d’Medani

(Half-elf archivist)

I don’t remember this guy at all, really, but by my notes, he was a fedora-wearing inquisitive, much in the style of a 40s hard-boiled detective. I have no idea how I would forget a hard-boiled detective (one of my favorite genres) in my game, but there we go.

If Sam’s player is reading this, please remind me. I feel horrible not remembering him.

Status. I have no plans for Samwrothe in the current Sigil Prep.

The Squad

(Goblins of varying classes)

The Squad were a quartet of goblins led by Kreeba (goblin artificer), and consisting of Beege, Beobable, and Squeebe (fighter, wizard, and fighter, respectively). They were a tight unit that operated much like a military group, walking in a tight cluster and periodically firing their blunderbusses into the air or crowds, and spoke with thick, cartoonishly Jamaican accents. Hailing from Azeroth, the Squad eventually began manufacturing and selling firearms.

Probably my biggest mistake as a DM was letting one player have four characters, but I thought the concept was funny. Still, I had a few complaints from other players, and eventually, the rest of the Squad simply became supporting cast to Kreeba.

Status. Kreeba, instead of being a student, runs a gun store in Sigil East, with other goblins who I have not yet fully defined as Beege, Beobable and Squeebe. May be them, may not. I imagine there are more than four, though.

Unit0001

(Warforged Psychic Warrior)

The “son” of the Lord of Blades, Unit0001 was never “humanized” by giving him a proper name. (Even though warforged names tend to be things like “Wrecker” and “Warhorse” and “Stove.”) He and four siblings (Unit0002, Unit0003, you get the idea) were favored creations from the Lord of Blades’ personal forge. One (as his peers call him) was sent to Sigil Prep for further training (where his schoolmates called him “Unit,” to his chagrin.)

Unit hates fleshies with a passion and hates to be touched by them. He remains civil because his father wishes him to be there. And for some reason, he’s very attached to a kitten he found, named

Fluffles. Of all the fleshlings, though, he detests Roxy d’Cannith the most. For her part, Roxy is absolutely fascinated with Unit, and is constantly asking if she can add attachments. Often phallic ones.

Status. No doubt Unit is in current Sigil Prep somewhere (his player willing). The conflict potential is too great.

Urufu

(no idea)

This guy came and went so fast, I don’t know that he actually even did anything. I remember nothing about this character except his name.

Status. Obviously, I have no plans for Urufu in current Sigil Prep.

Valian d’Orien

(Human ?)

Valian left quick. His player was mad I wouldn’t let his first level character take 400,000 gp out at the ATM even though his father was rich and would totally give it to him.

Status. I have no plans for Valian in current Sigil Prep.

Vander

(Tiefling Monk)

What can I even say about Vander? This character had a goofy charm that no one else in the game can claim. A tiefling raised by an overbearing priestess of Heironeous. Despite his fiendish heritage and horrible parental figure, he was a congenial, pleasant and modestly confident fella. Very cute, his horns (being pre-4e design) were small enough to hide beneath his shaggy mop of hair. He got swept up in the soap opera of a lot of characters, but the negatives usually just bounced off him.

He eventually discovered he was the half-brother of Pembe Erasilmus, and bonded with her almost immediately. He had brief flings with Roxy, Amizath, Moralulani, and even Maddie Weber, but even after quite terrible break-ups with some, he ended up staying good friends with all of them.

Vander’s player later had another PC, a duergar who thought he was a dwarf, and that’s all either I nor Vander’s player remember about the guy.

Vander’s player became a pretty good friend, and remains, to this day, my closest Australian buddy.

Player notes: Vander’s player told me he originally intended Vander to be Xander from *Buffy*, but a tiefling, although in the end, the name was the strongest resemblance.

Status. I have no present plans for Vander in current Sigil Prep.

Vlad

(Hatchling Red Dragon Paladin)

Vlad was an immature little dragon. Not precisely evil, but definitely highly chaotic, he did quite poorly in his lawful good paladin classes, but was an expert at creating chaos, attacking random articles of furniture, making aggressive posturings in class before rushing out manically. He was fun, but ultimately left pretty quickly.

Status. His player willing, I can definitely see a place for Vlad as a freshman NPC. Lots of ways to use him to springboard an adventure for the PCs.

Xaralynn Dlardrageth

(Fey'ri Bard)

Born into a Drow house in Faerun millennia ago, he was captured and put in stasis, only to be awakened by the head of House Dlardrageth, who used him to spy on Silverymoon, but Lady Alustriel redeemed him (sort of), and sent him off to Sigil Prep (instead of her own school, but whacha gonna do?)

Xaralynn remained Drow-centric, however, and soon befriended Maddie Weber, who helped him form an adventuring club for evil students. He's a friendly guy, but ultimately is amoral and serves his own ends.

He had a twin sister, Xaralys, whom I wish I'd used more.

Status. I have no present plans for Xaralynn in current Sigil Prep.

Xizlqk

(Mind flayer)

Another character who set the mood for the whole campaign, and another good friend made in real life.

Xizlqk was "raised" by a "scientist" named Geller, who wanted to prove nurture over nature by bringing up an illithid outside of its society. He, ultimately, may have been right, as Xiz, while definitely not "human" in his thinking or interactions, was certainly less hostile than his race tends to be. He was almost, in fact, personable, making many friends, although it isn't clear if he fully understood the concept.

A lot of what Xiz did, in fact, seemed to be him studying. He dated Mialee Summerbreeze for a while, to understand social mating ritual, and would often invite other PCs to do things just to see their reactions. All the while, he seemed to have a (quite complicated) sense of humor, and always seemed to enjoy the company of others even as he analyzed them.

Despite being "raised" away from other illithids, Xizlqk was still "born" in the usual way, by implanting a tadpole into a humanoid host from which he emerged. Geller eventually returned with an illithid he tried to raise from a tadpole without the parasitic component. The result was Sp'shak, Xizlqk's toddler-aged and -sized "little brother," whom Geller often dumped on Xiz to babysit.

Status. I mean, how can I not? *Of course*, Xizlqk exists in current Sigil Prep.

Zenra

(Changeling Bard)

One of the best. Zenra was a changeling whose primary interest was his band. Even with Penembre's tenure with Sigil Prep being much longer, Zenra's band was the most prominent of several fictional bands in the game.

Zenra used his natural changeling form primarily, but had two other forms that he got completely lost in when he assumed them, their personalities overwhelming his. Zenra on his own was the stereotype of a garage band musician, maybe a bit more randomly impulsive. His Drow male identity, Galadrivus, was a brooding loner who stared daggers into anyone who looked at him. And his

hyperactive halfling girl identity, Nikky, was an impulsive ball of energy who flitted around like a manic pixie. He seemed not to be aware of Galadrius or Nikky.

His band, They Might Be Doppelgangers, was a mainstay, even after Zenra's player left (and came back, and left, and came back, and left again.)

Zenra's player, even after he dropped out of the game, was a big fan of the setting, creating several threads on the Giants in the Playground forums where he presented Sigil Prep-specific spells, magic items, and monster stats. I'm working toward converting the more interesting of these to 5e.

Status. Zenra and his band remain mainstays in the current Sigil Prep.

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