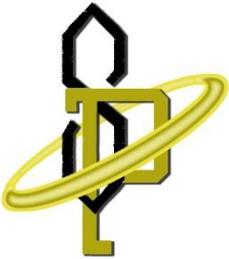


What Is Sigil Prep?

Sigil Prep is an RPG setting.



Sigil Prep is a comedic role-playing setting, set in a large university for adventuring students. Combining broad comedy with high fantasy, Sigil Prep brings the bawdiest of college humor. The setting is a mixture of medieval fantasy and modern college life, rife with anachronisms and jokes at the expense of RPG rules.

The Sigil Preparatory University is situated in the middle of a city, itself in the middle of the Material World. It's the World's largest adventuring school, with majors in every significant (and numerous insignificant) field of adventuring. Its doors are open to students from all nations from across the world, and the entire multiverse if you're so inclined.

Because Sigil Prep is an adventuring school, while you may take maths and sciences, your major is usually going to be in magic or combat. The Sigil Preparatory University offers majors in every career in Adventuring, from the basics of Fighting to the rigors of Wizardry, to whatever weird-ass class you might have uncovered in that splatbook that nobody else bought.

Sigil Prep is a parody of TTRPG tropes, along with modern college life. And cheesy college movies.

As with (the stereotype of) any contemporary American university, Sigil Prep is about parties and sports, and sometimes going to class. Fighters join fraternities, dwarves have all night keggers, student religious clubs have all out wars in the student union building. And in between all that, they go adventuring. For course credit. Imagine if *Revenge of the Nerds* or *Animal House* was set at Hogwarts. With orcs.

The structure of the school is much like the structure of a modern US University (I'm American, it's what I know), complete with the typical "modern" college town surrounding it. Anachronistic elements abound (sneakers, trashy magazines, pizza and nachos, and especially modern sports), though often with a pseudo-fantasy twist.



(art by David Cummings)

Sigil Prep is inclusive.

Within the setting, the school opens its doors to anyone interested in studying there, be they a Halfling barbarian, a half-orc bard, or a horrible aberration with a desire to find himself. The ideal character isn't necessarily the most optimized, but the most quirky and fun.

The text that follows gives rules for numerous races and character types, some brought over from the standard rules, while others are modified or even greatly changed. Variety is key. The DM should consider characters using other sources, as well. The fun of the setting is in its inclusiveness.

Sigil Prep is a labor of love.

The idea for Sigil Prep came to me in 2005. My last successful campaign had been blended genres (standard fantasy in modern Miami), and I was looking for another genre that might mix interestingly with FRPGs. When the idea to mix fantasy with the *American Pie*-style of teen sex comedy popped into my head, I tinkered with it until I had something I liked.

I presented Sigil Prep initially on the Wizards of the Coasts message boards, and had one of the most replied-to and positively received threads on the site for a while. By June, I had launched a play-by-post game on the now-defunct site Plothook.net, in a game that ran for six years, with dozens of players, many of whom played from day one to the bitter end.

For years, I had a modestly popular web site describing the setting, which I made the horrible decision to completely tear down and try to rebuild as a 4th edition setting, never regaining the momentum of the original SP. Soon enough, it died.

With the dawn of 5e, I reintroduced Sigil Prep, focusing on 5th edition. And now, I present this newest incarnation, using the current rules, but divorced from the existing multiverse that used to be at its center. It's a continuous work in progress, hopefully to be supplemented with numerous class, world and organization guides. Keep an eye on "What's New?" on the sigilprep.com website to see what's available.

Sigil Prep awaits!

Applications are open, admissions are being accepted. Welcome to Sigil Prep. Hope you survive your stay. And even if you don't, the resurrection may be covered by your medical plan.



(art by David Cummings)

Welcome to Sigil Prep

Full Name: The Sigil Preparatory Academy of Adventuring Arts and Sciences

Location: PactHome, the Open Plane

Motto: "Dedication and Balance in All Things" (barely beat out "Dedication and Balance Between Grade Point Average and Partying" by popular student vote)

Campus: Urban

Student Population: 5185

Athletic Nickname: the Portalhoppers

Mascot: Astrie the Astral Slug



(art by David Cummings)

Welcome to Sigil Prep, the school at the center of the Multiverse. Sigil Prep is one of the most prestigious adventuring schools in the multiverse, welcoming a diverse student body to the most complete curriculum of adventuring subjects of any school you might encounter. Programs ranging from classic wizardry to intense fighter training stand alongside more specific courses in Bardic intercourse* to choosing and maximizing the relationship with your warlock patron. (*"Intercourse" means "interaction between two individuals..." Oh, for... It means "Interpersonal dealings..." Get your mind out of the gutters, you perverts. It means "conversation!"")

Situated in the heart of PactHome, a city in the center of the Open World, it is possibly the most accessible location in the cosmos, with easy portal access from just about anywhere with planar nexuses. If you live anywhere near a portal, you can probably get to PactHome.

The campus is a wide and comfortable environment, with pleasant greenways between classic-style buildings, with a large clock tower extending from the Great Library in the dead center of the campus, visible from every corner, so students can always see how late they are.

Noteworthy areas on campus include:

The Great Library. This enormous building houses one of the most comprehensive collections of literature in the World, making it a vast catalog of knowledge only hindered by the nearly incomprehensible card catalog system used to organize its collection. The building contains a colossal clock tower which looms over the campus. At the dead center of the library, which is at the dead center of Sigil Prep's campus (which is, in turn, in the dead center of PactHome) is the God Sigil, an enormous marking that represents the combined signature of (nearly) all the gods, created five hundred years ago when the GodPact was signed.



Neil, your RA. Golly such a swell guy (art by David Cummings)

The Administrative Building. Noted for its incongruous layout and twisting halls, the Admin Building (it has a true name, but you aren't allowed to speak it, so it's best not to tell you) houses the administrative offices, reams and reams of filing rooms containing five hundred years' worth of paperwork, and most importantly, the Hall of Portals, connecting Sigil Prep to other Portal Schools around the multiverse. It's by far the easiest way for students to get back and forth from PactHome to other parts of the cosmos, although because all portals lead to other schools, it isn't always the most convenient if you're going somewhere that isn't immediately near one of those schools.

The Arena of Sport. Simply named but intricately crafted, the Arena is Sigil Prep's outdoor sporting venue and possibly the finest stadium in the entirety of university-level sports in the World. Another important portal hall is in the lower levels, although this one connects the various stadiums of the Portal College Athletic Association and is only accessible on game nights.

The Grove. Although rather small from the outside, once you go into this cultivated forested area of campus, it's a quite enormous nature reserve with tranquil ponds, rare flora and fauna of all types, and housing for those druid and ranger students who'd rather sleep under a tree than in a dormitory like a normal.

Ogma's. The student bookstore contains all your textbooks and academic needs, from pencils and exam books to trashy magazines and posters of celebrities, and little plush teddy bears with the school's logo on.

Sigil Prep Infirmary. The campus's top-flight medical facility, with numerous clerics and lay healers on hand to help with any of your accumulated injuries or illnesses after you've filled out the paperwork. Overseen by the enormous and motherly monster Nurse Pammy (**greater Gorgoneion**), the greatest worry is that you'll bleed out before the staff is done convincing you to take a VD test because it's probably VD. (It's not, it's mummy rot, but they still want to do that VD test.)

Azer Dorm. This small but cozy dorm building is a notable Freshman dorm (where traditionally the PCs are housed). Although the building itself isn't

remarkable, it has a few noteworthy personages living within, notably Neil, the friendly and hapless Resident Assistant of the fifth floor and giant floating head monster (**lesser Gorgoneion**); Burvik, a lazy and unwashed bugbear who is sleeping through his fifth year as a Freshman and is probably your roommate; the possibly sentient and definitely hostile soda machine in the fifth floor lounge; and Alecto, fourth floor RA, cleric of Nike, and enthusiastic celebrator of victories to the point that you worry about her liver.

Dean Matthias

Dean of Administration, Dean of Schools, Headmaster

(Archangel (probably))

Dean Matthias (often called simply "DM" by students) has been the chief administrator of Sigil Prep for slightly over a century. His rich baritone voice commands a lot of respect and even the most obnoxious devil-pacted warlock student would think twice before crossing him. He's rarely seen out and about on campus, but is usually in his office if someone seeks him out. He is, however, very stringent about chain of command, and can be somewhat annoyed when a student brings a problem to him that hasn't first gone through a department head or student advisor.

Tall and rugged, with rich brown hair to his shoulder blades, and a glow about him that betrays his (supposed) origins, Dean Matthias is undoubtedly some form of Being of Immense Power (BIP), and it's mostly agreed he was once among the host of Archangels of Mt. Goodness. In particular, many cleric students suspect he is St. Matthias of the Flintlock Pistol, a figure mentioned by some scholars but not officially listed in the *Canon of Recognized Archangels and Mt. Goodness Social Register*. Sages disagree whether this figure exists, or whether St. Matthias and Dean Matthias are one and the same. St. Andrew of the Greatsword refuses to speak on the matter. St. Marisha of the Fist just sighs deeply and smiles wistfully when his name is mentioned.

PactHome

In the beginning, the gods that governed the Local Multiverse were divided up into family units known as Pantheons, with each family overseeing a particular region of the world. Over time, conflict arose, in particular among the Pantheon known as the

Olympians. The goddess Athena found herself at odds with her father Jove's empirical attitudes and sought to overthrow him, or at least break away and form her own Pantheon. The Olympians were at civil war, and within months, the gods of other pantheons chose sides, or even created entirely new sides in a godly war that shook multiple worlds.

Slightly over five centuries ago, the gods decided to seek peace, and created a gathering spot wherein to create a pact to end the decades of divine warfare, and by common agreement, this gathering spot was built high above the ground, in a point they all agreed was the literal center of the Local Multiverse. There, they would redistribute themselves, forming controlled and evenly powered pantheons united not by bloodline, but by cause.

After the God Pact was signed in the form of a massive sigil that represented the collected signatures of all the gods (save the few rogue gods who refused to sign the Pact), the gathering spot was abandoned, but shortly after, mortals figured out how to get up in there, and they founded a city. This city was dubbed PactHome. And on that Sigil in the dead center of PactHome, a school was built.

Throughout the multiverse, portals to and from PactHome naturally occur, as if the gods wanted humans to find it. Whether that's true or not, the gods collectively agreed that no god should set foot in PactHome ever again. A few gods who didn't sign the agreement, the so-called "rogue gods" have popped in from time to time, but there's really nothing for them to do there.

The 25 square mile city is huge and tightly clustered, composed of a diverse group of peoples from cultures throughout the cosmos. It is fully circular, surrounded by a wall that rises nearly a half-mile straight up.

Gates throughout the wall's inside face are actually portals to various "Portal Cities" throughout the Local Multiverse. One single gate leads to a platform outside where flying mounts may alight or airships may dock, and you can get a really good look at the ten mile drop to the ocean below.

It is possible to climb the wall or fly over it, and the city can be entered and exited by flight. Mostly, however, getting in and out is easiest via the portal gates, the impressive portal hall in Sigil Prep's

Admissions Building, or those controlled by the ancient alien Jov, proprietor of Jov's House o' Portals.

The city is quite huge, and there are few things you can't find within if you search hard enough, but a few locations in particular that are near the school may be of interest to students.

The Mall of the Titans. This massive, three-story shopping center has numerous stores, offering nearly every ware you can think of, for just a bit more than standard list prices, but such is the cost of convenience. Every exterior door opens into the food court.

Odo's Pizza. Perhaps the most popular student hangout, the pizza is top notch. The sanitation... don't ask. The orc who runs the place has never been called by name to anyone's memory. It isn't Odo. Odo is the god of pizza, and possibly the owner, but he's never here. Regardless, Odo's is known for its hot, fresh pizza, and its incredibly stealthy clan of delivery ninjas.



(art by David Cummings)

Jov's House o' Portals. Jov is an ancient alien, and a strangely cordial but immensely creepy host at this service business that offers transportation to nearly any sizeable city or settlement throughout the Local Multiverse and many places beyond as well.

The Open World

Sometimes called the "Grandiose Environs", the Open World is the world the gods long ago decided was the

center of the Multiverse, and as a result, where they decided to build PactHome. Although PactHome resides 10 miles in the air, above the geographic center of the Open World, the rest of the world is rife for adventure and exploring, or decent for settling down. It's rather homey.

The Open World is a flat world, its edges surrounded by a mountainous ring that is the home of every kind of bird imaginable.

Verdanland: Verdanland a sweeping, huge nation of rolling hills and plains, a land of great heroes and green pastures. Although much of the wilderness of this world is lush and beautiful, adventurers should be wary. There are just as many dangers here as in more notoriously dangerous countries such as Pohjola or worlds such as Dunklervald.

Pohjola: Pohjola is a lawless country full of lawless cities, most noteworthy of them being Foulcity, a dirty and crime-ridden urban area where every element of authority from the mayor to the police to the numerous unions that control each profession are equally corrupt. Much of that corruption is controlled by the Goblinetti crime family, whose fingers reach even into PactHome, but luckily there are just enough shadow-skulking vigilantes working outside the law to give the populace hope. The wilderness outside the city is equally harsh, full of trolls and bandits who prey on the tradesmen who decide to attempt the long journey between Foulcity and the other downtrodden communities of this world.

Underrealm: Beneath the lower part of Pohjola is Underrealm. Although subterranean areas can be found nearly everywhere, Underrealm is notable for the uneasy confederation of underground nations. This is the single noteworthy region where humans are *not* the dominate race.

The Local Multiverse

The Open World is vast and spreads in many directions, with PactHome hovering over the Western Ocean, but there are other worlds in other planes, countless realms that we're busy counting. Among these:

Athenosian Republic: A bronze age world which, despite its name, is actually home to several city-states with their own governing body, but most of them are

ruled by some form of democratic body, and many are tied together by diplomacy and treaty, although they aren't immune to war. They claim to have invented sport, but if the Great Academy at Athenosia's football team is any indication, they should stick with philosophy.

Dunklervald: A gloomy realm of eternal dusk; if you aren't in a village or city, you're in the woods. The dark, scary woods. The largest population center is Gothsylvania, ruled over by the tyrannical vampire Viscount Dracucard (who is also a teacher at Sigil Prep), and it's unclear if the greatest threat is Dracucard's undead minions, or that friendly villager who is probably some sort of werecreature. Or the angry mob who thinks *you* are some sort of werecreature. Most of the gods who govern Dunklervald are on the side of the monsters, although a band of valiant goddesses known as the Hooded Sisters serve as patrons of those that hunt monsters, in particular, the Union of RidingHoods.

The Lactic Empire: Once on the verge of total conquest of the multiverse itself, the Empire was neutered after the God War and Athena's defiance of Jove. Over the five centuries since the God War, the Empire has spread out again due to its stranglehold on the dairy industry, although with Jove and his fellow gods forbidden from actively helping, their progress is much slower.

The Memphiton Delta: Most of this world is a desert, with the settlements built around the handful of large and important rivers. During the God War, this world was largely conquered by Ancient Aliens, although after the distraction of the God Pact, the human population forced the Aliens into hiding, most of them dwelling within the massive pyramids that dot the landscape. Much intrigue is still caused by the Ancient Aliens, and the major cities are all "guarded" by an immense, towering statue of a human-headed cat monster called "SPHINX"es (Statue-Presenting, Hefty Interception and Neutralization Xenocraft), which can be animated and controlled by the Aliens or their minions if and when they feel like taking over again.

Midgard: Many of the people of this world are sailors, and the scarcity of resources in the northern lands has made many of them raiders as well, attacking the coastal villages of the lower regions.

Player characters in Sigil Prep may be from any of these places or any number of others, at the DM's discretion. Another world as yet unlisted here? Another plane of existence, such as one of the elemental Source Planes or the various God Planes wherein the gods of the World dwell? From another multiverse entirely? Sigil Prep allows students from all over, so why not the world of your favorite (other) campaign setting? Or your favorite fantasy novel or movie or show? The options are endless.



Students from Grimm Tech in Dunklervald (art by David Cummings)