

The Rogue Major

Your warrior pals spend most of their adventuring time hitting things with big pieces of metal, and spellcasters just use cheat codes to speedrun the universe. That leaves the rogues to do the actual work. Whether it's picking the door locks, finding the traps, or stabbing the guard in the back, it's a rogue that's getting the hard jobs done.

Sigil Prep's Rogue department offers extensive training in all the key adventuring skills, from stealth to pickpocketing and all the device disabling in between. You will never find a more qualified faculty of thieves and cutthroats.

All Rogue students will be required to select a career path to guide their education, whether that be thief or assassin, or we suppose you could do something benevolent and useful to society, who are we to judge?



Rogue Faculty

DEAN OF ROGUES

ALAISTAIR RIGGS (Halfling; he/him)

Dean Riggs has had some hard times. Once the head of organized crime in Wroat, Breland, a brilliant organizer who planned the moves of two dozen thieves' guilds and commanded the respect of even the most jaded career criminal. He had politicians and police in his back pocket, and knew the price of every judge in the city.

No one is really sure what changed, but at some point, he simply decided to resign from his lofty position, and moved to New Sigil. At first, folks suspected he was trying to get a foothold in this planar metropolis, but instead, he applied for a job teaching at Sigil Prep.

He seems truly invested in the success of his students, although cynics suggest he's just training for his own enterprises, schemes so secret even the rest of Sigil Prep's faculty haven't figured them out yet.

As a halfling, he's barely three and a half feet tall, but his posture and expression command respect, and his curt responses to insults are so loaded with intent that few disrespect him twice.

CORE FACULTY

ANTOINETTE SELKITH

(shadar-kai; she/her)

A former member of The Carnival, a roving circus that travels the world of Dread, Professor Selkith is a skilled acrobat and performer, gifted in juggling, gymnastics, stage magic, tumbling and pickpocketing. In conversation (or in lecture classes) she is aloof and eerie; she rarely smiles, almost never says anything in a less-than-neutral tone. But although she appears emotionless, if you listen to the words, she's quite often cracking jokes or making sly remarks. They just often pass her students by because of her dry

delivery. Those students who smirk or acknowledge her wit often receive favor in her eyes.

Despite her demeanor in lecturing, she is quite energetic physically when training in acrobatics and mobility. She can climb a wall faster than most students can run and can walk a tightrope at a dead sprint.

Although the colors are dismal and dark, she tends to wear her circus tights during physical classes, and dress like a fashionable goth when lecturing. She has light grey skin and wears a number of piercings across her face (and possibly elsewhere, but you're probably never going to see those, don't worry about it.)

GROZ BUKKLESMIFF (gnome; he/him)

Called "Buckles" by his students, Professor Bukklesmiff is a chuckling, excitable man, eager to share his knowledge and watch traps go off with unbridled glee. He is a master of "diddling" (get the laughs out of your system, he's going to say "diddling" a lot), tinkering with gears and things. Students enjoy his classes a lot, but his *Advanced Disabling of Devices and Doohickeys* is especially in-demand. He knows all about traps and triggers, but he seems to have the same level of discovery and glee watching a trap go off as he did the very first time.

Just over three feet in height, he wears a beard almost to his feet, although it never seems to interfere with his tools or the devices he's crawling around. He is bald on top, with wide, jubilant eyes and what seems to be a permanent smile. (You know you effed up when Buckles frowns at you. Even some of his most jaded students feel a sense of failure in disappointing him.)

KELRICK REDMOND (tiefling; he/him)

A grinning fiend with a deep-throated chuckle, Professor Redmond is the most requested professor for sneak attacking, especially at the higher levels. He has a delightfully wicked sense of humor, dark and unsettling if you aren't expecting it, but he's surprisingly cordial in most interactions.

Kelrick has a seemingly endless supply of daggers hidden on his person. If you leave your dagger at home, he's got one you can borrow, although he'll probably pass it to you at high speed right next to your ear with a reminder not to forget it tomorrow. He's a connoisseur of fine knives and offers critiques of each of his students' daggers, judging them by weight and balance

Dark red in coloration with a rather impressive pair of ram's horns on his forehead, Redmond enjoys making little flourishes with his cape, even little silly ones to make his students laugh. He knows he can be imposing when he wants to be; why spend all his time trying to prove it?

MYSTI MORNINGGLOW

(Half-Elf; she/her)

It seems like a lot of the Rogue faculty are a bit stern and somewhat aloof, but Professor Morningglow doesn't believe in half measures. She watches. A lot. Whether she's lecturing or just silently observing students taking a project, she stands at the front of the class and every student swears she's staring at them and them alone the entire lecture.

Regardless of what units you're taking from her —*Basics of Sneak Attacking*, *Advanced Stealth and Cunning*, *Introduction to Thieves' Cant*—she has a very strange exam ritual. The Saturday before the final, there's a game of hide and seek, throughout the campus. All of her students from all of her classes are told to hide, she has from 8:00 in the morning to 22:00 at night to find them. Anyone she can't find doesn't have to take the exam.

Morningglow dresses entirely in black, and keeps the hood of her black cloak over her

head, with only hints of her dark black hair showing. Her posture is unnervingly perfect.

SPECIALIZED FACULTY

ALRAK GOBLEONE (goblin; he/him)

Assassin program coordinator

Although he claims to have put his past behind him, Professor Gobleone hails from the notorious Gobleone family, a major organized crime syndicate in New Sigil. In his time, he was (allegedly) one of their most accomplished assassin, making (allegedly) dozens of their enemies conveniently disappear. Of course, this is all (allegedly) nonsense, he will tell you. He was always a fine upstanding citizen, now let him tell you how to commit murders in his murder class.

Well into middle-age, Gobleone is a distinguished-looking goblin usually in well-tailored trousers, a finely pressed shirt, and a tie that he tends to leave loose because that damned thing makes him uncomfortable. He is absolutely not (allegedly) still recruiting for the family. No that the faculty would even allow that, but even still.

SHEILA O'BRIEN (Human; she/her)

Thief program coordinator

A few decades ago, on Earth, Professor O'Brien was one of a number of young friends who boarded a roller coaster and never returned, having been dumped unceremoniously in a strange realm where they were harassed by a little gnome guy who kept teasing them with possible ways home, although none of them panned out.

For years, she and her friends wandered the countryside, encountering a number of orcs and bullywugs and occasionally beholders. Although she was initially a reluctant adventurer at best, her skills as a thief grew considerably out of necessity, until eventually, by the time her teenaged crew turned 20, she was the most accomplished Rogue in the Realm.

Finally, after many years tromping around this unidentified world, their long-time enemy Venger made an offer the Dungeon Master could never fulfill and gave them passage back home. But, turns out he misunderstood “Earth” as “Oerth” and they wound up in Greyhawk City, but at least there were hot baths and well-cooked food there.

They probably could have gotten home from there (several Greyhawk wizards knew the way to Earth) if they’d considered asking around, but eventually Sheila found employment with a local thieves’ guild, in time attracting attention of the Sigil Prep Rogue’s department.

Although soft-spoken, Sheila is confident and damn sure of her skills. She wears a *cloak of invisibility* she’s had going on forty years. Although in her 50s, the only real sign of middle age are the gray streaks in her red hair. She is slim and on the short side, with a shock of freckles on her face.

(Sheila O’Brien is a character from the Dungeons & Dragons animated show (1983). Her usage here is specific to this setting and not an indicative of any canon D&D portrayal.)

TRIXIE GOLD (bronze dragonborn; she/her)

Arcane Trickster program coordinator

Very short by dragonborn standards, Professor Trix (as she prefers to be called) claims to be part-faerie dragon. She is agile and swift, and seems to be unable to stand still. She will move between sitting and standing, perching on her desk and wandering the room. She makes clever jokes and silly comments in equal measure, and many students discover she has managed perhaps a dozen pranks during the lecture that they only discover after she leaves the room. Items moved from desk to windowsill, notes affixed to the back of shirts, pens replaced by other, leakier pens. Anyone who catches her in the act gets a point added to their final.

Trix is just over five feet tall, with shining gold scales. She wears casual clothing, often in bright, festive colors.