

The Sorcerer Major

The magic is inside you, and Sigil Prep can help you get it out. By enrolling in the Sorcerer program, you will learn to take your innate magical energies and shape them to your will. Unlike the Wizard program, you'll spend considerably less time reading books, and a lot more time blowing stuff up.



Dragon ancestors? Shadows in your soul? Just really in tune with chaos? Well, those are all things that can open up the door to vast cosmic power, and we can help you bring it out.

All Sorcerer students will have to determine the source of their magic, and that will help us put you in a program that brings out the best of your magical potential.

Sorcerer Faculty

DEAN OF SORCERERS

CHANDRA NALAAR (human; she/her)

One of the most prolific of Planeswalkers, Chandra Nalaar was a controversial choice for Dean of sorcerers, but she's a high-energy, popular adventurer who brings a lot of positive attention to the program. She was one of the Circle of Eight Hundred that defeated the lich-turned-overgod Vecna, and returned to great fanfare. She favors fire magic heavily over any other sort of spell, and even her non-damaging spells usually have some flame effects decorating them.

Chandra is hot-headed but extremely devoted to her allies, and her students. She remains very young-looking despite literal centuries of age, with auburn hair that turns to flame when she's casting spells. She wears goggles, usually perched on top of her head, and has a very magic-punk manner of dress.

She is a bitter rival and good friend of wizard faculty member Donorah Langley. That one drunken outing that ended with the entire town burning down around them... that wasn't their fault, just a coincidence.

(Chandra is a canonical character in the Magic: the Gathering multiverse; her usage here is specific to this campaign as is not indicative of any canonical portrayal)

CORE FACULTY

BORELLI FLAMESPAR (fire genasi; he/him)

Professor Flamespar is a retired adventurer of some renown. Some. Not nearly as much as he thinks he has. He starts his first class of each semester asking if anyone wants an autograph and presenting his book for sale, lamenting that they still aren't using it as a textbook. He can be absolutely exhausting with his self-promotion, and if another unit of one of his courses is

available under another professor, there are often several students trying to transfer.

Surprising to some, he is extremely fond of ice magic, and any student looking to him for training in *fireball* or *burning hands* is accused of being "boring" or "unimaginative." Dean Chandra really doesn't like this guy.

Flamespar is tall, with his bright yellow hair styled upward. He has crimson skin and dark yellow eyes. He dresses quite formally compared to other faculty, more in fashion for a fancy ball at the palace than teaching *Metamagic Basics* at the local university.

COROSS GALAPAGOS (tortle; he/him)

Professor Galapagos is very quiet, and sort of intimidating. Perhaps he just has a frowning resting face, but he generally looks to be in a bad mood. Combined with his slow, deliberate shuffle, he has all the making of somebody who's about to snap. Not that he ever has. In fact, he seems quite calm. Maybe too calm.

He rarely teaches hands-on magic, generally just dealing in theory and technical aspects. In his adventuring days, he tended to use acid-based magic for offense, and there are a lot of (possibly exaggerated or outright apocryphal) stories of the fates of people who got in his way.

He has a hunched posture with mottled, very dark green skin, and a shell that is scarred with acid burns and healed-over cracks.

MINA d'LYRANDAR (half-elf; she/her)

You know you're near Professor d'Lyrandar's office, because the wind picks up. She's often quite harried, always seeming to be in a hurry, always complaining that she doesn't have enough time. And when she's anxious, the wind blows. Indoors, outdoors, underground, doesn't matter.

Did you go to her office to ask a question? “*Ah! Okay, but be quick...*” and the papers on her desk blow off onto the floor. Want to be in her good graces? Buy her a paperweight. She can never have too many. If she’s every genuinely in a hurry and you see her walking quickly, you better hope you’re going in the same direction, because you could literally be blown over.

She dresses smartly in suit jacket and skirt, with her long black hair up in a bun. She’s tan-skinned and tall, almost six feet.

NEDLEY BANOVER (rock gnome; he/him)

Hailing from one of the frontier towns in the Flaeness, Professor Banover made his fortune as a gambler, and still makes heavy use of dice and cards in his spellcasting. He describes magic use in terms of probabilities and bluffing the universe. He has a thick Louisiana drawl, and uses a lot of riverboat terminology that nobody understands.

Students tend to spread rumors that Banover can’t resist a bet, but that’s untrue. He’s very careful not to gamble (for money) with students, but he’ll damned sure put your grade on the line if you try to coax him into a hand of cards for an A. Just to teach you a lesson.

He is roughly three feet tall, with a head mostly balding and small round glasses. He tends to wear a gambler’s visor, a vest, and a bolo tie.

SPECIALIST FACULTY

KIRKISH GREEN (kobold; he/him)

Draconic Bloodline program coordinator

Intense and dramatic, Professor Green lectures as if every word out of his mouth was the key to the universe. He puts weight on every utterance, as if your life literally depended on understanding how *Dancing Lights* works. He gestures with import, and stares intently to add emphasis to his words. He stands on his desks, but that’s mostly so you can see him.

He’s much more relaxed when he’s not teaching. Indeed, he seems exhausted immediately after a class, and no wonder, really.

Green is green-scaled and dressed in a button-up shirt and slacks, the collar undone. He’s hairless, and yet if you asked his students, they’d swear he badly needed a comb.

nobody

Wild Magic program coordinator

There is no instructor for any of the Wild Magic courses. You’re just pointed to a lab and left to your own devices.