

The Wizard Major

There are certainly a plethora of wizard schools in the multiverse, but Sigil Prep's department of Wizardry tops them all in terms of diversity and quality of education. We teach magic the way you want to learn it. Casting illusions? Conjuring creatures from the ether? Blowing shit up? We've got it covered.

Wizards tend to be studious, which is why they're more versatile than other magic-users, preparing the spells they need when they need them. As a result, of course, your textbooks are more expensive than everybody else's, but your scholarship will probably cover it. You do have a scholarship, don't you?

All Wizard majors will take an area of specialization, because frankly, you're not going to master every school of magic in a four-year degree program.



Wizard Faculty

DEAN OF WIZARDS

CAITLYN MAJERE (human; she/her)

Dean Majere is the great grand-daughter of legendary wizard and Hero of the Lance Raistlin Majere. Although she was born Caitlyn Wenwood, she took the last name of her famous ancestor to command more respect in the magic community of Krynn.

Frowning and judgmental, she is a stern professor (and it's hard to call her "stern but fair" because she definitely has favorites among her students), she has very exacting standards, and only teaches the very highest levels of wizard spellcasting. You're not going to have a class with her below the graduate level, and you're unlikely even to meet her.

Majere is in her sixties, with her white hair in a short bob, her pale blue eyes piercing through you as she stares. She is tall, and wears the red robes of High Sorcery, although she hasn't formally belonged to that organization for many years. She has a chronic cough that makes her appear more sick than she actually is.

CORE FACULTY

ALLISANDRA "ALLIE"

KAZAM (half-elf; she/her)

The youngest member of the wizard faculty, Allie only got her doctorate in Wizardry from Sigil Prep a couple of years ago herself. She teaches a lot of foundation courses, and ritual magic which is her passion. Despite her young age, she's already published three books on the subject, one of which is the approved textbook for *Arcane Rituals and Casting* at Sigil Prep and several rival schools as well. She's very energetic and can become quite excited as she lectures. Random thoughts that pop into her head are often accompanied by an "Oh!" and a sudden tangent, but she never deviates far enough from her point that she loses track.

Allie has long hair dyed black that she didn't manage to finish brushing before she ran out the door. She dresses in Victorian-inspired goth wear, black with the occasional white highlight. She doesn't seem to own a pair of shoes.

BISBIK HOLLIFORD (halfling; he/him)

Before anything else, Professor Holliford considers himself a scribe. He teaches some low level spellcasting classes, but mostly, he teaches spellbook transcribing, magical runes and writing, and penmanship. He's very softspoken, although also very excited about sharing his knowledge, resulting in a rapid but articulate discourse barely above a whisper. ASMR lectures that result in more than a few students falling asleep, while others watch with engagement. A few students have purchased audio of his lectures just to put on at bedtime.

Holliford wears tiny little glasses, and has very bushy muttonchop sideburns but no other facial hair. At any given time, he's carrying at least a dozen pens, mostly high quality, some specially made, although he tends to do most of his transcribing with a large griffon feather.

JENNIFER d'MEDANI (half-elf; she/her)

Learning her skill from House Medani on Eberron, Professor Medani tried to make a living for a while on Earth as a private investigator and "psychic" often on retainer by the Milwaukee police, although she eventually became frustrated by that world's absolute refusal to widely accept magic as a reality. She spent a couple of years in Waterdeep, likewise working as a private detective before she finally moved to New Sigil and took a job as a magic instructor.

In addition to magic, she also teaches more mundane courses in investigation and research and has on occasion even taught a rogue course or two in sleight of hand and misdirection.

On the job, she dresses in white slacks and vest over a black button up shirt and white tie. When she's feeling showy (or at faculty functions), she adds a white top hat to the ensemble. Off duty, she is a much more casual dresser, usually in sweats or big t-shirts. She has black hair, often tied back in a ponytail, and dark skin. Her pet white rabbit, Sir Topham, also serves as her familiar.

REGINALD REDSCALE (red dragonborn; he/him)

If he weren't a bipedal humanoid dragon, Professor Redscale would be the very image of a very proper professor. Round glasses which he wears midway down his nose, a tweed jacket with patches on the elbows, generally smoking a pipe. He has immaculate posture and a very polished diction, speaking clearly and precisely, and when a student asks a question, he always produces an answer from a nearby book which he inevitably opens to exactly the right page on the first try.

He has much longer office hours than most faculty of his status, and his door is always open if he's inside. He welcomes students who request assistance or have technical questions, and offers a glass of sherry if the student doesn't have any further classes.

SPECIALIZED FACULTY

DENORAH "the Flamboyant"

LANGLEY (human vampire; she/they)

School of Evocation program coordinator

She prefers Denorah to Professor Langley, thank you. Born on Earth over a hundred years ago, she was a showgirl in a speakeasy in Prohibition-era Chicago, when she knocked boots with the wrong rube and woke up as a vampire. Introduced into the magical

underground of her world, she soon began practicing magic, heavily favoring anything that produced fire, she spent the decades moving from one counterculture scene to the next, although she never quite lost the flapper slang.

Denorah's speech is littered with phrases like "*that's the bee's knees,*" "*boo-boop-a-doop,*" and "*Cheeze it, copper, it's a bum rap, I ain't never seen those rocks.*" She's an impulsive hedonist who's in constant danger of losing her tenure, and if you know anything about tenure (or Sigil Prep), you know that's a mean feat.

She was 22 when she was vampirized, so she doesn't appear to be much older than some of her students. Her style of dress is heavily influenced by the 1920s gangster culture of Earth; sometimes she dresses like Bonnie, sometimes she dresses like Clyde, but it's always run through a 21st century goth filter.

She has a strong friendship and fierce rivalry with Chandra, dean of the Sorcerer department.

DRACU CARDNOV VON

DRACUCARD (human vampire; he/him)

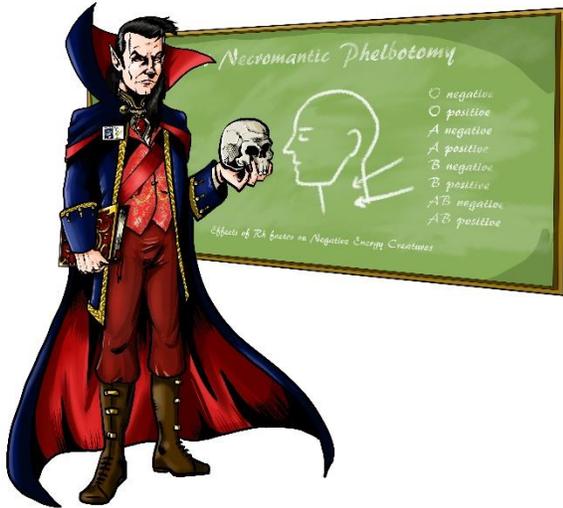
School of Necromancy program coordinator

You may call him Lord Dracucard. He is an imposing figure, entering the classroom dramatically at the beginning of each class, introducing himself in a slow, deliberate cadence, then sets about teaching. He is quite cordial, if somewhat aloof, and many of his comments seem like veiled threats or allusions to unsavory vampire acts.

Although he tries to give the illusion of centuries of experience, Dracucard is actually very recently turned. He tried to set up a small domain on Dread, but did so very close to Strahd von Zarovich's Barovia, and was forced to flee. Although Zarovich would kill him in an instant if the opportunity arose, Dracucard is still clearly trying to model himself after the more infamous lord of the undead.

He is tall and handsome in a dull sort of way, with slick black hair and pale, pale skin.

He dresses in a what he thinks a well-dressed vampire should wear, although he buys his capes off the rack.



HARVEK DUNWIG('s imp)

(human; he/him)

School of Conjunction program coordinator

On the first day of class, Professor Dunwig strolls in confidently, lays out the syllabus, answers questions, gets everyone excited, and you just know he's going to be a good instructor and it's going to be a fun class. And then you're lucky if you see him five more times by the end of the semester. Most days, he just sends his imp to teach the class. The imp is not happy about this, and although he knows the lesson, he's complaining the whole time. You'll learn more about Dunwig's personal habits than you care to know.

Dunwig is six feet tall, with a receding hairline and strong, well-lined features. The imp is a little gray imp with the voice of Joe Pesci.

KARA SILVERHAND (silver dragon; she/her)

School of Divination program coordinator

The great granddaughter of Alustriel Silverhand of Faerun, and grandniece of two of Sigil Prep's deans (Storm Silverhand of the bard department and Dove Falconhand of the ranger department), Kara'glen Silverhand, despite her half-human

ancestry is fully a silver dragon. That said, she is almost always in human form, as a slightly tall woman in her mid-20s with silver hair and fair skin.

She is a very breezy and casual, easily approachable and even-tempered. She's very likeable, although she sometimes worries about extremely trivial things. She isn't always sure she's living up to her family name, and wonders if she's doing well enough.

MEEBO (plasmoid; he/him)

School of Transmutation program coordinator

Professor Meebo looks like a tiny, blue, barely-humanoid blob in a red velvet smoking jacket, sometimes perching little glasses on his non-face. He has his lectures memorized and doesn't deal well with his train of thought being derailed. If you interrupt him at all, he'll mumble, clear his throat (which sounds something like gargling jell-o), and stammer until he figures out where he was in his speech. Save your questions to the end, please.

MIA GOSHAWK (avarial; she/her)

School of Abjuration program coordinator

Mia spent fifteen years playing professional wingball, and is considered one of the greats of the game. She coaches the Sigil Prep wingball team and is quick to identify potential pros.

She is a capable teacher, though she tends to approach her lessons as a coach. She's much more engaged with her practical lessons than her lectures, but she always encourages her students to work hard and aim to achieve.

She is just over five feet tall, with a compact frame that definitely belongs to an athlete. She has brown hair generally pulled back into a ponytail, and dresses casually even when peers are more dressed up.

NEBIN DICECHUCKER (rock gnome; he/him)

School of Illusion program coordinator

Professor Nebin is upbeat and chipper, with a sense of humor that leans heavily into terrible

puns and things he thinks are puns but are actually just using the word correctly. He laughs at his own jokes, punctuated by little snorts and although he isn't, in any real sense, funny, it's hard to argue with his enthusiasm. He's a little annoying, but he has a very positive outlook.

Nevin is a gnome of average height, with dark brown hair pulled back in a little manbun. He has a tiny goatee and usually wears a cape.

OSSINA SHORES FAR (merfolk;
she/her)

School of Enchantment program coordinator
Professor Shoresfar's classroom is specially designed to accommodate her, with a large, T-shaped tank, roughly chest-high, running the full length of the room at the front of the class and from the center of the room part way to the back, from which she is able to swim back and forth, with desks situated near the tank to allow her to interact with students freely.

She is rather heavy with the critiques, some students finding her a bit too stern. She's very formal in her speech, and avoids making any non-professional attachments with her students.

Shoresfar has sea-green hair and green-tinted skin, with a yellowish-green fish tail. She dresses in professional blouses and keeps a pen perched behind her ear.