

# Introducing Sigil Prep

The Sigil Preparatory University of Adventuring Arts is a large and prestigious institute of learning, teaching young people for all across the planes to become the next generation of adventurers. Nestled in the very heart of New Sigil, the so-called city in the center of the multiverse (figuratively), the school is the alma mater of many of the most famous adventurers in the various worlds today.

Sigil Prep is set in an alternate version of the D&D multiverse, one in which Vecna succeeded and destroyed the original City of Sigil. A multiverse thrust into the future, where Faerun is a mirror of the modern day, Greyhawk is on the cusp of the industrial age, Eberron is slightly futuristic. But above it all (literally) is the city of New Sigil, a self-contained metropolis inside a pocket dimension, with a very good school in the center of it.

A bustling campus full of talented students, Sigil Prep offers unlimited possibilities to the adventuring spirit, and to the Players and DMs who set their adventures here. And there are many ways to use the setting, both integrally and peripherally.

***Adventure IS education.*** Perhaps your campaign consists of adventures sponsored by the faculty, and the characters are graded on their performance. Professors are always on hand, or at least nearby, and lectures and demonstrations are integrated into the action.

***The school is a backdrop.*** Your characters are all students and the school is how they know each other, but their actual adventures can come from any direction. As in *Buffy the Vampire Slayer*, for instance, perhaps they meet at the school or use its resources, but for the most part, the school is just a backdrop and their adventures can take them all over.

***The school is a place of mystery.*** Perhaps the adventures don't directly relate to class, but they do stem from the school itself. As with the Boy Wizard School books, secret passages and mysterious landmarks, events from the past, or conspiracies involving the faculty themselves are all elements that lead to adventure.

***General shenanigans.*** Are we even adventuring, or are we just goofing off? Stealing the rival school's mascot before the big game, epic pranks on the neighboring dorm, weekend trips to Theros, taking your date to that great new theme park in the Nine Hells. Young people in a fantasy multiverse have a wide range of bad ideas to explore.

***A little from each.*** Why be tied down? Pick and choose. One epic adventure that decides your midterm grade might be followed by a little shenanigan during your downtime. There's lots to do, so let's get started.

## The Real World History of Sigil Prep

Sigil Prep began in 2006. My recently ended D&D game had been set in modern day Miami, and I had my sights set on another blended genre. I was wandering through the DVD section of the store in which I worked when the idea struck, and when I got home, I immediately got on WotC's message boards and started sharing some humorous write-ups of the 3<sup>rd</sup> edition character races as college stereotypes. Jocks, nerds, popular kids, cheerleaders, all that sort of thing. It got a surprising amount of traction, and I followed it up with write-ups of the classes as college majors, and within a couple of weeks, I'd put up a website, and about a month later, I started an online play-by-post game.

Conceptually, I wanted a game that allowed all of the options available in 3<sup>rd</sup> edition D&D at the

time, which was a lot. And not just the classes, the races, the spells and feats and stuff. But the settings as well. Set in Sigil, the game allowed characters from throughout the D&D multiverse. Characters from Greyhawk and Eberron and the Forgotten Realms and Ravenloft all interacted and every corner of D&D could be explored.

The original Sigil Prep game ran for about six years on the now defunct gaming site, ploTHOOK.net. Several players lasted the entire run, others popped in and out over the period. And then I made the mistake of converting to 4<sup>th</sup> edition, and it killed all the momentum.

Sigil Prep lay dormant for a few years, but I revived it toward the beginning of 5<sup>th</sup> edition, and started a new play-by-post game on some forums I set up myself. Although it didn't last nearly as long as the first iteration, it still enjoyed some success. And then I killed it again.

I made a rather iffy decision to try and make a version of Sigil Prep completely devoid of the TSR/WotC IP, all my own material that I could take in different directions, monetize if there was a market for it. But ultimately, I could never make it actually feel like Sigil Prep, and so once more, it faded away.

This new version returns to the D&D multiverse, but in a new and (hopefully) exciting way. Previous iterations of Sigil Prep were full of anachronisms: vending machines, American football, pizza restaurants. But they were still set in the pseudo-medieval world of D&D. Now, the multiverse has been brought into the future, and the familiar worlds have new corners to explore, unique to Sigil Prep. I think this is going to be the most fun and exciting take on my signature campaign setting since I first created it, and I can't wait to share it. Welcome, friends, to Sigil Prep! I hope you survive the experience.