

# Sigil Prep Campus Tour



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# Touring the Campus

The Sigil Preparatory Academy for Adventuring Arts, or “Sigil Prep” as it’s commonly called, is set in the City of Sigil, in the heart of the multiverse. For those unfamiliar with the City of Doors, Sigil exists on the inside of an enormous hollow ring, stretching around the circumference of the torus until it connects back upon itself, and curving up and over itself so wherever you stand (with some exception), you can see more city above you.

Sigil Prep’s campus is in an area of the city called the Guildhouse Ward (although there’s an ongoing push to call it “Sigil East”). From the outside, it takes up roughly two city blocks, squared, with surrounding walls that are just barely head height to an elf. Inside the walls, the campus is sweeping, covering over three hundred acres. If you can see over the walls, you can see the scope of it, but it’s kind of mindboggling to walk by and see the landscape rush by faster than you’re moving.

Once you’re inside the campus walls, it’s surprisingly spacious, and perhaps a bit more surprising in that while the walls are square on the outside, they’re almost perfectly circular on the interior. It’s also a bit greener than the city around it. Sigil isn’t precisely known for its flora, but the campus has some fair patches of greenery, a grassy commons area, not to mention The Arbor Grove, but we’ll get to that later.

Like the city itself, Sigil Prep is extremely diverse. You might find yourself meeting humans from Waterdeep, warforged from Sharn, halflings from the Five Shires of Mystara, intelligent puddings from worlds you’ve never heard of, all here for the same purpose: learning to be the best adventurer they can be. Being friends, hanging out, forging heated rivalries that will last well into the future when you’re the

dictator of a conquered kingdom and your college roommate is the chosen hero wielding the blade prophesied to strike you down.

The Great Library sits in the center of the campus, its clock tower serving as the hub. The tower stands as not only the tallest structure on campus, but the second tallest building in the entirety of the City of Sigil (with the tallest being the Cannith Interplanar Building). Extending from this central point, the campus is more-or-less officially divided into six areas, often called “campuses,” although they are all part of the same larger campus. The central campus (sometimes called the “Gold Campus”) contains the library, as well as a few other buildings. The other five sections of campus are loosely drawn “wedges” corresponding to the five entrances onto the campus.

The North Gate leads to the “White Campus,” full of a mixture of ostentatious and humble buildings where cleric, paladin and monk classes are taught.

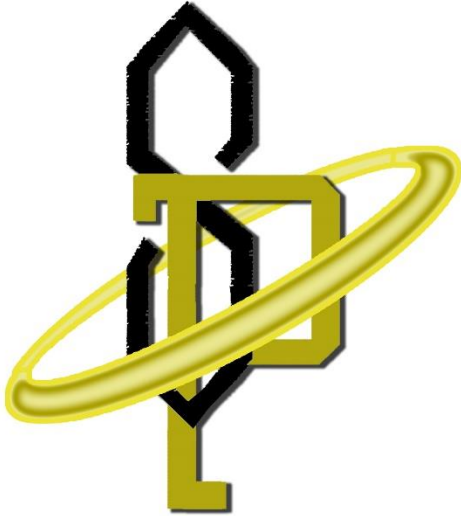
The East Gate opens into the “Blue Campus,” full of marbled and highly academic-looking buildings which house wizard and bard training.

The Lower South Gate leads to the bleak and unkempt “Black Campus,” where the grass seems to always be dead and the classroom buildings for Rogues and Warlocks are found.

The Upper South Gate leads to the “Red Campus,” full of large, sturdy stone buildings, the athletic complex, and classroom buildings for Fighters and Sorcerers.

Finally, the West Gate leads into the “Green Campus,” a vibrant and green section of campus which includes the Arbor Grove, an actual forest, and the training facilities for druids, rangers and barbarians.

So follow me, and we'll take a more in-depth tour of the Sigil Prep campus.



# Section One:

## The Center (Gold) Campus

The center of the Sigil Prep campus, often called the “Gold Campus,” is the hub of the university. At its very center is the Clock Tower, part of the Grand Library, the second tallest building in the entirety of the City of Sigil. Surrounding it are a cluster of walkways and steps on varying levels, connecting to other buildings and leading toward the other sections of campus.

Although the title “Gold Campus” is simply a designation, and never intended as descriptive, over the years, much of the trim and metal parts (flagpoles, window edgings, and so forth) have been given gold tinting (although despite rumors by freshmen, they are not actual gold. So quit stealing them.)

### THE GREAT LIBRARY OF KNOWLEDGE

Set in the exact center of the Sigil Prep campus, the Great Library is also its largest structure, a massive library containing millions of books from thousands of worlds, and though it doesn't claim to be as exhaustive as Candlekeep or the Biblioplex at Strixhaven, it is still one of the most comprehensive sources of knowledge in the Planes.

The ground floor is half dominated by a reception area, with several information desks, some manned by permanent staff, some by student volunteers. The other half consists of rows upon rows of card catalogs, indexing each book in the collection multiple times by title, author and topic, and where in the library's numerous floors it can be found.

Downstairs is the periodicals library, with hundreds of thousands of newspapers from Sigil

and other worlds, and magazines from worlds where those have been invented.

In addition to books, all the upper stories also contain tables and chairs for studying, and some side rooms which can be reserved for club meetings, personal study sessions, and *Magic: the Gathering* tournaments.

The first eight floors above the ground floor are fiction, and contain a vast collection of novels, short story collections, and assorted plays, poetry collections and the like.

A further twenty floors contain the extensive non-fiction collection, sorted by the Deneir decimal system, a method of categorization that was developed by the church of Deneir and is the most comprehensive such system so far provided.

The final two stories contain the spell library, with hundreds of spellbooks. These books can be studied by students in the library, but cannot be checked out.

The Library contains non-magical versions of magical books, ranging from the *Manual of Gainful Exercise* to *The Book of Vile Darkness*, for research purposes. There is also a collection of actual copies of nearly every known magical book, though these are not accessible by students and are only for faculty use.

### THE CLOCK TOWER

Although it is attached to the library, the Clock Tower is a notable enough structure so as to deserve its own discussion. Towering high above even the height of the library itself, it can be seen from any point on campus so you always know how late you are to class.

The interior of the Tower is accessible, but not terribly exciting unless you enjoy climbing over a hundred flights of stairs to look at some clockworks. Despite what some might expect, there isn't actually a bell in the tower, and never has been.

## CANNITH INDUSTRIES SCHOOL OF ARTIFICE

The main classroom building for Artificer students sits across from the Great Library's rear door. The building is a sturdy construct of brick and steel, with active smokestacks that wouldn't be out of place in Sigil's Lower Ward.

The building contains several labs, and four massive forges. Every possible form of construction and craftsmanship is possible within, and most of the external walls are heavily reinforced. Accidents do happen, after all.

## TOWER HALL

This slim building stands twenty stories high, and serves as the most luxurious dormitory on campus. Sleek and smooth on the exterior, with large, tinted glass windows, the rooms inside are spacious. Suites of three single bedrooms sharing a living space are standard, with a few two-bedroom suites per floor. The top two floors have single bedrooms with private baths.

Tower Hall is a premium living space, not covered by most scholarship plans. The top floor singles are especially expensive. The ground floor contains a gym and sauna.

## OTHER SITES OF INTEREST

### *STATUE OF MORDENKAINEN*

The tallest and most ornate statue of Mordenkainen on campus stands directly outside the Library's main entrance. It's made of platinum, plated in gold for some reason. He stands majestically, one hand gesturing above an

open book in the other as if inviting the knowledge of the tome into himself. On any given day, an arm or the head, or the book in the statue's hands have a 10% chance to be missing, and at the local pawn shop.



## Section Two:

# The White Campus

The North Gate leads to the White Campus, an area of the Sigil Prep campus that manages to combine ostentatious and humble in equal measure. The result is quite impressive, very obviously suggesting that this is where the holy classes are.

### ADMINISTRATION BUILDING

The Administration Building is one of the most important buildings on campus, although outside of registration periods, students rarely have the need to enter it. The building houses the offices of the deans and various administrative staff—bookkeepers, file clerks, and other assorted pencil pushers.

The top floor is, in its entirety, the office of Dean Mordenkainen, and his overworked staff of secretary imps. It's ornate and indulgent, as might be expected if you've ever met Mordenkainen, and when the double doors open to admit a visitor, an orchestral anthem plays to let you know you're in the presence of our esteemed school founder.

The floor below contains the offices of the other deans (although many also have offices in the buildings of their respective departments), as well as the boardroom where administrative meetings happen. Two floors below that house the various office workers that keep the day-to-day functioning of the school going for little pay.

The ground floor contains file cabinet after file cabinet of student records, run by modrons because they're the only beings in the multiverse capable of understanding the filing system. If

you need to access your file, be prepared for paperwork. And calculus.

### *SUBBASEMENT J*

Deep below the Administration Building is subbasement J, the Housing Department. If you have a disagreement about your housing assignment, want to change rooms or dorms, you have to descend into the depths of the complex subbasement system, most of which contains nothing but boilers and boxes of files even the modrons have forgotten about.

The path to subbasement J is poorly marked, poorly lit, and laden with traps. Eventually, you will find the cavernous office of the housing director, Mr. Roper, a towering 20' stalagmite monster who has very little interest in your personal problems. Bring food or shiny things. You stand a better chance.

### SIGIL PREP DIVINITY SCHOOL

One of the larger buildings on campus, not simply because the Cleric department is one of the most popular departments, but also because of how much extra stuff is in there. The building is quite elegant, and many of the upper floor windows are stained glass with images of various holy symbols.

Obviously, the Divinity School contains classrooms and lecture halls for Cleric-related classes, including basic religion classes open to all students. In addition, there are several chapels scattered about on every floor. Because of Sigil Prep's nature, these chapels aren't devoted to specific deities, but instead, to broader concepts: the Chapel of Healing, the

Chapel of Knowledge, the Chapel of Thunder, and so forth. However, because of the nature of religious students, many of these chapels are occasionally *claimed* for specific deities, leading to interstudent conflict. We don't encourage it, but... well, some of the Cleric faculty very much encourages it. Professor Eclavdra is beyond delighted to allow students to declare pretty much anything in the name of Lolth.

The topmost floor contains the offices of the Cleric faculty. The commons area to the rear of the school has some lovely picnic seating.

## **STRONGHEART HALL OF PALADIN STUDIES**

Strongheart Hall is bold and impressive, made of stone and designed to resemble a large castle, complete with moat and drawbridge (although the bridge is always down). It has towers on each corner, each flying the Sigil Prep flag.

The building contains classrooms and lecture halls, as might be expected, and unlike other major classroom buildings, the faculty offices are interspersed throughout the building. The center of the building's first floor is a large jousting arena, and horsemanship classes for all students, not just paladins, are taught here. By necessity, there are stables on three sides of the building, all with direct access from the interior of the building.

Hallways are decorated with plaques honoring paladin graduates who have gone on to do great deeds.

## **MAUPOISSANT SCHOOL OF MONKLY MEDITATION**

The Maupoissant School isn't a single building, but instead a series of buildings ranging from two single-story buildings each containing a

single, very large lecture hall, to a two-story building which contains several classrooms, to a five-story hall which contains more classrooms, the offices for the Monk faculty, and a cafeteria specifically for students in the Monk department. There are also two gyms, a building containing a number of meditation rooms both for private reflection and group meditations, and an observation booth on elevated stilts allowing students, faculty, and interested passersby to watch what's going on in the common area.

All of this surrounds a large open field, in which training exercises for monk unarmed combat occurs. Several classes may be in session at once in this commons.

## **CELESTIAL HALL**

Celestial Hall is a tall and elegant building of white marble, decorated with statuary and pillars, and it might be a surprise to firsttime visitors that this is a dormitory. Many of, though not all the students in this hall are cleric or paladin majors, and the ground floor has two chapels dedicated to no particular deity.

The rooms are mostly comfortable, but not excessively spacious. Most are designed for two students, a small handful for three.

The top floor has a handful of single rooms, but most of its real estate consist of a large meeting area often used for study sessions and sometimes for parties and other events. The floor directly below has its own library, though the books therein are almost exclusively texts cataloging and describing various religions from throughout the planes.

## **OTHER SITES OF INTEREST**

### ***INSPIRATION TRAIL***

Paved with marble, this is the most well-kept of the major paths through Sigil Prep, a wide



walkway that runs through the White Campus, and connecting to the Great Oalian Nature Trail in the Green Campus, and the Arcane Pathway in the Blue Campus. It's immaculate maintenance is mainly because there's a paladin-run civic society specifically dedicated to its upkeep. A series of beautiful flower gardens line the sides of the path, replanted as often as they're trampled on by the skater kids.

### ***ERIC'S GAZEBO***

In the clearing behind Strongheart Hall is small garden, at the center of which is a gazebo, 30' across and about 15' tall. The gazebo painted white, with a red, pointed roof. It has a swing suspended in the center with room for two. For some reason, arrows are sticking out the sides.

### ***CAMPUS SECURITY OFFICE***

This small building just off the North Gate, is manned by two to four security guards most of the time, ready to come running when the alarm is raised. Mostly, they play cards.

### ***STATUE OF MORDENKAINEN***

Mordenkainen greets you as you enter campus from the North Gate, in the form of a brass statue with arms spread wide as if to say, "Welcome." Initially, this was meant to be a statue of a god of knowledge. Oghma, perhaps, or Ioun, inviting students to study and learn. But after much debate\*, Mordenkainen decided his own visage was more fitting.

\*("Debate" = everyone telling Mordenkainen there were enough statues of him and this should be a sculpture devoted to knowledge and learning, and Mordenkainen deciding he represented knowledge and learning just fine.)



## Section Three:

# The Blue Campus

If any section of the campus will remind a visitor of a classic university campus, it's the Blue Campus. The buildings are a blend of gothic and neoclassical architecture, with impressive archways and high towers. Ivy grows up the sides of some of the structures, in a carefully cultivated manner. We highly recommend you ask your parents to enter the East Gate when they come to visit, so they see this section of campus first.

### MORDENKAINEN'S MAGNIFICENT SCHOOL OF MAGIC

Far and away the largest academic building on campus, the Mordenkainen School is a massive complex of halls and wings, connected by outdoor covered pathways. The largest of the lecture halls, *Mordenkainen Auditorium*, can seat 300 students, and is rarely used for that exact reason, as few sessions have anywhere near that. Another two dozen lecture halls, along with around seventy classrooms are also present in the facility.

The school has numerous labs, most of which are geared towards specific schools of magic. Illusion labs are stocked somewhat differently than Transmutation labs, for instance, and Evocation labs are somewhat better structurally enforced. Two Necromancy labs have well-stocked morgues attached, which has caused some protest but never from the necromancy students, so why should we care?

The Mordenkainen School has its own library, a three story affair stocked with spellbooks of all variety. These cannot be removed from the

building, but can be checked out and used in classroom and lab work.

### HARPER'S HALL BARDIC ACADEMY

The bard building is built around an auditorium, aptly named Harper's Hall Auditorium. Or lazily named according to some who feel bards should be a bit more creative than just naming a part of a building after the building, which itself is named after another building in Faerun, but we're not here to judge. The Auditorium is a large affair that seats 500 and has a stage that serves as home for theatrical productions, concerts of all sorts, and the occasional open mic stand-up night.

The complex contains classrooms and practice spaces that can be rented out. Rooms for choral, orchestral and dance practices are scattered throughout, as well as venues for other artistic practices. Galleries on either end of the building contain paintings, sketches, sculptures and poetry created by students, some of which go into a permanent collection at a later time.

### THE IRON TOWER

Built in the early days of the school for the purpose of psionic research, the Iron Tower is still used for a small number of classes, although there isn't presently an active psionics department.

The Tower is, indeed, made of iron, but otherwise resembles a larger-than-average observation tower. A spiral staircase leads upward through twenty-five floors, with three classrooms and a lab per floor. At the very top is

an observatory complete with telescope, although that seems rather silly, considering there isn't a sky in Sigil to observe.

## THE BIGBY BUILDING

The Bigby Building is a student recreation center, named for the great Greyhawk wizard. The structure has a large central building with five extensions on the east face.

### THE PALM

In the main hall, which students have nicknamed "the Palm", there is a large reception lounge, a game room with pool tables and pinball machines, and several smaller lounges on a second floor that are used during the day for students to simply lounge about, study or fall asleep in. In the late afternoons and evenings, the rooms can be reserved for student clubs or small gatherings. We are asked to remind you that alcohol is not allowed in these rooms and we're sure you would never sneak alcohol into these areas to have loud, boisterous parties.

### THE THUMB

The first of the extensions from the main center of the Bigby Building, nicknamed "The Thumb" contains a couple of fast food options, notably a burger and chicken place and *Paizo's Pizza*, where they serve by the slice. Neither is so great that it's preferable to going into town, but they do take your meal plan.

### THE INDEX

The second extension, called "The Index" contains more meeting rooms. At the end is a small coffee shop. The pastries are premade and just heated up. It has an outdoor patio that seats about two dozen, and has tables with big umbrellas over them. It's cozy.

### THE MIDDLE

The middle, and longest, extension has more meeting rooms, and ends in a small shop that

sells drinks, snacks and some magazines, along with a small handful of knickknacks.

### THE ANNULARY

The fourth extension, in addition to the usual meeting rooms, has a couple of non-faith-specific chapels that students can use to repent for whatever else they've done in the student union.

### THE PINKY

Called "the Pinky" because of its pink walls we think, this shortest extension has one meeting room and a small bar with beer on tap, which opens mid-afternoon. You have to (*wink, wink*) show your ID (*wink, wink*) to order here. They do karaoke on the weekends.

## OGHMA'S BOOKSTORE

The student bookstore, Oghma's, is a vast repository of overpriced textbooks. The three levels of this shop, staffed mostly by students who need help with their tuition, contain the required books for every course taught on campus, but only enough copies for roughly half the students who need them.

In addition, on the first floor are a number of snacks and bottled beverages: non-alcoholic fare such as Barley Brothers' Famous Cream Soda, Cormyr Cola and Old Hermit's Ginger Ale.

The second floor sells Sigil Prep t-shirts and hoodies, Astrie the Astral Dreadnought plushies, and keychains.

The third floor offers no merchandise options other than textbooks, many of which are still piled up in rummage-through cardboard boxes because nobody gets this far in stocking before the next shipment comes in.

## THE EASLEY GALLERY OF STUDENT ART

The Easley Gallery is a permanent gallery which houses student art (much of which originally

hung in Harper's Hall.) It's considered a prestigious position for students' work, and many are honored to have their paintings, sculpture or poetry on display here. Others are annoyed they don't get to sell that work, although arguably it wouldn't be worth as much if it weren't hanging here. (If a work is removed from display, there is a chance the student can get it back, but more than likely it goes into a box in the back.)

## RADIANT HALL

This residence hall is six stories tall, with thirty double rooms per floor above the first. It is made of polished tone, although the domed roof is made of glimmering, multicolored crystal.

The first floor has a large commons area, which results in Radiant Hall being the destination for a lot of parties, even by non-residents. The admin tries to police this, but it rarely prevents these blow-outs from happening.

## OTHER SITES OF INTEREST

### *THE ARCANE PATHWAY*

Running through the length of the Blue Campus and connecting it to the Inspiration Trail of the White Campus and the Styx Passage in the Black Campus, this neatly stone-paved path is dotted with small placards honoring great magic-users from throughout the Planes (including Mordenkainen four times), although it's hard on the feet.

### *THE ORRERY*

This copper art exhibit stands roughly in the center of the Blue Campus. A 15' spire stretches up, atop which is a sculpture of the City of Sigil (or a donut, maybe). Sixteen limbs extend out, each ending in a spherical object of various sizes, which orbit around the Spire. Each sphere is meant to represent one of the Outer Planes, but as the arms move independently of one another and students love shoving them around,

it's not 100% sure which is meant to represent which plane. The one with the cogs embedded is Mechanus, for sure, and most agree the silver plated one is Celestia, but most of them aren't really very clear. Like, one's more pear-shaped than spherical... what's that supposed to mean?

### *OUTDOOR AMPHITHEATER*

The outdoor amphitheater is a small outdoor performance space, with several rows of seating in a semi-circle, leading downward to slightly sunken stage. It only seats about 100, and is used for small concerts, intimate fringe plays, and poetry slams. Although it can be reserved, it's often just employed randomly by overly dramatic bard kids.

### *STATUE OF MORDENKAINEN*

Of all the statues of Mordenkainen on campus, this seems to be the one that's most earned. On the other hand, despite being made of copper, it's the most over-the-top. Standing 25' tall, it stands above the main entrance of the Mordenkainen School, such that students enter by walking between his legs. He holds an orb in one hand, and a tome in the other, and the building's name (which is, of course, his name) embossed on the school's side, directly over the statue's head.



## Section Four:

# The Black Campus

Sigil is a kind of a bleak place to begin with, and even the more ostentatious areas of the Sigil Prep campus are never awash in sunlight (what with their being no sun, and the ambient light seeming to have no real source). But the Black Campus seems to be gloomier still. The grass is always brown and dying (but never actually dead) and nocturnal animals like rats and bats tend to flitter around, though not in the same number and woodland creatures frolic around the Green Campus. The Lower South Gate leads into this part of campus from the outside and that gate itself is rustier and creakier than any of the other entrances.

### THE MASK SCHOOL

The Mask School is Sigil Prep's school for Rogues, a seven-story building with three below-ground levels. The training begins on day one, as every door, both interior and exterior, autolocks as it closes. Some upstairs rooms aren't accessible by any means but outside windows. Traps are randomly installed by the custodial staff. The smart students learn to follow more experienced and/or ambitious students and just letting them do the work.

Besides classrooms and the faculty offices, the building includes a gym facility, training labs, and a bulletin board where local, shall we say "businessmen" can post "job notices" for students looking for some quick cash.

### THE BAATORAN ACADEMY

The Warlock school is sponsored by Hell, and although warlock training for all manner of warlock patronage is offered, the Hellish

influence is undeniable, from the small fire pits surrounding the building, to the large brass gate that serves as the main entrance.

Inside isn't quite as harsh, on the whole, accounting for students who have made pacts with archfey or genies. Some of the lighting is barely bleak and foreboding at all.

The ground floor has a well-stocked library with numerous texts on contract law, covering topics from negotiating with devils to deciphering the precise letter of fey law, to closing all those pesky genie loopholes, and above all, entire books warning you that Cthulhu does not have your best interests at heart.

### CAFETERIA OF JUIBLEX

No one is 100% sure why the demon lord of slimes and oozes decided to donate the money to build Sigil Prep's cafeteria, but we suppose somebody had to, so here it is. The Cafeteria of Juiblex is a three story complex, the upper floor of which is the cafeteria itself, serving hot meals three times a day, with plenty of table space and a breakfast bar with various breakfast cereals, bagels and other dry goods which are available all day.

The middle floor, which may be a bit more popular, also contains a wide dining area, and several quick service places, including *Cock-L-Trice*, which specializes in chicken sandwiches, waffle fries and blind devotion to the extremist doctrines of the church of St. Cuthbert; *Tortilla Tower*, where you pick the burrito fillings and they wrap them in a far-too-small tortilla; and *Paizo's Pizza Express*, which is exactly the same as the pizza place in the Bigby Building,

except it has “Express” in the title. All of these will accept your meal card, because the faster you use that up, the faster you’ll be overspending on greasy fast food.

The lower level is mostly storage and kitchens, with only the entrance and stairs to the main levels open to students. Rumor has it, the first floor was meant to be a basement level, but the builders misread the blueprints. Further rumor has it that they didn’t misread a damn thing, but the actual (hidden) basement is where Juiblex lives. This obviously can’t be true because Juiblex, like all demon lords, can’t enter Sigil. However, there is the possibility, so the rumormongers say, that the actual basement is full of green slimes, ochre jellies, grey oozes and other such delights, which is why a large number of students refuse to order any dessert that jiggles.

## **BLIGHT DORM**

A blocky edifice with granite exterior walls, Blight Dorm is the major housing building in the Black Campus. It can house roughly 300 students in dorms that sleep two.

There is an exercise room in the basement, often called “the Dungeon” by the students because the equipment is poorly maintained and is jokingly referred to as “torture implements.” Jokingly, we say.

The upper floor is allegedly haunted, although students argue by what. Ghosts, poltergeists, shadow demons. In fact, it’s several things, fighting over territory. There’s just too many warlocks in the dorm for there not to be some spillover.

## **OTHER SITES OF INTEREST**

### ***STYX PASSAGE***

Running through the Black Campus and connecting the Blue Campus’s Arcane Path to the Red Campus’s Mordenkainen’s Jog, Styx Passage is a cobbled walkway, a bit more winding than it needs to be. A simple stream runs alongside which flows from a portal from

another plane of existence and eventually empties into a portal to that same plane. Many insist it’s from the River Styx itself, and warn against touching the waters, but more likely it’s just leaking in from the water flume at Will Dis’s Diabolic Kingdom, a major theme park on the second layer of Hell. Either way, we don’t recommend drinking it.

### ***FLAMEBALL PITCH***

Sigil Prep isn’t quite as famous for its Flameball team as it is for other sports, but it maintains a very popular pitch for the sport. Full of crags and upcroppings, the unevenness of the terrain makes it a spectator’s favorite for the challenge it brings to the event. Surrounding the pitch are seating for visitors and home fans, changing rooms for players, port-a-johns, and a place that serves hot dogs and Cormyr Cola during games.

### ***STATUE OF MORDENKAINEN***

Despite being made of adamantine and as close to indestructible as a statue can be, this is the most vandalized of all the Mordenkainen statues on campus. Standing at the Lower South Gate and welcoming students and visitors alike, this statue is almost always covered in graffiti and toilet paper, with comical hats perched upon its head and mocking signs hung around its neck.



## Section Five:

# The Red Campus

The Red Campus is very much the most overbuilt section of Sigil Prep's campus. Buildings, other than the Arena, are very close together, connected by brick walkways, things can seem a bit claustrophobic. The Upper South Gate leads from the Red Campus to the streets of Sigil, and is the largest of the main gates, designed as the main entrance for visitors attending sporting events.

### CHAINMAIL ACADEMY

The first of Sigil Prep's constituent schools, the Chainmail Academy is the fighter school. Six buildings varying in height from two stories to six stories, surround a large battlefield where practical combat is taught. This field is large enough for multiple mounted students, and contains practice dummies, ranged weapon targets, and obstacles that can be brought in and out depending on the exercises being practiced.

Inside the buildings are more training halls, along with the few classrooms required for fighter training, and the offices of fighter faculty.

### DRAGONBLOOD SCHOOL OF SORCERY

The sorcerers' school at Sigil Prep, the Dragonblood School is a tiered building, with the front section standing four stories tall, while the rear section rises eight stories. With larger windows and slanted roofs, the building looks a bit more modern than those around it.

The entryway of the building has a number of avant-garde sculptures, and a spiral staircase that leads to a balcony. This all makes the place seem a bit more fancy than it actually is.

Sorcerer faculty offices are on the top floor.

### THE ARENA OF KORD

Sigil Prep is a school that loves its sports, and the Arena of Kord is the center of the school's athletic complex. The Arena is the home of the school's Siegeball team during the fall season and Wingball during the winter, and is also the location for track events, though not when Siegeball is scheduled. The stadium seats 5,000.

Within the stadium's walls are three concession stands where spectators can purchase beer, hot dogs, burgers and Cormyr Cola. There are also five vendors selling shirts, hoodies, and tiny little triangle flags on a stick.

The home and visitor locker rooms are on either side of the field, and near the visitor's locker room is a portal hall which connects the Arena to the athletic venues of all other schools in the athletic conference.



### LEOMUND'S GYMNASIUM

Leomund's Gymnasium is the indoor sporting arena for Sigil Prep, housing wrestling, fencing, and other indoor sports. As with the Arena, the

Gymnasium has concessions and souvenir stands that are open during events.

In addition, several classes are taught in the smaller gyms and exercise spaces in the building, and gyms are available to students when there isn't a class going on.

### ***NATATORIUM***

Attached to the gymnasium but somewhat separate from it is the Natatorium, which contains an Olympic-sized swimming pool and seating for swim meets and events. Attached are two rooms containing smaller pools. All three pools are used for classroom training, and the smaller ones can be used recreationally by students. Students with gills should be aware these pools are chlorinated and breathing is gonna burn, so if you have the option, breathe above water.

### **ROBILAR'S WEAPON SHOP**

Robilar's is a two-fold facility. In the rear are forges and workshops where crafting classes are taught. The armor and shields created are then sold in the store in front. Students may find good deals here if they need a new or upgraded blade or suit of armor, but there's also the chance that all they have available are bec de corbins because it's polearm week in blacksmith class.

### **AZER DORM**

Azer Dorm is one of the smaller dormitories on the Sigil Prep campus. It sits unassumingly near the wall on the Red Campus. Traditionally, it is the dorm the PCs are assigned to in a Sigil Prep game run by the present author, and is detailed in Appendix III of this document.

### **OTHER SITES OF INTEREST**

#### ***ROBILAR'S MORDENKAINEN'S JOG***

This brick path winds through the Red Campus, and connects to Styx Passage in the Black Campus, and the Great Oalian Nature Trail in the Green Campus. It was originally a dirt path

built by Robilar to give student athletes a path to run and build up strength and endurance. It was renamed for Mordenkainen because he went for a jog once and found it very enriching and maybe he'll do it again someday, and was converted to bricks because Mordenkainen had some money to spend.

#### ***THE STABLES***

Not the only stables on campus, but the stables on the Red Campus are the largest. If you own a horse, this is a good place to store it. The school provides care and feeding; you just have to take it out periodically or the rangers will frown deeply at you.

#### ***STATUE OF MORDENKAINEN***

Mordenkainen must have been to ancient Greece at some point, because this statue a few yards in front of the Arena of Kord presents the naked archmage about to throw a discus. He likes to imagine athletes think of this statue as a good luck charm, but they don't.

## Section Six:

# The Green Campus

The first thing you notice when you enter the Druid's Grove is the lush foliage, very unusual for the city of Sigil. There are areas of grass with small trees, and areas more heavily forested. There are squirrels and songbirds that are unusual elsewhere in the City of Sigil. The West Gate leads from Sigil outside directly into this segment of the school's campus.

### THE ARBOR GROVE

The Arbor Grove is a dense forested area. Much like Sigil Prep itself, it is quite a bit larger inside the tree line than it is outside, although the exact dimensions are harder to pinpoint. The Grove is used for classroom space for Druid courses, with small clearings serving as "rooms" and "lecture halls." There are, of course, no building or walls, as druid courses are taught "in nature." Some students wish "nature" included terrains they prefer a bit more; tundras, perhaps, or rolling plains, but here, you get trees. You can apply what you learn to deserts and mountains when you graduate.

There are large populations of woodland animals dashing about. Squirrels, deer, various sorts of birds, the occasional bear. They never spill outside the Arbor Grove (except when a student escorts one out), and it's suspected the area contains several portals to the Beastlands or a Material Plane forest which only normal animals can pass through.

The forest is a popular spot for hiking and exploring, and often rangers and other students can be seen walking through. This is annoying to faculty trying to teach a class as hikers trample through. A few student go so far as to camp out or even take up residence in the Arbor Grove,

and while this isn't strictly allowed, no one bothers to kick them out. Mr. Roper in the Housing Department is more than happy if it means he doesn't have to worry about the paperwork of housing yet another student.

### ARBOR GROVE SNACKATORIUM

This small clearing is provided for students who want a quick snack between classes. The Snackatorium contains a row of trees: an apple tree, a pear tree, an orange tree, a tree that offers a selection of bagged chips and chocolate bars, and a tree with a tap inset that provides freshly carbonated *Barley Brothers' Maple Soda*. A small coin box is attached to each tree. The soda tree won't dispense until a copper piece is inserted, after which it will provide enough maple soda to fill one of the provided paper cups. Each of the other trees have pictures of provided items etched into their bark; by touching the image of the desired item and inserting a copper, the tree will drop the purchase from its branches into the user's hands. The fruits and snacks are too high for a size medium student to reach. On occasion, a student will attempt to climb the tree to grab some fruit without paying. Tangle vines will ensnare the violating student (Dex save vs. DC 15 to avoid) and toss them to the ground (for 2d6 blunt damage).

### THE DOVE FALCONHAND RANGER ACADEMY

This complex of connected buildings and outdoor areas is the main educational site for Ranger students. Three buildings, mostly constructed from raw lumber and pitch, house

the classrooms and lecture halls, and a fourth has the offices for Ranger faculty.

Six fields of varying sizes are used for combat training and other outdoors skill practice. They all contain obstacles, ranging from awkward, uneven terrain, to full obstacle courses, all of them designed to test your mobility and spatial awareness.

### ***THE WALL***

THE WALL is always in all caps, otherwise you aren't doing it right. THE WALL is a climbing wall on the side of the tallest of the three buildings of the Falconhand School. It gets more difficult as you climb, and extends four stories above the five story building's top floor.

The wall is used for training, of course, but it is also available for casual use by students who just like to climb. Rogue students spend more time here than they ought to, pesky rogues. There is nowhere to fasten a rope or cable, so if you fall, you fall. If you hammer pitons into THE WALL, you'll be fined for the repairs.

### ***ARCHERY RANGE***

The Archery range has sixteen stationary targets, along with an adjacent range with targets that swing, rotate, or pop up and down at varying speeds and frequencies. Please do not shoot the guy who's collecting the arrows between volleys. He doesn't get paid enough for this nonsense.

## **BARBARIAN SCHOOL**

Barbarian School is the school for barbarians. It's not really a building, but instead a large clearing with a dozen tents, some large enough for fifteen to twenty people to sit comfortably, some for over a hundred. In the yard is plenty of room for combat practice. Like many of the more melee-oriented departments, this training

ground has an obstacle course, although obstacles frequently have to be replaced due to student rages.

## **THE INFIRMARY**

With all the clerics and paladins in both the student body and the faculty, and the healing magic that goes along with them, the Infirmary at Sigil Prep doesn't have to be very large, but it still manages to stay busy. Staffed by a few professionals and several student volunteers, headed up by matronly beholder Nurse Pammy, the Infirmary is concerned with preventative measures, injuries and ailments that defy standard healing magic, and particularly difficult (and accursed) diseases that require more than basic potions and laying on hands. Oh, and birth control. Passing out birth control is a major thing.

There are a few examination rooms, and fewer still long-term care rooms, because if it's more than the school facility can handle, they're just going to send you to a proper hospital.

Being an adventuring school, most healing, up to and including resurrections, are covered by the school's operating budget, assuming the injuries were acquired in school related activities. If you get yourself killed via your own shenanigans, the price of those diamonds are coming out of your own pocket. If you even get resurrected at all. That stuff isn't guaranteed, you know.

## **DRYAD HALL**

Dryad Hall is a series of structures, large and small, connected by wooden paths and, on higher levels, rope and board bridges. It's a large complex, although each room has external doors. The dorm rooms are designed for two to three occupants, with the entire complex housing up to 250 students. A number of trees grow between and among buildings, with a dozen or so of the dorm room structures actually being built within the branches of trees.

## THE LODGE

The Lodge is one of the smallest dormitories, generally used to house Ranger students, although it can be requested by any student. It houses about 90 students in dorm suites that each have two or three beds.

The Lodge is made in the style of a log cabin, although much larger. The entrance hall/commons area contains several seating areas and a massive central fireplace. The hall is decorated with the taxidermied heads of various fierce beasts and gentle deer, and various fancy looking weapons, including longbows, arquebuses, and boomerangs. They are affixed firmly to the wall, so far resisting the efforts of the most determined student, and rumors persist that at least one of those weapons is magic, because students love rumors. And even if one of the weapons *was* magic, we wouldn't tell you.

## OTHER SITES OF INTEREST

### ***THE GREAT OALIAN NATURE TRAIL***

The Great Oalian Nature Trail is lined with trees and shrubbery, and makes for a nice stroll for those who enjoy nature. A large abundance of birds give the place a cheerful ambiance, and the air seems surprisingly fresh considering we're in Sigil. It leads from Mordenkainen's Jog in the Red Campus, and into the Arcane Pathway in the Blue Campus.

### ***FORMAL ENGLISH ROSE GARDEN***

This small clearing contains a few benches arranged in rows, and a small stage in the center. The entire thing is surrounded by rose bushes, the flowers blooming in dozens of different colors. It is used for various small readings and concerts, but it only seats about 50 or so students.

### ***NAIAD'S SPRING***

Naiad's Spring is a pool, about 10' in width and 45' in length, fifteen feet deep at the center. It contains a small population of fish, and is

popular for wading and swimming for students who enjoy "natural" bodies of water. Wading and swimming are strictly not allowed, but this hasn't stopped anyone. Periodically, a merfolk or water genasi student will make the decision to move into the spring, but the constant intrusion of cannonballs and belly floppers tends to put them off of it.

### ***SWANMAY SPRING***

The swans in this spring are (generally) not Swanmays, a sect of mostly female rangers who can transform themselves into swans because they really like that ballet. They're just ordinary swans, although the Swanmays paid for its installation. The spring is small, too shallow for swimming, but the swans are pretty. Do not eat the swans; by Sigil law the all belong to the Lady of Pain.

### ***TENNIS COURTS***

The Stride contains a complex of six clay tennis courts and four grass courts. They're available for students to use, via sign up, except when the tennis team is practicing or playing.

### ***PAINTBALL FIELD***

This was not initially a paintball field, it was a training field, but there's so much paint all over the place, the maintenance staff just gave up, so have fun, kids.

### ***STATUE OF MORDENKAINEN***

This statue looks very much like the statue of Mordenkainen outside the Library, except that it's made of polished wood. Students enjoy decorating it with foliage and bird's nests, and Mordenkainen hates it, but some of the birds are on the protected list, so he can't actually do anything about it.

# Appendix I:

## The Circle of Deans

The Circle of Deans is the governing body of Sigil Prep, formed when founding headmaster, Mordenkainen, finally decided he couldn't do it all himself. Initially consisting of his usual cast of cohorts, the Circle of Eight (Bigby, Leomund, Drawmij, Rary, Nystul and Bucknard), before complaints that wizards shouldn't be overseeing the schools of fighters, rogues, clerics and so forth became overwhelming. The Circle of Eight thereafter was replaced by the Circle of Deans, drafted from among the greatest adventurers and individuals of power and influence from throughout the planes.

Although such luminaries as Elminster, Merrix d'Cannith, and Lord Soth (but never Robilar, *Never Robilar!*) have at various times served on the Circle, the current roster is listed below. Mordenkainen remains the overall administrative head of the school, though the Circle serves as oversight. They are both heads of faculty and a board of directors, while each member is the head of one of the school's departments.

*(NOTE: All the characters in this section are borrowed from various D&D or Magic: the Gathering settings and related properties. Their use here is specific to the Sigil Prep setting and is not intended to be a canonical representation of the character.)*

### DEAN OF SCHOOLS

#### Mordenkainen

(Dean of Schools; human, he/him)

Our school's founder and longest serving faculty member, here since the very beginning. You know him from his Magnificent Mansion and his Faithful Hound, but students at Sigil Prep know him as the esteemed headmaster.

Mordenkainen "founded" Sigil Prep when he invited himself into a partnership with the fighter Robilar and took over Robilar's Chainmail Academy of Warfare, imposing an additional curriculum for magic before taking over entirely and turning the school into a planar institution for would-be adventurers.

Dean Mordenkainen hasn't actually taught a class in several decades at this point, but he's a bit of a micromanager, imposing his ideas of "balance" and "fairness" anywhere he thinks it needs to apply. He's a somewhat obsessive devotee to non-extremism, which he takes to an extreme. "Neutrality," to him, is not indifference or the refusal to take a stand. It's taking a definitive stance against stance-taking. Neither side of an argument is right or wrong, except where the sides are imbalanced. The argument is never settled until an equal amount of people are involved in both positions. And that is why the Circle of Deans has largely vetoed his ability to arbitrate. If you ask him, he's orchestrating everything from behind the scenes, but by and large, he's just taking credit for everyone else's work.

Very few students ever have much direct contact with the Dean, but once a semester he has a dinner where he invites all the top students and also all the bottom students.

### THE DEANS

#### Ammon Jerro

(Dean of Warlocks; human, he/him)

The head of the Warlock faculty, Dean Ammon Jerro is a stern and humorless man who has no patience for fools, and as a result, he is often frustrated by having to deal with students and other faculty members.



Of all the Circle of Deans, Jerro is the one most likely to butt heads with Mordenkainen, and the other administrators as well. He hates meetings, he hates negotiations, but he does have some fondness for proving his point.

Dean Jerro has a number of fiends in his employ, both demon and devil, no mean feat considering the animosity between the fiendish factions. He used to use them to further his own goals in Neverwinter, but now he mostly uses them to grade papers.

## Boroman ir'Dayne

(Dean of Rogues; halfling, he/him)

The founder of Eberron's Wayfarer Foundation, Dean ir'Dayne is responsible for many of the most important discoveries of his world. Making notable expeditions into the treacherous wilds of Xen'drik and the frozen wastes of the Frostfell, he retired after acquiring a debilitating curse, although he continues to use his considerable wealth to fund further expeditions into the furthest reaches of his homeworld.

As the head of the Rogue faculty at Sigil Prep, he has used his contacts among the cleric and wizard faculties to seek a cure for the curse that causes his body to waste away, but it seems to be a really sturdy curse that defies all the usual methods of removal.

## Chandra Nalaar

(Dean of Sorcerers; human, she/her)

One of the most prolific of planar travelers, 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 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 is particularly

impressed with creativity and ingenuity, and a student that can surprise her is going to do well in her books.

Her auburn hair 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.

## Doric

(Dean of Druids; tiefling, she/her)

The most recent addition to the Circle of Deans, replacing the great druid Oalian from Eberron (who had trouble attending meetings because he is a sentient pine tree), Doric had only been on faculty a short time, but was promoted to Dean because she was the one who accepted the job.

Doric is somewhat aloof and tends to let her thoughts brew before she contributes to faculty discussions. She is a difficult person to approach, as she keeps herself emotionally guarded, but she takes her responsibilities seriously.

She is fond of wildshaping, and it's not unusual to see some manner of wild beast in her office, growling over the paperwork.

## Dove Falconhand

(Dean of Rangers; human, she/her)

One of the legendary Seven Sisters, esteemed member of the Harpers, and among the greatest heroes of the Forgotten Realms, Dean Falconhand is fairhanded and confident. She is popular among her students and among the rest of the faculty. In her adventuring days, she was known for her tirelessness and determination, but also for her compassion.

She is married to fellow ranger and Knights of Myth Drannor member Florin Falconhand, though he spends little time in Sigil, and students will rarely meet him. She spends a good deal of time with her sister, Storm, the dean of

Bards, and the pair are often found on the town together.

She has silver hair, like most of her sisters, often tied back in a ponytail. She maintains a tight, athletic build and spends at least three hours a day in the gym.

## Eclavdra

(Dean of Clerics; drow elf, she/her)

Leader of House Eilservs in Erelhei-Cinlu in the underreaches of the world of Oerth, Dean Eclavdra is perhaps the most powerful cleric of the spider goddess Lolth to have ever lived. She is cold-tempered, frighteningly calm even in rage, and does not suffer irresponsible students lightly. Although she seems to favor Lolth-worshipping students, she does not, despite reputation, fail a student just for favoring a god she disfavors. Except Corellon. If you follow Corellon, perhaps look for a unit taught by someone else.

Due to life-extending magicks and her status as Chosen of Lolth, Eclavdra is older than even most elves would expect to live, but she appears only to be a woman just on the cusp of middle age. She is just over five feet in height, with long white hair and a regal demeanor that makes her seem more imposing than her slight form would initially imply.

It is highly recommended that students exhaust every other resource they have before they approach her. She has little patience for triviality. Signing off on your admissions slip is a triviality.

## Flint Forge

(Dean of Fighters; dwarf, him/him)

One of the famed Heroes of the Lance from the world of Krynn, Dean Forge is a friendly and fatherly dwarf, though also quite cantankerous and grumbling. He offers insults by way of camaraderie, though he can be practically parental to those students to whom he takes a

liking. He is in his elder years but with a champion's spirit.

He pretends at an intense allergy to horses, and is quite terrified of boats, although the latter doesn't mean much in Sigil. He has been seen around town riding a nearly comically small mule.

## Joppa

(Dean of Monks; human, he/him)

Although initially an adventurer from Oearth, Joppa found his way to Toril, where he became a humble fisherman. He is a jovial man, somewhat plump with a well-kept beard.

He is very fond of regaling students, other faculty members, and anyone else in earshot of his exploits fishing. The best tackle, the finest spots for either relaxing or successful outings, the biggest fish he's ever landed (and other oddities that found their way onto his hook). His students often learn more about carp than martial skill.

## Raistlin Majere

(Dean of Wizards; human, he/him)

Surely Raistlin Majere's reputation precedes him. Both famous and infamous on the world of Krynn, he is one of the Heroes of the Lance, but also one of his world's deadliest foes.

Frail and weak, Dean Majere suffers a chronic cough and often seems close to collapse, although the fierce determination in his eyes belies his sickness and can give pause to even the sternest warrior. He is arrogant and self-assured, and has little interest in anyone else's affairs beyond how they can benefit him, but he always honors his word and he grades his exams fairly, although they are intensely rough.

He is one of the most powerful wizards on any world, and he often finds himself staring down Dean Mordenkainen, not for any academic or

administrative reasons, but just because neither is willing to admit the other is equal.

## Storm Silverhand

(Dean of Bards; human, she/her)

Bard of Shadowdale, former Chosen of Mystra, member of the Harpers. One of the legendary Seven Sisters, Dean Silverhand may well be the most decorated active faculty member of Sigil Prep. A tall and attractive woman whose features appear ageless, she is well-spoken and supernaturally charismatic.

Known as merry and good-humored, she can become serious when it's called for. Despite her reputation for being fair and approachable, she tends to keep grudges, and although it is hard to make her not like you, it's even harder to win back her good graces once you lose them.

When not teaching, she plays lead guitar and sings in her band, Silverhand, which tours extensively during the vacation months.

Storm is over six feet tall, with long silver hair that reaches her knees. She dresses casually while teaching, wearing at least modest splashes of silver color, whether it's jewelry, sparkly boots, or a shiny blouse.

## Strongheart

(Dean of Paladins; human, he/him)

A stout and sturdy man, Strongheart is the epitome of a paladin. Good of heart and lawful of deed, he defends the weak, challenges the wicked, and maintains a handsome mustache.

He is longtime foe of the evil warrior, Warduke, and won't shut up about it if Warduke's name is mentioned. It's derailed many a lecture.

Despite this singular animosity, he tends to see the good in people, and encourages his students to do their best. Within the confines of his personal moral code.

## Vi

(Dean of Artificers; gnome, she/her)

Planar traveler, artificer and entrepreneur, Vi runs a business in the City of Sigil, where she and her compatriots journey to other planes, fixing problems that seem to be unsolvable.

She has a strong background as a developer for House Cannith on Eberron, though she has done her best work since branching out on her own. As a Dean at Sigil Prep, she is more involved in the administrative end than actively serving as an educator, although students who take one of her rare classes have only rave reviews.

She enjoys hard drinking and sassy retorts, and has been known to recruit students (not just her own) to work for her after graduation.

## Wulfgar

(Dean of Barbarians; human, he/him)

A member of the Companions of the Hall, the legendary adventuring company that includes such celebrated heroes as Drizzt do'Urden and Bruenor Battlehammer, Wulfgar is a towering man standing 7 feet in height, and strong enough to rip a golem's head off barehanded.

Though he has had many ups and downs in his storied career, including a long period of imprisonment in the Abyss, dealing with alcoholism, and his actual death, which lasted over a century, Wulfgar has more recently chosen to live in the moment and not dwell on things.

That said, he does enjoy working at Sigil Prep where he can enjoy his own accomplishments outside of the shadow of his more marketable friend, Drizzt.

## Appendix II:

# Sigil Prep Staff

The following are Sigil Prep staff members whom students may encounter while traveling campus. These are non-academic staff members; faculty will be included in future supplements.

### Hilka

(Neogi; cafeteria coordinator; she/her)  
Humanoids tend to find neogi unsettling, with their bulbous spider-like bodies and the eel-like neck ending in a terrible, toothsome head. But Hilka is as friendly and chipper a monstrosity as you're likely to meet. Making cheery small talk with students as they make their selections, she is quick to offer the piles of writhing mealworms and unwashed dung beetles that she prepares everyday, but she isn't too bothered when people prefer the chicken tenders instead. Although otherwise unclothed, she wears a hair net, despite having no hair (on her head.) She is assisted by Bob, an umber hulk who wears a tall chef's hat and "confuse the cook" apron, who is generally stirring a pot of something, it's better not to ask.

### Mr. Roper

(Huge roper; housing director; he/it)  
Mis'trarohpaaar ("Mr. Roper") is the housing director at Sigil Prep, and is the only person in the housing department for the bulk of the year. For one week prior to each semester, a small team determines room assignments, but these are all student volunteers, and after assignments are mailed out, it's all Roper.

He is an extraordinarily large roper, a 20' tower of stone with flailing tentacles, a cavernous maw full of gnashing teeth, and a huge, angry eye. He's less pleasant than he looks, hating to be bothered, uninterested in your problems, and screaming out every word he says as if

portending doom. He can be somewhat mollified by gifts of food or shiny objects.

Despite this, he's a very professional monster and always wears a tie. He is slightly nearsighted and wears a corrective lens to compensate. Although he rarely moves from the spot he is attached to, a (normal-sized) mahogany desk was kindly placed in front of him.



### Nurse Pammy

(Beholder; head nurse; she/her)  
Penmaxtrilenax, usually just called "Pammy," is the giant floating head that runs the Infirmary. Her multiple eyes have different uses than the typical beholder:

1. *Cure Wounds Ray* (10' range, otherwise as the spell cast at 6<sup>th</sup> level)
2. *Greater Restoration Ray* (10;' range, otherwise as the spell)
3. *Lesser Restoration Ray* (10' range; otherwise as the spell)

4. *Regeneration Ray* (10' range; otherwise as the spell)
5. *Mass Cure Wounds Ray* (10' cone, otherwise as the spell cast at 6<sup>th</sup> level)
6. *Telekinesis Ray* (as standard beholder)
7. *Sleep Ray* (as standard beholder)
8. *Revivify Ray* (10' range; otherwise as the spell)
9. *Zone of Truth Ray* (10' cone; otherwise as the spell)
10. *Produce Lollipop Ray*. Produces a 10' cone of light. If any creature within the cone has been targeted by any of Pammy's other rays in the last five minutes, a lollipop will manifest in that creature's hand.

Although she is devoted to her job as a healer, she is also not inclined to talk to you, and really, your presence is a nuisance. She may not be actively hostile, but not a single word out of her enormous mouth will be kind or helpful or affirming. Any injury you got was your own damned fault, and if you kids these days had any sense, you'd never have gotten that axe to the chest in the first place. Nobody wants to be attended to by Pammy, and many actually prefer to have that freshman volunteer cleric of Talona, goddess of disease, reattach their arm.

*(NOTE: Nurse Pammy was created by a contributor on the old WotC message boards, but I do not remember that person's name. If you are that person, let me know, and I'll credit you properly.)*

# Appendix III:

## Azer Dorm

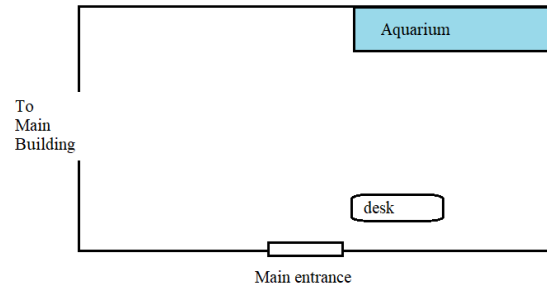
Azer Dorm isn't the biggest or most luxurious dorm on campus, but it's the one that's designed specifically for the PCs to live in. Specifically, most PCs (at least in the campaign of the present author) will be housed on the Fifth Floor. Following is a more detailed look at this most important of dormitories. It's a brick building, its front stairs leading to a reception hall that is somewhat apart from the main building, which sits to its left (when facing the building from the front). The reception hall is 20' tall on the interior, while the main part of the building extends nine stories tall, each floor being 10' in height. The bottom floor is called the "ground floor", with the upper floors being numbered one to eight.

### THE RECEPTION HALL

The main entrance to Azer Dorm opens into a large reception hall. Immediately to your right is a welcome/information desk which is perpetually unmanned, unless a student has decided to sit there to use the desk to study or do homework, but don't bother asking questions because they don't know.

A large aquarium sits on the far wall, full of exotic fish which you're welcome to stare at to your heart's content. The rest of the 50' by 75' room is full of comfy couches, plush chairs, tables of varying heights, and many, many board games.

To the left (when facing inward from the entrance) is the entry into the main building.



### GENERAL FLOOR PLAN

Each of the nine floors of Azer Dorm shares the same basic floorplans. A stairwell rests directly after the main hall connects to the reception hall, and two other stairwells are placed near the center and at the far end of the hall. All these stairwells have exterior exits on the ground floor.

Each floor has 24 double rooms, numbered 1 to 28 on the ground floor, then 101 to 124 on the first floor, 201 to 224 on the second and so forth. A larger bedroom is in the center of the hall, generally reserved for the RA, although occasionally a wealthier student will manage to bribe Mr. Roper in Housing into getting it. It's roughly three times the size of the doubles, despite being a single.

Each floor has two communal shower/restroom areas, and a utility room that is used for laundry on the ground floor and subsequently on floors 2, 4, 6 and 8. On floors 1, 3, 5 and 7, it's a lounge, though each has its own distinct flavor. Directly beside each shower is a custodial closet.

### THE FIFTH FLOOR LOUNGE

The fifth floor, where generally the PCs will be housed, has a lounge that is furnished with a



pool table, and a rickety pinball table that is never serviced.

A soda machine sits in the corner, which offers a variety of beverages: Cormyr Cola, Diet Cormyr Cola, Barley Brothers Crème Soda, Barley Brothers Maple Soda, Old Hermit's Ginger Gale, and Mr. Pibb. The machine seems to be hostile to one or two specific students, hurling the drinks out at high velocity, dropping the wrong drink, or not dropping the drink at all. In fact, the machine is a mimic, although it will never attack students. It just enjoys being a soda dispenser.

## RESIDENT ADVISORS

Some students can earn extra money, if they can convince Housing that they are responsible and industrious (and Housing is Mr. Roper, who is notably erratic), by becoming a Resident Advisor. Each floor of each dorm has an RA, who is tasked with assisting students with issues involving roommate conflicts, and enforcing dorm rules. Some of them actually do it.



### Neil

(Beholder; Fifth floor RA; he/him)  
Golly gee, gang! Neil is the friendliest, most

eager-to-please aberration you're ever likely to meet. This drooling giant floating head is excited to help any way he can, while saying things like "nifty keen" and "well, that's a dandy looking paintjob you did without permission! Goslly!" He bakes lemon squares and snickerdoodles and leaves them in the lounge for everyone to share, and loves board games.

His eyestalks are generally covered by his enormous ball cap. He's a big fan of the siegeball team, and will eagerly talk about the most recent game with anyone who will listen. It's really his eagerness that's his biggest downfall. He's a bit much sometimes.

### Alecto Victora

(Human; senior Cleric student, fourth floor RA; she/her)

Alecto is the fourth floor RA, a boisterous young woman who worships Nike, goddess of victory. She is encouraging and enthusiastic, always ready to congratulate a fellow student for their victories, finding all achievements worthy of praise. She celebrates her own victories, those of her friends, those of her rivals, all accomplishments deserve salutations in her eyes.

It may be easy to assume she's just into partying and looking for excuses, but she's very sincere in her enthusiasm for victory, and partying is simply the most prudent way to celebrate it.

She will often be found at any sporting event on campus, cheering on the home team, and celebrating if they win. Or, if the other team scores the victory, celebrating with them, as well.

### Antonette "Pug" Puglia

(human; senior Rogue student, 8<sup>th</sup> floor RA; she/her)

The RA of the top floor is "Pug" Puglia, a tough-talking young woman originally from the Rock of Bral, where she worked briefly for an

unscrupulous conman who used orphan children to serve as cutpurses and pickpockets.

Eventually, she tired of her mentor's ambitions, which she felt were greater than his capabilities, and fled Bral, eventually ending up in Sigil, where she formed her own orphan gang (now led by a young tabaxi named Artie).

Pug eventually caught the attention of Sigil Prep's rogue faculty and was given a full scholarship. She's a highly capable (and potentially in demand) thief, though she's relatively ethical, only stealing from "assholes" and keeping her word once given. She often ropes other students into poker games (something her role as resident advisor really shouldn't allow). It isn't clear if she's aware the good luck charm she fiddles with is a holy symbol of Beshaba, goddess of misfortune, although considering how successful her gambling ventures are, it seems Beshaba favors her.

## Courtney Goldenlocks

(human; senior year Ranger student, ground floor RA; she/her)

Courtney hails from the world of Eldraine in the multiverse next door. She is a bit of a contrarian, difficult to satisfy. Every piece of furniture is either too hard or too soft, every meal either too hot or too cold, every professor either too nitpicky or too imprecise. She longs for "just right," but she isn't quite so easily satisfied.

One thing she does enjoy, however, is bears. Her whole room is decorated with bear figurines, she collects bear art and bear memorabilia, and if she uses any summoning magic, it's always bears. She's not a beastmaster ranger with an animal companion, but that doesn't mean she won't bring a bear into the dorm from time to time just because she likes to have bears around.

As a resident advisor, she can be helpful, because her constant refusal to be happy with a situation does make her quite adept at seeing

things from both sides. Just don't be sensitive when your "thank you" is either too impersonal or too invasive.

## OTHER FACES OF AZER DORM

Besides the PCs, Azer Dorm is populated with some colorful NPCs who might serve varying purposes in the campaign. Some are potential roommates for a PC, while others might serve to get an adventure going.

### Angry Kel

(fairy; freshman Rogue student: he/him)

Kel is an Arcane Trickster major and enjoys pranks, often teaming up with Creig Furlaison to pull some extreme stunts, although he's also likely to pull some hijinks on his own.



Unlike Creig, and despite his nickname "Angry" Kel, he has no particular animosity. If a prank makes someone angry, he thinks it's hilarious, but if it makes someone cry, he'll stop and apologize and never prank that person again.

### Burvik

(bugbear; sophomore undecided major; he/him)

Burvik is a slob, pure and simple, and is the

roommate of whichever PC is least likely to deal with that. He's almost always in the room (when he isn't napping in the Fifth Floor Lounge), in his boxers. His half of the room is littered with unwashed clothing, pizza boxes, crumpled bags of cheese puffs, cheese puff crumbs, crushed soda cans, and don't even ask what that thing is.

Despite being unkempt and foul-smelling, and often an unmoving, snoring lump, he likes his roomie, calling them things like "pal" and "buddy" while slapping them on the back in an enthusiastic manner. On occasion, he can offer very insightful advice, but don't count on that being a regular occurrence.

## Creig Furlaison

(human; freshman warlock student; he/him)  
Creig has something to prove, and more specifically, he wants to prove it to one or more of the PCs. These PCs will become the targets of a series of pranks that he thinks is hilarious, and he won't give up until they admit he is the greatest prankster.

He's convinced he can outsmart anyone who dares challenge his brilliant mind, and will go to extremes to prove it. His closest friend is Angry Kel, and they often team up for epic pranks, although even Kel can find him insufferable at time.

## Gear Cogsinsprings

(gnome; freshman artificer student; she/them)  
Gear is a high-energy engineer, always working on something, and sometimes that something is ripping up floors and walls and inserting chutes, catapults aimed at the Artificer building (for quick travel; she'll figure out the landing later) or other large-scale modifications to the room which is exciting to her and probably inconvenient for her (PC) roommate.

She is friendly, but doesn't like to be touched by organic folk, although she has romantic pinings

for intelligent constructs. She's likely to have a crush on any warforged PC. She may be building her own boyfriend; it's better not to look in the closet.

*(Gear is based on a player character from my first Sigil Prep campaign; thanks to her player for her inclusion here)*

## Stebben Snobfoot

(halfling; freshman rogue student; he/him)  
Although ostensibly a Rogue, Stebben doesn't care to get his hands dirty, and we mean that quite literally. Coming from a wealthy and extremely privileged family, he refers to his fellow students as "chums" and will often ask someone else to do even the most innocuous task for him. Having no idea of relative values of things, he will often offer large amounts of money for very small tasks. "Could one of you lads run to the corner store and pick me up a sandwich? What's that worth, 500 gold pieces?" However, these small tasks could easily lead to unexpected adventures.

Stebben has the room that would normally be reserved for the first floor RA.