



The Wizard Major

Wizard School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

"Okay, Waa'koh, what is the School of Magic you wish to enroll in."

--Bigby, Professor of Magic Studies

"Sigil Prep."

--Waa'koh, freshman halfling wizard

"No, that is the magic school you wish to go to. What is the School of Magic you wish to enroll in."

--Bigby, Professor of Magic Studies

"Sigil Prep."

--Waa'koh, freshman halfling wizard

"No, again, that is the magic school. The school... you know, Evocation, Necromancy, Illusion..."

--Bigby, Professor of Magic Studies

"Oh, those sound lovely."

--Waa'koh, freshman halfling wizard

"Yes, but when you think about what kind of magic you want to study, what is on your mind?"

--Bigby

"My hat!"

--Waa'koh

facepalm

--Bigby

The Mordenkainen School for Arcane Wizardry constantly strives to improve the quality education of young wizards everywhere. It's the most book intensive major on campus, but in addition to reading, you're also *writing* the books. Well, filling them out. Copying crap. From one spellbook into your spellbook. Really, half of this program is scribing. You're completely qualified to get a job as a scribe after graduation, if you can't find work as a Wizard. There's really a glut in the Wizarding market right now.

Wizard students must select an area of focus (usually one of the major schools of magic) to concentrate on at some point during their first semester. The good news is, unlike in past curriculums, you don't lose anything by specializing. The bad news is, no more free familiars.

FRESHMAN YEAR

In addition to some basic weapon training and academic electives, the following courses are required in your Freshman year. Don't be fooled. This doesn't look like a heavy course load, but these labs are loooooong. And you have to carry two books for every other spellcasting class's one.

Cantrips Lab- Wizard (WIZ 100)

Arcane Spellcasting Lab I-II (WIZ 101, 201)

Ritual Casting (WIZ 160)

Arcane Recovery (WIZ 175)

SOPHOMORE YEAR

And then you spend Sophomore year in a lab.

Arcane Spellcasting Lab III-V (WIZ 301, 401, 501)

JUNIOR YEAR

And then you spend Junior year in a lab.

Arcane Spellcasting Lab VI-VIII (WIZ 601, 701, 801)

SENIOR YEAR

And then in Senior year, you have some required courses again.

Arcane Spellcasting Lab IX (WIZ 901)

Spell Mastery (WIZ 910)

Signature Spellcasting (WIZ 980)

After completing hours and hours and hours of lab time and some lectures, you earn the Bachelor of Arcane Sciences degree.

Naull Chirral



(Human Wizard, junior)

Best known as the long-suffering roommate of Lidda Footpadder, because defending herself from Lidda's friendship is a full-time job. Naull is a down-to-earth young woman with an analytical mind and a love of magical theory and arcane application, and could have a big future ahead of her as a research wizard.

At the moment, though, she has the world's most hyperactive Halfling attacking her every few hours. Naull is actually very fond of Lidda (when she's not being stabbed by her), but she can't wait for Spring Break, when she'll be spending the week off anywhere that Lidda's not.

(Naull is based on a portrait character from the Player's Handbook (2000, 2003); property of WotC)

Wizard Career Paths

With perhaps the most options available for any major, selecting your Wizard path is possibly the most stressful part of being a Wizard. You thought you had it bad when you just had to weigh Illusion vs. Necromancy, but now we're tossing Bladesinging and War Magic in there, too. Choose wisely.

Artificer

(*Unearthed Arcana: Eberron* (online download, 2015))

Use your magic to create objects to use your magic with. It's sort of a roundabout way to get there, but it's flavorful. Everybody loves gadget stuff.

In selecting this program, you must take the following courses:

- Infuse Potions** (ART 102)
- Infuse Scrolls** (ART 112)
- Infuse Weapons and Armor** (ART 330)
- Superior Artificing** (ART 550)
- Artificing Master Class** (ART 780)

Bladesinging

(*Sword Coast Adventurer's Guide* (2015))

Open only to Elf students because it's all a big secret, this program combines spellcasting with sword combat. And possibly singing. You don't actually need to sing, but it can't hurt. Up to you.

When you enroll in this course, you must take the following courses:

- Training in War and Song** (BSG 125)- a combination of weapon training and show tune performance. Like that bit in *West Side Story*, except with actual violence.
- Bladesong** (BSG 130)
- Extra Attacking** (BSG 300)
- Song of Defense** (BSG 504)
- Song of Victory** (BSG 745)- I mean, sure, you *can* choose YMCA as your song of victory, but...

Lore Mastery

(*Unearthed Arcana: Warlock & Wizard* (online download, 2017))

There's knowing stuff, and then there's KNOWING stuff. You don't just learn lore, you put it to use. By shaping it into magical power. Some classes, you can pass by memorizing test answers. This one, you have to memorize encyclopedias.

Obviously, there are a lot of intensive courses you need to take for this program:

Lore Mastery Basics (LOR 115)
Spell Secrets Lab (LOR 121)
Alchemical Casting (LOR 316)
Developing Prodigious Memory (LOR 505)
Mastery of Magic (LOR 706)

School of Abjuration

(Player's Handbook (2014))

The study of protective magic is a noble and kinda boring profession. Very little blows up, and almost never do vicious beasts appear from nowhere to attack your enemies. But on the plus side, you never forget to bring protection. (You like that, Mialee? That one was for you.)

In addition to your endless spellcasting labs, this program requires the following courses:

Abjuration Savantism (ABJ 101)
Arcane Warding (ABJ 112)
Projected Warding (ABJ 315)
Improved Abjuration (ABJ 516)
Acquiring and Maintaining Spell Resistance (ABJ 730)

School of Conjuration

(Player's Handbook (2014))

Watch you pull a rabbit out of your hat. Better yet, a demon. Or maybe a genie of some sort. You'll need a bigger hat.

This program requires the following additional courses:

Conjuration Savantism (CNJ 101)
Minor Conjuring (CNJ 110)
Benign Transposition (CNJ 316)
Focused Conjuration (CNJ 510)
Durable Summoning (CNJ 730)- Don't you hate it when you summon a demon and it immediately breaks?

School of Divination

(Player's Handbook (2014))

Foretell the future. Answer questions before they're asked. For some reason, you will never be able to predict lottery numbers. The lottery is extremely well warded against even the best Divination spells.

If that lottery thing doesn't turn you off, maybe these additional class requirements will:

Divination Savantism (DIV 101)

Obtaining and Deciphering Portent (DIV 120)
Expert Divination (DIV 330)
Third Eye Discovery and Development (DIV 516)
Obtaining Greater Portent (DIV 700)

School of Enchantment

(Player's Handbook (2014))

Free will? Feh. Your will is all that's important. Or your professor's will. Who can say if what you did in class is what you remember doing? That'll keep you up at night, won't it?

In addition to your standard Wizarding courses, add the following to your requirements:

Enchantment Savantism (DIV 101)
Hypnosis by Gaze (DIV 130)- Students must bring their own pocket watch
Instinctive Charm (DIV 333)
Splitting Enchantment (DIV 560)
Alteration of Memories (DIV 710)

School of Evocation

(Player's Handbook (2014); Dungeons & Dragons Basic Rules (online supplement, 2015))

Drawing on the power of the elements! Like Fire and Wind and... Lightning! And Acid! And... which model of the classical elements contains Acid? Is there an Elemental Plane of Acid? I'm kind of curious about that now.

Regardless, this is where the power is, if you really want to do some violent magic. You might even get extra credit if you blow up your homework.

If that sounds evocative, the following courses are required for this program:

Evocation Savantism (EVC 101)
Sculpting Spells (EVC 130)
Cantrip Potency (EVC 302)
Empowering Evocation (EVC 590)
Overchanneling Spells (EVC 730)- Psychiatric evaluation is required before your enrollment in this course will be accepted.

School of Illusion

(Player's Handbook (2014))

Fool the senses. Make your foes question reality. They won't know what's real. Are dogs real? Are cats? Are rocks? Giant floating heads with a huge central eyeball and a giant toothy mouth. Is that real? What of dragons, unicorns, giant space hamsters, all the things we see every day? Illusion! You won't know the difference between reality and fantasy.

If you can accept this reality, you need to take the following courses in addition to your standard Wizard workload:

Illusion Savantism (ILL 101)

Improved Minor Illusion (ILL 130)- Yep. A full 3-credit course on one single spell.

Malleable Illusion (ILL 306)

Illusory Self (ILL 550)- And now you'll always have someone to talk to.

Illusory Reality (ILL 730)

School of Necromancy

(Player's Handbook (2014))

People are *dying* to get into this program! Ha! Actually, no. They're dying to be *test subjects* for this program. Often against their will. This not a topic for humor, really. I apologize.

You are a sick f*** and you should be ashamed. However, if you really must desecrate the dead, you need to take the following courses:

Necromancy Savantism (NEC 101)

Grim Harvesting (NEC 130)

Care and Keeping of Undead Thralls (NEC 333)

Inurement to Undeath (NEC 530)

Commanding Undead (NEC 766)

School of Transmutation

(Player's Handbook (2014))

The art of changing one thing into another thing. Flesh to stone, rock to mud, men to frogs. But let's see you transform my credit score to something that will let me buy a house after graduation.

When you enroll in this program, you must take the following courses in addition to your standard Wizard classes:

Transmutation Savantism (TRA 101)

Minor Alchemy (TRA 120)

Development and Theory of the Transmuter's Stone (TRA 345)

Shapechanging Practicum (TRA 570)

Transmutation Master Class (TRA 707)

Technomancy

(Unearthed Arcana: Modern Magic (online download, 2015))

Who says Science and Magic don't mix? Certainly not the wizards who developed this blend of technology and arcane artistry. Cast spells through a computer, cast spells through a network of

computers... this is really more Cybermancy, isn't it? Isn't Technomancy supposed to be more engineering and gadgets and... Nevermind, this is still cool. And anyway, if you can't get a job wizarding, you can clean up as a member of the Best Buy Geek Squad.

This program adds the following requirements to your major:

Additional training in "modern" firearms and in Hacking Tools

Technological Savantism (TEC 125)

Spell Programming (TEC 315)

Online Casting (TEC 523)- Take some time to be appreciative, you "modern" era jerks. We had to invent the computer to develop this

Device Chaining (TEC 707)

Theurgy

(*Unearth Arcana: The Faithful* (online download, 2016); *Uearthed Arcana: Wizard Revisited* (online download, 2017))

Wizards gain power through study. If you study holy books, then, it stands to reason you can gain power through your super-concentrated knowledge of divinity. Prayer is fundamental to faith, but learning is fundamental to knowledge. Jozan might have faith in Pelor, but you, my friend, can gain power by clear understanding of Pelor. And you don't even have to pray to him, like he's even listening anyway. Dude is bound to have better things to do.

When you enter this program, you must take the following courses:

Divine Inspiration (TRG 112)

Arcane Initiate Lab (TRG 115)

Channeling Arcana (TRG 133)

Channeling Arcana Lab- Divine Arcana (TRG 133I)

Arcane Acolytism (TRG 303)

Arcane Priesthood (TRG 503)

Arcane High Priesthood (TRG 703)

War Magic

(*Uearthed Arcana: Wizard Revisited* (online download, 2017))

Wizards are often good at slaughter, what with the fireballs and the meteor swarms and such, but the wizards who make the good money are good, not at battle, but at war. The distinction is in tactical wit, strategy, and cunning. And, well, fireballs and meteor swarms and such. But tactically.

This program requires the following courses:

Arcane Deflection (WMG 106)

Tactical Wit (WMG 114)- Turns out, "wit" can mean intelligence, not just clever jokes. Clever jokes are clever, but seldom tactical.

Power Surging (WMG 324)

Durable Magic (WMG 515)- if you've ever dropped magic taking it out of the washer and broken it, you know the struggle

Creating a Deflecting Shroud (WMG 703)

School of Library Sciences

Most Wizards have their own personal libraries to begin with, but some of you will undoubtedly want to manage a large public (or someone else's private) library because you just can't get enough of organizing massive tomes. You guys.

At any rate, if you're going to put your love of words and knowledge and heavy stacks of bound paper to practical use, you'll need a few tools to make that handy. The Dewey Decimal System is one of those tools. But there's no magic in that.

INFORMATION AT HAND

You are a font of knowledge. Beginning at 2nd level, you have double proficiency on Arcana, History and Religion checks, as well as any INT check in which you are trying to recall information.

I'LL TAKE THAT ONE

Beginning at 2nd level, you can recognize the organization schemes of even the most unorganized and demented person's book collection. If you know the subject matter of a book you're looking for, you have +2 to checks when searching libraries, book shelves and collections of books. If you know the title, you have advantage to the roll. You would be surprised how often adventures have you looking through libraries for something.

You can recognize magic books on sight, as if you had cast *Identify*.

EXTREMELY WELL-READ

Starting at 6th level, you can read in any language. This does not allow you to speak the language. You have advantage to decipher something written in code, even if the encoded message is in another language.

Further, gaining the benefit of magic books requires only half the reading time for you.

SCRIBING COMES EASY

Beginning at 10th level, you can copy spells from any source into your spellbook as if you were copying from your own spellbook (i.e., it takes half the time and only costs 10 gp per level of the spell).

SHHH!

Also at 10th level, you may cast *Silence* even if you don't have it prepared. After you have cast it, you must complete a short or long rest before you can do so again.

I'VE GOT A COPY OF THAT RIGHT HERE

Beginning at 14th level, you can cast *Legend Lore* without having it prepared. When you do so, you pull a book on the relevant topic out of thin air and the information gleaned through the spell is presented on the pages. The book vanishes when you finish reading the relevant text.

After you have cast it, you must complete a long rest before you can do so again.

Wizard Faculty

(A large portion of the Circle of Deans –Mordenkainen, Raistlin Majere, and Strahd von Zarovich— are Wizards, but are above faculty level.)

Bigby [department head]

(Human Wizard, Professor of Spellcraft, Advanced Wizardry)

One of the most tenured members of the Sigil Prep faculty, Bigby was once among the Circle of Deans. He remains a favored lecturer for his fame and prestige, although he tends to pass his classes off on graduate students more and more as time goes by.

No one is entirely sure why this old man is so obsessed with his own hand.

(Bigby is a major figure from the World of Greyhawk campaign setting; property of WotC)

Bargle the Infamous [tenured]

(Human Wizard, Professor of Political Betrayal, Scheming Sub-Bosses)

Professor Bargle is the court wizard of the Black Eagle Barony, and if anyone is more diabolical than the Black Eagle, Ludwig von Hendricks, himself, it may well be Bargle. He has books full of schemes for the potential betrayal of von Hendricks, and may actually get around to implementing them, although I wouldn't count on them going well for him. The Black Eagle is as A-list as a Mystaran gets, and tertiary characters just rarely get the upper hand in these situations.

(Bargle the Infamous is a figure from the BECFMI D&D supplement, The Grand Duchy of Karameikos (1987); property of WotC)

Ceatitle Trodar Northman [tenured]

(Human Wizard, Professor of Mischievous Magic, Treasure Hording, Teleportation)

Preferring to go by "Cea" or "Ceatitle" rather than "Professor", Cea is a fun and flirty professor who enjoys demonstrating her magic to her classes. She has a collection of magical trinkets (singing teacups, dancing sugar bowls, floating snow globes, rings that change colors based on her moods) that decorate her classrooms and office, and it is also well known that she has stashes of treasure buried around campus and her Sigil residence.

(Ceatitle Trodar Northman is a character from the AD&D sourcebook, Rogue's Gallery (1980); property of WotC)

Circe [tenured]

(Human Wizard, Professor of Polymorphing)

Professor Circe is an evil sorceress from a secluded island in the realm of Greece. Of considerable notoriety in her home plane, she should be a bit more infamous here as well. It would protect a lot of students from public embarrassment. Talking aloud in class, passing notes, missing your homework? That's a polymorphin'. Seriously, 100% of her punishments, reprimands, and warnings are polymorphings. Some days her classes are full of pigs sitting at desks. If it seems like she's in a bad mood, just take notes and look down.

(Circe is a figure from Greek mythology, introduced to D&D via Deities & Demigods (1980))

Tenser [tenured]

(Human Wizard, Professor of Utility Magic, Combat Casting)

Tenser is one of the most battle-happy wizards you'll ever meet, and it's likely you might take Dagger Training from him rather than a proper Fighter. A fairly solid educator, he allows beverages in his classroom, but it's important you use a saucer. (He has a spell that can create one, if you need).

Tenser is a former member of the Circle of Deans, although he stepped down due to a desire to cut down on paperwork.

(Tenser is a major figure in the World of Greyhawk campaign setting; property of WotC)

Elminster [frequent guest lecturer]

(Human Wizard, guest lecturer)

Although long since retired as a member of the regular faculty, Elminster guest lectures so often that he's still a likely personage to encounter on campus. The chosen of the goddess Mystra (in more ways than one, woo woo!), Elminster has a list of accomplishments that would make Hercules jealous. He is wise, often elusive with information that isn't directly in his lesson plan, and both fascinating and frustrating to talk to on a personal level. He and Mordenkainen and Dalamar of Krynn (or sometimes Mordenkainen's apprentice Rautheene) enjoy sitting in the faculty lounge, chatting about the latest issue of the campus newspaper.

The fact that Elminster is also on the Board of Trustees for the Conclave of Silvermoon in no way diminishes his status at Sigil Prep.

(Elminster is a major character from the Forgotten Realms campaign setting; property of WotC)

Athel the Deep One

(Human Wizard, Professor of Magical Research and Development)

Professor Athel is a haughty and arrogant man, who goes on and on about how he was self-taught. No doubt, the man is talented, but he could stand to put a few skill points into Shut Up. Most notably, he has a strong distaste for wizards who were educated in a formal university. So, really, all of you guys. He'll teach you, but he'll hate you for it.

(Athel the Deep One is a character from the Companion D&D adventure, Legacy of Blood (1987); property of WotC)

Catherine Amber

(Human Ghost Wizard, Professor of Magical Theory, Magic Jar)

No longer among the living, Professor Amber's spirit resides in a throne, which is situated at the front of her classroom. She can possess anyone who sits in her throne, and it is necessary for her to do so to teach her class, so a student is expected to volunteer each session.

She does, however, have a tendency to enjoy physical form, so her student volunteers are on occasion hijacked and used to enjoy physical activities such as eating, fistfights, wild all-night dance parties, and more or less anything that isn't being a chair. She's been warned. She doesn't have tenure, so she only has a dozen or so strikes left on this issue.

(Catherine Amber is a character from the Expert D&D adventure, Castle Amber (1981); property of WotC)

Chang-kao Lao

(Human Wizard (Conjurer), Professor of Conjuring and Chinese History)

One of the legendary Eight Immortals, Professor Chang-kao is a wise man who teaches both magic and the history of one of the more distant material planes. Students like him for his vibrant

teaching style, and his many stories of things he's witnessed and done. But mostly, they enjoy watching him tool around campus on the back of an origami donkey.

(Chang-kao Lao is a figure from Chinese mythology, introduced to D&D via Legends & Lore (1990))

Dutch of Garythane

(Human Wizard (Illusionist), Professor of Remedial Necromancy)

Professor Ducheval "Dutch" Vandemon primarily teaches classes in the acquisition of bodies and raising of zombies. Not something you expect from an Illusionist, but it's his passion. Can anybody explain why Dutch is an Illusionist, please? I mean, sure, when he started out, Necromancer wasn't a common profession, but still.

(Dutch of Garythane is a character from the AD&D adventure, Egg of the Phoenix (1987); property of WotC)

Elsura Dauniir

(Human Wizard, Professor of Shapeshifting, Wand Use, Feline Biology)

Professor Dauniir is known to be rather whimsical, a fun professor with an interesting teaching style. Besides having an affinity for shapechanging in general, she is able to turn herself into a small cat without utilizing a spell. She utilizes her cat form to great effect, even in teaching. Just don't take that as an invitation for crude jokes about that other word for "cat". You know which one I'm talking about. She won't take that well.

(Elsura Dauniir is a character from the Forgotten Realms, detailed in Dragon #172 (1991); property of WotC)

Isidora Amber

(Human Wizard, Professor of Transience)

Professor Amber (nee "Isodore d'Amberville") is one of the flightier instructors on campus. So much so that she's almost exclusively spotted as a random encounter. You might see her walking the halls, or in line at the cafeteria, or out in the quad, but almost never in class. Usually, you just have a grad student teaching. And even he has trouble finding her when he needs something.

(Isidora Amber is a character from the Expert D&D adventure, Castle Amber (1981); property of WotC)

Markessa

(Elf Wizard/Fighter, Professor of Dire Experimentation, Slavery)

Professor Markessa is a former member of the terrible Slave Lords from the World of Greyhawk, a detestable excuse for a sentient being, with a damned fine skill in turning people into monsters. Horrible person, fantastic teacher.

(Markessa is a character from the AD&D adventure, Secret of the Slavers Stockade; property of WotC)

Markessa's Double

(Elf Wizard/Fighter, substitute instructor)

Genetically modified to appear identical to Markessa (above), nobody knows Professor Markessa's Double's name, as she teaches Markessa's classes pretending to be Markessa whenever that vile entity wants a day off, or has evil schemes to enact. Students are fully aware when Markessa's Double is teaching, because she's much nicer, and doesn't really understand the material as well. But nobody says anything, because she's very generous with the grading.

(Markessa's Double is a character from the AD&D adventure, Secret of the Slavers Stockade; property of WotC)

Nezznar the Black Spider

(Drow Wizard, Professor of Calculated Betrayal, Summoning Spiders)

Professor Nezznar, down deep, just wants to kill you. But he's curious about his students, and will administer quizzes at bizarre times. Quizzes that start out about the homework and how to cast Conjure Elemental or Flaming Hands, but quickly spiral into questions about future plans, where you grew up, and what you did for dinner last night.

He has a passion for giant spiders, and there are usually two or three creeping disturbingly around the classroom while he teaches.

(Nezznar the Black Spider is a character from the Dungeons & Dragons Starter Set (2014); property of WotC)

Sarkalla

(Human Wizard, Professor of Ooze Husbandry)

Professor Sarkalla is one of the planes' foremost experts on oozes and ooze physiology. One of the notorious Red Wizards of Thay, she lacks ethics or conscience in her work, and has been, for years breeding intelligent ooze life. Her office and classroom are full of filth, but the filth is alive, and some of it is quite clever.

She keeps an autographed picture of Juiblex on her desk. Do not move it. She won't be happy.

(Sarkalla is a character from the adventure Dead in Thay (2014); property of WotC)

Tharkun

(Human Wizard, Professor of Magical Theory and Practicum)

Professor Tharkun suffered under his mentor, and he is delighted to carry on this tradition. He's not a favorite among the students due to his cruelty and talent for humiliation, but he is quick to give praise to those who earn it. And mock anyone who didn't. He has a habit, when students are unruly, of using a lightning bolt spell on inanimate objects, and implying said inanimate objects were misbehaving students and you might be next. He doesn't directly say this, mind you. "A shame I blew up that desk. You know, I once turned a student into a desk just like that when he put spring snakes in my desk drawer." (He doesn't know any polymorph spells.)

(Tharkun is a character appearing in an adventure in Greyhawk Adventures (1988); property of WotC)

Wimpell Frump

(Human Wizard (Illusionist), Professor of Illusion)

Professor Frump, despite his achievements, is generally described as "lackluster." He can do the spells, and he can read from the textbook, but he isn't so great at explaining theory or answering questions on the fly. The big problem with him, though, is that when he feels nervous, he immediately creates an illusion of the gnoll god, Yeenoghu, and flees. Yeenoghu can't even manifest in Sigil, Professor! You aren't fooling anyone!

(Wimpell Frump is a character from the AD&D adventure, Assault on the Aerie of the Slave Lords; property of WotC)

Wizard, the

(Human Wizard, Professor of Magical Carnage)

Known only as “the Wizard,” Professor the Wizard is known for her random wanderings through Cerilia, using insanely powerful magicks to create chaos and destruction at her whim. As a result, she makes a fine instructor of chaotic wizardry, although getting her to keep her mind on the lesson plan is always a challenge.

(The Wizard is a character from the Birthright campaign setting; property of WotC)

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