



The Rogue Major

Rogue School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015), *Xanathar's Guide to Everything* (2017))

"I just don't get it. I steal the exam from out of the filing cabinet in Sleight of Hand class, I get an A. Exact same thing in Trigonometry, an' I'm on academic probation. Figure that one out."

--Lidda, junior Halfling Rogue

Welcome, student hopefuls, to the Tasselhoff Burrfoot School of Roguishness. Over the course of this program, you will learn the practices of deception, misdirection, elusiveness, perception, and how to cheat on your taxes. From evading impressive amounts of damage to dishing out impressive amounts of damage, you will gain an array of abilities that few can master. And a handful of skills, as well. That's right, a handful. Not, like, all the skills. We've really cut back on the coursework for Rogues this time around.

By their second semester, Rogue students must choose an educational path to focus their training on, depending on whether you'd prefer to lie, cheat, or steal. Or murder. Murder is also an option.

FRESHMAN YEAR

Freshman students have intensive training in their choice of Academic electives, and can take exceptional training in a few. They will also study Sneak Attacking units every semester, and must learn basic fluency in Thieves' Cant.

SOPHOMORE YEAR

In your Sophomore year, skill training continues and more advanced Sneak Attack units are required. You'll also need to take Uncanny Dodging (ROG 303) and Evasion (ROG 402).

JUNIOR YEAR

Training intensifies further in year three, with extremely intense retraining in your top skills, and Blindsight training as well.

SENIOR YEAR

To complete your degree, you must complete extremely advanced Sneak Attacking training. You'll also be required to take Extreme Luck and How to Acquire It (ROG 988) and Evasiveness (ROG 909), which offers bonus credit if you skip class all year and are never caught.

Upon completion of all requirements, you earn the Bachelor of Roguishness degree. And the Masters of Roguishness if you steal your diploma before the graduation ceremony.

Kerwyn Killigan

(Human Rogue, senior)

Kerwyn is aloof, and a bit stand-offish, but he'll talk to anyone for hours if they show even the slightest hint that they're interested in one of his many and varied conspiracy theories. Even long after that person is tired of his long-winded explanations. Is the entire race of mind flayer a hoax perpetrated by the Church of Oghma, simply to convince people there are things unknown, to convert people to the god of knowledge? Are pigs really spies for the greater Orc conspiracy, who are only pretending to be brutal and monstrous so they can silently buy out the entire pork industry? Is Professor Silverhand really a doppelganger, and the real Storm Silverhand just a simple shopgirl in downtown Waterdeep who has never even heard of Mystra, let alone been chosen by her? No, of course not. Kerwyn's a nut. But he's very sincere in his nuttiness.

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

Rogue Career Paths

There are many kinds of Rogue: good rogues, bad rogues, thieving rogues, scoundrel rogues, murderous rogues... maybe we were too hasty saying there were *good* rogues? Anyway, choose the path that's best for you. Thief. Thief is the path that's best for you.

Arcane Trickster

(*Player's Handbook* (2014))

Magic and roguery, together? The dickens, you say! But why bother learning all those lockpicking and wall climbing skills that are so danged hard, when you can just master Knock and Spider Climb spells? Isn't that much easier. Just hope you don't have to open a locked door more than three times a day. I'm sure the dungeons will be accommodating.

You'll be spending a good deal of time taking wizard Spellcasting Labs, and will also be required to take Legerdemain via *Mage Hand* (ROG 232) and Magical Ambush (ROG 513). You'll also need to take Spell Thievery in your senior year, which is not the same as *Spellbook* Thievery, thank you very much.

Assassin

(*Player's Handbook* (2014))

Because of parental concerns, we want to emphasize the positive aspects of the Assassin program. You will learn unflinching techniques in creating false identities. You will learn to impersonate, emulate, and duplicate the behavior of other individuals. So, don't worry, parents. Even if your son or daughter is caught murdering political officials, he has plenty of ways to evade arrest.

Among the courses required for this program are Expert Level Infiltration (ROG 530), Imposture for Professionals (ROG 710), and Death Strike (ROG 917), which technically requires a license to learn. But c'mon! Like you're going to leave a paper trail.

Inquisitive.

(*Unearthed Arcana: Gothic Heroes* (online download, 2016), *Xanathar's Guide to Everything* (2017))

Discover the secrets of discovering secrets. See, you're on the right track already.

We'd tell you about the requisites, but the entire program is built on deceit, so we'd just be lying. Note that this program requires good eyesight. If you wear corrective lenses, see your Cleric or approved Healer for possible solutions

Mastermind

(*Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

If intrigue and misdirection are your preferred weapons, you might want to avoid sword fights. On the other hand, you'd make a pretty good spy-type. We could use guys like that for... um, students. Just for students. Not for creating a network of young infiltrators to perform shadowy deeds, no sir.

Besides Intrigue Mastery and Insightful Manipulation, you'll be required to take a senior-year courses in the Use and Purpose of the Soul in Acts of Deceit (ROG 950). Heavy stuff, man.

Scout

(*Unearthed Arcana: Ranger & Rogue* (online download, 2017), *Xanathar's Guide to Everything* (2017))

It's all about swiftness, stealth, mobility, and awareness. And knowing which berries are poisonous.

You'll never lead a party through enemy territory without knowing which berries you can eat.

Swashbuckler

(*Unearthed Arcana: Waterborne Adventures* (online download, 2015), *Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

It's all about panache and confidence. And fancy footwork. And skill with the blade. But mostly it's about monologuing. There's six required credit hours of monologuing for this program.

You'll be required to take Rakish Audacity, although we're sure you came into this program with plenty of audacity as it is. You'll also need to take Development and Understanding Panache, and end your senior year with a Dueling Master Class (ROG 931).

Thief

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

Even in a down economy, there's always money in stealing. Whether you wish to pick pockets on the street, or break safes in a second story office, there's no end to the money you can make, if you don't care who it belongs to.

Requires courses include Fast Hands, Supreme Sneakiness, Magic Device Use and Misuse, and Second-Story Work, which surprisingly is usually taught on the first floor.

Pole Dancer

It's good exercise, really. Promotes upper body strength and balance, agility, and both aerobic and anaerobic exercise. It's not just for dancer's in *ahem* gentlemen's clubs. I mean, you could. If you wanted. We're not judging. It can be good money. Up to you.

Or just the exercise. Either way.

POLE EXPERTISE

When you enter this archetype at 3rd level, you gain expertise with any Dexterity (Acrobatics) or Strength (athletics) checks involving a pole (such as climbing a pole, or swinging from a pole), adding double your proficiency bonus to such checks.

When attacking with a quarterstaff, you may choose to add your Dexterity modifier to attacks and damage instead of your strength modifier. For sneak attack purposes, quarterstaves count as a finesse weapon for you.

POLE PLANTING

Beginning at 3rd level, you can familiarize yourself with a 10-foot pole or quarterstaff (or other, similar item your DM approves no longer than 10 feet) which you carry. You are familiar only with one pole at a time, but may choose to spend ten minutes familiarizing yourself with another pole, studying its weight and balance.

You may plant your familiar pole on the ground as a bonus action, so that it is pointing straight up. Once planted, it remains balanced and you can climb it, swing from it, or just hand from it at will, until you pick it up, or until an outside force actively attempts to topple it. If you are on the pole when someone tries to tip it, you have advantage to Dexterity rolls to maintain balance.

SWING FOR MOMENTUM

Beginning at 9th level, when you use the Dash action, you can, as part of the movement, plant your pole and swing around it to build momentum, adding an additional 10 feet to your movement. If you use this swing to change directions when you are being chased, pursuers are surprised by this action. Make a Dexterity (acrobatics) check against the pursuers' Wisdom (perception) check. Any pursuer whose perception roll is lower than your acrobatics roll continues running in their current direction for the duration of their move this turn.

At 15th level, you add an additional 20 feet to your movement when using this maneuver.

EXTRA ATTACKING

At 9th level, when you take an attack action with a quarterstaff, you get two attacks. At 13th level, you get three attacks.

VAULT

At 13th level, you learn to use your pole to propel you through the air. With a running start, you can use your pole to vault before making a jump. Add the length of your pole to your total jump height, or twice the length of your pole to total jump distance.

WHIRLWIND KICK

At 17th level, you can plant your pole as a bonus action before making an attack action. By spinning around the pole, you may make one kicking attack on each opponent within 5 feet of you. Use your dexterity bonus on attack rolls. Your kicks do 1d8 damage plus dexterity bonus. You have advantage on the first foe you strike during this whirlwind, and may add your sneak attack damage.

Once you've used this ability, you must take a short or long rest before using it again.

Sk8r Boi/Roller Grrl

Mastering the fine art of skating, the Sk8r Boi and/or Roller Grrl performs amazing feats of skill on wheels. If you use a skateboard, you're a Sk8r Boi. If you use roller skates, you're a Roller Grrl. I mean, if you're a male person on roller skates, I guess you could be a Roller Boi, if you're concerned with labels. Sure, I could just call it "Skater" and be done with it. But then I wouldn't be misspelling basic English words, and where's the fun in that?

BONUS PROFICIENCY

When you enter this archetype at 3rd level, you gain proficiency with either skateboards or roller skates, your choice. (see the "Equipment" chapter for rules regarding skates and skateboards)

SPEEDY

When you enter this archetype at 3rd level, both skates and skateboards add 10 feet to your ground movement (roller skates usually add 5 feet).

Your movement bonus becomes 15 feet at 7th level, 20 feet at 11th level, 25 feet at 15th level, and 30 feet at 19th level.

STUNT ARRAY

Starting at 3rd level, when using a skateboard or skates for ground movement, you can move along vertical surfaces, and even along ceilings, so long as your movement begins and ends on a horizontal surface.

BODY SMASH

At 9th level, you have perfected a charging technique. At the end of a Dash action, you can slam into a creature, either wheels-up (skateboards) or arms in front of your face (skates), doing 1d6 damage per 10 feet of movement speed you have (with your skates or board). *Note: This is your normal movement rate, not your Dash rate.* If the creature is not knocked out by the damage, you and the creature have a strength contest, if it is no more than one size category larger than you. If you win (or if the creature is knocked unconscious), the creature is knocked prone and you suffer no damage. If the creature wins, it remains standing and you take half as much damage as you dealt. Creatures of a smaller size category than you have disadvantage on their strength check. Creatures of a larger size category have advantage.

SKY SURFING (Sk8r Boi only)

At 13th level, you can use your skateboard to effectively glide downward any distance unharmed, as if under the effect of a *feather fall* spell. Whether you are using nearby surfaces to bounce off, slowing your fall, or you just grab the lip of your board and use it to glide, so long as you are conscious and have your skateboard, you never suffer falling damage.

CRASH ON THROUGH (Roller Grrl only)

At 13th level, so long as you are on skates and your arms are free to shield your face, you can crash through barriers simply by charging at them. When you use your Body Smash ability against a wall,

fence, or other barrier, you do double damage. If the barrier gives, you suffer no damage, but you take half the damage you rolled if the barrier does not collapse.

RECKLESS TAUNTING

Starting at 17th level, as long as you are on your skates or skateboard and able to move, you can declare you are drawing fire. Once per round, you can use your action to declare yourself to be the target of any ranged weapon attack or ranged spell that requires an attack roll. Against this attack, and all ranged attacks made against you, you can make a dexterity (acrobatics) check to avoid the damage completely (DC = the attack roll of the attack).

Your reckless taunting continues until you take an action other than movement and drawing fire, until combat is over, or until you are struck by a ranged attack you attempted to avoid. Once you have used this ability, you must complete a short or long rest to use it again.

Rogue Faculty

Tasslehoff Burrfoot [department head]

(Kender Rogue, Professor of Handling)

Professor Burrfoot is perhaps the most famous of all Kender, a merry soul with a good sense of humor and a short attention span. Many of his lectures have been cut short by students leaving tokens around the classroom for him to pick up. He is, however, deeply troubled. By Kender standards. Which means that he frowned once.

Seriously though, everyone in that iconic Dragonlance party is deeply troubled. What is it with those guys?

(Tasslehoff Burrfoot is a major character from the Dragonlance campaign setting; property of WotC)

Artemis Entreri [tenured]

(Human Rogue (Assassin), Professor of Assassination, Moral Ambiguity)

Professor Entreri has one of the most notorious reputations in the Forgotten Realms, a highly feared and respected assassin. This does not, however, make him unapproachable. He is a reasonable if highly professional man, who has a strong ire toward those who abuse or mistreat children.

You are not a child. You are a college-aged individual. He does not feel guilty for anything that happens to you. Don't test him.

(Artemis Entreri is a character from the Forgotten Realms campaign setting; property of WotC)

Eyes of Ogo [tenured]

(Human Rogue, Professor of Fencing Goods, Deception, Misdirection; her own grad assistant)

Eyes of Ogo is a young woman who lectures on behalf of Professor Ogo the Blind, one of the best professors of fencing goods on campus, although he has never actually attended a class. Except he has, because Eyes of Ogo (sheesh, give the woman a name already) is actually Ogo, pretending to be her own grad student, because Ogo's reputation is based on his mystery. And she could keep this complicated story going all day, with the layers of cover story she's developed, but this document is already unmanageably long.

(Eyes of Ogo is a character from Fritz Leiber's Fafhrd and Gray Mouser stories, introduced to D&D via Lankmar: City of Adventure (1985); property of Fritz Leiber's estate)

Gord the Rogue [tenured]

(Human Rogue, Professor of Thievery, Acrobatics)

A cunning and resourceful man, one of the most skilled thieves on the faculty. He is daring, and ultimately good-hearted. He has a strange belief that the world of Oerth has been destroyed, and no amount of evidence is going to convince him otherwise, not even going there.

(Gord the Rogue is a character from various novels by Gary Gygax in the Greyhawk Adventures line; property of Gary Gygax's estate, I think)

Vlana [tenured]

(Human Rogue, Professor of Subterfuge, Disguise)

A masterful actor and mime, Professor Vlana has a long and storied career as a professional thief, using her talents to create numerous covers for herself. Often, she'll plant herself in the classroom disguised as a student, and judge the class by how suspicious they are of her.

(Vlana is a character from Fritz Leiber's Fafhrd and Gray Mouser stories, introduced to D&D via Lankhmar: City of Adventure (1985); property of the estate of Fritz Leiber)

Zarak [tenured]

(Half-Orc Rouge (Assassin), Professor of Remedial assassinations)

Cruel and ruthless, Professor Zarak is the archetype of a shadowy assassin, living among the dregs of society and smelling like the sewers of society. Due to an encounter with the personality-exaggerating "Heartstone," there is no kindness left in him, only greed and malice. If you're heading for the honor role, he will give you an F. Just because.

(Zarak is a character created for LJN's Advanced Dungeons and Dragons action figure line; property of WotC)

Alina Startread

(Human Rogue, Professor of Long Cons, Bluffing)

Professor Startread gained her reputation (for those very, very few who know it) by infiltrating the excruciatingly lawful Harmonium faction and using her standing with that group to commit crimes, secure in the knowledge that the Harmonium would never believe one of their own would be a common criminal. She is an exceptional thief and a cunning liar, and she teaches these skills with charm and flair. Even using her own exploits as examples in her lectures (carefully worded as "theoretical anecdotes"), the Harmonium still refuse to believe this witty and delightful young woman is a petty burglar.

(Alina Startread is a character from the Planescape boxed set, Planes of Law (1995); property of WotC)

Bag of Nails

(Tabaxi Rogue (Assassin), Professor of Dying with Honor)

Professor Bag of Nails was once a noble huntsman who now deals with senility and a longing to die a hunter's death. He occasionally starts seeing anyone in his vicinity as prey, which you'd think would be problematic, but he was like this when they hired him. This isn't new behavior, ya'll.

(Bag of Nails is a character from the adventure Tomb of Annihilation (2017); property of WotC)

Black Blade of Raam

(Human Rogue (Assassin), Professor of Stealth and Covert Killing)

Professor Black Blade is a notorious figure from the world of Athas, killing because he kills, with no apparent employer or purpose other than to sow chaos. He strikes figures in high places: Templars, leaders of the Veiled Alliance, the head of the cafeteria kitchen staff. The faculty keeps a careful eye on him, but as Assassin professors go, you couldn't ask for a more accomplished one.

(The Black Blade of Raam is a character from Dragon #409 (2012); property of WotC)

Candella and Duchess

(Human Rogues, Professors of Distraction, Misdirection, and Petty Theft)

Candella and Duchess always teach in unison, instructing the art of bait and switch, misdirection, and other such methods of theft by deceit. They are both attractive women, and are not above flirting with their students. Or rather, one of them will flirt, while the other is emptying pockets. And then they'll switch off. They aren't paid as much as more senior faculty, but they earn a decent living.

(Candella and Duchess are characters from the Basic D&D adventure, Palace of the Silver Princess (1981); property of WotC)

Dusk Steelgleam

(Changeling Rogue, Professor of Information Gathering and Disguise)

The owner of the Champion Inquisitive Agency back on Eberron, Professor Steelgleam (real name: Ot; he wanted a name that would sound good when someone wrote the pulp novels about him. Takers?) is a hardboiled detective of the highest order. As a changeling, he's also a master of disguise, with a brilliant gift at faking mannerisms, dialects, and vocal inflections with aplomb. Although he has frequent guest lecturers, at some point, the students would like to have one who isn't just him in disguise.

(Dusk Steelgleam is a character from the third edition supplement, Races of Eberron (2005); property of WotC)

Erin of Loft, Lady

(Human Wizard, Professor of Intrigue, Poison, Assassination)

Although she's a magic-user, Professor Darkthreat (her professional name) teaches in the Rogue department because she is an adept user of poison, and a skilled assassin. She is the daughter of aristocracy, and knows all the local gossip about the nobility, and is well versed in courtly manners and etiquette. No one would guess she was one of the most skilled murderers-for-hire in the Realms. If you weren't taking Advanced Toxin Brewing 440 from her.

(Lady Erin of Loft is a character from Dragon #184 (1992, The 7-Sentence NPC article); property of WotC)

Flameflicker

(Human Rogue, Professor of Covert Activity, Stealth)

Professor Flameflicker's real name is Alya, although few outside of her classroom knows that. She doesn't meet with students she doesn't teach, and she's never seen entering or leaving her lecture halls. The head of a thieves' guild in Karameikos, she values her anonymity, and if non-Rogue students see her at all, it's as a fortune teller who reads palms at school carnivals.

She's very fond of a challenge, however, and can often be goaded into working with higher-level students on a heist. She's getting 75% of the cut, though, so be expecting that before you ask her.

(Flameflicker is a character from the BECMI D&D supplement, The Grand Duchy of Karameikos (1987); property of WotC)

Guin Terabuck

(Human Rogue, Professor of Long Cons)

Professor Terabuck takes great pride in being the most adept con artist of the Halfling race. He has specialized in selling "low cost castles" to people on limited incomes, nickeling and diming them to death with hidden fees and putting them in something only a very generous wordsmith would ever call a castle. He's audacious and shameless, and has even managed to sell some of his ersatz real estate to students even as he's describing the plan.

(Guin Terabuck is a character from the 2e AD&D supplement, Castles (1990); property of WotC)

Jalassa Longwinkle

(Halfling Swashbuckler, Professor of Buccaneering, Swashbucklery)

Better known as “Jalassa of the Long Whip”, Professor Longwinkle is a daring pirate queen from Mystara who is known for her bravado, her unusually tall-for-a-halfling stature, and her sly winks. Many a student has thought he aced a test when she slyly winked returning his paper, only to see a fat D-minus. She shows no regret giving out fat D-minuses, nor from her many deeds on the high seas. She has earned many a reputation as sailor, thief, scoundrel, and flirt, and a few related to the 20’ whip she carries. That is strictly a weapon, pervs. (You don’t have the imagination to figure out what she does in the bedroom.)

(Jalassa Longwinkle is a character from the BECMI Gazetteer The Five Shires (1988); property of WotC)

Jamison the Fletcher

(Human Rogue (Assassin), Professor of Cover Stories)

Professor Jamison is, by profession, a crafter of bows and arrows, although he is secretly a member of the Bloodstone assassin’s guild. Similarly, he serves primarily as a professor of Fletching in the Crafting department, and only teaches Assassin courses to the most devoted students. He uses trained hawks to spy on potential students before inviting them into his classes.

(Jamison the Fletcher is a character from the AD&D adventure, Throne of Bloodstone; property of WotC)

Jaspyr Stonebreach

(Dwarf Rogue (Assassin), Professor of Treachery, Underhanded Business Practices)

Professor Stonebreach made his living traveling between dwarven clans, and convincing the leaders that various underlings were conspiring against them, all in hopes of drumming up some business. Even in the world of academia, he often talks about how Student X is a sure thing for valedictorian to ambitious Student Y, hoping he might get some scratch to off an annoying senior who asks too many questions. He only does this to upperclassmen, though. Freshmen generally haven’t earned that much gold yet.

(Jaspyr Stonebreach is a character from Dragon #419 (2013); property of WotC)

Juggler, the

(Human* Rogue, Professor of Acrobatics, Physical Performance, Disguise, Dexterity skills)

Known only as “The Juggler”, Professor the Juggler hails from the Rock of Bral, where she leads a small but noteworthy Thieves’ Guild. (She also runs a successful theater company under the name “Kiria Eveningstar”, but you don’t know this). She always appears in full harlequin make-up, and appears much younger than she must be based on how long she’s been running The Juggler’s Men. (This is because she’s really a half-elf, but you don’t know this, so quit asking questions). She dances and tumbles her way everywhere, and makes even the most mundane lecture a veritable circus with her wit and energy. She was invited to teach thievery at Sigil Prep because someone on the hiring committee just really seems to seek out these eccentric weirdos.

(The Juggler is a character from the Spelljammer supplement, The Rock of Bral (1992); property of WotC)

Malena d’Lyrandar

(Half-Elf Rogue (Swashbuckler), Professor of Barfighting, *Mark of Storm* instructor)

Impetuous and impulsive, Professor Malena is one of the Rogue department’s more flamboyant instructors. Highly skilled with the rapier, she is also especially adept at causing riots at local drinking establishments, a skill most adventurers need to learn. She takes many “field trips” with her classes to

local taverns, where she “walks them through the basics” of when and why to start a bar fight. Mostly “when” is “whenever”, and “why” is “because there’s a guy that needs punching.”

She also instructs students from House Lyrandar who possess the Mark of Storm in the usage of their dragonmark. This does not result in quite as many public brawls.

(Malena d’Lyrandar is a character from the Eberron supplement, Dragonmarked (2006); property of WotC)

T.G. Redanto

(Human Thief-Acrobat, Professor of Acrobatics, Wall-Climbing, Showing Off)

Professor Redanto introduces himself the same way to every class. Scribbling his name on the board while speaking “I am Professor T.G. Redanto. The T.G. stands for ‘Terribly Good’.” And he chuckles to himself as if that was clever. The rest of his classes are equally full of self-referential witticisms; if anyone besides himself were to say these things, he’d be the top professor in the entire Rogue program. As it is, he stands to qualify for the most egotistical.

(T.G. Redanto is a character from the AD&D adventure, Ravenloft II: the House on Gryphon Hill (1986); property of WotC)

Taelyn d’Lyrandar

(Half-Elf Expert, Professor of Social Encounters)

Professor Taelyn is an envoy of House Lyrandar in Eberron, and as charming a man as you’re likely to meet. He’s witty, personable, and he runs a fun class, covering the gamut from Bluff skills to Sensing Motives, and all manner of conversational skills in between. Students caught talking during his lectures get extra credit.

(Taelyn d’Lyrandar is a character from the Eberron supplement, Dragonmarked (2006)); property of WotC)

Vilna von Passack

(Human Rogue, Professor of Remedial Roguery)

Dressing like a classic image of Count Dracula, Professor von Passack experienced a near actual death experience in the Demiplane of Dread and was driven mad by the resurrection. He now believes himself to be a vampire, and often runs around the room flapping his cape and saying he’s a bat. He keeps a can of Clamato juice on hand, which he believes is blood, and says “Bleh, bleh, bleh” with an uncomfortable frequency. All this, and he’s only a passable Rogue instructor, but he works cheap and if Dean Shemeshka ever gets tired of him, she can bury his coffin while he’s asleep in it.

Vilna von Passack is a character from the Ravenloft adventure, Death Ascendant (1996)

Wheelock

(Human Bard, Professor of Poisons)

Professor Wheelock is perhaps the greatest poisoner in the world of Athas (a place with no shortage of quality poisoners), and has himself become quite immune to nearly all poisons, after having tested many of them on himself over the years. He suffers a lack of sensitivity as a result, however, and doesn’t seem to feel much pain. So it’s become a challenge of many of his students (seriously, he teaches poisons; how many good-aligned students can he possibly have?) to see how much he can take before he notices something. There have been days he’s gone home with fifty tacks in his butt without realizing it. He depends heavily on his assistant Toth (see below) for his teaching.

Although strictly a Bard, he teaches in the Rogue department because of his specialty.

(Wheelock is a character from the Dark Sun supplement, The Ivory Triangle (1993); property of WotC)

Toth

(Human Cleric of Earth, teaching assistant to Professor Wheelock)

Toth is not a formal professor, but instead an invaluable assistant to Professor Wheelock. Because Wheelock is constantly bombarded by voices in his head, he relies on Toth to repeat things spoken to him so he knows whether or not that thing was actually said by a non-imaginary person. Toth has told him many times to lay off the arsenic and belladonna martinis and maybe things will get better, but if a man can't relax after work...

(Toth is a character from the Dark Sun supplement, The Ivory Triangle (1993); property of WotC)

Yazhoo the Yellow

(Gnome Swashbuckler, Professor of Swordsmanship, Dueling Coach)

Do NOT assume Professor Yazhoo is called "Yellow" because he's chicken. Or you'll be glad all he carries to class is a non-magical epee. (He's rather sensitive about being called cowardly). In fact, he's called "the Yellow" because of his handsome yellow beard and flowing yellow hair. And boy, does he go overboard with his nickname. That many yellow shirts just isn't normal.

(Yazhoo the Yellow is a character from the Spelljammer supplement, Krynnspace (1993); property of WotC)

Yuk Yuk and Spiderbait

(Goblin Rogues, Professors of Unnecessary Acrobatics, Giant Spider Husbandry, Web Walking)

Agile and hyperactive, Professors Yuk Yuk and Spiderbait (aka "The Web Runners") are entertaining, if less than educational. They bicker and banter with the best of them, and have an odd fondness for filling up their classroom spaces, office spaces, and living spaces with giant spider's webs, which they frolic through, climb on, and "surf" with abandon. They're a special kind of special, but if you have them for Acrobatics lab, you really aren't going to have better instructors. Assuming you learn by example.

(Yuk Yuk and Spiderbait are characters from the 5e adventure, Out of the Abyss (2015); property of WotC)

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