



The Wizard Major

Wizard School

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

"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, you are required to take several cantrip and Arcane Spellcasting Labs, along with Ritual Casting (WIZ 160) and Arcane Recovery (WIZ 175). 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.

SOPHOMORE YEAR

Sophomore year continues with still more Arcane Spellcasting labs. Again, yes, other majors have this and more, but they still get out in time to get pizza before bedtime.

JUNIOR YEAR

More of the same. The major isn't just work-heavy, it's also repetitive. At least you get to do fun stuff like change the shape of reality.

SENIOR YEAR

And then in Senior year, you will continue to take spellcasting labs, and you'll also have to take your Spell Master Class (WIZ 910) and 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.

This course is largely overturned by the introduction of the Artificer major, but if you're still eager to take it as a Wizard focus, be prepared to take several potion and scroll infusion courses.

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 Training in War and Song (WIZ 125), a combination of weapon training and show tune performance. Like that bit in *West Side Story*, except with actual violence. From there, you need to take Bladesong and Song of Defense, completing the program with Song of Victory (WIZ 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. Most of these are covered in Lore Mastery Basics (WIZ 116) and Spell Secrets Lab (WIZ 121). You'll also need to take Developing Prodigious Memory (WIZ 505), so don't forget to sign up for it.

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.)

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.

In addition to Conjurition Savantism (WIZ 134) and Benign Transposition (WIZ 316), you will need to take Durable Summoning (WIZ 731), because it sucks 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, keep in mind you'll also need to take Obtaining and Deciphering Portent (WIZ 122), Third Eye Discovery and Development (WIZ 516) and Obtaining Greater Portent (WIZ 700), all of which require way more portent than most people are comfortable with.

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?

This course required Hypnosis by Gaze (WIZ 130); students must bring their own pocket watch. You will also take Splitting Enchantment (WIZ 562) and Alteration of Memories (WIZ 711). I think. I'm not sure about that last one. Did I take that...?

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.

As this course requires you to take Overchanneling Spells (WIZ 738), psychiatric evaluation is required before your enrollment 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 Improved Minor Illusion (Yep. A full 3-credit course on one single spell), Illusory Self (WIZ 550) so you'll always have someone to talk to, and Illusory Reality (WIZ 728). You pass this last one if you're able to prove you're actually in the class.

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. I mean, seriously. You're voluntarily going to take Care and Keeping of Undead Thralls (WIZ 333) and admit it? Sick.

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.

This program requires Minor Alchemy (WIZ 140) and a Shapechanging Practicum, and also Development and Theory of the Transmuter's Stone... Oh, for fark's sake! It's Sorcerer's Stone, you obtuse... I mean Philosopher's Stone! Oh, forget it.

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.

Besides training in so-called "modern" firearms and hacking tools, you'll need to take several advanced courses, including Online Casting (WIZ 523). Take some time to be appreciative, you "modern" era jerks. We had to invent the computer to develop this.

Theurgy

(*Unearth Arcana: The Faithful* (online download, 2016); *Unearthed 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.

War Magic

(*Unearthed Arcana: Wizard Revisited* (online download, 2017), *Xanathar's Guide to Everything* (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.

Among the requirements for this program is Tactical Wit (WIZ 114). Turns out, “wit” can mean intelligence, not just clever jokes. Clever jokes are clever, but seldom tactical. You’ll also need to take Durable Magic (WIZ 516). If you’ve ever dropped magic taking it out of the washer and broken it, you know the struggle.

Mathementalism

Mathemantalism is the use of magic as an elemental force. It was developed accidentally by a study group of wizards who got drunk doing their calculus homework, inadvertently creating the Demiplane of Mathematical Concept in the sixteenth story men's room in Mordenkainen Hall.

MATHEMENTAL SAVANT

When you enter this tradition at 2nd level, the gold and time you must spend to enter a spell with the Mathementalism subtype into your spell book is halved. (see "Spells of Sigil Prep" for mathemantalism spells)

BONUS CANTRIP

Also at 2nd level, you gain the cantrip *Ray of Arithmetic* as a bonus cantrip. It does not count against the number of cantrips you gain as a Wizard.

INSTINCTIVE UNDERSTANDING

When you take this tradition at 2nd level, you have a strong understanding of conceptual mathematics, and have proficiency in any Intelligence check related to solving math problems. Also, you have resistance to Math damage and can speak Mathemental.

ARCANE NUMBER CRUNCHING

Beginning at 6th level, you can start to see the math behind your spellcasting to an extent that you can factor in additional variables. When you cast a spell, you may choose to make an Intelligence roll against a DC equal to 10 + the level of the spell slot you're using. If it succeeds, you cast the spell as if you'd used a slot one higher. For instance, if you used a 3rd level spell slot, you cast it as if you'd used a 4th level slot. If it succeeds by more than 10, you cast the spell as if you'd used two slots higher. In either case, you cannot cast it at a higher level slot than you actually possess.

You may use this ability a number of times equal to your Intelligence bonus, after which you must complete a long rest to use it again.

UNSOLVABLE EQUATIONS

Beginning at 10th level, whenever you do Math damage with a spell or ability, your equations are so complex that targets have disadvantage on their intelligence saving throws.

SET OF ALL NUMBERS

At 14th level and beyond, you can cast a damaging spell in its mathematically purist form. When you cast a spell that causes damage, you may choose to cast it in raw mathematical form. Targets of the spell make an Intelligence saving throw in addition to any saving throw the spell normally requires. If they fail, the spell does maximum damage and all damage from the spell is converted to math damage. (If another saving throw reduces the damage, it does so normally). If the spell has more than one target, it

MATH DAMAGE

Some of the Mathementalist's abilities do math damage. Math effects look like swirling, glowing numerals and equations, which bombard the target physically and psychically.

All spells and effects that do math damage allow an Intelligence saving throw to "understand" the math involved, thereby reducing it in part or in whole.

may affect each differently; for instance, a fireball may do fire damage with a normal damage range to two targets, while doing maximum math damage to two others.

Once you have used this ability, you must complete a short or long rest before doing it again.

Necrohacking

There is the standard view of Necromancy as a school of magic. But there is a more precise and intricate form of manipulating necromantic energy. Necrohackers know that necromantic energy comes from the Negative Energy Plane, and that this plane is a network composed of deathly impulses that can be manipulated by coding using patterns of 0s and 1s. Several necro-coding languages have been developed, and the proponents of each are quick to tout their superiority over others. But in the end, it all amounts to one thing. Copious zombie production.

CODE BOOK

Starting at 2nd level, while your other spells might be in normal spellbooks, your necromancy spells are kept in a code book written in a necrocoding language such as Z#, NecroScript, NQL (Necrotic Query Language), or Gewl 6. Wizards who do not study Necrohacking can't copy spells from you, as the arcane script is unfamiliar. Translating necromancy spells into your Code Book takes the same amount of time copying a spell normally takes, but only half the gold.

NECROLINKS

Beginning when you enter this program at 2nd level, you may create hyperlinks to your necromancy spells. These links are tied to your code book, and must be chosen in advance. Choose any necromancy spell you know with a casting time of one action. You may choose a number of spells based on the following table (cantrips count as 1st level spells for this purpose):

2 nd to 4 th level	one cantrip or 1 st level spell
5 th to 8 th level	two total levels of spells (2 1 st level spells or 1 2 nd level spell)
9 th to 12 th level	three total levels of spells
13 th to 16 th level	four total levels of spells
17 th to 20 th level	five total levels of spells

You may cast your hyperlinked spells as bonus actions by tapping the appropriate tab on your code book. Once cast, the link vanishes. You can only cast a hyperlinked spell at its normal level, and it still expends a spell slot.

During a long rest, you may restore or create new hyperlinks.

NECROTIC SHUTDOWN

Beginning at 6th level, you can attempt to shut down zombies or skeletons. By using an action to reach into the necro-network and create a worm that infects the negative energy OS of the zombies. Roll 5d8; this is the amount of hit points of zombies and skeletons you can affect. The undead with the lowest remaining hit points becomes unconscious. Subtract that undead's hit points from the total and move on to the undead with the next lowest hit point total, exactly as if you cast the *sleep* spell.

At 10th level, you affect 7d8 hit points worth of zombies and skeletons. At 14th level, you affect 9d8 points worth, and can affect any undead with a physical body and an intelligence under 8. At 18th level, you affect 11d8 hit points worth of undead.

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

FORCED REINSTALL

At 10th level, you gain resistance to necrotic damage. Further, you may voluntarily choose not to resist necrotic damage, instead taking the full amount. For each 10 points of necrotic damage you take in this manner, you may restore one spent spell slot. The spent slot of the lowest level fills first.

FULL REBOOT

Beginning at 14th level, you can attempt a total system reboot of zombies and skeletons. As an action, you can force all zombies and skeletons in a 30 foot radius to make a charisma saving throw. Any that fail are now under your control, exactly if you had created them with an *animate dead* spell. If you give them no commands, they perform no actions.

As with *animate dead*, they are only under your control for 24 hours, after which time you must cast *animate dead* or use this ability again to resume control.

Once you have used this ability, you must complete a long rest to use it again.

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 expertise in Arcana, History and Religion, adding double your proficiency to rolls with these skills. In addition, when you add new spells to your spellbook as a result of gaining levels, you may add one additional spell.

MASTER CATALOGER

Beginning at 2nd level, you can recognize the organization schemes of even the most unorganized and demented person's book collection. You have advantage to any Perception or Investigate checks you make perusing bookshelves, libraries, or similar collections of books or scrolls. You would be surprised how often adventures have you looking through libraries for something.

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.

ARCANE SPEED-READING

Also beginning at 6th level, gaining the benefit of magic books requires only half the reading time for you. You can recognize magical books on sight as if you had cast *Identify*.

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).

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 immediately open to the pages where the desired information may be gleaned. The book vanishes when you finish reading the relevant text.

After you have cast it, you must complete a short or 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 BECMI 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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