



**The Advanced Curriculum-
Magic-User Department**

Magic-User College

The Mordenkainen College of Magic-Use and Study is Sigil Prep's top flight instruction into the wonders of wizardry. Students enjoy a wide selection of arcane studies, and the largest spell library in the planes. Work load is intense. Don't expect to get much sleep. Envy your Fighter roommate. Or hate him. Hate him for his well-restedness.

CORE PROGRAMS

ILLUSIONIST

"Is it real? Or is it an illuuuuuusion? You can't know for sure, can you? bwa-hahahahaha"

--Nebin, junior Gnome illusionist

"Yeah, since it's a gnome casting this spell, I'm gonna go with illusion."

--Regdar, senior Human fighter

"Damn those racial class restrictions..."

--Nebin

Master the art of illusion. Create figures of shadow that are almost real. Sure, you could go with the Magic-User major and create things that are actually real. And have 9th level spells, rather than capping at 7th level spells. And be able to fling lightning bolts and fireballs and do some real damage in combat. But you know. ILLUSION! And seriously, the regular Magic-Users respect us. They even let us audit first-level spellcasting classes once we're powerful enough to cast 7th level spells, so... y'know. *sigh* They think our best spells are equivalent to Magic Missile. Assholes.

Like the Magic-User major, some Illusionist cantrips are available for study for students who wish to see basic magic tricks that might impress a dim-witted toddler.

(Player's Handbook (1978))

MAGIC-USER

"They give you these little titles as you advance in your magic skill. You start as a Prestidigitator, and earn your way to Evoker and Conjurer, then Teurgist, then Thaumaturgist, and then suddenly you become a 'Magician.' Seriously, you go from Thaumaturgist to some guy in a tuxedo that works children's parties."

--Naull, junior human magic-user

Sigil Prep's Magic-User program is the strongest of any major school anywhere in the Known Planes. We made sure of that by hiring anybody worth having as an instructor. Teaching magic as basic as a Read Magic spell to the devastating power of a Wish, the sky isn't even the limit here. It's the beginning. Metaphorically. We're in Sigil. There isn't a sky.

Some years into the program, the department also began offering Cantrip instruction. Y'know, the little spells you learned in the secondary school apprenticeship we assume you had before you enrolled in the University-level major. But, hey. If you need a spell to summon a single bee or make a guy burp, it's there for you.

Students from Krynn will call you a **Renegade Wizard** for not belonging to their super-secret magic order. It's a sign of disrespect, so be sure to punch them.

(Player's Handbook (1978))

Necromancer: With careful spell selection, you can become a master of life and death. Except for life. You don't get that part.
(*"The Specialist Mage"* (*Polyhedron #28*, 1985))

Tribal Magic-User: The Tribal Magic-User is exactly like a regular magic-user, except we don't teach them the good magic because they're orcs and they don't deserve it.
(*"Hey, You Wanna Be a Kobold?"* (*Dragon #141* (1989)))

WIZARD OF HIGH SORCERY

"Yeah. Magic comes with a dress code. That's why I'm a fighter. I dress how I want. Now, where did I put my armor...?"

--Regdar, senior human fighter

Magic is strictly organized on the world of Krynn, so for the benefit of students from that world, we teach the fundamentals of Krynn's High Sorcery concept. Students get color-coded robes based on how they choose to use their magic: for good, for evil, or for the lulz.
(*Dragonlance Adventures* (1987))

Student Magic-User: All applicants to the High Sorcery program must complete a semester in this most basic of courses. Which is fundamentally the same as the first semester of the regular Magic-User program, except you get to be all braggy about "Oh, I'm a High Sorcery candidate" while you study for your Magic Missile exam.
(*Dragonlance Adventures* (1987))

Wizard of the Black Robes: Students applying for Wizard of High Sorcery are given the Gygax-Aerneson Alignment Indicator test. If you score in the Evil area, you are given a Black Robe and taught Black Magic. You are denied access to Alteration and Abjuration spells. Because evil wizards never need to defend themselves, and no one has ever heard of an evil wizard turning someone into something.
(*Dragonlance Adventures* (1987))

Wizard of the Red Robes: Students who place in the Neutral portion of the Good/Evil spectrum after taking the Gygax-Aerneson Alignment Indicator are given Red Robes and allowed to take pretty much any magic except Necromancy. We had to bar you from something, or the Black and White Robe wizards would bitch, bitch, bitch. You should hear them bitch.
(*Dragonlance Adventures* (1987))

Wizard of the White Robes: Students who score in the Good part of the Gygax-Aerneson Alignment Spectrum are given White Robes and put in White Magic courses. You aren't allowed to study Alteration or Necromancy. Because raising the dead is bad. And turning things into other things is... um... bad.
(*Dragonlance Adventures* (1987))

WU JEN

"Woo! Gin! Bring it on, buddies! Hey... this is a lame magic class. And they've all chosen alcohol as a taboo. You guys are lame."

--Regdar, senior human fighter

A Kara-Turan version of the Magic-User, this program emphasizes magic and spellcasting, but it does require certain sacrifices. You must choose certain taboos, be it refraining from drinking, giving up meat, or sacrificing personal grooming. That last one may be the most popular one, so the classroom tends to... be fragrant, I guess is the way to put it.

(Oriental Adventures (1985))

Other Majors

OTHER PROGRAMS

ALCHEMIST

"I... guess I understand the glassblowing requisite. I mean, you have to put the potions in something..."

--Trish Brewer, sophomore Human Alchemist

Before you can even think of brewing potions, you have to master pottery and glassblowing. These are the backbones on which alchemy is based. If you were planning on making potions before second semester, you came to the wrong place. What's the right place? Um... Not alchemist, that's for sure. ("Leomund's Tiny Hut: A Recipe for the Alchemist" (*Dragon #49*, 1981; *Best of Dragon Magazine #3*, 1983); "Better Living Through Alchemy" (*Dragon #130*, 1988))

BLACK WIZARD

"I'd complain more that you have to be all evil and whatever to be a wizard in Lankhmar, but then I remember that you pretty much have to be a Thief to even adventure there, so it's not so much a black and white world as a black and blacker."

--Mialee, senior Elf Magic-User

This program is based on the magic traditions of Lankhmar, where you pretty much have to be dedicated to evil to cast so much as a Burp cantrip. On the plus side, you can select spells from both the Magic-User and Illusionist spell lists. On the negative, you become more debilitated as you gain power, losing vision or hair or gaining a hunchback, or peeing your pants in the middle of the night because you don't wake up. Life is tough for the mystically mighty.

(*Lankhmar: City of Adventure* (1985))

DEATH MASTER

"Well, sure, anybody can master death. I mean, once you die, you've pretty much got it down."

--Bizbin, sophomore Human Death Master

Studying the art of death unlike anyone else, you eventually learn to master mummies, ghosts, and even liches. But you start out digging graves. Not because it's crucial to your abilities to conquer death, but because the cemetery pays us for labor, and we in turn pay you in class credit.

("Leomund's Tiny Hut: For NPCs Only: the Death Master" (*Dragon #76*, 1983), "The Death Master" (*Best of Dragon #4*, 1985))

INCANTATRIX

"Countering spells is easy. Tap two islands, play the Deprive card, return one island to your hand... Oh. Real spells? Yeah, that's not something I do."

--Trish Brewer, campus Magic: the Gathering champion

The Incantatrix program teaches you a varied system of spellcasting, which includes a heavy emphasis on countering opposing spellcasters' spells, as well as drawing energy from magic wands to refuel

yourself. That last part sounds like it could be taken sexually, but we're not sure how. Somebody get Mialee in here.

("The Enchanting Incantatrix" (*Dragon #90* (1984)))

SAVANT

"Savant is a ridiculous program. You can't be good at everything. I mean, I am, but this isn't just something you can learn."

--Dora do'Urden, junior Drow Bard

This program is taught in both clerical and wizardly form, so you can use whatever form of magic you prefer. Besides spellcasting, you are required to take just so many general knowledge classes, from history to cryptography to herb identification. You are just such the smartypants.

("The Savant", *Dragon #140* (1988))

WITCH

"Bubble bubble, toil and trouble, sheesh, all this rhyming just to make some batwing soup."

--Olivia, freshman Human Witch

The Witch program offers several interesting life skills for the student, among them candle use, spellcasting, and being fascinating. A major facet is brewing. Love charms especially. Witches are big fans of Harlequin novels.

("Brewing Up a New NPC: The Witch" (*The Dragon #43* (1980)), "The Witch" (*Dragon #114* (1986)))

WITCH DOCTOR

"Ting tang walla-walla bing bang."

--no idea. Something the witch doctor told me

Tribal humanoids have this practice called 'witch doctor' in which they multiclass as cleric and magic-user, but they only use one experience table. It's really convenient, but only available for orcs, goblins, and the like. Which I guess is fair; they probably can't figure out how to split the XP otherwise.

("Hey, Wanna Be a Kobold?" (*Dragon #141* (1989)))

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