



**The Advanced Curriculum-  
Thief Major**

# Thief College

The Gord the Rogue College of Thievery and Roguishness offers a full range of skill monkey courses enabling students to do things vital to the success of any adventuring party that are easily accomplished by a mid-level magic-user. But magic-users can't keep doing it all day, can they? Sure, Knock spells are quick and efficient, but how many is your party wizard actually going to have prepared? Seriously. We're useful, dammit!

## CORE PROGRAMS

### **ASSASSIN**

*there will be no flavor quote here as there are no Assassin students on the Sigil Prep campus*

--statement from the faculty board

Obviously, Sigil Prep wouldn't teach such a course. There is absolutely not a major in Assassin available at this school. You're thinking of some school in the Underdark or something, I'm sure. Of course, if there *were* such a major, and you were interested in enrolling, I'm sure there would be a means of contacting someone through a series of drop locations and secret handshakes, and I can't tell you who those people are --because, of course, they don't exist-- but maybe there's a black envelope in the trash cans outside your dorm? Maybe you want to pick that up and look at it? Not that I'd know anything about that.

*(Player's Handbook (1978))*

### **NINJA**

*"Rumor has it, there's a ninja drama club. Each year, they put on a full production of Richard III, in full dress, on the main stage. And no one ever sees it."*

--Kerwyn, senior human thief

Although human students are not, normally, allowed to double major, it's actually a requirement for Ninja. You have two majors, say Ninja and Sohei, and you always tell people, "Oh, I'm a Sohei major." First rule of ninja class: you do not talk about ninja class. In fact, that's the best way to tell if a student is a Ninja major. They're the ones insisting there's no such things as ninjas.

Earlier versions of the program didn't have the restrictions, but they also weren't very well thought out. Somebody reads (excuse me, looks at the pictures in) *one* book, and thinks they're an expert...

*(Oriental Adventures (1985))*

### **THIEF**

*"Did you see me steal it? Then I didn't do it."*

--Lidda, junior halfling thief

*"Actually, I've seen your Hide in Shadows grades. Not having seen you do something probably means you did do it."*

--Naull, junior human magic-user

Covering all the bases, from Moving Silently to Picking Pockets, even an intensive program in linguistics, the Thief major is a well-rounded curriculum that we at Sigil Prep are especially proud of. We're teaching you this to train you as a key support element in an adventuring party, of course. Absolutely not so you can turn these skills toward criminal gain. That would be a gross misuse of these skills. It'd be great if you signed this waiver stating we in no way encouraged you to commit burglaries.

*(Player's Handbook (1978))*

**Thief-Acrobat:** Students with sufficient aptitude may forego continuing with their regular Thief classes after completing Freshman year, and focusing intensely on acrobatics. You will no longer take lockpicking and pocketpicking and nose-picking classes, and instead begin an intense regiment of high jumping and long jumping and pole-vault jumping. We highly recommend this program to students who meet the Dexterity requirements, mainly because our Gymnastics team needs some help.

*(“From the Sorcerer’s Scroll: A ‘Split Class’ for Nimble Characters- the Thief-Acrobat” (Dragon #69, 1982); “The Thief-Acrobat” (Imagine #5, 1983), Unearthed Arcana (1985))*

## **YAKUZA**

*"Why is a secret criminal organization listed as an educational program? These are not questions you should be asking."*

--Anonymous member of the Yakuza faculty

Some say the Yakuza is the source of all organized crime in Kara-Tur. That is all you need to know about it. Nosy people like you have a nasty habit of disappearing.

*(Oriental Adventures (1985))*

# Other Majors

## **GENIN**

*"Oh, look at that. You can't be a Ninja without double majoring. Hard and fast rules! But if you change the name from Ninja to Genin. Then it's entirely different!"*

--Kerwyn, senior human thief

After some complaints by potential Ninja students about the program requiring you to double major, we decided to offer the Genin program, which offers the same training without... Shut up, Kerwyn!

*("The Genin" (Dragon #121 (1978))*

## **SCOUT**

*"Sorry, I... sent someone out to search for Scout quotes, but he never came back..."*

--Dora do'Urden, junior Drow student handbook editor

If you're looking for something sneaky and skill-heavy that isn't about backstabbing and picking pockets, well, you obviously are more into wilderness adventures than city or dungeon crawling. But somebody's got to pick up that slack, so here you go, guy.

*(Dragon #161 (1990))*

*Text and concept by Patrick Duke*  
*Art and logo design by David Cummings*  
*Dungeons & Dragon and all related properties ©Wizards of the Coast*