



The Advanced Curriculum-
Miscellaneous Majors

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CORE PROGRAMS

BARD

"The reason, you see, that Bards use druid spells is that both Bards and Druids come from Celtic tradition, and it's a misperception that all traditions from a single culture are interrelated. It's the same fallacy that shows Ninja using Samurai weapons or medieval commoners using weapons historically used by the nobility. It's interesting--"

--Nigel, freshman human bard

"To bards. Boring crap is interesting. To bards."

--Kailey, junior tiefling magic-user

The Bard major is available only to graduate students, and only then after meeting certain criteria. First, the student must spend his first semester of Freshman year as a Fighter major, then change majors to Thief, with the written approval of three members of the faculty of each department, along with a letter of Intent to Enroll in Bardic Education. By the end of Sophomore year, they must then transfer to the Druid major, get written permission from any druid-friendly god of any faith (or any Celtic god regardless of sphere of influence), six credit hours in approved Mathematics courses, two semesters of a foreign language that nobody alive speaks, letters of recommendation from any professor, two non-relative authority figures, and Storm Silverhand, and a semester of "Life Experience" traveling the Celtic Lands by bicycle. If all of this is handed in by graduation, you may be considered for the Bard program after the faculty reviews your materials. All this to play a lute, amirite?

An attempt at a Bard major that didn't require all the prereqs was presented, but where's the fun in that?

(Player's Handbook (1978), "Singing a New Tune" (Dragon #56, 1981; Best of Dragon Magazine #3, 1983))

MONK

"'Grand Master of Flowers'? This is what it's all leading up to? Years of discipline and training in the martial arts, to become the world's greatest florist?"

--Waatoo Manley, junior human monk

Between the Original curriculum and now, somebody realized that the Monk major didn't make a lick of sense as a sub-class of the Cleric major and separated it out... into some extra-collegiate limbo. You can learn a lot of cool things like falling without harm, becoming immune to poison, some kind of crazy death touch, and most of all, the ability to bitchslap somebody for 8-32 points of damage. Never underestimate the power of kung-fu.

The version of this program taught in Kara-Tur is somewhat different, notably that it replaces the heavy-handed slapping we do with an actual understanding of unarmed martial arts. Ironically, this results in Kara-Turan monks doing less damage. If your monk instructor is from Kara-Tur, possibly ask to transfer to another class.

(Player's Handbook (1978), "Why Isn't This Monk Smiling? He's Got a Lot to Kick About!" (Dragon #53, 1981; Best of Dragon Magazine #3, 1983), Oriental Adventures (1985))

TINKER

"Pfft. Technology is just magic that hasn't been we don't understand yet."

--Maddie Weber, junior Drow cleric

Open only to Gnomes, this program is taught in the most out-of-the-way classroom on campus. In fact, there's talk of moving it off campus. Fireball lab doesn't explode this much. These guys build these machines. On purpose. That, I don't know, fling gnomes a half mile as if that's a useful form of transportation. And wagons that drive themselves without horses? What non-sorcery is this?
(Dragonlance Adventures (1987))

Other Majors

BEASTMASTER

"Have I met a what? Masterbeaster? Look, I'm getting tired of these questions."

--Soveliss, senior Half-Elf Ranger

Like a ranger, but with command of the beasts. Like a ranger. But more focus on it. Like, "dragonriding" is one of the class abilities. And forcing lycanthropes to change form by touching them. We're really at a stage where "wouldn't this be cool" is more important than "what's the internal logic of this?" ("King of the Jungle" (*Dragon #119* (1987)); "Forum" (*Dragon #124* (1987)))

BUREAUCRAT

"Seems like every April we add a course in something off the wall like this. I'm not sure why..."

--Bigby, senior faculty

Just the paperwork alone to get into this program could keep you occupied for a full semester. Which is okay, because if you file it properly, signed and initialed in the proper places, you get full course credit.

A major overhaul of the program occurred later, allowing for spells that mostly let you sharpen pencils and get coffee, because lord knows standing from your desk is going to set you back by seconds. *Seconds!*

("Leomund's Tiny Hut: Bureaucrats and Politicians" (*Dragon #74*, 1983); "The Bureaucrat" (*Polyhedron #46*, 1989))

CHARLATAN

"Trust me, Dora. It's a potion of Pulitzer-winning Journalism. I only have a limited supply, you really need to act on this, before I go see the editor of Sigil Community College's campus paper."

--O. Howie Cheatum, senior Human Charlatan

You don't have to be a Charlatan to be a con artist, but you definitely have to be a con artist to be a Charlatan. In this course, you'll learn the secrets to making your living by lying, and knowing when to skip town. The final exam is to bluff your way through a paper for a course you aren't taking and know nothing about, and get a C+ or higher just by flattery and precision BS.

("First Impressions are Deceiving" (*Dragon #120*, 1987))

CHEF

"And yet not a single one of the students in this course will be hired by the school cafeteria."

--Krusk, senior half-orc barbarian

No mere culinary course, this. The chefs we train here, we train in magic. Culinary magic! Food related spells that mostly visualize puns. Puns you can eat! Yum!

("Zee Chef" (*Polyhedron #23*, 1984))

DREAMER

"I had a dream last night. And this morning, ten orcs were dead outside the village, a princess was rescued, and I had a new +1 dagger."

--Lillian, sophomore Human Dreamer

For most, a dream is something intangible, created by your subconscious during sleep. For the Dreamer, a dream is the path to greater awareness. In your first semester, you will be taught to sleep. If you haven't mastered that by the time you start university, what's your problem, anyway?
("Beyond the Gate of Dreams" (*Dragon #132* (1988)))

ENTERTAINER

"Whoa, nice. You can juggle three daggers. Sweet, what if I tossed a fourth one in there? Wow. Can you do five? Six? Seven? Eigh... ooo... he couldn't do eight."

--Regdar, senior Human Fighter

The Entertainer major is perfect for students who wish to enter the world of the performing arts, but we also throw little twists in here and there so you can adventure at the same time. And good news for the rest of the party. Now you can bring you entertainment along with you wherever you go.
("Leomund's Tiny Hut: Let Them Entertain You" (*Dragon #69* (1983)))

Acrobat: Entertainers must choose one of three tracks to shape their training. As an Acrobat, you learn tumbling, leaps, and flips. You'll also receive training in how to take off cursed magic boots without curse removal magic. Because Acrobats are really good at taking off their shoes...
("Leomund's Tiny Hut: Let Them Entertain You" (*Dragon #69* (1983)))

Juggler: In choosing this path, you'll learn to juggle balls, clubs, torches, blades, and most importantly, class schedules and extracurriculars.
("Leomund's Tiny Hut: Let Them Entertain You" (*Dragon #69* (1983)))

Troubadour: Because who wants to be a false-badour?
("Leomund's Tiny Hut: Let Them Entertain You" (*Dragon #69* (1983)))

ESCRIMADOR

"So it's guys hitting each other with sticks? Is this combat training, or Nerf wars?"

--Regdar, senior Human Fighter

Escrima is a fighting style using a pair of fighting batons. Somebody on faculty became very enamored of it *ahem, Mordenkainen, ahem* and decided to build an entire major around it. Mordenkainen is no longer allowed to watch movies by himself.
("Kicks and Stick" (*Dragon #124*, 1987))

FREEMAN/FREEWOMAN

"Great. Scholarships for the independently wealthy. Yeah, they're the people who need that money."

--Rhionna Hazelhawk, junior Avarial Bard

In some towns, the only free people are the landowning people. And landowning people can feel more smugly about themselves by having diplomas. Here you go, gang!
("Pelimore: the City League" (*Imagine #17*, 1984), "Using the Modules in Imagine: Special Edition" (*Imagine Special Edition #1*, 1984), "One Fine Day in the Middle of the Night" (*Imagine #27*, 1985))

GEISYA

"Of course, I have mastered the art of conversation. I can speak knowledgably on any topic..."

--Drumsong, sophomore Hengeyokai Geisya

"Sweet, how about Star Frontiers!?"

--Nebin, junior Gnome Illusionist

*"Except Star Frontiers." *waits for Nebin to leave* "Well, I could have talked about Star Frontiers, but that would mean speaking to him."*

--Drumsong

The Geisya program teaches a number of vital skills intended to provide entertainment and lighthearted company to people who seek companionship. And NO! We are not training prostitutes. Well, not sex prostitutes, anyway. Lonely men are still giving you money; you just don't have to touch their naughty bits. Also, we teach you spells, because why not?

("The Geisya" (Dragon #121 (1987))

HOPELESS CHARACTER

"What do you mean hopeless? I'm not hopeless, I can carry a sword or... Oops! Oooh. Sorry about the foot. Let me... Ohhh... sorry about ramming my tusk into your face. But I have a high Constistution score! That's got to be good for... Hello? Where'd the interview lady go?"

--Aitch, hopeless freshman Loxo

Not all of us are cut out for the adventuring life, but manage to scrape together tuition anyway. We recommend actually adventuring with your Hopeless Character degree, but no one alive today has ever come forward to complain.

("Rules to Lose By" (Dragon #96, 1985))

JESTER

"I dunno. There's basically two career paths. Clever fool who can talk back to the king and expose his follies, or manipulative maniac. I think I'll stick with Bard."

--Gimble, junior gnome bard

Not so fast, Gimble. There's also fantastic idiot who the king threatens to execute. At any rate, the Jester program teaches a good mix of tumbling, acrobatics, comedy, and spellcraft. Along with ventriloquism, because throwing your voice *always* works to distract guards.

("The Jester" (Dragon #60, 1982), "The Jester" (Best of Dragon #4, 1985), "The Pun Is Mightier Than the Sword" (Dragon #120, 1987))

LYCANTHROPE

"The easiest thing to do is register yourself as your own pet. That way, the RA doesn't freak out when he finds a wolf in your room once a month."

--Talbot, sophomore Human Lycanthrope

It's hard to cure Lycanthropy, but it's easy to learn to live with. Well, "easy" might be overstating. "Less hard" might be more accurate. "Advantageous" is certainly a good choice.

("Lycanthropy" (Imagine #28, 1985))

MERCHANT

"Now, before we talk about class schedules and syllabi, how about we see what it takes to get that diploma right now? I'm writing down a number..."

--Bertram, freshman Human Merchant

The ins and outs of business, all in one convenient program. A key skill we teach our Merchant students is fast-talking. Some of our better professors can give an hour and a half lecture in twenty minutes. Make sure you take notes.

("Taking Care of Business" (Dragon #136, 1988))

ORACLE

"No, I don't know the numbers to next week's lottery. But I do know I'm not going to win it ahead of time."

--Redalia, freshman Half-Elf Oracle

You can't know everything. But you can know the future. And by knowing the future, you tend to forget the past. That's where hubris comes from. The program is chock full of 'mancies you can study, from Hydromancy (divination by water) to Ophiomancy (divination by snakes). You guys... you guys are just messed up, that's what it is.

("The Oracle" (Dragon #53, 1981; Best of Dragon #5, 1986))

POLITICIAN

"We need politicians, dude. It keeps the assassins too busy to worry about the rest of us."

--Regdar, senior Human Cleric

Many of us have political ambitions, but very few of us have the moxie to pursue them. This course gives you that moxie, plus training for all the crooked and underhanded dealings you'll need to succeed. You can even take some political science classes if you think that would help.

("Leomund's Tiny Hut: Bureaucrats and Politicians" (Dragon #74, 1983))

PSIONICIST

"It's all in the mind. But that makes all the difference."

--Ialdabode, grad student Human Psion

Well, it's about time! The faculty finally moves on from studying Psionics in the abstract to actively offering it as a course of study. And what a glorious and utterly confusing course of study it is! You have to be physically fit to start studying Psionics, but that devotion to fitness can go screw itself as time moves on. The important thing is, you can do stuff by thinking about it, so who needs activity? Just a waste of time.

("And Now, the Psionist" (Dragon #78, 1983))

SCRIBE

"The worst thing about writing document after document with a feather quill isn't the writer's cramp, it's that my wrist is ticklish."

--Bernard of Bollyo, freshman Human Scribe

Not all majors are for adventurers. Sometimes, you just want a degree so you can get a better job. And nobody's going to hire anyone to do mindless repetitive work copying stuff other people wrote, if they don't have a college degree.

("The Scribe Non-Playable Character" (Dragon #62 (1982), "The Scribe" (Best of Dragon #4, 1985))

SMITH

"Truly, my life belongs t' Moradin, but if I'd not found th' calling, my first love would be banging metal into horseshoes."

--Eberk, senior Dwarf Cleric

Among the most valuable professions you can practice, Smithing is important in even the smallest village or settlement. Without a smith, there'd be no spades or hoes, and thus no agriculture. No swords or breastplates, and thus no war. No daggers or knives, and thus no murder... wait. Screw you guys. ("The Smith: Test the Metal of this NPC" (*Dragon #70*, 1983), "The Smith" (*Best of Dragon #4*, 1985))

TIMELORD

"Can you make the flavor quote without a Doctor Who reference? I'll let you do it if you can do it without a Doctor Who reference."

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

"Right, easy enough. There's time and... You have... Um... time... thing. Like a Timey-wimey... no, uh... Oooooohhhh..."

--Gimble, junior Gnome Bard

"Dora just broke Gimble, guys!"

--Maddie Weber, junior Drow Cleric

This program is only available to mutated humans of a particular military order, because I don't know. You get all manner of time manipulating abilities that let you speed up, slow down or even reverseesrever ro nwod wols ,pu deeps uoy tel taht seitilitiba... Son of a bitch, stop that! ("Timelords: An NPC Class for the Future, Present & Past" (*Dragon #65* (1982)))

ULTIMIST

"I don't even..."

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

I assume this is supposed to be a joke. I mean, this is a "fighting wizard-priest" with monk abilities and thieving skills. I'd be worried that they make other majors obsolete, but as far as I can tell, the Lady of Pain eviscerates all of them before they start sophomore year. ("Ultimists: the Nadir of New Classes" (*Polyhedron #23*, 1984))

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