



**The Basic Curriculum-
Majors for Human Students**

Majors for Humans

CORE MAJORS

CLERIC

"Faith, my friend, is a god on your side, and the conviction that you're doing right. Also a big mace. I have faith in a big mace."

--Jozan, senior Human Cleric

Unlike in the Advanced Curriculum, the Cleric major does not teach you spellcraft right off the bat. You have to earn your deity's trust by getting by without him. Or your vague object of faith's trust. We aren't too big on declaring specific religions around here. But whatever it is you revere, if it's even something tangible at all, you have to earn its trust.

(Dungeons & Dragon Basic Set (1977), Dungeons & Dragons Basic Set (1981), Dungeons & Dragons Expert Set (1981), Dungeons & Dragons Basic Rules (1983), Dungeons & Dragons Expert Rules (1983), Dungeons & Dragons Companion Rules (1984), Dungeons & Dragons Master Rules (1985), "Customized Classes" (Dragon #109, 1986))

Dervish: Cleric students who don't opt to be Druids can instead opt to be Dervishes, although this is generally only open for students who intend to live in the baking hot deserts. You trade in grass for sand, and the weather for just, lots and lots of unrelenting sun. You're expected to be a hermit, so you should prepare to spend a lot of time yelling at your roommate to go away and making forts out of your bedsheets.

(Emirates of Ylaruam (1987))

Druid: As they reach Junior year, Cleric students may choose to scrap all their clerical training and transfer into the Druid major, giving up their faith in the Immortals, in favor of faith in sycamore trees. Sycamores produce sturdy wood, and are used to make butcher's blocks and packing crates, and are also a popular shade tree, so who wouldn't want to worship those things?

(Dungeons & Dragons Companion Rules (1984))

FIGHTER (formerly "Fighting Man")

"There is no challenge I can't meet with a sword clutched firmly in hand. Except my Algebra exam. Math seems rather impervious to the sword."

--Bedelar, freshman Fighter

Fighting, with an emphasis on fighting, this program teaches you to hit things, and be hit by things. And, for the most part, that's pretty much it. We did say this was the *Basic* curriculum, right?

After reaching their Junior year, Fighter students have the option to transfer into one of three more specific training programs. They don't get to choose which one, mind you. That's decided by your school psychologist and what he estimates your ethical leanings to be. Heh. Students making their own decisions. Preposterous.

(Dungeons & Dragon Basic Set (1977), Dungeons & Dragons Basic Set (1981), Dungeons & Dragons Expert Set (1981), Dungeons & Dragons Basic Rules (1983), Dungeons & Dragons Expert Rules (1983),

Dungeons & Dragons Companion Rules (1984), Dungeons & Dragon Master Rules (1985), "Customized Classes" (Dragon #109, 1986)

Avenger: If you are a fighter major with Chaotic alignment, and pass the proper entrance exam, you qualify to enroll in the Avenger program. You don't have to even be actively avenging anything, you just get to use the name! Some assembling required.

(Dungeons & Dragons Companion Rules (1984))

Druidic Knight: Fighter majors with a strong interest in trees can opt to become a Druidic Knight, which enables them to enjoy trees to their heart's content.

(Dragon #177 (1992))

Horse Warrior: No, this program isn't telling you how to fight horses, it's telling you how to ride horses while fighting. It's a very important distinction. If you want the other thing, you should probably go enroll in the Black Academy.

(Golden Khan of Ethengar (1989))

Knight: This is the program for Neutrally aligned Fighter majors (or Chaotic or Lawful fighters who just don't have the chops for Paladining or Avengering). To enter the Knight program, a student must swear fealty to a lord. In exchange, they gain the ability to obey that lord at all times.

(Dungeons & Dragons Companion Rules (1984))

Paladin: Lawfully inclined Fighter majors may opt to go into the highly focuses Paladin program. Although this program requires extensive religious training, you benefit by learning to turn undead, cast spells like a (low level) Cleric, and give all their money to a worthy cause. Of course, you pay tuition, so you know what that's like.

(Dungeons & Dragons Companion Rules (1984))

MAGIC-USER

"What do you mean 'why is it called magic-user'? You use magic. What else would you call someone who uses magic?"

--Mordenkainen, Dean of Wizardry, High Wizard of

Wizarding, human magic-user

Although we accept only the scrawniest students (if you score above 4 in a standard Health Performance (hp) test, you do not qualify), we promise you phenomenal power. After a while. Until then, we'd suggest you avoid stiff breezes or doors that swing shut suddenly.

In junior year, we pretty much start calling you a **Magus** for no good reason.

(Dungeons & Dragon Basic Set (1977), Dungeons & Dragons Basic Set (1981), Dungeons & Dragons Expert Set (1981), Dungeons & Dragons Basic Rules (1983), Dungeons & Dragons Expert Rules (1983), Dungeons & Dragons Companion Rules (1984), Dungeons & Dragon Master Rules (1985), "Customized Classes" (Dragon #109, 1986))

Alchemist: If powders and potions are your thing, and you really want to spend a lot of your free time in labs getting graded, you might want to check out the Alchemist program. You start off just taking

things out of jars and putting resulting things back into jars. But eventually, you'll learn to alter the basic make-up of life itself. And put it in a jar.

(Principalities of Glantri (1987))

Cryptomancer: ZURKACTPDZR VM ASX TPOVZ CY LCUHM PDH UWDXM. VA VM DCA ASX TPOVZ CY ZUXPAVDO ZURKACOUPTM, MPHQR. ZURKACOUPTM PUX UXPQR ASX JXMA KWEEQXM, PDH V YVDH VA MPH ASXR PUXD'A VD TCUX DXLMKPKXUM PDH KWEEQX TPOPEVDXM. PDH LSXD ASXR PUX, ASXR PQLPRM OVGX RCW P MAPUAVDO QXAAXU, PDH ASPA'M IWMA QPTX. VY RCW DXXH P MAPUAVDO QXAAXU, RCW MWZN.

(Principalities of Glantri (1987))

Dracologist: Learn the magical might of the dragons, themselves. Not by dragons, of course. Dragons wouldn't be bothered teaching humans about dragon magic. This is just a close approximation developed through study, observation and mostly guessing.

(Principalities of Glantri (1987))

Elementalist: Pick fire, earth, water, or air. We could do it by making this four different programs, but then we'd have to hire extra faculty and... yeah. We'll just let you pick.

(Principalities of Glantri (1987))

Hakomon: To gain magic power under this method, you must select certain taboos, such as never cutting your fingernails, or giving up milk. If you break a taboo, you suffer terrible drawbacks. In return for your sacrifice, you get NOTHING! Just the same powers regular Magic-Users get. Sucker.

(Golden Khan of Ethengar (1989))

Illusionist: If seeing is believing, then anyone around you is a gullible dufus.

(Principalities of Glantri (1987))

Necromancer: Become a master of life and death. Mostly death. Mostly undeath, really. We say "life and" but we don't mean it. Have you ever, *ever* seen a necromancer who was concerned with promoting the living? Of course not. That'd be lame.

(Principalities of Glantri (1987))

Witch: Let's see what we're calling a witch in this curriculum... Potions and dolls and... hmm, I guess we're going with voodoo here. No zombies, though, so limited voodoo. Potions and dolls, and some basic shapeshifting. This sounds like a fun deal, let's do this one.

(Principalities of Glantri (1987))

MYSTIC

"Seriously, eeeeeverybody else calls these guys 'Monks'. I mean, sure, it's not the perfect name, but could 'Mystic' be any vaguer?"

--Naull, junior Human Magic-User

This program will teach you to become so in touch with your inner self, you learn to punch things efficiently. There is nothing quite as satisfying as punching a dragon in the nose. Of course, you won't believe so, because we're going to drill into your head how violence is a last resort, and there is no joy in punching dragons in the nose. But really, don't you want to punch a dragon in the nose?
(*Dungeons & Dragons Master Rules* (1985))

THIEF

[*flavor quote stolen. Haha!*]

We make no bones about the fact that you are here to learn to steal things. We just trust that you will be stealing things for the greater good. Or the good of your adventuring party, at least. Or, well, for personal gain, if that's the best you can offer. We're not turning you away, either way.

Junior year Thieves are given the title "**Rogue**", although we will never call you that, and just keep referring to you as a Thief.

(*Dungeons & Dragon Basic Set* (1977), *Dungeons & Dragons Basic Set* (1981), *Dungeons & Dragons Expert Set* (1981), *Dungeons & Dragons Basic Rules* (1983), *Dungeons & Dragons Expert Rules* (1983), *Dungeons & Dragons Companion Rules* (1984), *Dungeons & Dragons Master Rules* (1985), "Customized Classes" (*Dragon #109*, 1986))

Bard: In certain situations, during the second semester of their training, Thief students may choose instead to go into Bard. This gives them the ability to use Charm, as the spell, and give up pickpocketing. Because you can't be charming and steal from people at the same time... actually, you totally could, but this isn't that.

(*Dragon #177* (1992))

Bratak: Not unlike the main Thief program, the Bratak major has a bit more emphasis on spying. Also, one of the perks is that, in your Companion year, you can actually open your own school. Just don't try to steal our good athletes away.

(*Golden Khan of Ethengar* (1989))

Rake: Like climbing walls and opening doors, but morally against stealing and murder? Well, Rake lets you learn the whole Thief curriculum, except you don't have to take the Pick Pockets and Backstabbing classes. What do you get in return for giving those up? Nothing! That's what morality gets you! Nothing!

(*Dawn of the Emperors: Thyatis & Alphatia* (1989))

OTHER MAJORS

FORESTER

"*I'm a forester and I'm okay, I sleep all night and I work all day.*"

--M'kall Pallen, junior Human Forester

Just like elves, the Forester class teaches both fighting and magic. Because there's absolutely no problem having both the best attack rolls *and* fantastic cosmic power.

(*Dawn of the Emperors: Thyatis & Alphatia* (1989))

GENERIC ADVENTURER

"I dunno... this one, I guess."

--Donovan the Undecided, freshman Human Generic Adventurer

One of those "create a major" programs. This one created by a terribly uncreative creator.

("Customized Classes" (*Dragon #109*, 1986))

MERCHANT

"That's not fair. I get in trouble for selling test answers, but Gavalt actually gets class credit for it?"

--Soveliss, senior human Magic-User

We already had the Merchant-Prince major when we started this one. So what's the point? Well, this has less emphasis on sailing for one. It's entirely possible to transport goods over land. Also, the spells we teach are different. We... still teach spells in the Merchant class. Just... not the same ones.

(*Republic of Darokin* (1989))

MERCHANT-PRINCE

"High seas? That's easy enough. I can hit a three-lined E; a High C is a cinch."

--Mierra, sophomore Merfolk Bard

Although training in sales and marketing is important in the Merchant-Prince program, you will also spend a good deal of time studying magic, particularly magic that benefits sailors and life aboard ship. After all, the most successful merchants travel far and wide via seagoing vessel. Life as a Merchant-Prince requires far more than simply selling and trading goods. Summoning Air Elementals is crucial to success in this field.

(*Minrothad Guilds* (1988))

SHAMAN

"No, the spirits we are attuned to are not alcohol. Go away, Regdar."

--Kirthan, junior Human Shaman

Through this program, you will learn to attune yourself to the spirit world. Within the first few days of class, you will find your spirit guide, an animal spirit that will give you insight and ability score boosts. Horses, for instance, give you strength, and owls give you Wisdom. Frogs give you warts. Don't go for frogs. Also, gerbil is on the list. That's weird.

(*Golden Khan of Ethengar* (1989))

UBERMENSCH

"Truth, Justice, and the Alphantian Way!"

--Clarkent, senior Human Ubermensch

If you offer a 'create a major' program, someone will abuse it. And that someone will have all the class abilities. All of them.

("Customized Classes" (*Dragon #109*, 1986))

VIKING

"I had to drop out. My beard just doesn't come in well enough."

--Porthos, sophomore Human Fighter

Some people, the basics just aren't good enough. They have to make a whole entire homemade major for fighters who've been on a boat.

(*"Customized Classes" (Dragon #109, 1986)*)

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