



The Basic Curriculum-
Immortal Majors

Immortal Program

A graduate program is offered for students in the Basic Curriculum who wish to achieve immortality. For all intents and purposes, you will become a deity, though in Mystara we just call them “Immortals” because we don’t like to get ahead of ourselves. There are four main paths to immortality, depending on where your passions lie. The structure of these courses is more freeform, so it doesn’t matter all that much what you call yourself, although:

DYNAST

The route to the Sphere of Time, which is a good choice if you want to both party and get plenty of studying done.

(Dungeons & Dragons Master Rules (1985); Dungeons & Dragons Immortal Rules (1986))

HERO

The path to the Sphere of Thought, because great heroes like Hercules and Gilgamesh are well known for thinking their way out of problems.

(Dungeons & Dragons Master Rules (1985); Dungeons & Dragons Immortal Rules (1986))

PARAGON

The path to the Sphere of Energy. We’d make a joke about being on the “Paragon path” but it wouldn’t make sense, since this is many, many years before that term means anything.

(Dungeons & Dragons Master Rules (1985); Dungeons & Dragons Immortal Rules (1986))

POLYMATH

The path to the Sphere of Matter. It translates into “many maths” so invest in a good calculator.

(Dungeons & Dragons Master Rules (1985); Dungeons & Dragons Immortal Rules (1986))

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