



**The Basic Curriculum-  
Nonhuman Majors**

# Majors for Not Humans

## CORE MAJORS

### **DWARF**

*"F'r some reason, there's this idea that Dwarves have Scotts accents. Well, it ain't true. Scottsmen have Dwarven accents."*

--Tordek, senior Dwarf

Our Dwarven brothers are more than welcome to enroll in this special program just for them. We'll teach you all the nuances of combat with an axe, detecting small variations in inclination of passageways, and the art of grooming your beard. You may be attending weapons classes with our Fighter majors, but don't worry. You have your own Dwarven dorms.

*(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))*

**Dwarf-Cleric:** Dwarves have always been close to their faith, and the Dwarven gods have a strong influence on their chosen race. But we can't have those lil' guys messing up our pristine human Cleric classes. So here's a special class for you guys.

*(Dwarves of Rockhome (1988))*

### **ELF**

*"Let's see, Freshman year... I have to take a language class in Gnoll? Gnoll is a mandatory language for Elves? But... I've never even met a gnoll..."*

--Symbellus, freshman Elf

As an Elf, you will be trained in both swordsmanship and magic. Sure, we may pigeonhole you into a specific role, but that pigeonhole is two things that we don't allow humans to do at the same time. If you weren't an Elf, you'd never be able to carry a sword *and* cast Magic Missile.

You're welcome, Elvish race.

*(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), Elves of Alfheim (1988))*

**Elven Cleric:** Elf students may give up combat training and magic spellcasting to gain cleric spellcasting. Why this isn't just Elves taking Cleric classes is unclear, but there we are.

*(Dragon #178 (1992))*

**Elven Magic-User:** Okay, okay, fine! Here's an open-ended magic-using program for you whiny, pointy-eared nature boys. We've seen your petitions, we've heard your grievances, and our legal department says we might lose the lawsuit, so fine. We hope you're happy.

*(Elves of Alfheim (1988))*

**Elven Paladin/Avenger:** It's a little known secret, but some Elves are able to enter programs identical to the Paladin or Avenger programs offered to Fighter students. But, shhh, we don't want anyone to know about this.

*(Dragon #178 (1992))*

## **HALFLING**

*"No. You do not get to call us 'Hobbit'. That's our word."*

--Jaro Bytheway, freshman Halfling

For little chubby guys whose feet are too big for shoes, you sure can handle a sword. A tiny little "to scale" sword. So we've developed this program to nurture that, teach you the ins and outs of combat, based on using your diminutive size to your advantage. With mandatory smoke breaks each hour, because we know you li'l guys like your pipe weed.

*(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))*

**Master:** In the process of opening up options to our non-human students, we decided to offer a spellcasting class for Halflings. We call it "Master" because, I don't know. So halflings can claim to be in a Master class, I guess. At any rate, we teach a combination of Wizard, Cleric, and Druid spells, and how to figure out where birds are. Halflings can't sleep at night if they don't know where birds are.

*(Five Shires (1988))*

## OTHER MAJORS

### **ARANEA**

*"Spider-men, spider-men, do whatever some spiders... ken... Changing shape, any... wait..."*

--Nebin, junior Gnome

In their natural forms, Aranea are giant spiders. They can shapeshift into humanoid forms at will. They call you on the phone and don't say anything. There is nothing about them that isn't creepy.

*(Dragon #183 (1992))*

### **CAY-MAN**

*"Get it? Cay-Man? Caiman? Like the reptile? Yeah, me neither."*

--Soveliss, senior Elf

Like lizard men, but smaller. Still too big to flush down the toilet.

*(Dragon #185 (1992))*

### **FAIRY**

*"'Fairy' isn't even a race on Mystara! It's a broad category. Why isn't this 'Pixie' or 'Sprite' or... I dunno. It's like having a character class called 'Biped.'"*

--Angry Kel, freshman Pixie Rogue

With all the racial divisions at this school, it's not that unusual that we put all the wee folk in a class together. Made even more convenient in that we can forego the classroom in favor of a terrarium. ("Customized Classes" (*Dragon #109*, 1986))

### **GATOR-MAN**

*"If Lizard Men have backwoods cousins, these are them. Beware of Gator-Men with banjos."*

--Regdar, senior Fighter

Big and brutish, the Gator-Men make regular Lizard-Men look like wimps. Full disclosure: We created this program because we want Gator-Men on our wrestling teams.

(*Dragon #185* (1992))

### **HUMANOID**

*"Two arms, check. Two legs, good. Upright torso, head... checks out. Welcome to Sigil Prep."*

--Pammy, beholder school nurse

If you really want to prove you're ahead of the curve in diversity, you don't just enroll elves and dwarves. You enroll the smelly, ugly people, too.

(*Orcs of Thar* (1988))

**Bugbear:** The largest common race of goblin, the Bugbear is also the most suited to be an adventurer. *That* is the reason we enjoy seeing bugbear applications come through our offices. *Not* because we like seeing "Bugburbia" on the place of birth line. (Although that does crack us up.)

(*Orcs of Thar* (1988))

**Gnoll:** We teach all the basics of combat, tactics and warfare than Gnolls crave. We don't teach you to have a hyena head. You have to come by that on your own.

(*Orcs of Thar* (1988))

**Goblin:** Despite their meager size, Goblins are put in the same classrooms with other Humanoid students. Because they make good practice dummies.

(*Orcs of Thar* (1988))

**Hobgoblin:** We teach combat and weapons here. Not pumpkin bombs and stealing tech from Normal Osborn. Just to clarify.

(*Orcs of Thar* (1988))

**Kobold:** We prefer to up our numbers on kobold admissions, not because they're better students, but because they're smaller and take up less classroom space.

(*Orcs of Thar* (1988))

**Ogre:** Ogre freshmen must take Advanced Strength Training 100, Club Use 110, and Eating Children 115.

(*Orcs of Thar* (1988))

**Orc:** There are three races of orc. On Mystara, anyway, where the Basic Curriculum is relevant. Common Orcs, Red Orcs, and Yellow Orcs. How do you know if you're a Common orc? Check the "Frequency" listing in your stat block. It's the very first category. ("Customized Classes" (*Dragon #109*, 1986), *Orcs of Thar* (1988))

**Spellcaster:** Just to be clear. We are teaching orcs to use magic. But not dwarves. Suck it, dwarves. Oh, also, we call arcane spellcasters "Wicca". Like, you are a Wicca. We clearly have no idea what that word means. (*Orcs of Thar* (1988))

**Troll:** We'll admit you, but we refuse to buy larger desks. You'll just have to stand at the back. Hunched over, because we also refuse to raise the ceilings. (*Orcs of Thar* (1988))

### **LIZARD MAN**

*"No matter how much moisturizer Grok use, Grok not get rid of scaly skin."*

--Grok, freshman Lizard Man

Some would say it was pointless to try and educate a race like the Lizard Men, but give us a challenge. Seems to us that if you work with a lizard man, not only will it learn to fight as well as a lizard man left in the wild, but it will probably try to eat nearby halflings. We're... not sure why we're doing this again. (*Dragon #185* (1992))

### **N'DJATWA**

*"They cannot climb trees. That's in their racial description. It's an absolute. No amount of provocation will enable them to climb trees."*

--Soveliss, senior Elf

The result of a union between an ancient tribe of Elves with an ancient tribe of Ogre, the N'Djatwa are either the most beautiful ugly people, or the ugliest beautiful folk, in the land. Like Elves, we teach them both combat arts and magic, although they are allowed to opt into Druidic magic instead of magic magic. We're arbitrary like that. (*Dragon #158* (1990))

### **NEANDERTHAL**

*"Go school, bring honor tribe. Bring learning tribe. Bring self-lighting matches tribe."*

--Biff, freshman Neanderthal

In some parts of the Known World, there are humans every bit as primitive as orcs and ogres. Moreso, since orcs and ogres can name their homelands with stupid puns, while Neanderthals think fire is god. ("Out of the Stone Age" (*Dragon #118*, 1987))

### **PHANATON**

*"I know it's not a mask, dimwad. That's why I'm trying to wash it off."*

--Regdar, senior Fighter

As part-man and part-raccoon and possibly part-monkey and part... flying squirrel, Phanatons have a lot to learn. I defy a Phanaton *not* to try and get an education. Just to figure out where the hells they came from.

*(Dragon #188 (1992))*

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