

THE ARCANE DABBLER



PlotDevice

Argyle shut the bookstore a quarter hour early. Outside, two more prospective customers peered in through shuttered windows, trying to make out if he was still there. They fingered the "Closed" sign in irritation, and rapped on the glass. He did not notice their tapping or their sighs; his mind was filled with the experiment he had been planning all day. Finally the last ingredient had arrived. Now, at last, to test out the theory he had extracted from his studies. Those hours stolen in the late night and minutes gleaned between customers would finally come to fruition. He worked quickly, with meticulous care, extracting vials and tubes, decanters and beakers, expensive ornaments, chemicals and scrolls. It had taken him years of saving and work to afford the intricate equipment, and tonight he was going to make it all pay off.

He remembered the faces of the townsfolk as they fled their houses in terror, fires licking at their heels, the awful screams of those left behind. It had been years ago, but the fearsome force of fire on the wooden city remained as an indelible mark in his mind. The wizards had been powerless to assist, only able to make fire, not douse it. Argyle scoffed. What use the power to hurt, if you couldn't save? He knew he was no match for the vast forces that the wizards wielded, but perhaps diverse ability was the

answer. Combining resistance with pyrotechnics... tonight he would find out if he had the answer.

Unlikely Heroes Overview

This is a gaming supplement that requires the use of the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision.

Unlikely Heroes consists of seven character classes developed from the standard NPC character classes in the DMG. These are designed to upgrade the NPC classes to make them on par with the Adventurer classes, but with a difference in focus. The Arcane Dabblers is one of the two classes developed from the Adept concept, this one focusing on arcane magic and skills.

Overview

While many have the talent for magic, not all have the time, or gold, or discipline to devote themselves to it completely. Without the natural power of Sorcery to fuel the talent, the ability of such individuals often lies dormant. Some, however, find time to study after work, or make time between obligations, scrounging what funds they can to delve into the mysteries of magic. Some study the art of magic to such an extent that they can even teach Wizards a thing or two. These devotees for whom magic is a hobby or lucrative side pursuit become Arcane Dabblers.