

TEX ARCANA

Tex graduated as a first-level mage from a small guild on the Isle of Calandria and promptly joined the Calandrian Army, where he fought for King Lucius II along the outskirts of Briarwood and led a small troop of crack adventurers. He advanced to the position of colonel before retiring to travel off the island (once while drunk and asked

about his decision to retire, Tex admitted that he'd gotten tired of working with a group of fools for a damn fool). Most recently, he has been travelling through Taran Hold.



Tex is an odd bird, a kind of taciturn “gentleman of the range” who prefers repairing a barn to engaging in spell research. Accompanied by his feline familiar “Sidekick,” his horse “Sterling,” and an intelligent sword that he calls “The Missus,” Tex is always on the road, seldom stopping in one place for more than a month or so. He has a soldier’s habits, a pioneer’s skills, and a fighter’s preference to settle things face-to-face. Despite his magical training, few who saw Tex would think that he had ever opened a book, much less mastered spellcraft.

Description: Tex is somewhat older than most mages of his level, with a lanky build, short black hair and steel-grey eyes. He wears his colonel’s stripes on the sleeves of his duster, along with a silver pentacle pinned to its front, and carries his wand in a holster by his sword. He wears a stained leather cowboy hat, a crimson handkerchief around his neck, battered old cowboy boots, and spurs that jingle with every step he takes. His Flametongue is belted at his waist, and he carries The Missus slung across his back. His lasso is usually over his saddle bow or slung over one shoulder. Tex has a strong drawl, chews and spits tobacco, enjoys strong coffee and whiskey, and tends to talk out loud to his familiar, his horse, and his sword. He usually christens each new acquaintance with a nickname, and tries to be polite around the ladies. He’s rough around the edges and tends to prefer pragmatism to morals, but he subscribes in general to the “code of the West.”

		TRAIT: Climate Sense	4			
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Magic Items		Misc.
Horseshoes of Speed (on Sterling) 48"	Potions of healing x 6	Sidekick: familiar cat, AC 7, hp 29, int 9
Horseshoes of Speed (in pack)	Potion of health x 1	hearing, night vision, perc. 16, ch 14
Ring of Protection +2	Potion of growth	Sterling: horse, hp 22, 24", lght war
"The Missus" sword (see writeup)		
Wand paralyz 100 ch = 97, 6', 5d4 rds		
Lasso of Entangling (hit = entrap)		
Longsword, Flametongue +1 etc.		

TEX ARCANA: Level 6/Spell Points = 55, Default spell memorization = *

FIRST LEVEL (4/8) 1 free slot*

1 signature spell = Burning Hands

- Armor
- Burning Hands
- Cantrip
- Conjure Spell Component (T)
- Find Familiar
- Grease
- Magic Missile*
- Mount
- Shield*
- Unseen Servant

SECOND LEVEL (6/12)

- Agganazar's Scorcher (R)
- Alter Self
- Color Spray
- Continual Light
- Displace Self (SM)
- Knock
- Rope Trick
- Shatter
- Stinking Cloud*
- Strength
- Summon Swarm
- Vocalize (W, R)
- Web*
- Whispering Wind
- Wizardlock

THIRD LEVEL (10/20)

- Dispel Magic (Univ.)
- Fly
- Item
- Lightning Bolt*
- M. Summons I
- Phantom Steed
- Sepia Snake Sigil
- Wraithform

TEX's SWORD: "THE MISSUS" (DM = Jo Gerrard)

Longsword +2, female, intelligent

Purpose: To slay drow

Alignment: Neutral

Weapon Powers: Minor: Glows softly when held if there is magic within a 10' radius. Detects traps in 10' radius, only underground. Major: Determine direction and depth underground 3/day. Special Purpose: Drain levels equal to 1/2 the points of blade damage only (i.e. 1d8, 1d12). This power only works 1x/day and only versus drow. Versus drider it acts as a weapon of slaying (level drain occurs on a 19, 20, or 21 only, victim gets a save at -4 versus either effect). If the level drain is effective, and if the victim is drained to 0 levels or HD or less, they fall unconscious for a number of turns equal to twice the points they took in damage.

Communicates: Telepathy or speech, in drow, elvish, common, and Taniari.