

## TALVUS WANDSLINGER

**Talvus Wandslinger** **Level 9 Artillery**  
Medium Natural Humanoid (Half-Elf)

**Initiative:** +9 **Perception** +11  
**HP** 75; **Bloodied** 37  
**AC** 21; **Fortitude** 20; **Reflex** 21; **Will** 21  
**Speed** 6

### Traits

#### Weapon Of Choice

Talvus uses a set of wands when making his attacks. Each wand adds its own damage type and hit effects. Each power notes how wands are used in it, and any wand can be used, unless it is lost due to desperate parry. Which wands are being used must be declared before making the attack.

*Firestick:* Fire damage, ongoing 5 fire damage (save ends).

*Icicle:* Cold damage, Slowed (save ends)

*Star Tube:* Radiant Damage, Target grants CA (save ends).

*Peacemaker:* Force damage, Target is pushed 1 and knocked prone.

*Loretta:* Untyped. The base damage of the attack is maximised.

### Standard Actions

#### ⬇ Wandwhip ✦ At-Will

*Attack:* Melee Basic 1 (one creature) +16 vs. AC

*Hit:* 1d8+6 damage and one wand effect.

#### ↗ Dual Fire ✦ At-Will

*Attack:* Ranged 10 (one or two targets) +14 vs Reflex

*Hit:* 2d6+6 damage. If there are two targets, each target hit suffers one wand effect, if there was only one, they suffer two. Both targets cannot suffer the same wand effect.

#### ↶ Arsenal's Arc ✦ Recharge ☼☼

*Attack:* Close Blast 5 (all enemies in blast) +14 vs Fortitude

*Hit:* 2d10+5 damage, and each target hit suffers one wand effect.

More than one target can be effected by the same wand, but only once all remaining wands have been allocated.

### Triggered Actions

#### Desperate Parry ✦ Recharge ☼☼

*Trigger:* Talvus is hit with a melee or ranged attack.

*Requirement:* Talvus must have at least one wand left.

*Effect(Immediate Interrupt):* Talvus gains a +4 bonus on his defence against the attack. If the attack misses, he loses one wand, of the DM's choice. If the attack still hits, he takes half damage, and loses one wand of the attacker's choice.

**Skills** Acrobatics +14, Arcana +12, Streetwise +11

**Str** 14(+6); **Dex** 20(+9); **Wis** 14(+6)

**Con** 14(+6); **Int** 16(+7); **Cha** 15(+6)

**Alignment** Evil **Languages** Elven, Cant

Talvus Wandslinger is a notorious spellcaster- one of the only known arcane hit men, he works for the highest bidder, dispatching problems which are judged resistant to more mundane forms of murder. Talvus uses a selection of powerful magic wands in his work, calling them to his hands with a telekinetic cantrip, often firing from both hands. Each wand has its own unique qualities, and he mixes and matches them in battle as circumstances require. His signature move is his Arsenal Arc, where he momentarily levitates his wands in a wide arc between his palms, letting loose with all of them in a simultaneous blast.

Talvus is young, but a natural in the work he's taken to. He lacks versatility and isn't really much for casting many spells, but he's turned his knack for wands into an art form, and knows that for all the flash and mystery, much of what can be achieved with magic comes down to powerful forced aimed with pinpoint accuracy. While the truly formidable arcanists of the land consider him beneath them, he is far above the skills of the the average spellcaster, and even many trained war wizards- at least when it comes to the kind of small, vicious battles which tend to define his work.

It doesn't matter that he's a terrible ritualist, and doesn't really progress in his magical skills, apart from learning new ways to kill people- in his line of work, that's more or less all that matters. He knows enough magic- and enough of the underworld- to keep ahead of the game, and he's been more than a match for anyone he's been sent against, at least so far. There's a first time for everything, and almost every hitman has his first, last time, but as long as Talvus has a contract and a belt full of wands, he will be a force to be reckoned with.

### Lore

Arcana DC 14: All the info in the intro, and what each of Talvus's wands do.

Arcana, Streetwise, of History DC 19: Everything in 'the tale of Talvus', and hints on his client, and target.

For use with the 4th Edition

**DUNGEONS  
&  
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ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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LOOK MAH, NO HANDS!

## TACTICS

Talvus is a professional killer, and while he is not particularly hardened or callous, he does his work with a directness and casual aplomb. He will fight as required by his client- within reason- but prefers a safe vantage point- a raised area, a window to fire through, a cross-fire to exploit, and of course, skilled professionals on his side are always appreciated.

Like most artillery, Talvus works well to compliment any configuration of allies which can keep him safe, and keep his targets in view. His selection of wands gives him options, and while his tactics are flexible, a few patterns are clear. He often begins with his arsenal arc, before moving to a safer position. In the fight itself, his primary attack weapons are Firestick and Star Tube- not only does they allow him to do more damage, but star tube can help his allies strike truer as well.

When he's going for the kill, he'll trade out one of the attack wands for Loretta, sheathing Firestick if his allies are in on the fun- or the target is already on fire- or stowing Star Tube if he's taking a foe alone. He concentrates on dealing damage to foes, and if one evades him, he shrugs and chooses another target- he is rarely angry enough to chase a foe down, or expose himself to try and get a clean shot at a preferred prey. His contracts tend to include 'consultancy clauses' so that the killing blow is not needed- just his expert assistance.

When he's in trouble, he doesn't use his desperate parry unless he absolutely has to- although he's clever enough use it to avoid a nasty effect like a daze, especially if the power is Arcane. He uses Icicle and Peacemaker when defending himself, either in melee, or when foes are getting too close for comfort. In melee he strikes with peacemaker, trying to get out of threat range, and then moves out of reach, running if need be. With a bit more range, he uses both, or favors icicle, to slow his foes down, and give his allies time to jump them.

## Encounters

Talvus is a hired killer. As long as the client is a reasonably trustworthy sort of scum, he'll work for anyone in a major city, or within a day's ride of one. Beyond that, it's just down to who the heroes have pissed off enough to hire him.

## The Tale of Talvus

Talvus Wandslinger could be called a war wizard, although his colleagues would claim he does not deserve the title. Trained in a prestigious academy, the son of an old noble family with elven blood, Talvus took to magic with great ambition but little talent or diligence. At the end of his first year his marks were abysmal- apart from the dueling and tournament lists, where he excelled- and his family responded by cutting his stipend to a pittance, hoping to force their wayward scion to knuckle down and learn his trade.

Instead, the lack of ready funds stimulated Talvus's already larcenous side, and by the end of his second year of study, he was running illegal alchemy rooms to furnish his wealthy friends with stimulating potions of all varieties. By midway through his third year he was selling alchemist's fire to a discerning clientèle which included two thieves guilds, a throng of adventurers, and every fire cult in the tri-barony area. He was making far more than his old stipend, and life was fast, easy, and just exciting enough to keep him from being perpetually bored- thus completing his betrayal of his class and station.

Alas it was too good to last, and just before his fourth year graduation, a group of plucky young first years uncovered his criminal empire and revealed him to the academy for the cad and the bounder he was. The first-year heroes groused when they weren't given permission to arrest the villain in person, but their frustrations were mollified somewhat when Talvus easily killed a score of wizards and city guards sent to his dormitory cottage, emerging from the building in a hail of mage-fire and vowing that he would return one day to wreak his vengeance.

He was lying, of course. The academy had gotten boring, and he had no interest in petty, passing desires like revenge, or the downfall of those who had plagued him. He had far grander ambitions, desires far more suited to one of his high breeding and station. In short, he wanted to be very, very rich, and do whatever he wanted. A life in the higher echelons of the underworld seemed the best bet, and using his contacts in the thieves guild, he embarked on his new career.

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