



EXPLORE AIRSPUR

Villains and Vagabonds

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The beauty and majesty of Airspur is rivaled by none with its colorful hues and gentle flowing water beneath breathtaking earth notes. It is that which stirs underneath the calm facade of this genasi city that brings the unseen, let alone understood, and the uncertainty of the night. As with each city in Faerûn, there is always another side; one that many choose to ignore or are simply too afraid to acknowledge.

ALYSHEX, WEAPONS DEALER

Innocuously found within the city of Airspur is an eager yet cautious purveyor of weaponry; a querulous half-orc female by the name of Alyshex. This local merchant is as beautiful as she is unscrupulous and is always looking out for herself. Alyshex is a direct descendant of Khrulus, the previous leader of Airspur before the Spellplague brought the hordes of genasi refugees to the region.

Tactics

Alyshex is intelligent and not beneath doing anything to get her way. Though she is somewhat capable of defending herself, she often uses local thugs to do the heavy lifting in combat.



ENCOUNTER GROUP

Alyshex rarely travels anywhere without an entourage of goons at her side.

Level 3 Encounter (XP 300)

- ◆ Alyshex (level 3 artillery)
- ◆ 4 human gang members (level 1 minion, *Forgotten Realms® Campaign Guide*, page 31)
- ◆ 2 human bandits (level 2 skirmisher, *Monster Manual®*, page 162)

HOOK: INTRODUCING ALYSHEX

Alyshex often seeks out fledgling adventurers who appear easy to influence.

Alyshex is an unknown political threat to the government of Airspur. While she has not explicitly gone out of her way to cause trouble, she is always looking for a way to usurp power.

The local magistrate offers to pay the characters to investigate criminal activity within Airspur relating to events surrounding Alyshex.

| Alyshex | | Level 3 Artillery |
|---|-------------|-------------------|
| Medium natural humanoid, half-orc | | XP 150 |
| Initiative +3 Senses Perception +3 | | |
| HP 35; Bloodied 17 | | |
| AC 15; Fortitude 15, Reflex 16, Will 15 | | |
| Speed 6 | | |
| ⚔ Skewer (standard; at-will) ◆ Weapon | | |
| +10 vs. AC; 1d6 + 3 damage. | | |
| ❄ Ice Ray (standard; at-will) ◆ Cold | | |
| Ranged 20; +8 vs. Reflex; 1d10 + 3 cold damage and the target is slowed (save ends). | | |
| ⚡ Storm of Energy (standard; recharge 2) ◆ Lightning | | |
| Ranged 10; +8 vs. Fortitude; 1d10 + 3 lightning damage and the target is dazed (save ends). | | |
| Shield (immediate interrupt; encounter) | | |
| Alyshex gains +4 to AC and Reflex until the end of her next turn. | | |
| Alignment Unaligned Languages Common, Giant | | |
| Str 14 (+3) | Dex 17 (+4) | Wis 11 (+1) |
| Con 11 (+1) | Int 14 (+3) | Cha 11 (+1) |
| Equipment short sword | | |

REGIONAL BACKGROUND: AIRSPUR

Airspur is the most powerful mercantile hub in all of Akanül and the ruling city of the region. Though the population is primarily Genasi, most other races can be found within.

Benefit: +2 bonus to acrobatics and diplomacy.

KEVRICK, VISTANI ELDER

This vagabond is an Elder amongst the Vistani, a nomadic people who travel in caravans across the known world and beyond. Kevrick is not inherently evil, but he is not good, either. Kevrick always takes advantage of any situation and will go to great lengths to ensure that he ends up with the better end of the deal.

TACTICS

Kevrick prefers to strike with surprise if at all possible, gaining as much of an advantage as possible. He will usually single out one opponent while using his *evil eye of the Vistani* power to keep others away.

ENCOUNTER GROUP

Though Kevrick does travel alone from time to time, he usually has an entourage of friends and family following him around.

Level 15 Encounter (XP 6,400)

- ◆ Kevrick (level 15 elite skirmisher)
- ◆ 4 human snipers (level 12 lurker, *Dungeon* 158)
- ◆ 4 human soldier minions (level 15 minion, *Dungeon* 158)

HOOK: INTRODUCING KEVRICK

Kevrick likes to play pranks on people. Though most of these pranks are harmless, he doesn't mind angering someone for his own enjoyment.

Kevrick is always keen on enterprises that will bring more wealth to his pockets. Anytime the characters stand to earn money, he could show up with a proposal.

The characters are ambushed within the city and robbed by Kevrick and his companions.



After being arrested for thievery, Kevrick has performed a daring escape. The characters are hired to track him down and bring him to justice.

The local magistrate is interested in having the characters investigate illicit activities that Kevrick has been alleged to be involved in.

| Kevrick | | Level 15 Elite Skirmisher | |
|--|-----------------------|--------------------------------|--|
| Medium natural humanoid | | XP 2,400 | |
| Initiative +21 | Senses Perception +10 | | |
| HP 292; Bloodied 146 | | | |
| AC 29; Fortitude 26, Reflex 28, Will 28 | | | |
| Saving Throws +2 | | | |
| Speed 6 | | | |
| Action Points 1 | | | |
| ⊕ Slashing Feint (standard; at-will) ♦ Martial | | | |
| +20 vs. AC; 2d8 + 6 damage and Kevrick can shift 1 square (4d8 + 22 damage on critical hit). | | | |
| ↓ Double Attack (standard; at-will) ♦ Melee | | | |
| Kevrick makes two <i>slashing feint</i> attacks. | | | |
| ↓ Off-Hand Pierce (minor 1/round; at-will) ♦ Martial | | | |
| +18 vs. Reflex; 1d10 + 6 damage (2d10 + 16 damage on critical hit). | | | |
| ⊗ Crossbow (standard; at-will) ♦ Ranged | | | |
| Ranged 10; +20 vs. AC; 1d10 + 6 damage. | | | |
| ↗ Evil Eye of the Vistani (minor; recharge ⓧ ⓧ) ♦ Ranged | | | |
| Ranged 10; +18 vs. Will; until the end of Kevrick's next turn, the target grants combat advantage and cannot willingly move closer to Kevrick. | | | |
| ↗ Deadly Aim (standard; encounter) ♦ Ranged | | | |
| Ranged 10; +18 vs. Reflex; 4d10 + 6 damage and the target is stunned (save ends). | | | |
| ↖ Deadly Repercussions (standard; encounter) ♦ Implement, Psychic | | | |
| Close burst 2; +18 vs. Will; 3d8 + 8 psychic damage. | | | |
| The target grants combat advantage and has ongoing 10 damage (save ends both). Until the target saves against this effect, once each turn when the target hits an ally roll 1d6; the target takes a penalty to saving throws equal to the result until the end of Kevrick's next turn. | | | |
| Alignment Unaligned | | Languages Common, Elven | |
| Str 16 (+10) | Dex 20 (+12) | Wis 20 (+12) | |
| Con 18 (+11) | Int 15 (+9) | Cha 12 (+8) | |
| Equipment leather armor, scimitar, dagger, crossbow, pouch with 20 bolts | | | |

VALSHELAR: TRAITOR OF AIRSPUR

Valshelar is a Genasi agent of the Netherese, recruited because he is native to the city. He is tasked with infiltrating the inner circles of the Airspur government. While his overall role is small, it is not uncommon for the Shadovar to deploy such agents for their own needs.

TACTICS

Valshelar stalks his opposition from the shadows and uses terrain to his advantage. If actively hunting someone, he will use his *dart spray* ability to slow his opposition and keep them from getting away. If being hunted by the law (or others), he will use the same attack as a means to slow them while he gets away.

ENCOUNTER GROUP

Valshelar never travels alone; he always has thugs nearby.

Level 2 Encounter (XP 600)

- ♦ Valshelar (level 2 elite lurker)
- ♦ 4 human thugs (level 1 minion, *Dungeon 155*)
- ♦ 2 human ruffians (level 2 skirmisher, *Dungeon 155*)

HOOK: SHADOVAR INFILTRATION

Valshelar is an easy NPC to introduce into your players' exploits in the city of Airspur. Whether he is involved in an elaborate political scheme or characters have the "simple" task of hunting him down, Valshelar provides nearly limitless possibilities to a young group of adventurers.

| Valshelar | | Level 2 Elite Lurker | |
|---|-------------------------------------|----------------------|--|
| Medium elemental humanoid (genasi, water) | | XP 250 | |
| Initiative +8 | Senses Perception +6; tremorsense | | |
| HP 58; Bloodied 29 | | | |
| AC 16; Fortitude 13, Reflex 15, Will 14 | | | |
| Saving Throws +2 | | | |
| Speed 6 | | | |
| Action Points 1 | | | |
| ⊕ Piercing Thrust (standard; at-will) ♦ Martial, Weapon | | | |
| +7 vs. AC; 1d6 + 3 damage (1d6 + 9 damage on critical hit). | | | |
| ↓ Double Attack (standard; at-will) ♦ Weapon | | | |
| Valshelar makes two <i>piercing thrust</i> attacks. | | | |
| ↓ Counter (immediate reaction; recharge ⓧ ⓧ) ♦ Weapon | | | |
| When hit with a melee attack; +7 vs. AC; 1d10 + 3 damage (1d10 + 9 damage on critical hit) and the target is dazed (save ends). | | | |
| ↖ Dart Spray (standard; encounter) ♦ Weapon | | | |
| Close blast 3; targets enemies; +5 vs. Reflex; 2d6 + 3 damage and the target is slowed (save ends). | | | |
| Alignment Evil | Languages Common, Primordial | | |
| Str 8 (+0) | Dex 20 (+6) | Wis 11 (+1) | |
| Con 11 (+1) | Int 11 (+1) | Cha 17 (+4) | |
| Equipment hide armor, katar, satchel with 6 darts | | | |

LONG-TERM PLOT DEVICE

Valshelar is a great NPC to introduce long-term campaign plotlines. Though he may seem too low-level to be involved with high-level shenanigans, he could be precisely what is needed to set things in motion in whatever direction you wish.

HAZARDS AND HIDEAWAYS

Fortune comes only to those willing to risk life and limb. What thrills are to be sought in the majesty of Airspur? What is hidden behind Akanawater Falls that requires magical protection?

AKANAWATER FALLS

One of the most beautiful sites (or sights) in all of Faerûn is the breathtaking, raw power of the Akanawater Falls. Those who have been fortunate enough to explore this treasure have rarely been disappointed. The crystal-clear water pours down in a vortex of swirls that can leave one deafened by its moiling roar. What is mostly unknown is that which lies below; the entrance to an elaborate labyrinth that leads to the Sepulcher of the Goblin Baron.

OPTIONAL ENCOUNTER

The labyrinth leading to the sepulcher provides excellent opportunities for additional skill challenges and combat encounters. Any subterranean creature would fit well in this situation, according to party level.

Skill Challenge: “Akanawater Falls,” page 107.

SEPULCHER OF THE GOBLIN BARON

Hidden deep within the recesses below Akanawater Falls is an underwater entrance to a secret goblin hideout. Fresh air is abundant here, thanks to tiny natural vents leading to the surface, making this the perfect lair for these miscreants. Long ago, an enterprising goblin literally stumbled into this location and

recognized its value. He recruited others to help in his devious plans to rob merchant ships in the area surrounding Airspur. These goblins are a major nuisance in the area, but they’ve never been caught—because no one can find their lair. The Firestorm Cabal has branded the leader as “the Goblin Baron” for his ability to plan and lead these raids.

Adventurers may find clues to the sepulcher’s location in old documents or early accounts of the area, through rituals, by interrogating goblins, or by talking to the very seediest characters in town—the sorts that most people avoid like the plague.

When the characters arrive at the entrance of the cave, read:

The dank smell of rotting fish permeates the cave entrance.

Though it is dark within, you can make out a slight flickering of light.

Tactical Encounter: “Sepulcher of the Goblin Baron”, page 108.

SCALE THE ENCOUNTER

A current DUNGEONS & DRAGONS® Insider subscription affords players and dungeon masters alike the opportunity to access the new DM tools. Among them is the D&D Monster Builder, a tool that allows a DM to adjust the level and power of monsters. If your characters are above the recommended level for any of these encounters, use this tool to adjust accordingly. This saves you time while ensuring that characters are sufficiently challenged by the monsters.

AI: AKANAWATER FALLS

Encounter Level 2 (625 XP)

Seething below and to the west of the city of Airspur is the turbulent water of Akanawater Falls. Rituals have been worked on the falls to increase their intensity, chiefly as a means to drive underwater turbines which power the city’s large granaries. Creatures trying to dive beneath the falls can find themselves dragged into a maelstrom and unexpected machinery.

SECRETS OF AKANAWATER FALLS

It is necessary for the characters to traverse the Akanawater Falls in order to reach the sepulcher of the goblin baron. Brute strength need not be the only means of overcoming this turbulent place; wits are also required if one is to survive.

Level: 2 (375 XP).

Complexity: 3 (requires 8 successes before 3 failures).

Primary Skills: Athletics, Arcana, Insight, Nature.

Athletics (DC 15): Knowing that these situations can be grave, you use brute strength to swim through the raging water and strong currents. This skill can be used to gain any number of successes in this challenge.

Arcana (DC 15): The character senses the magical influences that Airspur deployed to increase the flow of water in this area and uses that information to find a path to safety. This skill can be used to gain a maximum of 2 successes in this challenge.

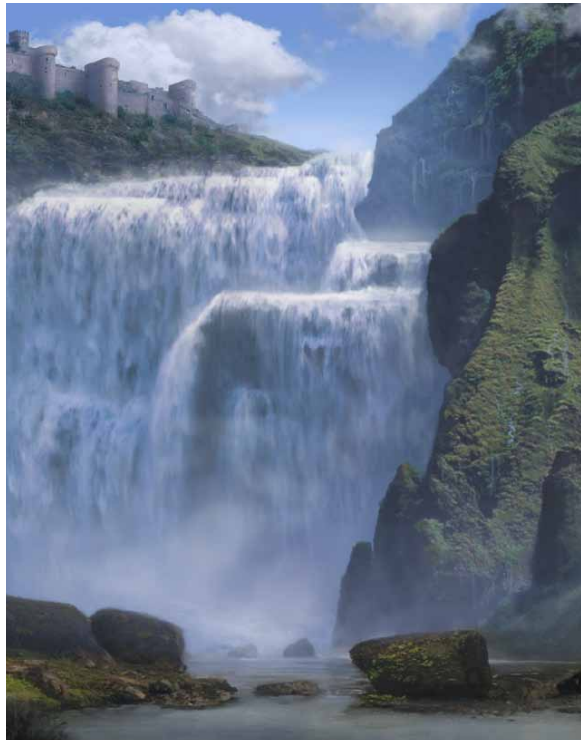
Insight (DC 10): The character identifies the mechanical portions of the turbines and is able to

avoid their sweeping blades. This skill can be used to gain a maximum of 1 success in this challenge.

Nature (DC 10): The character has had prior experience with waterfalls and understands how currents work beneath them. Using this knowledge lets the character follow the safest course through the treacherous eddies. This skill can be used to gain any number of successes in this challenge.

Success: The party successfully navigates to the entrance of the Sepulcher of the Goblin Baron.

Failure: The characters are tossed by the currents and waves beneath the waterfall and dashed back onto the shore. Each character who participated in the skill challenge loses two healing surges, then characters can try again if they desire.



A2: SEPULCHER OF THE GOBLIN BARON

Encounter Level 2 (650 XP)

- ◆ Goblin underboss (U)
- ◆ 2 goblin blackblades (B)
- ◆ 4 goblin cutters (C)

SETUP

This encounter takes place in a watery grotto tucked well behind the Akanawater Falls in the city of Airspur. The goblins use the grotto to store treasures that have been pilfered over the years. The natural structure and location of this cavern make it an ideal place for any vagabond to stow his loot.

When the characters first enter the sepulcher, read:

The strong stench of garbage and refuse permeates the humid air and fills your mouth with a bitter taste. A soft yellow glow emanates from some sort of natural fungi that grows in the area.



About the Author

When not writing for DUNGEONS & DRAGONS®, Matt is chained to his desk working endlessly on developing his website, Loremaster (<http://www.loremaster.org>). You can also follow Matt's gaming insights at www.twitter.com/matt_james_fr.

Goblin Cutter (C) Level 1 Minion

Small natural humanoid (goblin) XP 25

Initiative +3 **Senses** Perception +1; low-light vision

HP 1; a missed attack never damages a minion

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 6

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, short sword

Goblin Blackblade (B) Level 1 Lurker

Small natural humanoid (goblin) XP 100

Initiative +7 **Senses** Perception +1; low-light vision

HP 25; **Bloodied** 12

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 6

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**

+5 vs. AC; 1d6 + 2 damage.

Combat Advantage

The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Sneaky

When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, short sword

Goblin Underboss (U) Level 4 Elite Controller (Leader)

Small natural humanoid (goblin) XP 350

Initiative +4 **Senses** Perception +8; low-light vision

HP 110; **Bloodied** 55

AC 18; **Fortitude** 18, **Reflex** 15, **Will** 16

Speed 5

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**

+9 vs. AC; 1d6 + 4 damage. **Miss:** An adjacent ally makes a free basic attack.

Superior Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin underboss and up to two allies within its line of sight shift 1 square.

Survival Instinct

The goblin underboss gains a +3 bonus to defenses while bloodied.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 18 (+6) **Dex** 14 (+5) **Wis** 13 (+3)

Con 15 (+4) **Int** 11 (+2) **Cha** 16 (+5)

Equipment chainmail, short sword