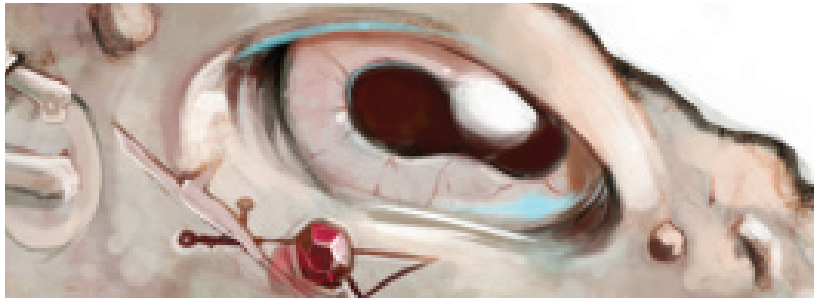


Nasty Brutish and Short Life on the Goblin Hulk

No one welcomes the goblin horde into their land. No one wants the goblins as guests or friends. No one, not even the other monstrous races, trusts the goblins. They are as the locust, a ravenous swarm consuming or despoiling all within reach. Normally, they are held back by the armies of civilized nations but the New World lacks an organized defense.

The first goblin ship has laid anchor off the shore of the New World, a massive hulk that holds together despite its improbable construction. It is a ramshackle floating fortress with countless goblins nesting within it. Its very presence destabilizes the region and if left unchecked, the goblins could overrun the New World.



**But something even
more vile than the
goblins lurks in the hulk
with its own dark plans**

This is a ransom project. If the ransom is met, The Goblin Hulk will be released as a free PDF by September 20, 2009 at the latest. Preview material including monster stats and maps will be released on a regular basis.

If you want to contribute visit this site to learn how

<http://www.fundable.com/groupactions/groupaction.2009-07-14.8139296480>

The Goblin Hulk is a multi-purpose dungeon module suitable for any 4E game.

The hulk can appear in any harbor or shore, threatening all nearby. It is designed so that you can use it as:

***A starting town for evil or unaligned player characters** – the bazaar is open to all and characters can use it to gain gold and power. Level 1 characters can even help one of the goblin chieftains gain power in the hulk.

***A level 6 adventure** for characters to sneak into the hulk and rescue captured friends or escape from the hulk themselves.

***A level 12 adventure** for a band of heroes to storm the hulk, slay its defenders and sink the ship before the goblins gain a permanent beachhead in the New World.

To learn more about the Goblin Hulk - check out page 4 or visit **Role Playing Public Radio**

<http://www.slangdesign.com/rppr>



The Albino Grippli

Dark cousins to the grippli, these degenerate creatures worship a dark nameless entity - perhaps an ancient god whose name was forgotten by civilized man or a demon lord so corrupting that even to name it is to grant it power.

The albino grippli have wormed their way ever closer to the surface and are now ready to strike. While their ultimate plans are unknown, they have sent many scouts and agents into the surface world to learn of it and to establish footholds. These agents are sly creatures, adept at blades, subterfuge but most importantly they are masters of hypnotism.

A single scout can hypnotize dozens or even hundreds of weak-willed creatures and organize them into a secretive cult that obeys only the albino's commands. With these

lackeys, the albino can subvert the local powers that be and prepare the way for the rest of his kin to invade. That's what's happening onboard the goblin hulk.

In the bottom deck of the hulk, a lone albino grippli has started a small cult among the goblins. He wants to take over the hulk and has found the goblins to be the perfect minions. They are ruthless, easy to hypnotize and totally expendable. No one misses a goblin if breaks the hypnosis or has outlived its usefulness. Despite these advantages, the albino's cult is still small and vulnerable if it is detected by the goblin shamans or chieftains of the upper decks.

If a group of adventurers enters the bottom deck, the albino will try to either kill or hypnotize them as he is afraid that their presence will draw the attention of the goblin leadership and thus reveal his cult. He strikes from the shadows when the adventurers least expect it.

Albino Gripli	Level 6 Solo Controller
Medium natural humanoid (aquatic)	EXP 1,250
Initiative: +7 Senses: +8 Darkvision	
HP: 228; Bloodied: 114	
AC: 22 Fortitude: 17 Reflex: 21 Will: 20	
Saving Throws +5	
Speed 6 swim 6	
Action Points 2	
Ⓢ Bite (standard; at will)	
+13 vs. AC; 2d6+5 damage.	
🗡 Dagger (standard; at will) ♦ Weapon	
Range 5/10; +10 vs. AC; 1d10+4 damage.	
↩ Spray of Blades (standard; recharge ⏏) ♦ Weapon	
Close Blast 3; +11 vs. Reflex; 3d6+4	
🗡 Hypnotic Glare (Minor 1/round; at-will)	
Ranged 10; +11 vs. Will; Target is dazed (save ends). Second Failed Save: Target is dominated (save ends).	
↩ All Hail the Dark Entity! (Standard; recharge ⏏ ⏏) ♦ Psychic	
Close Burst 5; Each creature in burst; 1d8+4 psychic damage and an additional 2d8 damage if the creature is dazed, and the creature may make a saving throw with a +2 power bonus.	
↩ His Master's Voice (Free, when first bloodied; encounter) ♦ Psychic	
The Albino Gripli's All Hail the Dark Entity recharges, and the Albino Gripli uses it immediately.	
Powerful Leaping (Move; at-will)	
The albino gripli jumps up to its full move speed either horizontally or vertically, but not both in the same jump. It ignores difficult terrain while jumping. If it jumps horizontally, the height of the jump is equal to one quarter of the horizontal distance it travels. It is still subject to opportunity attacks from enemies when moving with this ability.	
Unnatural Reflexes	
The Albino Gripli does not roll initiative. It has two turns per round, on initiative counts 25 and 15.	
Alignment Chaotic Evil	
Languages Common, Elven, Deep Speech	
Skills Athletics +14, Endurance +7, Stealth +12	
Str: 10 (+1) Dex: 19 (+7) Wis: 10 (+3)	

Tactics

The Albino Gripli starts battle by targeting a character with its hypnotic glare and moving into range while attacking with its dagger throwing. Then once it has dazed at least one character, it will use All Hail the Dark Entity. It uses its powerful leaping to remain mobile and to keep itself from being flanked or boxed in.

The Goblin Hulk features:

5 New Monsters

- Albino Grippli – a twisted dark cousin to the grippli that revels in worship to dark gods.
- Goblin Puppeteer - a goblin slaver that specializes in dominating larger creatures to be used in battle.
- Goblin Artillerist – engineers with a variety of deadly jury-rigged weapons
- Shoggothic Garden – a fungal solo monster that feeds the goblins and controls the prisoners
- Junked Man – shamanic construct –self repairing trash man

2 new templates

- Fungal infected creature – a creature contaminated by the shoggothic garden.
- Living Marionette - a brainwashed warrior controlled by a goblin puppeteer.

7 major areas

- Bazaar – the only safe area of the hulk for outsiders where everything is for sale but visitors must keep a close eye on their purses.
- Exterior Docks – busy day and night, a lot of cargo moves through the hulk. Strange beings work the docks, while aquatic scavengers lurk nearby to feast on whatever is thrown away.
- Dragon Skeleton side rigging – a dragon crashed into the hulk and died but clever kobolds simply carved out a stronghold in the corpse before the goblins could remove the remains. The kobolds squat on the hulk,
- Orlop deck – the bottom deck, used for storage and fishing. A moon pool allows goblin fisherman to cast out nets with little risk of being attacked but also provides a way in and out of the ship. The outcasts of goblin society live in the orlop deck, afraid of being thrown into the prison deck. An albino grippli spies on the goblins, looking for a way to take over the hulk for his own dark purposes.
- Prison Deck – prisoners of this deck are overseen by a sapient fungus, the shoggothic garden. The fungus knows it cannot defeat the combined power of the goblin shamans so it keeps the prisoners in check and provides edible fungus to the goblins in exchange for protection.
- Crew Deck - Warrens full of goblins scheming to gain power and defeat their foes. Treachery is part and parcel of life aboard the hulk and only the most cunning and ruthless survive for long.
- Shamanic engineering deck – The brightest goblin minds twist magic and science to keep the hulk afloat and develop new weapons to please their masters.

Donate Today! <http://www.fundable.com/groupactions/groupaction.2009-07-14.8139296480>

If you contribute to the ransom, you may get the following benefits:

Contributors may be listed in the PDF in the thanks to section if they choose to do so.

Contributors who contribute at least \$30 may name a NPC in the hulk provided it is appropriate for the fantasy genre.

Contributors get early access to 7 actual play RPPR episodes.



Role Playing Public Radio

<http://www.slangdesign.com/rppr>



Check out The New World Campaign Primer

The New World Primer is the first supplement of a campaign setting about a newly discovered continent, suitable for most fantasy worlds. The first expedition from the old world has just landed on the shores of the New World to start the first settlement. The name and exact location of the continent is left undescribed so you can more easily fit the New World in your campaign. A few dozen colonists, including a brave party of heroes (i.e. the player characters), band together as they try to tame the savage wilderness, make peace with the native tribes and establish the first settlement. The supplement provides all you need to get started in the New World.

Download it for FREE at <http://tinyurl.com/n2vc63>