

## GLIPLING SKYSHIP

### Gipling Skyship Level 8 Lurker Medium Fey Animate, (Gipling Craft)

**Initiative:** +10      **Perception** +10  
**HP** 70; **Bloodied** 35  
**AC** 22; **Fortitude** 20; **Reflex** 19; **Will** 21  
**Speed** 1, fly 7 (hover)

#### Standard Actions

##### ⬇ Give Fire! ⬆ At-Will

*Attack:* Melee Basic 1 (one creature) +13 vs AC  
*Hit:* 3d6+6 fire damage, and the target grants combat advantage until the end of the Gipling Skyship's next turn. The Gipling Skyship can shift 2 squares before or after the attack.

##### ⬇ Rolling Broadside ⬆ Recharge ☞☞

*Attack:* Close Blast 3 (all creatures in blast) +13 vs AC  
*Hit:* 3d6+6 fire damage, and the targets grant combat advantage until the end of the Gipling Skyship's Next turn.

##### ⬇ Ramming Speed ⬆ Encounter

*Attack:* Melee 1 (one creature) +11 vs Fortitude  
*Hit:* 3d6+6 damage, and the target takes ongoing 10 damage and grants combat advantage (save ends both) and is grabbed by the Gipling Skyship. The Gipling Skyship cannot end this grab.  
*Miss:* Half damage, and the Gipling Skyship is knocked prone.

##### Make Ready ⬆ At-Will

*Effect:* The skyship recharges Rolling Broadside, Prepare to be Boarded, and Evasive Manuevers.

#### Minor Actions

##### Prepare to be Boarded ⬆ Recharge ☞☞

*Attack:* Melee 1 (one creature granting combat advantage) +11 vs Reflex  
*Hit:* 1d6+6 damage, and the target takes ongoing 5 damage (save ends). First failed save- the target is knocked prone. Second failed save- the target is immobilised (save ends both).

#### Triggered Actions

##### Evasive Manuevers ⬆ Recharge ☞☞

*Trigger:* The Gipling Skyship is targeted by an attack.  
*Effect (Immediate Interrupt):* The skyship loses any marks, slows, or immobilises, and shifts 4 upwards. Until the Gipling Skyship next makes an attack, it has total concealment from all attacks.

**Skills** Acrobatics +11, Endurance +11, Stealth +11  
**Str** 14 (+6);      **Dex** 15 (+6);      **Wis** 13 (+5)  
**Con** 15 (+6);      **Int** 13 (+5);      **Cha** 15 (+6)

**Alignment** evil    **Languages** Gipling, Common

The Gipling Skyship must be seen to be believed, and even then, you probably won't believe your eyes. A mighty airship rockets through the sky, crewed by a band of elite warriors who work as a well-oiled team. The craft fires its flame chambers in a barrage as it soars towards its foes and, if it has the advantage, gangplanks and grappling hooks are deployed, and the crew of the craft swing across the void and land upon their foes, hacking and hijacking with glee. Expertly piloted and manned, highly advanced and sophisticated, the gipling skyship would seem to be the terror of the skies.

The Gipling Skyship is five and a half feet long. Its tiny crew are barely the size of pixies, and while their ferocity and lust for conquest is clear, their stature gives their would-be-empire a mighty obstacle to overcome. Still, none could ever accuse the Giplings of cowardice or meek manners- they charge into battle with ferocious, high pitched roars, brandishing miniature cutlasses and firing barrages of the alchemical flame-chambers which line the hull of their airship. The ship itself flies on silken wings treated with a secret and expensive process which gives the Giplings the pride of their armed forces- the tip of the spear, with which they hope to one day begin the conquest of the world.

But for now, they must focus on lesser matters. Assuming they aren't fighting in support of their own people, the appearance of a Gipling Skyship in battle is likely to be as confusing to its allies as it's foes. The heroes may be lost for words when facing these vicious raiders for the first time, but their enemies in a battle as likely to be just as mystified as the gipling's targets when they thunder down from the sky, their tiny war-cries trailing their improbable vehicle as it soars around the battlefield. Such appearances are usually a well-planned preemptive strike- gipling scouts will have determined that the heroes may threaten their plans in future, and have decided to strike while the heroes are at a disadvantage.

Whatever their motives, the foes of the Gipling underestimate these tiny tacticians at their peril. For all their small stature and improbable ambitions, the Giplings are highly advanced, ruthless and every bit as dangerous as they are tiny.

For use with the 4th Edition

# DUNGEONS & DRAGONS

## 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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AND YOU THOUGHT KOBOLD  
COMMANDOS WERE BAD.

## TACTICS

The Glipling Skyship fights best as a shock unit, striking at vulnerable targets in order to keep them from aiding their allies in battle. They can use Give Fire and Rolling BroadSides to put foes at a combat disadvantage, and then once the enemy is softened up, they can send tiny Glipling Marines swinging onto their enemies using Prepare to be Boarded. When attacked, they can deploy a cloud of smoke, making them harder to hit, and giving them a chance to hide even in the open air. The key to their lurker mechanic is combining Evasive Maneuvers with Make Ready, recharging their power set at the end of a run, then coming around for a fresh assault.

That said, the Glipling is a soft lurker- their defense mechanic is not a hard counter to attacks until they hide, and their attacks, while formidable, are at their best when used in tandem with their ever confused 'allies', or focused on a single target. A Glipling Skyship in a duel is formidable, since it can evade it's foe easily, deploy boarders often, and can make do with it's basic attack while is recharges. The weapon of last resort for the skyship is Ramming Speed, which entangles it with a foe, but does serious damage, even on a miss.

Assuming they are not part of a larger Glipling formation, the Skyship works well with whatever allies it can find. As a flier, it can escape if the fight goes poorly early on, although this is far from guaranteed. The best allies for the skyship are brawler types- brutes and soldiers who can dish out and take punishment, and benefit directly from the CA it grants on foes with it's flame chamber attacks, and who double as disposable decoys if the mighty gliplings make a strategic withdrawal.

## LORE

Arcana DC 14: All the information in the introduction.

Arcana DC 19: Clues about the Gimling's point of origin.

## ENCOUNTERS

Generations ago (by the timing of their, brief but extremely full lives), the Gliplings were abducted from their home by a cabal of artificers, who sought to turn them into a slave race for the maintenance of the cabal's automata required- what better way to clean and repair the innards of such complex machines, they reasoned, than a tiny, humanoid slave? For a short time, the Artificers grew wealthy off the tiny backs of their slaves, but within a few years, generations were born, mastering the ways of artifice, and nursing dreams of freedom.

The Artificers and their fortress are, strangely, forgotten now- they were active only a few years ago, in our terms. In Glipling terms, the destruction of the artificers and the conquest of their workshop is the origin of their people, the revolution which began their proud march on the road to conquest. Of course, this has been a quiet march, as well. The Gliplings know all too well the risks exposure would bring, and so they travel in secret, infiltrating cities and towns, using their advanced skills in artifice and alchemy to create miniature fortresses in the walls, eaves, and sewers of human towns, stalking the night on missions of miniature mayhem.

Few know of the Gliplings, but amongst those who do tell many tales. Tales of towns secretly held in the thrall of tiny tyrants, of thieves guilds covertly controlled, and even worse notions, like the one about the sedate local noblemen who has, it is claimed, been replaced by an uncannily convincing clockwork doppelganger, piloted by highly trained spies. In truth, there is no knowing how far the Glipling threat has infested the walls and crawl-spaces of the city- at least until a band of heroes decides to investigate the problem.

Of course, there are exceptions to this rule of stealth. In addition to their preemptive strikes, despite the gliplings security measures, larger creatures have been known to stumble onto their settlements unawares. It could well be that the heroes first meeting with the Gliplings is, when exploring an abandoned house, they kick down the cellar door, and find themselves towering over a the streets and towers of a tiny, bustling city, complete with ringing alarm bells, and formidable defenses. As one, it's tiny citizens will look up at the giants who have intruded upon their home. And scream a challenge.

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