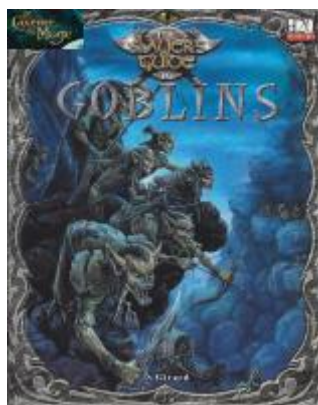




D20 - Slayer's Guide to Goblins MGP0020

NEUF / Anglais



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Throughout history, creatures of all types have underestimated the goblin's cunning and sheer will to survive. Often they have paid for this misconception with their lives. Deep in the warren of a goblin tribe there is no room for error. This harsh and unforgiving environment shapes the goblin and thwarts the invader.

Full of a hatred for all life, driven by their dark god to unspeakable depravity and far more cunning than Game Masters and players have given them credit for, goblins are truly worthy of our respect. They breed faster than most races and given time can outlast and overwhelm most enemies. They are masters of stealth, traps and ambushes and goblins are rarely spotted until it is too late.

This book will introduce you to the customs, legends and culture of one of the smallest but most formidable races in the land. The information herein will equip you, if you let

it and bring you safely home when you next cross the path of the ‘mere’ goblin.

In these pages is a wealth of information on the physiology of the goblin species as well as an overview of their typical habitat. You will learn the fundamentals of their violent society and the bloody religion driving them. Game Masters will be provided with a number of scenario hooks to bring goblins into their existing games, as well as information designed to help them portray these creatures with more personality than ever, injecting renewed challenge into old encounters with faceless enemies. Also provided herein is important information on how goblins wage war, stage raids and their view of combat in general.

Game Masters will find a ready-made warren, complete with background, occupants and tactics at the end of the book, and statistics for standard goblin archetypes for use in their encounters. The Game Master can insert the adventure into a campaign as a straightforward dungeon crawl. More likely however, once the strengths and tactics of the goblin race are better understood, this challenge will stretch over a number of exciting gaming sessions.

With the information provided herein, Game Masters should be able to ensure their players never again encounter these cunning and malicious creatures without giving them a healthy dose of respect. In sufficient numbers, goblins are a match for any challenge. They surely understand this maxim and should be making the most of it in every campaign.

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