

Saga of the Goblin Horde Adventure Cards

Introduction

These new cards allow the Game Master to customize their Savage Worlds Adventure Deck with additional cards specifically designed to fit the Saga of the Goblin Horde setting.

While the official Adventure Deck is no longer available as a PDF, you can still build your own by combining free cards from various other settings, or even by creating your own cards.

If you're putting together an entire Adventure Deck for use with Saga of the Goblin Horde, you can also use the provided card backs to give your deck a look and feel that matches the setting book.

Special thanks to Snate56 on the Pinnacle forums for suggesting I create some custom Adventure Cards, and for the Kamikaze Flunky idea!



Saga of the Goblin Horde Adventure Cards.
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Cunning Disguise

"They'll never notice the difference!"

By donning a few human garments, your crafty goblin manages to fool the simple-minded humans for the scene, convincing them she's one of them!



Kamikaze Flunky

"Banzaiiii, boss!"

Play this card when using the Meat Shield rule to redirect damage from an attack to one of your own gang members. The attacker suffers the same amount of damage they inflict.



Keen Intuition

"I think we're being watched!"

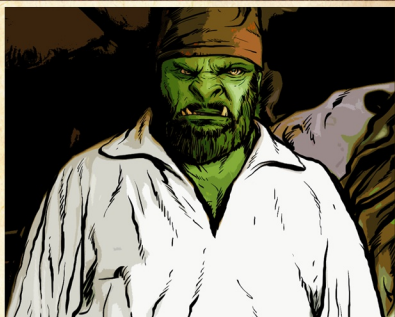
Play this card to avoid Surprise or even the Drop. Your goblin senses the danger and readies himself; he and his allies all begin the fight on Hold.



Lurking Slime

"Someone's cruising for an oozing!"

At the beginning of a round, place a mature dark slime in an unoccupied location within 24" of your character. The slime is not under your control.



Orc Raiders

"Hang 'em from the yardarm!"

A band of orc raiders arrive on the scene from a source determined by the GM. Their attitude toward the goblins is initially neutral, but they will fight against a common foe.



Prisoner

"Keep this one alive for questioning!"

Play this card after a character is incapacitated or killed by a sentient foe. The character is actually just knocked out, however the enemy plan to capture him for interrogation.



Raging Inferno

"Burn, baby! Burn!"

A raging inferno starts within an area the size of a Medium Burst Template. Everything within the area catches fire and immediately suffers 1d10 damage.



Replacements

"Ah, fresh meat!"

Your goblin boss is able to replace up to 1d6 lost gang members. The new recruits arrive at some point during the scene, as determined by the GM.

