

Virtual Tabletop Assets

The Countdown Deck and a Benny

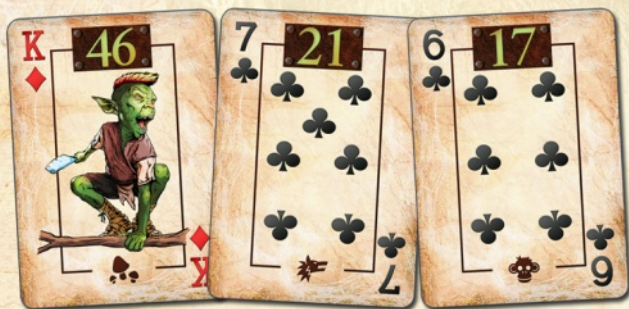
These assets consist of the Saga of the Goblin Horde Countdown Deck, featuring goblin artwork from Rick Hershey of Fat Goblin Games, and a Benny (front and back images) illustrated with the goblin logo by Zoltán Bárány of Lord Zsezse Works. The assets are designed for playing on a Virtual Tabletop (VTT), however you can also purchase a physical printed Countdown Deck (or a print-and-play PDF version) from [here](#).

So what exactly is the Countdown Deck? It is a 56-card thematic Action Deck for playing the *Saga of the Goblin Horde* setting using the *Savage Worlds* rules, and it includes three special features:

Four Jokers

The Countdown Deck has four jokers rather than the standard two, and each joker has a suit. Not only does this make combat even more crazy and exciting, it also eliminates the chance of a tie (with a regular deck of playing cards, it's not clear which joker goes first).

Suited jokers are particularly handy for certain rules such as Interludes, which only mention card suits, and don't tell you what to do if you draw a joker—or for rules like Chases and Kickball, which treat clubs as a complication, and even list jokers in the complication table, despite the fact that jokers don't actually have a suit in a standard Action Deck!



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Countdown Numbers

Here is a quick quiz: Which acts first in *Savage Worlds*, the Ten of Diamonds, or the Ten of Hearts?

Did you have to think about it for a moment? Well all the cards in the Countdown Deck are prominently numbered from 1 to 56, so now you can see initiative order at a glance without having to remember which of the suits has precedence. This is particularly helpful for new players who are still getting to grips with the rules, but even veterans may find it convenient.

Saga Symbols

Each card has a unique "saga symbol" at the bottom, which can be used by the Game Master and players as an improvisational prompt. Here are some examples of how you might use them:

- During combat, the Game Master might decide to use the symbol as inspiration for what actions certain NPCs take. Players could also use the same technique for their gang members if they wish.
- When using an Interlude to spin a boastful tale, the players can use the symbol for further inspiration, or even use it instead of the card suit. Alternatively the player could draw two or three cards and combine the symbols into a single story!
- The Game Master could draw five cards and use the symbols as inspiration for defining the five scenes in an adventure. This concept works particularly well in combination with the adventure generator in *Saga of the Goblin Horde*.
- The symbols could be used to describe downtime activities, with players narrating what their characters have been doing between adventures.
- The Game Master could use the saga symbols as inspiration for complications during a Dramatic Task or Chase, or perhaps add flavor to other scenes such as combat or social encounters.

The symbols don't need to be interpreted literally; an "elephant" symbol could represent any sort of herd creature, or something big, or it could be interpreted as strength, stamina, wisdom, memory, loyalty, etc. Likewise a "torch" might represent fire, knowledge, destruction, heat, light, exploration, and so on.