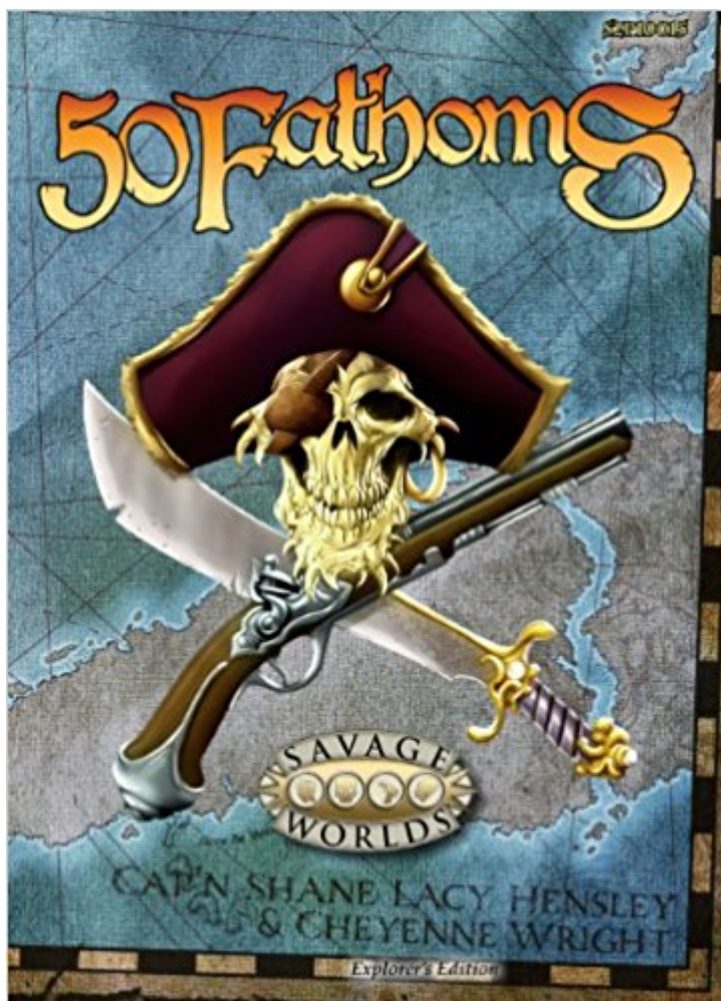


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50 Fathoms (Savage Worlds, S2P10015)



Synopsis

The world is drowning. The natives say three witches in Ograpog were sentenced to death directly by King Amemnus, drowned by the rising tide. With their dying breath, they cursed Caribdus, the land itself, to drown as they were, to drown in fifty fathoms of cold dark sea. The people of Caribdus are adapting to their wet new world. Crab-like scurillians, massive grael, lonely doreen, mysterious kraken, curel kehana, and the nigh-human masaquani now sail the seas aside the new visitors, humans from the age of piracy, dashing corsairs, bloodthirsty bucanears, and savage sea dogs drawn from the mists of earth on unfamiliar tides. Many believe these visitors to be destined to defeat the Sea Hags and save Caribdus from a watery grave, but most seem interested only in joining the plunder of forgotten treasures in a drowning world. This new Explorer's Size edition of the classic and much-loved 50 Fathoms includes the updated text of the original game, plus the 50 Fathoms Companion, all compatible with Savage Worlds Deluxe and beautifully colored by three-time Hugo Award winning artist Cheyenne Wright! Fifty Fathoms is not a complete game. You'll also need the Savage Worlds core rulebook to play.

Book Information

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Customer Reviews

This fantasy campaign game takes place on a relatively newly drowned world (it's been underwater about a generation when the action starts). There's a panoply of different races, only one immediately recognizable as having been born in another game, and the conceit is that people get drawn through from 18th century (or thereabouts) Earth to swell the ranks. It's a playable world the author of which cites Pirates of the Caribbean and Waterworld in its creation (for the imagery, not

content). It doesn't all hang together as well as it might on a first reading, but I think that a second reading is in order before I start playing with the details to *make* it work. And I like the fact that it has a backstory in which the players can get involved, to the extent of changing the world completely. Can't say more. You'll need to enjoy playing high fantasy in a piratey milieu to fully appreciate this one. There is only one Arcane Background in this setting, but it comes in four flavors themed for the four alchemical elements and I don't feel that Magic addicts will feel short-changed by this version. You'll also need a copy of the Savage Worlds rulebook, which if you go for *Savage Worlds Deluxe* (S2P10014) will be expensive but this can be had in an explorer's edition which won't show me in the "insert a product" link, and that's only ten bucks. Physically, the book is the usual perfect bound paperback in the Explorer's Edition footprint. I always have the spines replaced with a spiral binding on my Explorer's Edition books. I do this at my local Office Supply store and I ask them to put in the next size up spiral than they would normally use. This allows the book to lie flat during a game, leaving my hands free to throw things at players. The oversize spiral means that when one of my cloddish friends flips the book pages aggressively they won't tear out of the binding. The book is in color throughout, with lots of art on glossy paper (Savage Worlds players have come to expect the graphic design elements that make these publications so iconic). The maps are a little small, resulting in the place names being a tad unreadable to my old and tired eyes without a magnifier. Oh well. A star comes off for that because a GM (and it's nearly always me in the hot seat) needs to be able to read the maps in-game without electron microscope eyeballs. The plot point campaign in this setting (which apparently was the first setting to introduce the idea) is a little different to those in the other settings, being interpolated into the other Savage Tales. Plot points are called-out with an icon so the GM can tell the more cosmically important adventures and ensure they get run in the right order at the right time. I reckon I might give this one a run round the block sometime in the new year, once my schedule frees up a bit (I'm currently running *The Last Sons* (Savage Worlds, Deadlands Reloaded, S2P10209) and *Space 1889: Red Sands* (Savage Worlds, S2P10012) so the pattern is a bit full). It looks like being a fun time.

As mentioned in the title, I have not played this setting yet, but I am a big fan of Savage Worlds. This setting as mentioned by other reviewers is a little like *Pirates of the Caribbean* and *Water World*, but the reference that seemed most prominent to me is the cartoon from the early 90's, the *Pirates of Dark Water*. This setting is a near-Earth flooded world with a mix of unusual races mostly based off of sea creatures of Earth. There are fish-men, sea lion-men, and a handful of others all waiting to be used by players. The plot is fairly open, so players can wander around the world

making a living through trading, pirating, or searching for buried treasure all on the way to saving the world. A good setting in my opinion is one that makes players and GMs think of character possibilities and adventure ideas upon reading it. This setting delivers that in spades. I have 6 or 7 character ideas I'm in the middle of building, and I'm scrambling to gather a group to run through the adventure. If you are looking for a creative swashbuckling setting for your gaming group, look no further, you've found it.

Great revision & update of a classic Savage worlds campaign. Note that this book also includes the material from the 50 Fathoms companion, so not only is it an update, but you get two books for the price of one. The material from both books were combined into the proper entries for each location, so being properly sorted, and organized, your job as a DM is much easier. Great value.

So much fun. It pulls from some of my favorite childhood memories. Pirates of dark water for example.

It got a little warped in the mail but still a great addiction

Great setting, really enjoy the plot point campaign. Note - the "perfect" binding is not the most durable, this will likely need to be re-bound (probably into a 3-ring binder) at some point before we're done with the campaign.

Best Savage Worlds supplement I've come across. Immersive setting, all new races, weapons, armor, story lines, and plenty of great monsters.

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