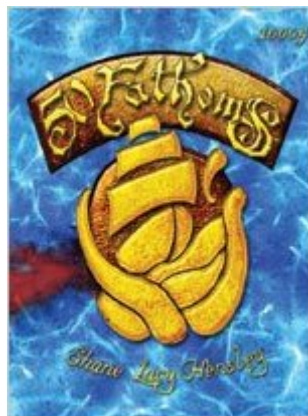


The book was found

50 Fathoms (Savage Worlds; GWG10004)



Synopsis

The natives say a trio of witches were discovered working dark sorcery in the land of Ograpog. The three were tried, sentenced by King Amemnus himself, and drowned with the rising tide. But with their dying breath the sisters uttered a dark curse, drowning Caribdus beneath 50 Fathoms of water. Soon after, ships from another world drifted through the mists of earth and into the Thousand Isles. The visitors are sailors from the age of piracy, dashing corsairs, bloodthirsty buccaneers, or savage sea dogs. They've taken to this new world and now sail alongside its strange inhabitants crab-like scurillians, massive grael, lonely doreen, mysterious kraken, cruel kehana, and the near-human masaquani. Many believe these visitors are destined to defeat the Sea Hags and save Caribdus, but most just seem interested in plundering her for the forgotten treasures of a drowned world. 50 Fathoms is a Plot Point setting for the Savage Worlds roleplaying and miniatures game.

Book Information

Hardcover: 144 pages

Publisher: Pinnacle Entertainment Group (January 1, 2003)

Language: English

ISBN-10: 193085563X

ISBN-13: 978-1930855632

Package Dimensions: 10.6 x 8.5 x 0.6 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.7 out of 5 stars 7 customer reviews

Best Sellers Rank: #2,829,884 in Books (See Top 100 in Books) #86 in Books > Science

Fiction & Fantasy > Gaming > Savage Worlds

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.

[Download to continue reading...](#)

50 Fathoms (Savage Worlds; GWG10004) 50 Fathoms (Savage Worlds, S2P10015) Savage Tales of Horror Vol.1 Hardcover (Savage Worlds, S2P10550LE) Savage Tales of Horror Vol.3 Hardcover (Savage Worlds, S2P10552LE) Savage Tales of Horror Vol.2 Hardcover (Savage Worlds, S2P10551LE) The Savage World of Solomon Kane (Savage Worlds; S2P10400) The Savage Foes of Solomon Kane (Savage Worlds, S2P10402) Crimson Worlds Collection 1: Crimson Worlds Books 1-3 (Crimson Worlds Collections) Fearful Fathoms: Collected Tales of Aquatic Terror (Vol. I - Seas & Oceans) K2: Savage Mountain, Savage Summer Savage Worlds Deluxe: Explorer's Edition (S2P10016) Realms of Cthulhu (REB20001, Savage Worlds) Deadlands Reloaded Marshal's Handbook Explorers Edition (Savage Worlds, S2P10207) Deadlands Reloaded Player's Guide Explorers Edition (Savage Worlds, S2P10206) Savage Worlds Customizable GM Screen (S2P10002) Fantasy Companion (S2P10500, Savage Worlds) Super Powers Companion (Savage Worlds, Second Edition, S2P10503) Science Fiction Companion (Savage Worlds, S2P10504) The

1880 Smith & Robards Catalog (S2P 10208, Savage Worlds) Apocalypse Prevention, Inc.
(3EG001SW, Savage Worlds)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)