

The background of the entire cover is a dark, stormy sea with white-capped waves and bright blue lightning bolts striking down. In the center of the image is a large, glowing blue skull with a red crossbones. The skull has a weathered, almost crystalline texture. The title text is positioned at the top, and the authors' names and the main title are at the bottom.

# It Came From the Flotsam Sea...

A Scenario for Showdown  
By Shane Hensley  
& Randy Mosiondz

## 50 Fathoms



# Devils of the Deep

A scenario for **Savage Showdown**—completely free miniatures rules available at [www.greatwhitegames.com](http://www.greatwhitegames.com)!

*Cover by Zeke Sparkes.*

*Figure Art by Brad McDevitt and Cheyenne Wright.*

*Map by Randy Mosiondz.*

The hideous Sea Hags have done far more than drown the world of Caribdus in 50 fathoms of water. They have also transformed many of her former citizens into hideous “octopons,” humanoids with four waving tentacles, sickening rubbery skin, and grotesque beaks.

The most despicable of these creatures gain even more power from their creators, becoming octopon warlocks capable of casting dozens of deadly spells.

## Invasion

The octopons are slowly spreading out from the ruins of the Flotsam Sea, taking over the inhabited islands by force. Some groups have begun to infiltrate farther as well, tempting populations with treasures from the sea floor to join them in their insane fate.

Those who oppose the horrors are often solid soldiers of the City Watch, desperate sailors caught in their warpath, or honest citizens fighting for their very homes and lives.

But some who oppose them are bloodthirsty pirates—hungry for the loot the octopons carry.

## Trilogy of Terror

This ebook contains three linked scenarios featuring the octopons and a band of pirates led by the notorious “Black Powder Pete.”

Here’s what you’ll need to play:

- The *Savage Showdown* rules found at [www.greatwhitegames.com](http://www.greatwhitegames.com). These contain *all* the rules you need to play this scenario. No other books are needed!

Burst Templates, found at the back of this book and on our website.

- Official *50 Fathoms* figures, available at better game stores or online at [www.greatwhitegames.com](http://www.greatwhitegames.com). You can also use the Figure Flats included at the back of this document.

- A set of gaming dice, including a d4, d6, d8, d10, and a d12. For this scenario, you’ll probably want at least five d6s so you can roll your pirates’ or octopons’ attacks all at once.

- A playing surface, such as a table. The map for this battle should be at around 36” square.

- Some scenery. You need something for trees, the debris pile, and three huts.

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# Part One: No Rest For the Wicked

The fight starts on one of the Whip Isles, a small chain of rocks where loot drifting in and out of the Flotsam often washes up.

Captain Pete's vessel, the *Wicked Wanderer*, suffered in a recent battle with privateers, so he's put in at the Whips to careen his vessel and patch her up as best he can. His crew finished the work about an hour ago. Some of them are making camp in an old ruin, cooking food, or resting. The rest of the crew has scattered off to forage (or more likely, look for loot!)

Unfortunately, it's at this time that a pod of octopons spots the pirates. Our tale begins as the things rise up out of the depths and attack!

## Special Rules

Skirmish games typically end randomly. This battle ends in five turns.

## Pirate Forces

The pirates' goal in this fight is simple survival. Their losses in this battle will greatly affect their chances in the second scenario. The pirates cannot retreat off the game board.

**Troops:** BlackPowder Pete, Kvark, two parties of Pirates.

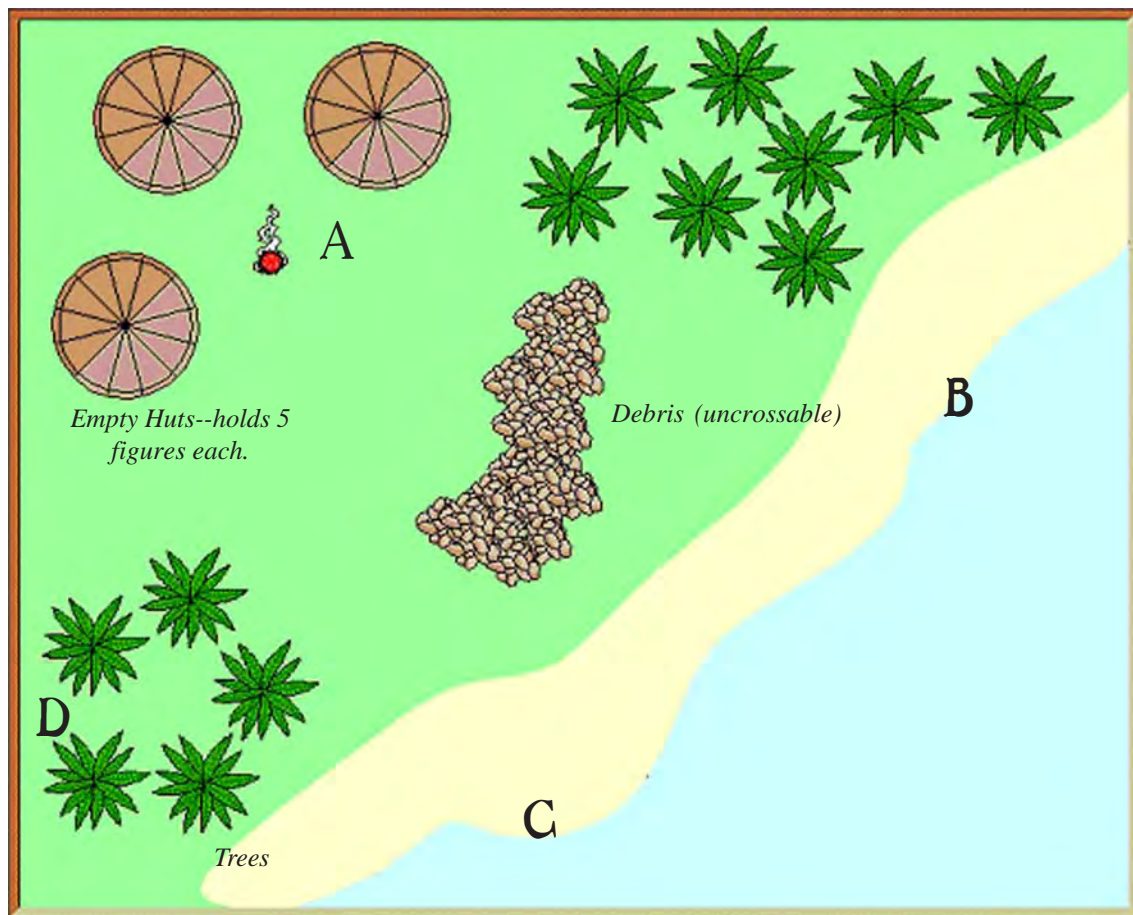
**Setup:** The pirates start within 6" of Point A, as shown on the map.

## Octopon Forces

The merciless octopons hurl their first wave at the surface-worlders to test their strength. A second wave waits in reserve (in the next scenario), so their goal is simply to cause as many casualties as possible.

**Troops:** There are two pods of 10 octopons each.

**Setup:** Pod 1 starts anywhere east of Point B (in waist-deep water). Pod 2 starts anywhere south of Point C (waist deep water).



# Part Two: The Silver Conch

Pete and his boys have survived the first wave of octopons. Now they must withstand the second—this time led by an octopon warlock! Fortunately, just as all hope seems lost, a foraging party led by the dashing Erol Enn returns with a most unexpected surprise—a relic washed up on the beaches by the Flotsam!

## Special Rules

### Recovery

Roll Vigor for each pirate who was taken out of the game in the last scenario. Those who make the roll return in the next scenario ready to fight again.

Wild Cards pirates roll Vigor as well. With a single success, he is returned to play with 3 wounds, with a raise 2 wounds, and so on.

### The Silver Conch

This minor relic was created by the mysterious kraken long ago. It provides +2 armor versus magical attacks to all within 8".

## Pirate Forces

The pirates' goal in this fight is once again simple survival. This time they'll have a little help though. After the first turn, a hero named Erol Enn, who has just discovered a magical conch shell, returns to camp.

**Troops:** The survivors of Part One.

**Setup:** The surviving pirates start within 6" of Captain Pete's location at the end of the last scenario. If 5 or less pirates remain, they are grouped into one unit.

Erol Enn and a band of five pirates enter the game on Turn 2 from Point D. Erol is equipped with the Silver Conch (see below).

## Octopon Forces

The octopons have tasted blood and won't back down now. Their goal is simple—slaughter the pirates and feast on their remains!

**Troops:** There are two pods of 10 Octopons each and one Octopon Warlock.

**Setup:** All octopons from the previous battle retreat into the sea and are removed from play.

# Part Three: The Wicked Wanderer!

The pirates on board the *Wicked Wanderer* have finally realized what's going on and open fire on the octopons. Pete and whatever's left of his warband have to survive the final wave, but this time they have the cannons of the *Wanderer* to help them!

## Special Rules

### Recovery

Roll Vigor for each pirate who was taken out of the game in the last scenario. Those who make the roll return in the next scenario ready to fight again.

Wild Cards pirates roll Vigor as well. With a single success, he is returned to play with 3 wounds, with a raise 2 wounds, and so on.

### Wanderer Salvos

Each round the crew of the *Wicked Wanderer* fires two shells onto the beach. These are Medium Burst Templates, and the crew has a Shooting of d6 (and needs a 6 to hit where they want). The deviation for missed shots is 1d10" in a random direction (roll a d12 and read as a clock face). Everything under the template suffers 3d6 damage.

## Pirate Forces

The pirates are trying to kill as many of the octopons as possible so they can clear the sea and make for their ship.

**Troops:** The survivors of Part Two.

**Setup:** The pirates start within 6" of Point A or Captain Pete's location from the last game (player's choice), if he survived.

## Octopon Forces

The octopons now want the silver conch and they'll stop at nothing to get it.

**Troops:** There are two pods of 10 Octopons each and one Octopon Warlock.

**Setup:** All octopons from the previous battle retreat into the sea and are removed from play.

# Victory

This is a pure battle for survival! The octopons win if they kill all the pirates, the pirates win if they kill all the octopons.

### Black Powder Pete

A:d8, Sm:d6, Sp:d8, Str:d6, V:d8  
Fighting d8, Shooting d10

**Pace: 6; Parry: 6; Toughness: 6**

**Gear:** Cutlass (Str+2); 4 x Pistol (3/6/12; 2d6+1)

#### Abilities:

- Combat Reflexes: +2 to recover from being Shaken.
- Quick Draw: Pete can draw and fire a pistol at no penalty.
- Marksman: +2 Shooting if Pete does not move.



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### Kvark

A:d6, Sm:d4, Sp:d6, Str:d12, V:d10  
Fighting d8, Intimidation d8, Swimming d6, Throwing d8

**Pace: 4; Parry: 6; Toughness: 9**

**Gear:** Harpoon (Str+2; 3/6/12)

#### Abilities:

- War Cry: Kvark adds +2 to his Intimidate rolls.



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### Errol Enn

A:d10, Sm: d6, Sp:d8, Str:d6, V:d6  
Fighting d10, Shooting d6

**Pace: 6; Parry: 7; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

#### Abilities:

- Quick: Errol's action card must be higher than a 5.
- Silver Conch: Provides +2 Toughness vs. magical damage to all within 8".



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### Pirates (5)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
Fighting d6, Shooting d6

**Pace: 6; Parry: 5; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

**Abilities:** —



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### Pirates (5)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
Fighting d6, Shooting d6

**Pace: 6; Parry: 5; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

**Abilities:** —



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### Pirates (5)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
Fighting d6, Shooting d6

**Pace: 6; Parry: 5; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

**Abilities:** —



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### Pirates (5)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
Fighting d6, Shooting d6

**Pace: 6; Parry: 5; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

**Abilities:** —



19

### Pirates (5)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
Fighting d6, Shooting d6

**Pace: 6; Parry: 5; Toughness: 5**

**Gear:** Cutlass (Str+2); Pistol (3/6/12; 2d6+1)

**Abilities:** —




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### Octopon Warlock

A:d10, Sm:d8, Sp:d8, Str:d8, V:d8  
 Fighting d8, Shooting d8,  
 Spellcasting d10, Swimming d6  
**Pace: 4; Parry: 6; Toughness: 6**  
**Gear:** Various hand weapons (Str+1)  
**Abilities:**

- Aquatic: Pace 6 in water.
- Imp Arcane Res.: +4 Armor vs. spells.
- Imp. Frenzy: 2 hand attacks.
- Spellcasting (d10; 25 PP): *Blast, bolt, deflection.*





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### Octopons (10)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
 Fighting d6, Swimming d6  
**Pace: 4; Parry: 5; Toughness: 5**  
**Gear:** Various hand weapons (Str+1)  
**Abilities:**

- Aquatic: Pace 6 in water.
- Imp Arcane Res.: +4 Armor vs. spells.
- Imp. Frenzy: 2 Fighting attacks at no penalty.




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### Octopons (10)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
 Fighting d6, Swimming d6  
**Pace: 4; Parry: 5; Toughness: 5**  
**Gear:** Various hand weapons (Str+1)  
**Abilities:**

- Aquatic: Pace 6 in water.
- Imp Arcane Res.: +4 Armor vs. spells.
- Imp. Frenzy: 2 Fighting attacks at no penalty.




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### Octopons (10)










A:d6, Sm:d6, Sp:d6, Str:d6, V:d6  
 Fighting d6, Swimming d6  
**Pace: 4; Parry: 5; Toughness: 5**  
**Gear:** Various hand weapons (Str+1)  
**Abilities:**







- Aquatic: Pace 6 in water.
- Imp Arcane Res.: +4 Armor vs. spells.
- Imp. Frenzy: 2 Fighting attacks at no penalty.










































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Wondering about the point values of the creatures? We used the official Savage Worlds Points Values, then divided by 10. We can do that in these games because players can't make your own troops and squeeze out extra advantages that get lost in division. We give the troops what we think they should have and work out their costs by the formula, then divide by 10 to make it nice and simple.



















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			Captain "Black Powder" Pete
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*A Savage Octopon Attacks!*



*The 50 Fathoms RPG!*

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*An Octopon Warlock casts a wicked spell.*





## YOU WOULDN'T LIKE HIM WHEN HE'S ANGRY.

He's 400 pounds of meat and blubber, none too bright, and easily upset. His people call themselves the "grael," but the rest of Caribdus call them "sea lions." You'll call him "sir."

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