

An Unofficial



Gazetteer

To the Thousand Islands  
and the World of Caribdus



# Sprith



## New Madrid

**Population:** 45,000

**Ruler:** Grande Alcalde Rodrico Pires, Head of the Spanish Guild

**Major Exports:** Goods, Food

**Major Imports:** Iron, Gunpowder

**Harbor:** Deep

## Marsalcs

**Population:** 8,000

**Ruler:** Alcalde Miguel Ferrara

**Major Exports:** Goods, Food, Timber

**Major Imports:** Gunpowder

**Harbor:** Shallow

## Wrassglton

**Population:** 1,100

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Deep

## Dunich

**Population:** 300

**Major Exports:** Timber, Food

**Major Imports:** Goods

**Harbor:** None

## Cuna

**Population:** 150

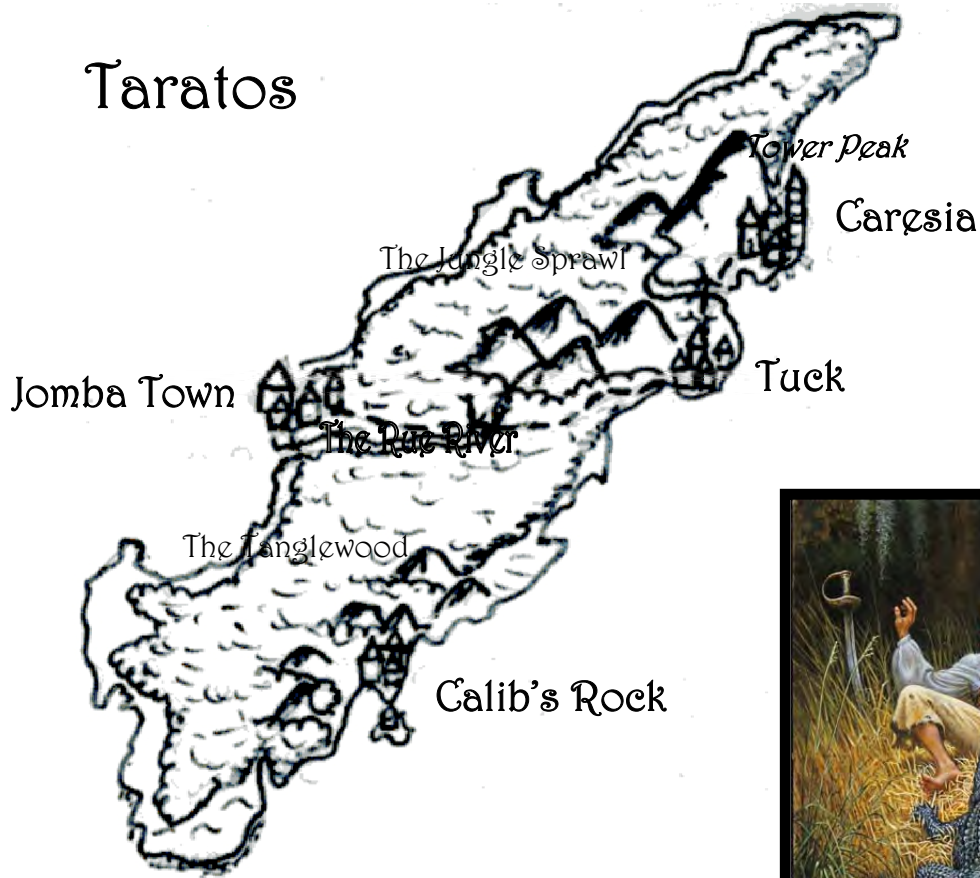
**Ruler:** Mosha "Mo" Moran (unofficial)

**Major Exports:** Timber, Food

**Major Imports:** Gunpowder, Goods

**Harbor:** None

# Taratos



## Carzsia

**Population:** 3,000

**Ruler:** Alonso Sala, Mayor

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Deep

## Calib's Rock

**Population:** 600

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Shallow

## Jomba Town

**Population:** 1,100

**Ruler:** Kuluk Klu, Ex-Kieran Slaver

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Shallow, Shoals

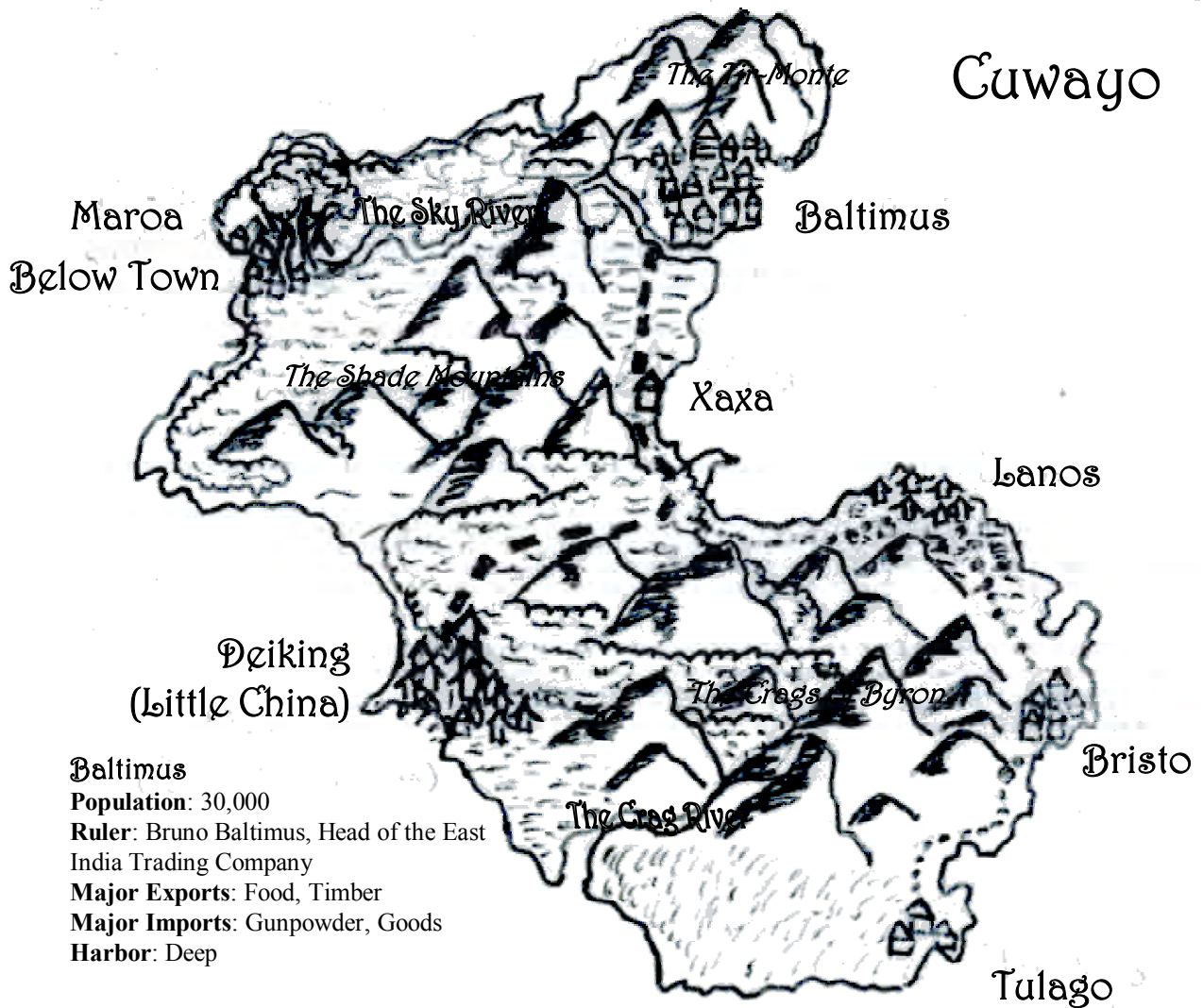
## Tuck

**Population:** 800

**Major Exports:** Food, Timber, Goods

**Major Imports:** None

**Harbor:** Shallow



#### Baltimus

**Population:** 30,000

**Ruler:** Bruno Baltimus, Head of the East India Trading Company

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Deep

#### Dziking (Little China)

**Population:** 14,000

**Ruler:** Mao Ping (unofficial)

**Major Exports:** Timber, Food

**Major Imports:** Iron, Gunpowder

**Harbor:** Deep

#### Lanos

**Population:** 4,000

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Shallow

#### Below Town

**Population:** 1,500

**Major Exports:** Food

**Major Imports:** Goods

**Harbor:** Shallow, Swampy

#### Bristo

**Population:** 1,000

**Ruler:** Thomas Crane (unofficial)

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Shallow, Shoals

#### Tulago

**Population:** 600

**Major Exports:** Food, Timber

**Major Imports:** Goods

**Harbor:** Shallow

#### Maroa

**Population:** 200

**Major Exports:** Caraway Fruit, Food

**Major Imports:** None

#### Xaxa

**Population:** 200

**Ruler:** Francois Petaine, Tavern

**Owner:**

**Harbor:** None





### **Shark Bay**

**Population:** 6,000

**Major Exports:** None

**Major Imports:** Gunpowder

**Harbor:** Deep

### **Swindon**

**Population:** 5,000

**Ruler:** Garron Glut (unofficial)

**Major Exports:** Food, Timber

**Major Imports:** Gunpowder, Goods

**Harbor:** Shallow, Shoals

### **Azy Cay**

**Population:** 60+

**Ruler:** Azy Angsley, Ex-Pirate Captain

**Major Exports:** Food

**Major Imports:** Gunpowder, Goods, Timber

**Harbor:** None

### **Bluth's Crown**

**Population:** 20+

**Ruler:** Uloch Ulinus, Head Elemental

**Major Exports:** None

**Major Imports:** Goods

**Harbor:** None

# Brigandy Bay



## Brigandy Bay

**Population:** 2,000+

**Major Exports:** Food

**Major Imports:** Ikron, Gunpowder, Goods

**Harbor:** Deep, calm

# The Whip Islands



## Kuwayway

**Population:** 40+

**Major Exports:** Salvage

**Major Imports:** Food

**Harbor:** Shallow

**Notes:** Ship Careening



# Torath-Ka West

Unknown Tribes

Population: est. 6,000+



# Torath-Ka East

Unknown Tribes

Population: est. 2,000+

Vittoria (Location Unknown)

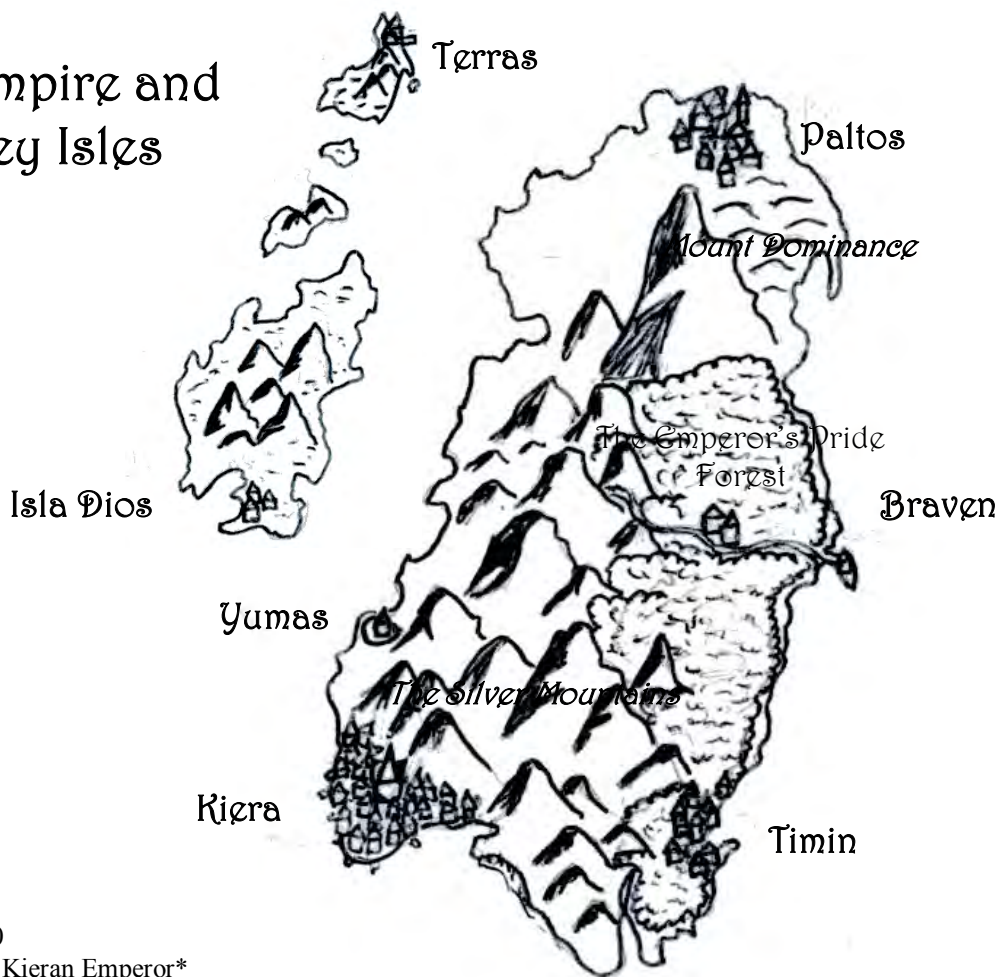
Population: Unknown

Harbor: None





# Kieran Empire and the Grey Isles



## Kizra

**Population:** 48,000

**Ruler:** Jannis Jant, Kieran Emperor\*

**Major Exports:** Gunpowder, Goods, Iron

**Major Imports:** Food, Timber, Slaves

**Harbor:** Deep

## Timin

**Population:** 3,000

**Ruler:** Rinas Racen, Kieran Senator

**Major Exports:** Food

**Major Imports:** Goods, Gunpowder

**Harbor:** Shallow

## Paltos

**Population:** 3,000

**Major Exports:** Gunpowder, Timber

**Major Imports:** Food, Timber

**Harbor:** Shallow

## Bravæn

**Population:** 200

**Notes:** River access to sea, Trappers

## Isla Dios

**Population:** 100+

**Ruler:** Torquemada, High Inquisitor

**Major Exports:** None

**Major Imports:** Food, Goods

**Harbor:** Shallow

## Yumas

**Population:** 48, 100+ Miner Slaves

**Major Exports:** Silver, Gold

**Harbor:** None

## Terras

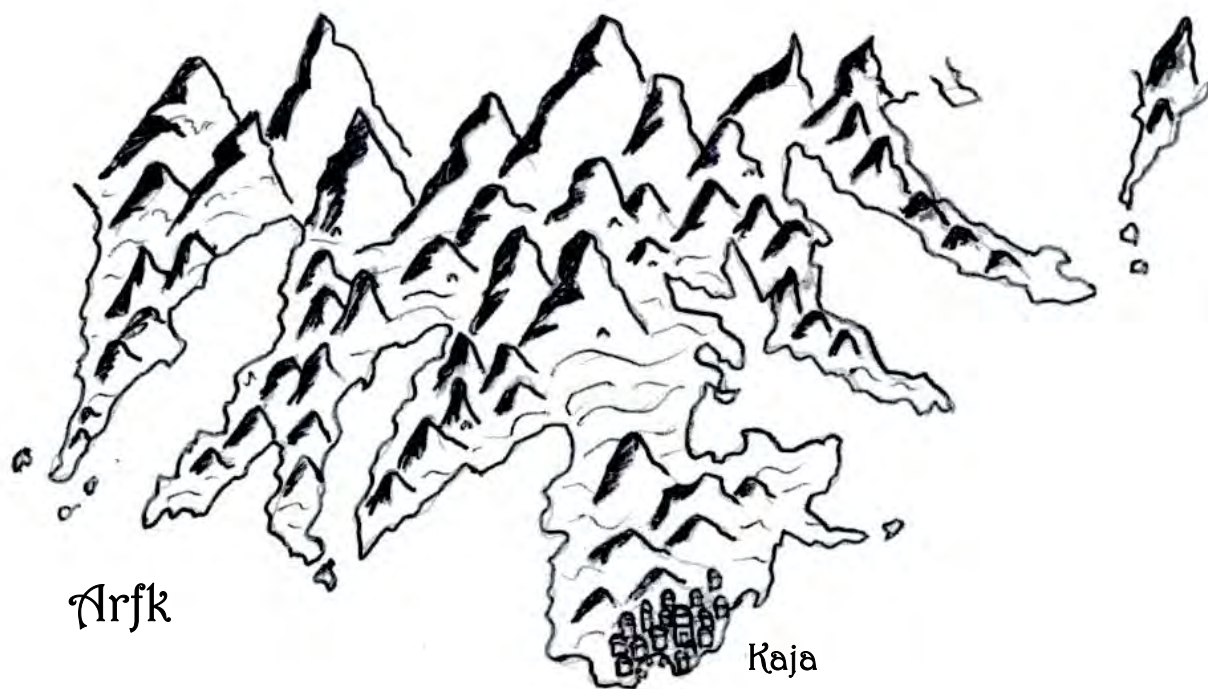
**Population:** 250

**Harbor:** Deep

**Notes:** Guarded, private Imperial ship yard

\*Emperor Jannis Jant, "The Great Whale", is the official ruler of any island or town in the Kieran





**Kaja**

**Population:** 8,000

**Major Exports:** Food

**Major Imports:** Timber, Goods, Gunpowder

**Harbor:** Deep

## The Coaker Mountains

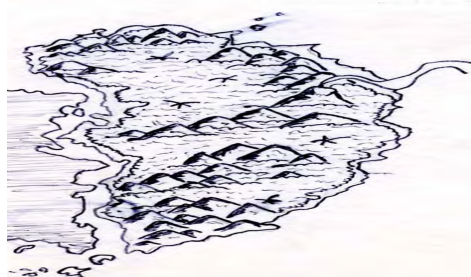
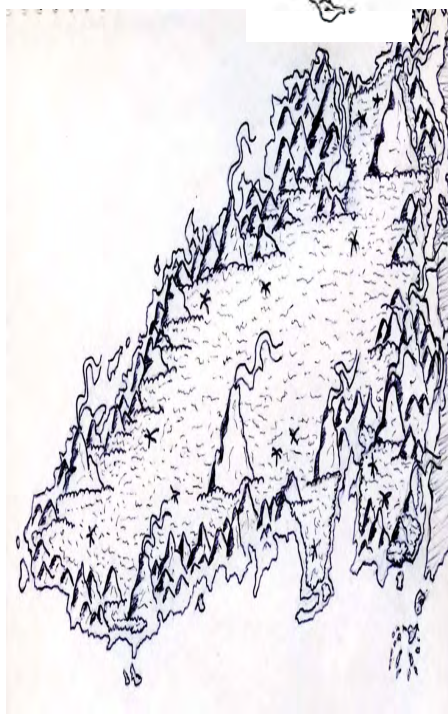


**Montaro**

**Population:** 500+ prisoners, 100 guards

**Major Exports:** Slaves

**Major Imports:** Food, Goods









1 Square = 5 Leagues  
(15 miles)



# Advanced Trading Tables

## Food

A wide variety of food sources are available around Caribdus, but each island can boast a different variety. Though often cheap and not very lucrative, trading food is a necessity between the Thousand Islands. Whenever a ship picks up food cargo, roll once on the following tables. All live food is considered to include the feed necessary for the voyage.

### Sprith

d10

- 1 Cured Wild Game
- 2 Temperate Fruits
- 3 Corn *Dunich*
- 4 Olive Oil
- 5 Live Chickens (25) *Marsales*
- 6 Live Sheep (10)
- 7 Beer and Ale *Wrasselton*
- 8 Cows (2) *New Madrid*
- 9-0 Dried Fish *Cuna*

### Taratos

d8

- 1-2 Dried Fish
- 3 Honey *Jomba Town*
- 4 Cured Wild Game
- 5 Tropical Fruits
- 6 Flour *Tuck*
- 7 Fresh Vegetables *Tuck*
- 8 Live Chickens (25) *Tuck*

### Cuwayo

d10

- 1 Cured Wild Game
- 2 Flour/Barley *Tulago*
- 3 Rice *Deiking*
- 4-5 Live Chickens (25)
- 6 Silks *Deiking*
- 7 Sugar Cane *Lanos*
- 8 Wine and Liquors
- 9 Dried Fish
- 0 Fresh Vegetables *Bristo*

### Brigandy Bay

d6

- 1-3 Tropical Fruits
- 4-5 Canned Food
- 6 Cured Wild Game

### Kigran Empirz

d10

- 1-2 Dried Fish
- 3 Potatoes *Timin*
- 4-5 Live Chickens (25)
- 6 Coconuts *Paltos*
- 7 Flour *Timin*
- 8 Wines *Timin*
- 9-0 Cured Wild Game *Braven*

### Afrk

d6

- 1-3 Dried Fish
- 4 Whale Oil
- 5 Cured Whale Meat
- 6 Cured Seal Meat

### Pzrek

d6

- 1-3 Dried Fish
- 4 Live Goats (8) *Bluth's Crown*
- 5 Tropical Fruits *Azy Cay*
- 6 Cured Wild Game

**DIRECT FROM THE SOURCE:** A *settlement in italics* indicates where the food most likely originated, but not necessarily where it is being picked up. If food is being bought in these place, the GM could consider discounting the cargo by as much as 15%.

# Goods

Goods represents such a wide variety of possible unprocessed and manufactured products that it may sometimes be necessary to know what exactly the ship is picking up. Weapons such as firearms, of course, are considered goods, but aren't normally bought in bulk and stored in cargo space.

## Sprith

d8

- 1 Objects D' Art *New Madrid*
- 2 Paper
- 3 Wool *New Madrid*
- 4 Linens
- 5 Furniture *Marsales*
- 6 Cut Brick
- 7-8 Farming Tools *Wrasselton*

## Taratos

d8

- 1-2 Furs and Leathers
- 3 Clocks *Tuck*
- 4 Cotton *Jomba Town*
- 5 Tailored Clothes
- 6 Nails and Spikes *Tuck*
- 7 Ropes *Tuck*
- 8 Carpentry Tools (25) *Tuck*

## Cuwago

d10

- 1 Furniture
- 2 Braces, Yokes, Iron Tools *Baltimus*
- 3 Silk Clothing *Deiking*
- 4-5 Building/Carpentry Tools
- 6 Paints and Dyes
- 7 Pottery *Lanos*
- 8 Glassware
- 9 Carpets and Rugs
- 0 Tobacco *Bristo*

## Brigandy Bag

d4

- 1-2 Ship Parts
- 3-4 Canning Equipment

## Kigran Empirz

d10

- 1-2 Candles *Kiera*
- 3 Lanterns
- 4-5 Building/Carpentry Tools
- 6 Cut Brick
- 7 Masonry Tools *Kiera*
- 8 Furniture
- 9-0 Canning Equipment *Kiera*

## Pzrek

d6

- 1-2 Stamps and Seals *Bluth's Crown*
- 4 Traps and Snares
- 5 Mining Equipment
- 6 Cut Brick





# Name Generator

A Thousand Names for a Thousand Islands. Coming up with a name on the fly can be difficult for any GM. Here's a quick random way to generate names for the unique NPCs the players meet.

## Masaquani

### Both Male or Female

#### d20

- 1 Amil Alia / Adbel Agara
- 2 Arni Ameni / Dior Dir
- 3 Cam Claudia / Eraw Eche
- 4 Dyrant Din / Faleel Fyl
- 5 Eri Emdroth / Grous Goraw
- 6 Furn Folen / Hyight Hun
- 7 Gru Galaugh / Kenn Kalure
- 8 Hol Hoper / Lyg Laya
- 9 Ilisu Isa / Nalld Nitor
- 10 Jax Juini / Oret Orn
- 11 Kotros Kulmina / Perod Pek
- 12 Lar Leed / Ryshhin Rinn
- 13 Maldn Menic / Serh Sersam
- 14 Naseer Nil / Tass Tanus
- 15 Orina Oona / Umel Utase
- 16 Piad Par / Vorbor Veet
- 17 Quoit Quey / Yse Yehml
- 18 Rothn Rhives / Danar Dow
- 19 Sik Sylor / Geld Gret
- 20 Toryk Traiv / Zagha Zorn

## Dorzen

### Male / Female

#### d20

- 1 Shiro / Nabe
- 2 Zak / Miya
- 3 Keec / Vap
- 4 Haru / Bast
- 5 Gaw / Ibelo
- 6 Yagee / Cita
- 7 Snald / Lure
- 8 Kur / Osula
- 9 Asoa / Nal
- 10 Nysk / Kiesen
- 11 Abe / Poc
- 12 Aki / Isa
- 13 Gawa / Nyll
- 14 Keeda / Atha
- 15 Ewo / Tam
- 16 Bauk / Aci
- 17 Tec / Yhel
- 18 Muko / Endon
- 19 Rune / Avera
- 20 Sid / Foon

## Atani

### Both Male or Female

#### d20

- 1 Morray Hele / Ailee Braini
- 2 Caysanne Caysanne / Devity Channer
- 3 Ereisha / Geynesha Haitan
- 4 Eron Fallne / Janasha Jasey
- 5 Jenane La / Tan Leighsy
- 6 River Lisen / M'Kaelle
- 7 Annayda Tawnor / Aushell Trini
- 8 Breezelsea Chadi / Kelar Dielle
- 9 K'ryn Britor / Caiter Kaycanna
- 10 Kelrell Quilia / Tawnor
- 11 Trisen / Jaeslin Cayson
- 12 Kiekah / Kateryl
- 13 Aerwan Crysoria / Fall'la
- 14 Casar / Diya Jorar
- 15 Keiron Lindon / Jaidynne Tente
- 16 Kyori / Ashynne Dawn
- 17 Braelar Quide / Ravenon
- 18 Kinvor Haylynn / La'daida
- 19 Rain Dyzie / Trika Kaitshell
- 20 Jassey / Brookkayda

## Kraken

### Male / Female

#### d20

- 1 Aomalibha / Athalala
- 2 Botthar / Chugognolho
- 3 Clilith / Ctazanthan
- 4 Cthago / Enekrnyo
- 5 Gygothanais / Hoagogli
- 6 Hoinakellzs / Kiakrdd
- 7 Lonthu / O'zhanysigth
- 8 Oll-lot / Othugo-phug
- 9 Rschosatsho / Skegorth
- 10 Tll-shu / Ub-te
- 11 Athurn / Bo-at
- 12 Botha-ict / Caca-sitho
- 13 Ctano-kehoki / Dac'bhal
- 14 Dhonacha-atha / Ghothartha
- 15 Haononaula / Ic-chlllhakenysa
- 16 Kr-so / Mart-denot
- 17 Mmoki-ctac / Ora-shathag
- 18 Othakrs / Sc'sih
- 19 Uashotel / Ubonyin
- 20 Cho'lio / Ibobib

## Gragl

### Both Male or Female

#### d20

- 1 Nig / Dih
- 2 Bilo / Grud
- 3 Ak / Erak
- 4 Ar / Tu
- 5 Digid / Codak
- 6 Gilo / Fa
- 7 Pod / Barc
- 8 Vzur / Bek
- 9 Kadsh / Lonk
- 10 Ponh / Tod
- 11 Vrag / Bidsh
- 12 Prad / Ash
- 13 Erugr / Vigr
- 14 Vugr / Fil
- 15 Fodsh / Sik
- 16 Ligr / Mank
- 17 Rung / Modk
- 18 Vrug / Fomk
- 19 Nigd / Rarag
- 20 Godk / Prunak

## Pirate Names

### Usually Male (Works for Kzhana)

#### d20

- 1 One-Legged Randy / Ojo O'dule
- 2 Scurvy Joe / Condent
- 3 Cannon Master / Jenkins
- 4 The Orca / Rico Jefferies
- 5 Freejack Mick / Lankey Nibs
- 6 Fruity Javier / Humble Bellows
- 7 Dirty Walters / Leather Vallo
- 8 Sir John Jaeger / Dirty Old Ket
- 9 Neck Snapper Ned / Art the Ogre
- 10 The Iron Fist / Captain Cannibal
- 11 Red Baldwin the Terrible / The Dunk
- 12 Bloodstain Bart / Hook-handed Harrison
- 13 Iron Leg Henson / Fancy Pants Pete
- 14 Cpt. Blade McSlain / The Bishop
- 15 Eric the Enforcer / The Guzzler
- 16 Gentleman Jack / Cedar Teeth
- 17 Wild-Eyed Will / Calico
- 18 Virgin Hunter / Skull Crusher Jon
- 19 Heartless Harry / Harpoon Henricks
- 20 Buckthorn Varlet / Screaming Sam

# Ship Names

Merchant/Battle

d20

- 1 The Alliance / The Barbarian
- 2 The Dolores / The Infamy
- 3 The Mystic Jay / The Lamprey
- 4 Teresa's Bane / The Rogue
- 5 Bryan's Griffin / The Berserker Quest
- 6 The Anna / Crazy Wolf
- 7 The Compassionate Monk / Night
- 8 The Diviner / Dragon's Cannon
- 9 The Endless Dawn / The Devil Dog
- 10 The Guardian Robert / The Hate Spider
- 11 The Rita / Ocean's Hangman
- 12 The Dolores / The Fallen Angel
- 13 The Seven / The Unholy
- 14 Victoria's Justice / The Protector
- 15 The Courage / The Brotherhood of Blood
- 16 The Emperor / The Greedy Serpent
- 17 The Lone Janice / The Fear
- 18 Old Fish / Madman's Lightning
- 19 The Thundering Lady / The Primal
- 20 The Singer / The Champion Slayer



# Designer Notes

I hope this guide adds even more imagination to the amazingly rich world of Caribdis. I found that while the maps and descriptions were great, I wanted a closer view of each island. Here are a few notes about creating the islands.

- Each island may not be perfectly sculpted on it's coastline. This is somewhat intentional, as ancient maps are always off a bit. I remember seeing an amazing map of the Americas from the late 1700s that had California represented as an island.
- Each little house is intended to represent about 200 people or less. So if you see one little house, it could still be a pretty big village.
- The Kehana Fumes were purposely left out, and sorry to all those Kehana out there for this. But I just imagined it would be a few rocks jutting out of the ocean and not really worthy of a map of it's own.
- The rivers I added were more out of fun than a concept of where and how rivers flow. However, I tried to make every river have it's source somewhere in the moutains/hills nearby. (Yes, even the Cuwayo/Maroa comes from the northern mountains and splits toward to the settlements.) Fresh water is always essential, and I felt showing the sources of some of these could be really important. It can also make for a fun river trip for smuggling.

## **Thanks to:**

Shane Lacy Hensley and Pinnacle Press for such an imaginative worlds and an amazing product.

Don Maitz for the amazing pictures through out. Hope he doesn't mind.

And Kinkos for helping me scan all these maps.

Most importantly, to the fans and gamers of Savage Worlds. We all keep this amazing game going. Sail on!

