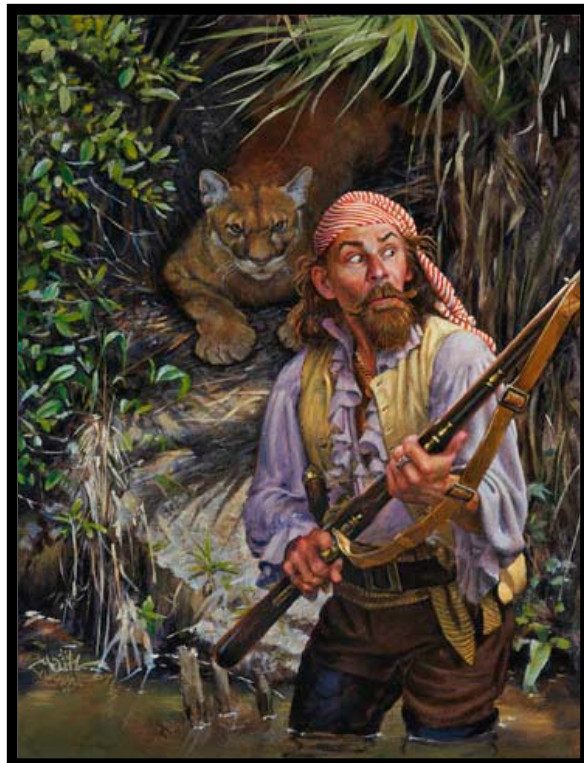


An Unofficial

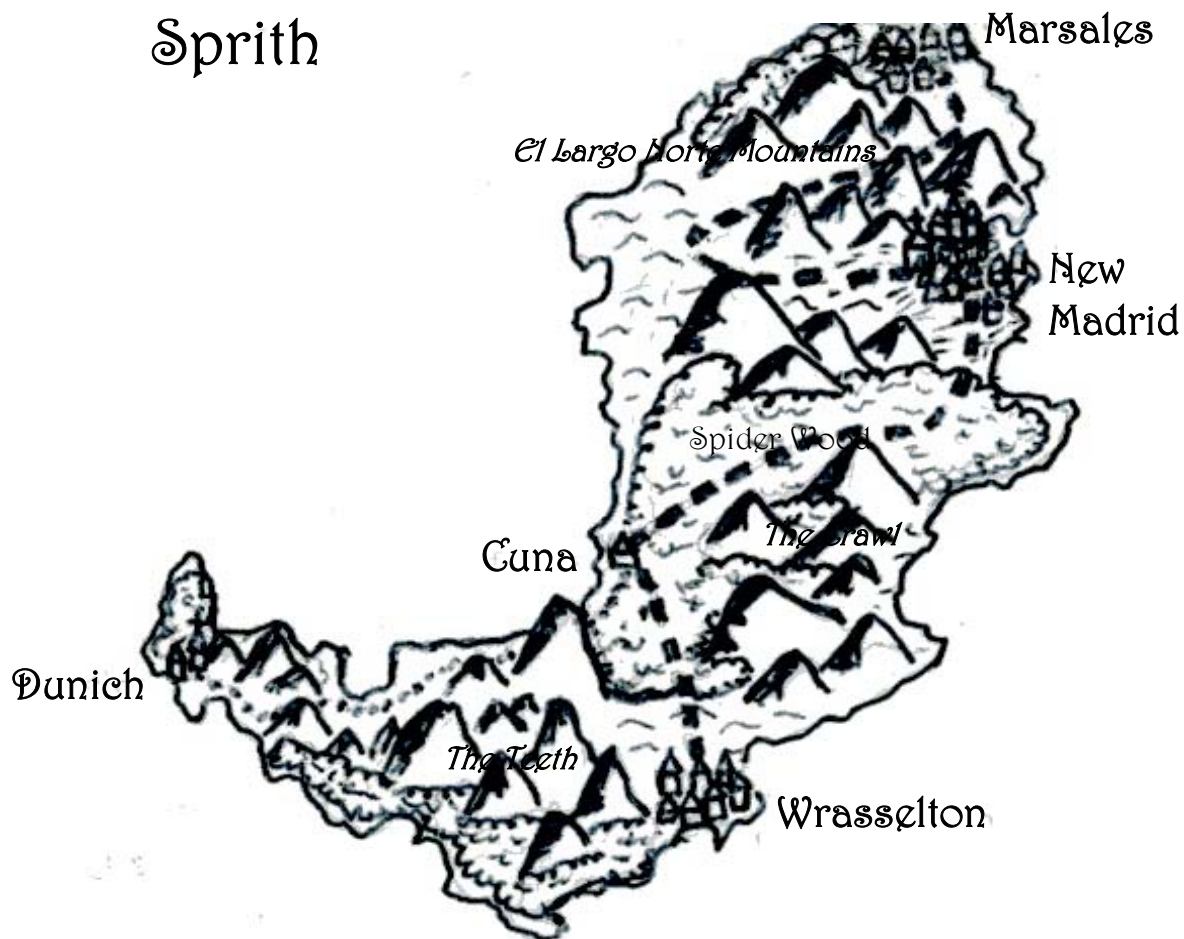


Gazetteer

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

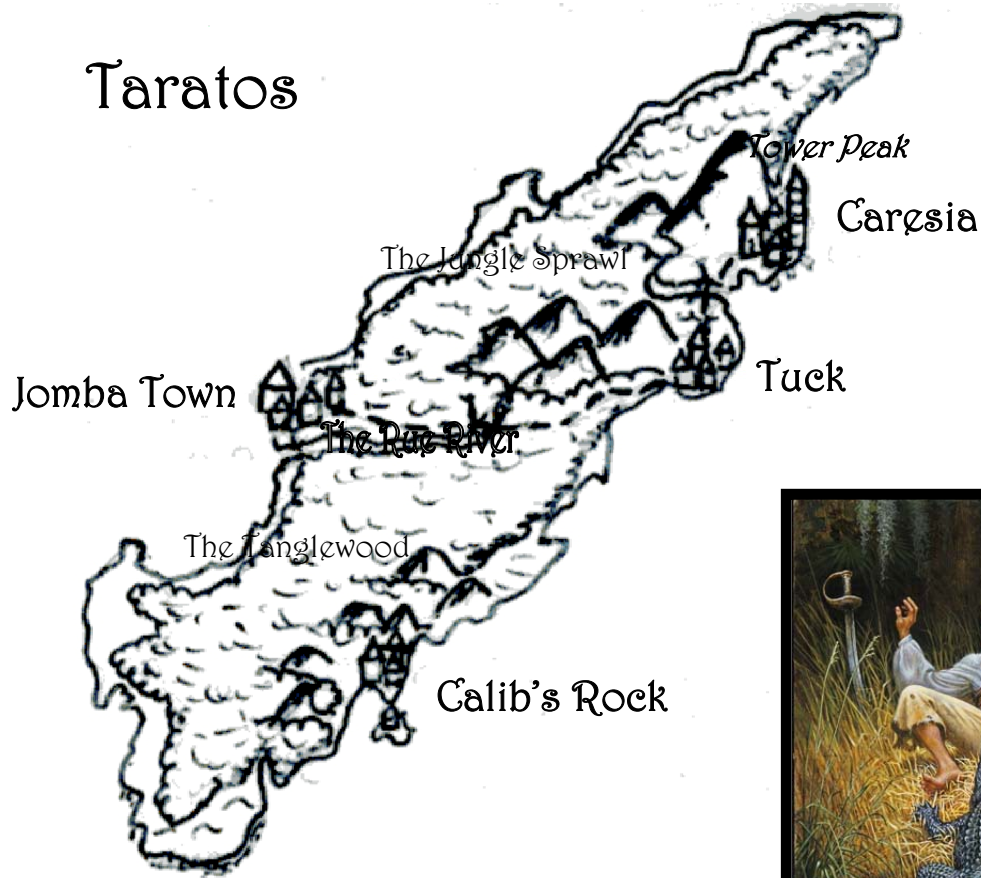
Ruler: Mosha "Mo" Moran (unofficial)

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

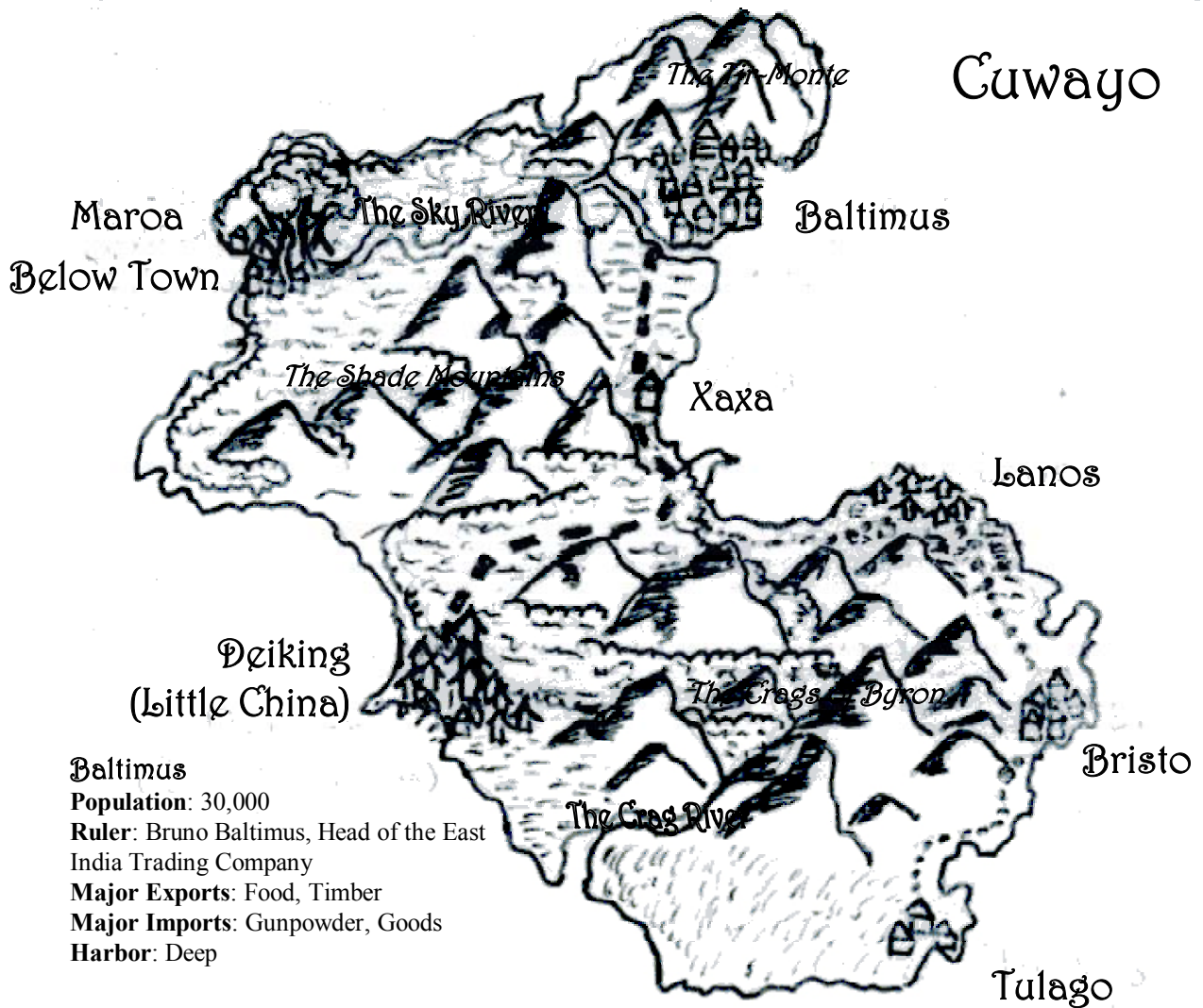
Tuck

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+

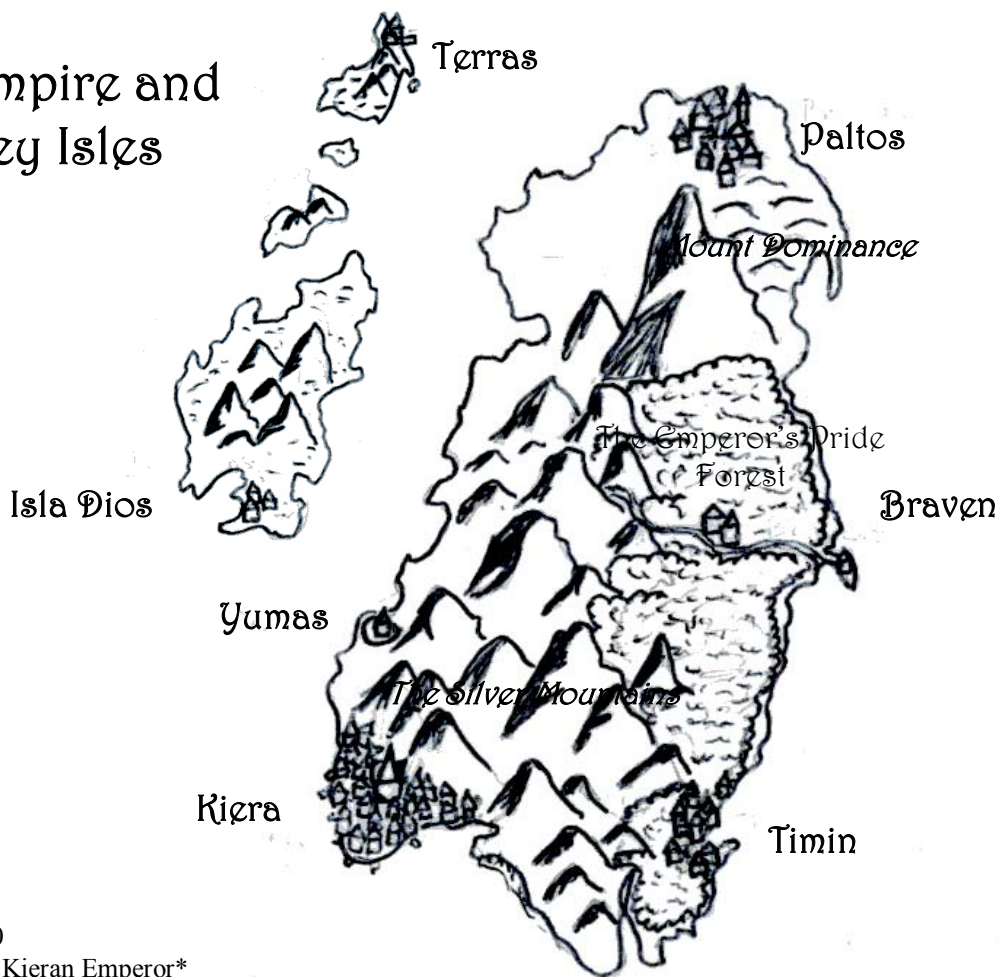
Vittoria (Location Unknown)

Population: Unknown

Harbor: None



Kieran Empire and the Grey Isles



Kigra

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

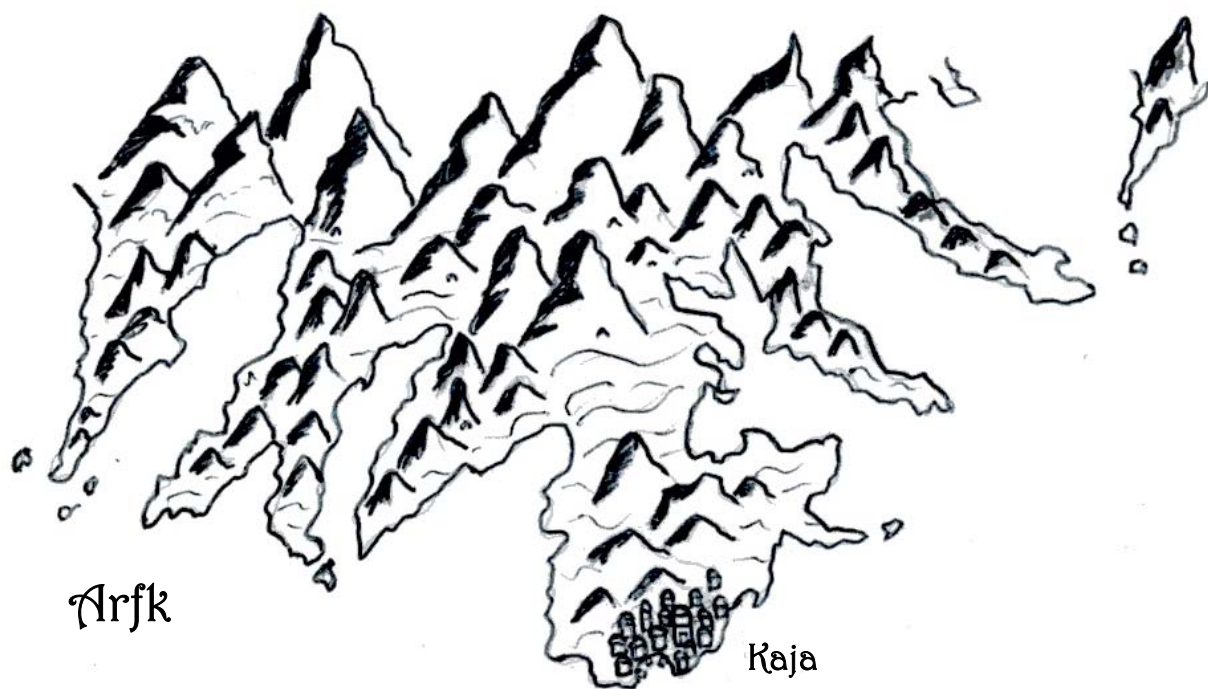
Terras

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

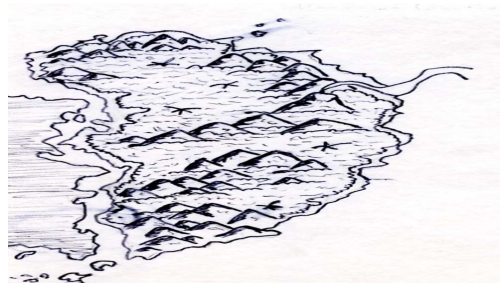
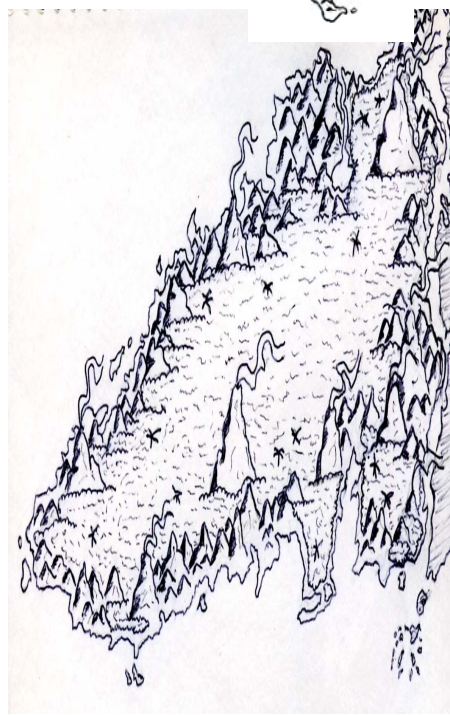


Montaro

Population: 500+ prisoners, 100 guards

Major Exports: Slaves

Major Imports: Food, Goods







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*

Taratós

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*

Cuwayo

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

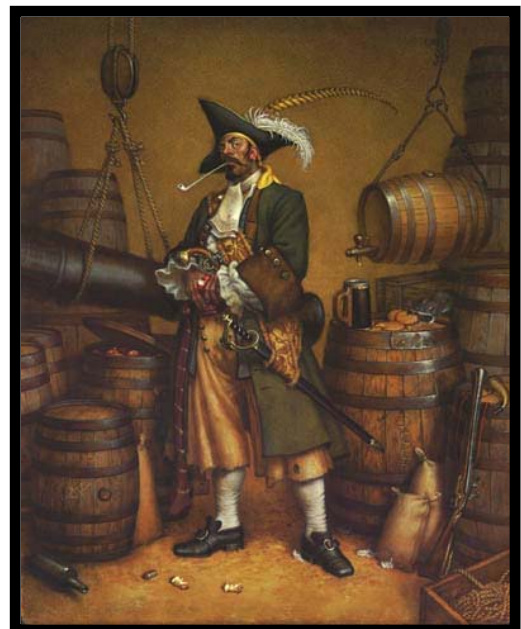
d10

- 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!

