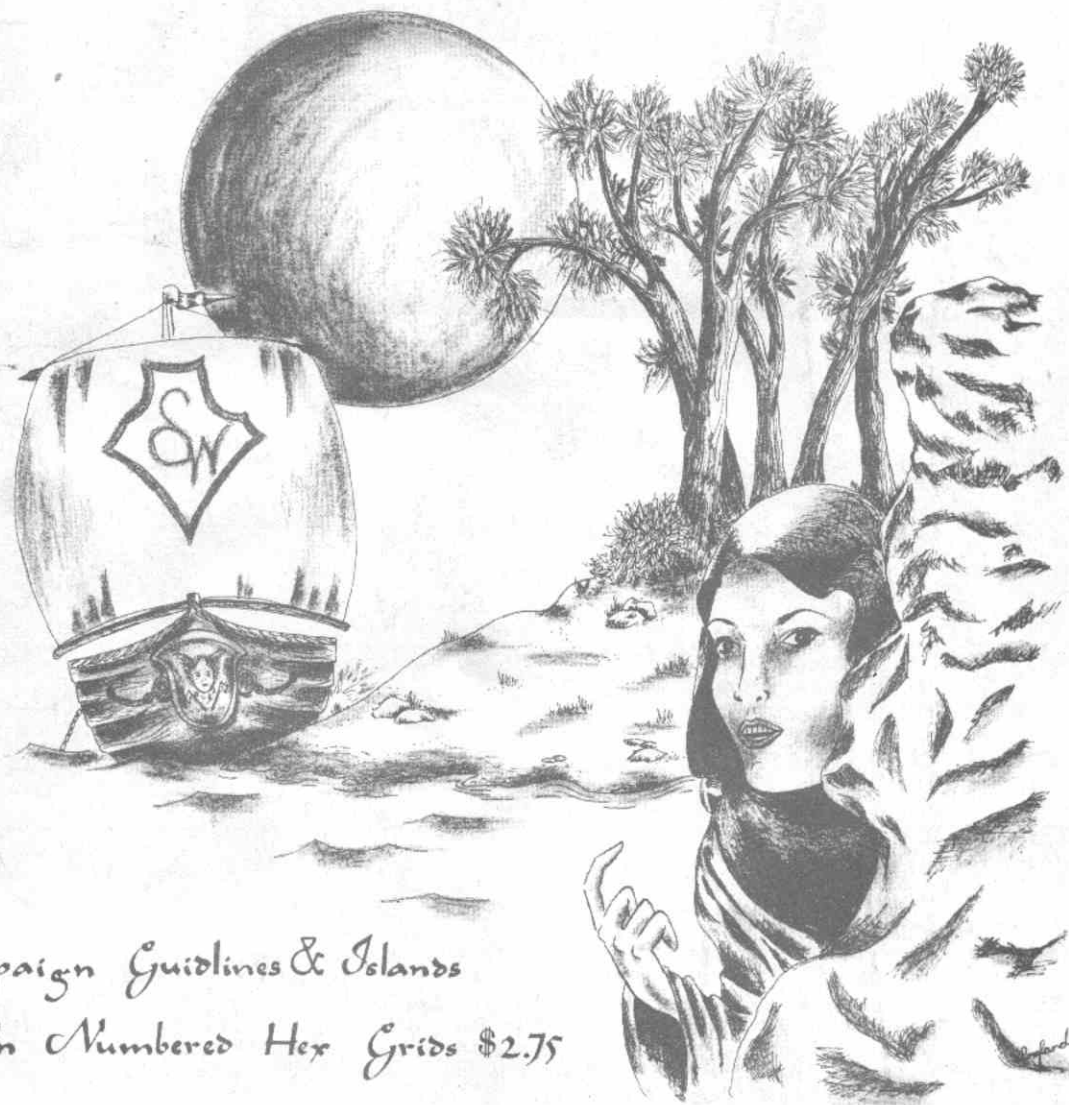


JUDGES GUILD

Island Book 1

Campaign Hexagon Sub-System



Campaign Guidelines & Islands

On Numbered Hex Grids \$2.75

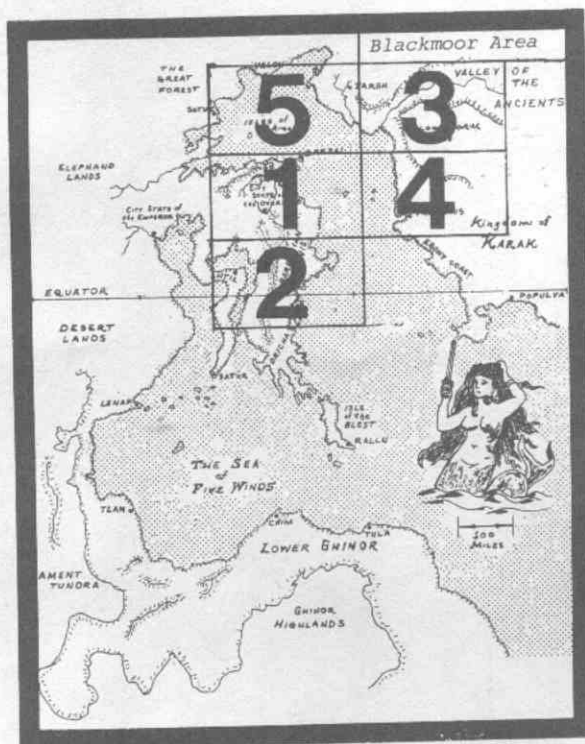


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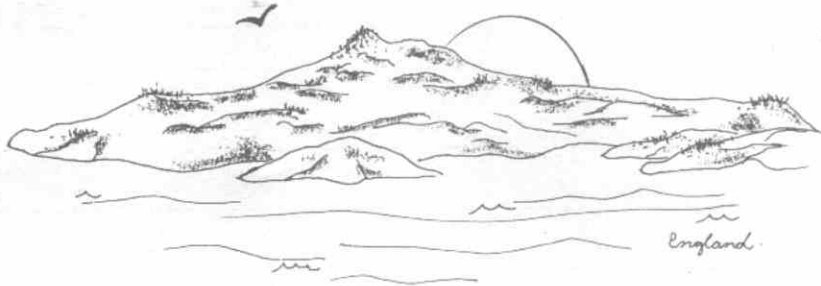
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This booklet is intended to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are left purposely sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

Island Type

Island Size: Multiply Type Number by 100-1000 feet in any direction.

- 1 Barren Rocks
- 2 Basalt Cay C
- 3 Sparse Key CT
- 4 Sparse Ait CRTP
- 5 Sparse Isle (1-2) HCRP
- 6 Meager Isle (1-3) HCSTP
- 7 Rugged Isle (1-4) VHCRT
- 8 Sandy Island (1-6) MHCT
- 9 Terrible Island (1-10) VMHPCT
- 10 Monstrous Island (2-12) VHPCT
- 11 Sleepy Island RFP
- 12 Peaceful Island HSFP
- 13 Atoll Ring Reef C
- 14 Plentiful Island HSFRP
- 15 Ample Island (1-2) VHSFRP
- 16 Rich Island (1-3) MHSRPF
- 17 Teeming Island (1-4) VMHSRCP
- 18 Lush Island (1-6) MHSFRP
- 19 Luxuriant (1-10) MHSFRP
- 20 Paradise (2-12) VMHSRPF



V = Volcanic; M = Mountainous; H = Hilly; S = Stream; F = Feature;
R = Mineral Resource; P = Provisions; C = Dominant Creature; T = Trap

Island Feature

Island Feature Size

Island Landmarks

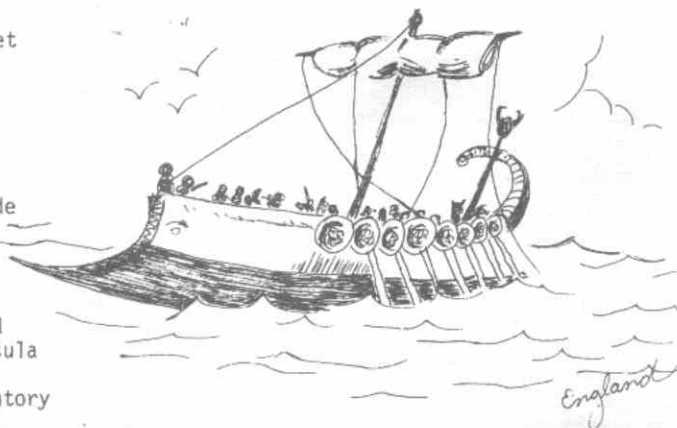
Island Weather

- 1 Waterfall
- 2 Pond
- 3 Pool
- 4 Tarn
- 5 Lakelet
- 6 Mare
- 7 Delta
- 8 Swamp
- 9 Lake
- 10 Cove
- 11 Loch
- 12 Cascade
- 13 Bog
- 14 Bank
- 15 Marsh
- 16 Vale
- 17 Strand
- 18 Peninsula
- 19 Bay
- 20 Promontory

Multiply Feature Number by 1-100 feet.

- 1 Beach
- 2 Rocky Slope
- 3 Dell
- 4 Dense Thicket
- 5 Boulders
- 6 Swampy Morass
- 7 Cliff
- 8 Track
- 9 Trail
- 10 Hillock
- 11 Ravine
- 12 Hill
- 13 Cul-de-sac
- 14 Hill
- 15 Crevice
- 16 Ridge
- 17 Vale
- 18 Mountain Peak
- 19 Gully
- 20 Cave Entrance

- 1 Clear
- 2 Cloudy
- 3 Overcast
- 4 Misty
- 5 Fog
- 6 Dense Fog
- 7 Drizzle
- 8 Heavy Rain
- 9 Dounpour
- 10 Torrent
- 11 Muggy
- 12 Cloudy
- 13 Heat Lightning
- 14 Light Breeze
- 15 Blowing Rain
- 16 Gale
- 17 Torrent
- 18 Peepers Frog Fall
- 19 Sticky Downpour
- 20 Oily Drizzle



Island Sounds

- 1 Deathly Silent
- 2 Chirking
- 3 Cawing
- 4 Clipping
- 5 Crunching
- 6 Whistling
- 7 Slicking
- 8 Thumping
- 9 Moaning
- 10 Wailing
- 11 Scream
- 12 Trilling
- 13 Splashing
- 14 Slurping
- 15 Walking
- 16 Snap
- 17 Howling
- 18 Grunt
- 19 Screech
- 20 Roar

ELEVATION IN FEET

01-05	0 to -500'
06-40	1 to +500'
41-60	501-1000'
61-70	1001-2000'
71-80	2001-5000'
81-90	5001-10000'
91-99	10001-20000'
00	20000'+

ANNUAL PRECIPITATION*

01-10	0-10 Inches
11-30	11-20"
31-45	21-30
46-60	31-40
61-70	41-50
71-80	51-60
81-99	61-70
00	71-170"

GROWING SEASON IN DAYS

01-15	1-100
16-25	101-120
26-40	121-140
41-60	141-180
61-70	181-200
71-80	201-240
81-90	241-260
91-00	261-360

EXAMPLE
High Mountains
North Dakota
Wisconsin
Illinois
Tennessee
Georgia
Louisiana
Florida

*Within 150 miles of equator..times three

TEMPERATURE EXTREMES**

01-10	01 to 20 F
11-24	21-40
25-48	41-60
49-64	61-80
65-80	81-100
81-90	101-120
91-99	121-140
00	141-160

**Roll below table indicates a negative temperature in degrees F...Roll again Adjust table by season as follows:

WINTER SUBTRACT 30%
SPRING SUBTRACT 20%
SUMMER ADD 10%
FALL SUBTRACT 25%

For every 200 miles north of the Equator SUBTRACT 10 Degrees F
For every 1500 FEET in elevation above sea level SUBTRACT 5 Degrees



Volcanoes

- 1 Shield E
- 2 Cinder Cone E
- 3 Composite Cone E
- 4 Dome E**
- 5 Fissure E
- 6 Maar Crater E
- 7 Shield D
- 8 Cinder Cone D
- 9 Composite Cone D
- 10 Dome D
- 11 Fissure D
- 12 Shield A
- 13 Cinder Cone A
- 14 Composite Cone A
- 15 Dome A
- 16 Fissure A
- 17 Shield R
- 18 Cinder Cone R
- 19 Composite Cone R
- 20 Dome R

Eruption*

- 1 Gentle Outpour
- 2 Pumice Cloud
- 3 Lava Flood
- 4 Ash Flow
- 5 Thin Flows
- 6 Hot Ash Cloud
- 7 Mud Flow
- 8 Cinder Fall
- 9 Fire-Broken Rock
- 10 Splatter
- 11 Block & Ash Fount
- 12 Obsidian Fall
- 13 Steam Fumeroles
- 14 Sulphur Fumeroles
- 15 Carbon Dioxide Fumeroles
- 16 Methane Fumeroles
- 17 Boiling Rain
- 18 Lava Fountain
- 19 Pancake Bombs
- 20 Glowing Avalanche

Protective Inhabitant Creature & Plant Traps

- 1 Quicksand
- 2 Hidden Pit
- 3 Falling Tree
- 4 Landslide
- 5 Rockslide
- 6 Clashing Rocks
- 7 Lightning Attraction
- 8 Giant Lodestone
- 9 Mirage
- 10 Distortion Cave
- 11 Spring Trap
- 12 Deadfall Trap
- 13 Snare Trap
- 14 Spider Web
- 15 Giant Clam
- 16 Tangle Vines
- 17 Ambush
- 18 Gas Fissure
- 19 Explosive Runes
- 20 Dazzling Mirror

*Must make saving throw every turn or suffer damage same as eruption number.

E = Extinct; D = Dormant; A = Active; R = Erupting

**Collapse if crossed

10% Probability per day of moving to next most active category when island is visited.

Creative Dominant

- 1 Giant Waterbug
- 2 Giant Octopus
- 3 Giant Leeches
- 4 Giant Slugs
- 5 Water Spider
- 6 Water Rat
- 7 Giant Pigs
- 8 Giant Crabs
- 9 Water Naga
- 10 Catoblepas
- 11 Giant Crocodile
- 12 Paleocincus
- 13 Black Dragon
- 14 Giant Frog
- 15 Nymph
- 16 Sea Hag
- 17 Giant Sea Snake
- 18 Giant Toad
- 19 Giant Sea Turtle
- 20 Will-o-Wisp

Isle Provisioning

- 1 Barren
- 2 Salt Spray
- 3 Salt Potholes
- 4 Poisonous Rivulet
- 5 Hot Spring (50% Prob)
- 6 Warm Spring (60% Prob)
- 7 Porous Lava Spring (70% Prob)
- 8 Hillside Spring (80% Prob)
- 9 Artesian Spring (90% Prob)
- 10 Limestone Spring (100% Prob)
- 11 Geysers (50% Prob)
- 12 Caldera Lake (80% Prob)
- 13 Roots
- 14 Fruit
- 15 Vegetables
- 16 Nuts
- 17 Game
- 18 Wreck
- 19 Abandoned Habitation
- 20 Inhabited

Game

- 1 Duck
- 2 Mallard
- 3 Teal
- 4 Pigeon
- 5 Parrot
- 6 Flamingo
- 7 Toucan
- 8 Pelican
- 9 Hyena
- 10 Python
- 11 Raccoon
- 12 Rodent
- 13 Goat
- 14 Hare
- 15 Dog
- 16 Lizard
- 17 Tortoise
- 18 Toad
- 19 Wart Hog
- 20 Big Cat

Mysterious Finds*

- 1 Skeletons
- 2 Broken Sword
- 3 Split Shield
- 4 Arrowhead
- 5 Map Fragment**
- 6 Broken Keg
- 7 Oar
- 8 Empty Chest
- 9 Empty Wine Skin
- 10 Giant Tracks
- 11 Burnt Clearing
- 12 Pit
- 13 Crumbled Wall
- 14 Rusty Knife
- 15 Leather Thongs
- 16 Sail Scraps
- 17 Starving Castaway
- 18 Axe
- 19 Buried Provisions
- 20 Passing Ship

Non-Potable Water

- 1 Yellow Fever, Prob 20%
- 2 Bitter (Nausea 1-6 t)
- 3 Orange Coloration (2-12 days)
- 4 Protruding Eyes (1-6 days)
- 5 Purple Blotches (1-6 days)
- 6 Stunned (1-6 t)
- 7 Saps 1-6 Strength (1-6 t)
- 8 Oil
- 9 Dysentery, Prob 4%
- 10 Grippe, Prob 5%
- 11 Lose All Hair (1-6 months)
- 12 Lose All Teeth
- 13 Blind (1-6 t)
- 14 Lose Hearing (1-6 t)
- 15 Sleep (10-60 t)
- 16 Dehydrate (1-6 t)
- 17 Poison Class 1
- 18 Poison Class 2
- 19 Poison Class 3
- 20 Poison Class 4

*Prob 20% per day if marooned

**Prob 30% of hidden treasure



Habitations

- 1 Cave
- 2 Cavern
- 3 Lean-to
- 4 Covered Pit
- 5 Hollowed Tree
- 6 Sail Tent
- 7 Giant Shell
- 8 Pole House
- 9 Castle
- 10 Temple
- 11 Ruins
- 12 Tower
- 13 Manor
- 14 Stone House
- 15 Log Cabin
- 16 Grass Hut
- 17 Stockade
- 18 Tree House
- 19 Hovel
- 20 Village

Isle Inhabitants

- 1 Vikings (10-60)
- 2 Merchants (50-300)
- 3 Pirates (50-300)
- 4 Lizard Men (10-40)
- 5 Fishermen (10-60)
- 6 Elves (20-200)
- 7 Were Sharks (10-60)
- 8 Were Dolphins (10-60)
- 9 Buccaneers (50-300)
- 10 Halflings (30-300)
- 11 Cavemen (10-100)
- 12 Tribesmen (10-100)
- 13 Gnolls (20-200)
- 14 Goblin (40-400)
- 15 Gnomes (40-400)
- 16 Cannibals (10-100)
- 17 Garrison
- 18 Recluse
- 19 Castaway
- 20 Castaways (1-6)

Recluse

- 1 Happy Hermit
- 2 Mourning Loss of Fortune
- 3 Rejected Lover
- 4 Exiled Noble
- 5 Studious Sage
- 6 Hideous Outcast
- 7 Researching Alchemist
- 8 Hiding From Enemy
- 9 Paranoid Collector
- 10 Monkly Vows
- 11 Cursed Extrovert
- 12 Exiled Gbdling
- 13 Prospector
- 14 Artifact Hunter
- 15 Loathes Speech
- 16 Escaped Slave
- 17 Insane Wizard
- 18 Mad Scientist
- 19 Rotting Disease Victim
- 20 Black Plague Victim

Castaways

- 1 Pirate
- 2 Buccaneer
- 3 Engineer
- 4 Alchemist
- 5 Trainer
- 6 Sage
- 7 Ranger
- 8 Fighter
- 9 Thief
- 10 Captain
- 11 Merchant
- 12 Noble
- 13 Amazon
- 14 Monk
- 15 Assassin
- 16 Druid
- 17 Illusionist
- 18 Mage
- 19 Bard
- 20 Craftsman

Garrison (4-24)

- 1 Naval Station
- 2 Merchant's Trading Post
- 3 Pirate Stronghold
- 4 Temple
- 5 Monastery
- 6 Sacred Artifact
- 7 Assassins' Headquarters
- 8 Ritual Initiation
- 9 Warning Outpost
- 10 Messenger Way Station
- 11 Invasion Gathering Point
- 12 Prison
- 13 Secret Laboratory Complex
- 14 Punishment Duty
- 15 Insane Royal Relative
- 16 Exiled Warlord
- 17 Forgotten in Transit
- 18 Deserters
- 19 Brigands' Haven
- 20 Sacred Burial Grounds

Seabed Inhabitants

- 1 Nixies (20-80)
- 2 Lizard Men (10-40)
- 3 Mermen (20-200)
- 4 Tritons (10-60)
- 5 Sahuagin (20-20)
- 6 Kopaacanth Gargoyles (2-16)
- 7 Koalanth Hobgoblins (10-60)
- 8 Lacedon Ghouls (10-30)
- 9 Locathah (20-200)
- 10 Ixixachitl (10-100)
- 11 Aquatic Elves (20-200)
- 12 Were Slugs (4-24)
- 13 Were Turtles (4-24)
- 14 Were Dolphins (3-18)
- 15 Were Octopi (2-12)
- 16 Were Frogs (1-6)
- 17 Were Squid (1-6)
- 18 Were Crab (1-6)
- 19 Were Lamprey (1-6)
- 20 Were Sea Horse (1-6)

Island Approaches

- 1 Hidden Rocks
- 2 Fringing Reef
- 3 Barrier Reef
- 4 Whirlpool
- 5 Shear Cliffs
- 6 Sand Bars
- 7 Shallow Shelf
- 8 Continual Fog
- 9 Water Spouts
- 10 Calm Current
- 11 Light Current
- 12 Strong Current
- 13 Tidal Range
- 14 Calm Winds
- 15 Light Winds
- 16 Strong Winds
- 17 Gale
- 18 Sheltered Cove
- 19 Channel
- 20 Lagoon

Shore Party

- 1 Boat Sinks
- 2 Boat Overturns
- 3 Boat Swept Away
- 4 Mysterious Find
- 5 Passing Ship
- 6 Lost
- 7 Lured Into Trap*
- 8 Attacked by Flyers*
- 9 Attacked by Animals*
- 10 Separated
- 11 Find Castaway*
- 12 Find Shore Party
- 13 Own Ship Is Gone
- 14 Find Recluse*
- 15 Find Inhabitants*
- 16 Find Garrison*
- 17 Attacked by Creatures*
- 18 Find Habitations*
- 19 Find Hidden Treasure*
- 20 Find Provisions*

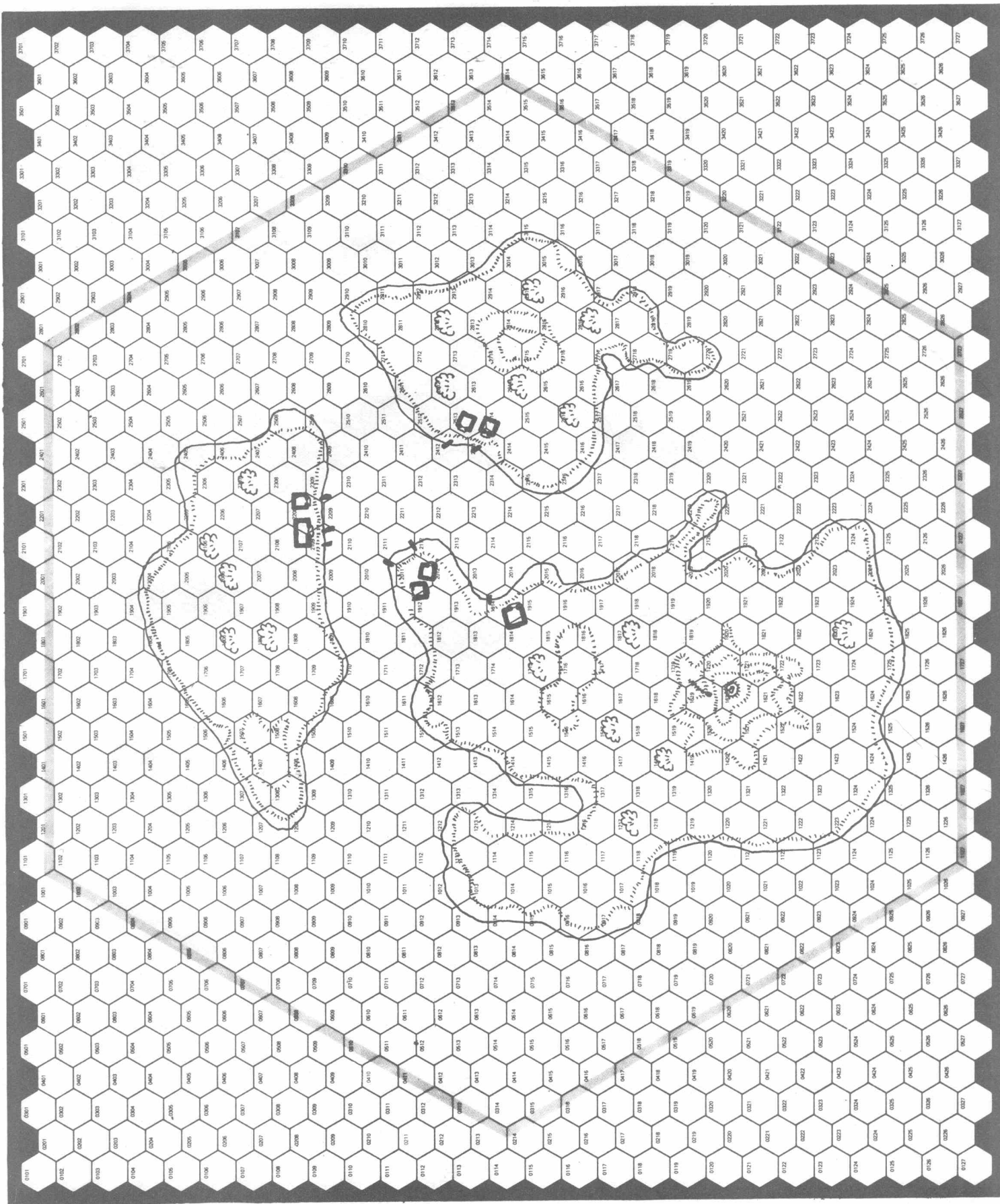
Coastal Encounters

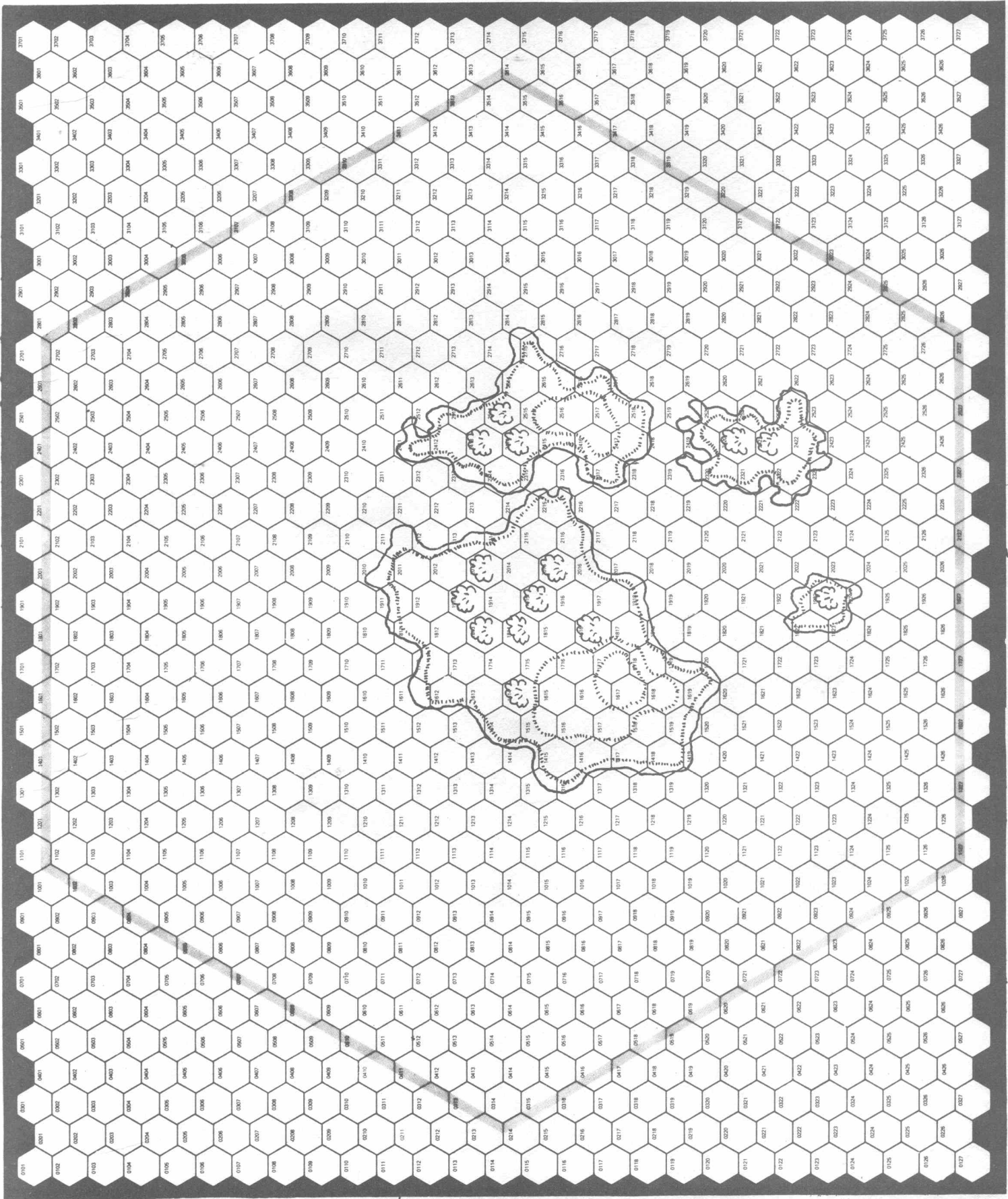
- 1 Sea Lion (5-12)
- 2 Giant Sea Horse (1-20)
- 3 Sharks (3-12)
- 4 Giant Sharks (1-3)
- 5 Water Weird (1-3)
- 6 Giant Sea Turtle (1-3)
- 7 Giant Squid
- 8 Giant Sea Snake (1-8)
- 9 Sea Hag (1-4)
- 10 Manta Ray
- 11 Pungi Ray (1-3)
- 12 Sting Ray (1-3)
- 13 Mottled Worm (1-2)
- 14 Giant Man-O-War (1-10)
- 15 Giant Pike (1-8)
- 16 Giant Octopus (1-3)
- 17 Nymph (1-4)
- 18 Water Naga (1-4)
- 19 Hippocampus (2-8)
- 20 Floating Eye (1-12)

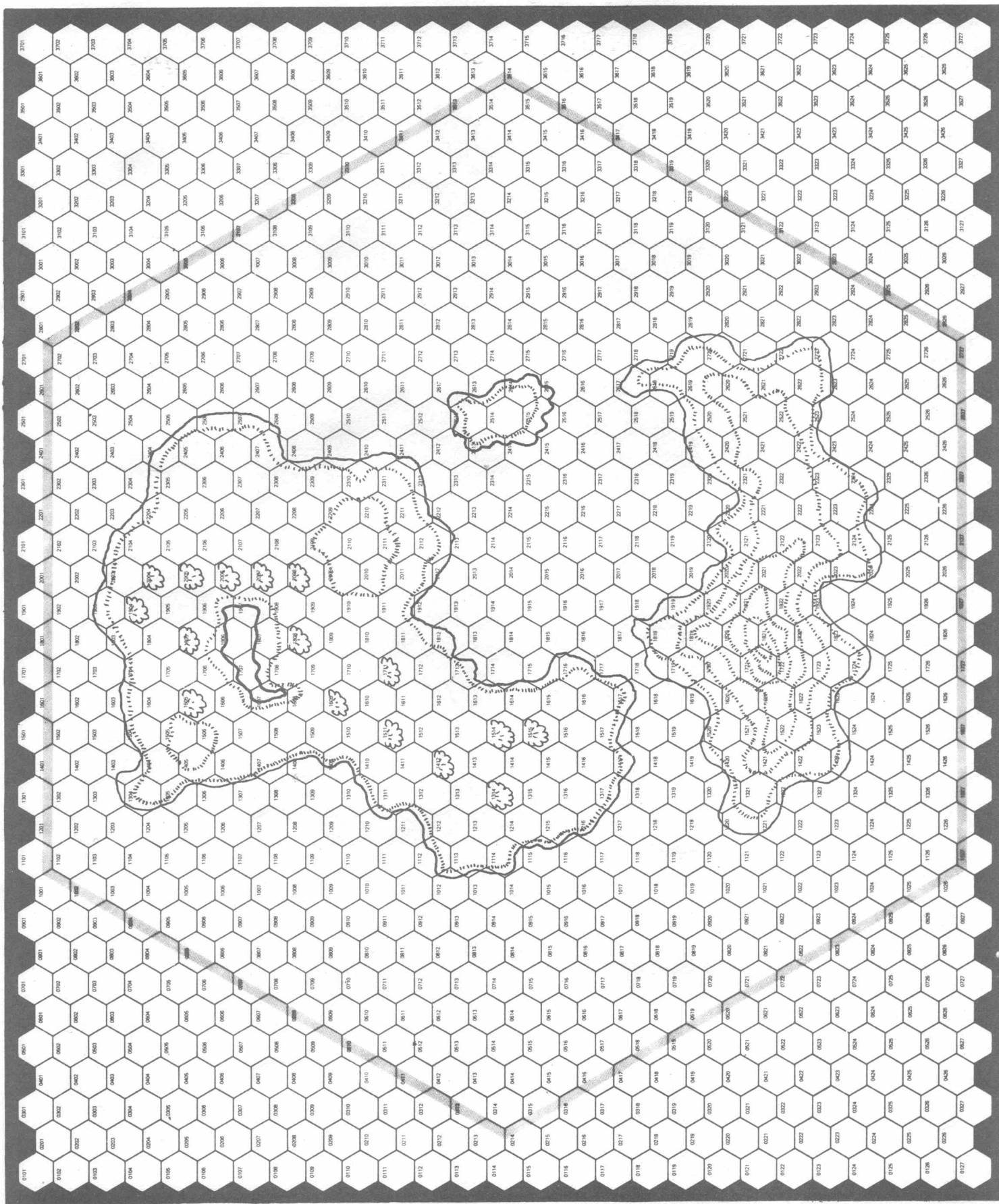
Passing Ships

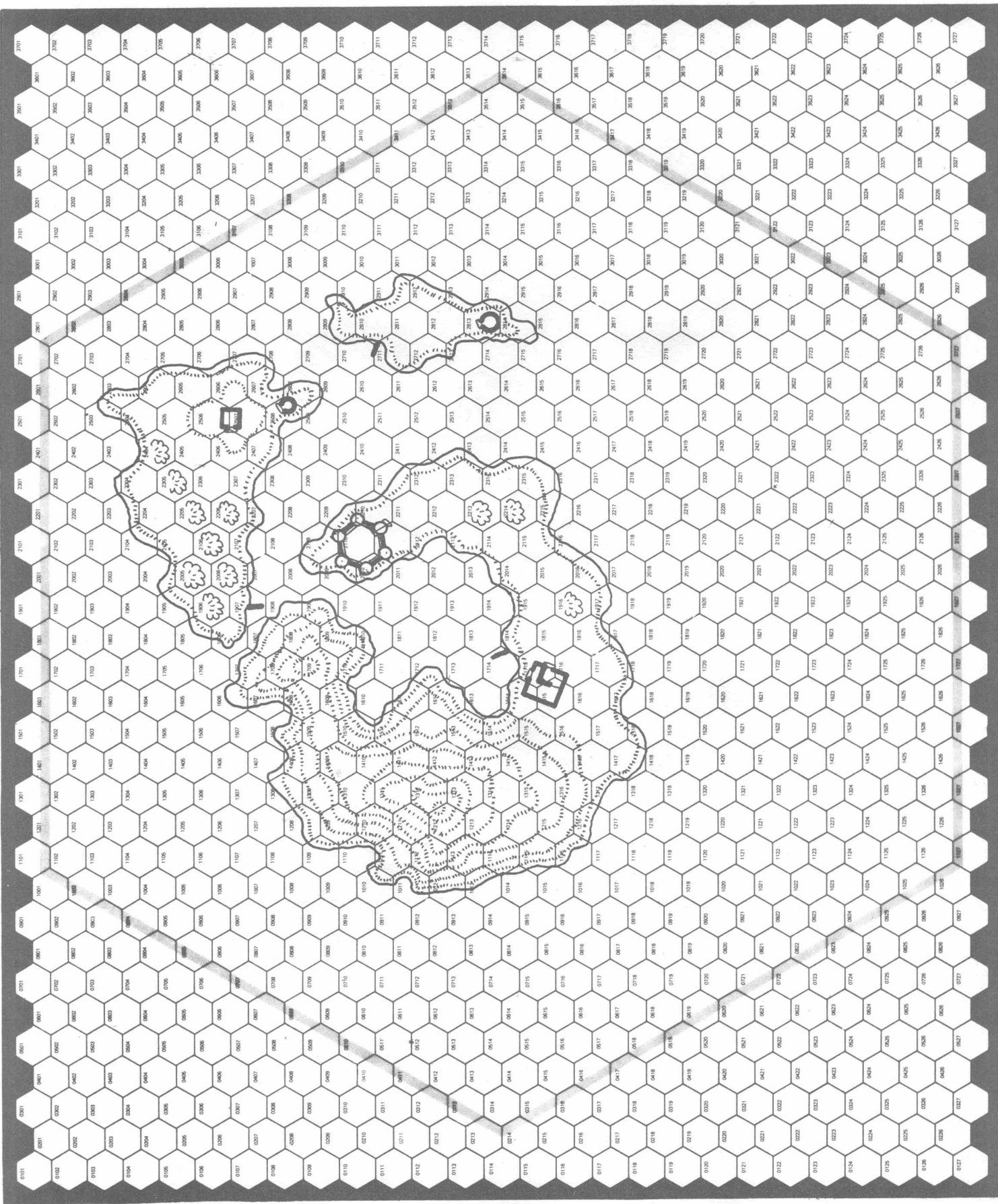
- 1 Cannibal Canoes
- 2 Longship
- 3 Raft
- 4 Pirate Ship
- 5 Fishing Boat
- 6 Slave Galley
- 7 Sailed Warships
- 8 Small Galley
- 9 Large Galley
- 10 Small Merchant
- 11 Large Merchant
- 12 River Boat
- 13 Buccaneer Ship
- 14 Longship Damaged
- 15 Ghost Ship
- 16 Tribal Outrigger
- 17 Dolphin Sled
- 18 Sea Horse Carriage
- 19 Mage's Sloop
- 20 Merchant Galley

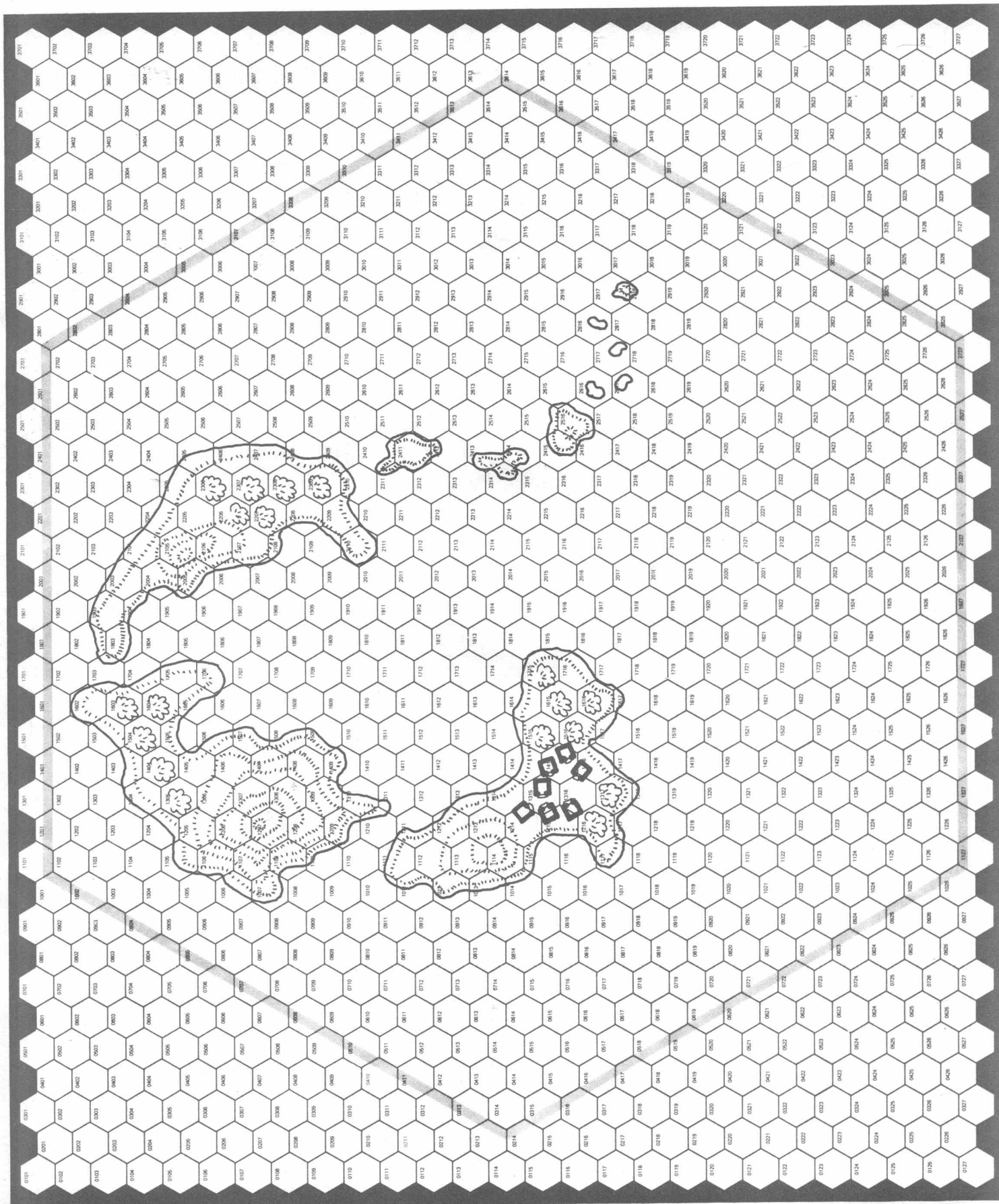
*If Available, otherwise Find Provisions unless Not Available also.



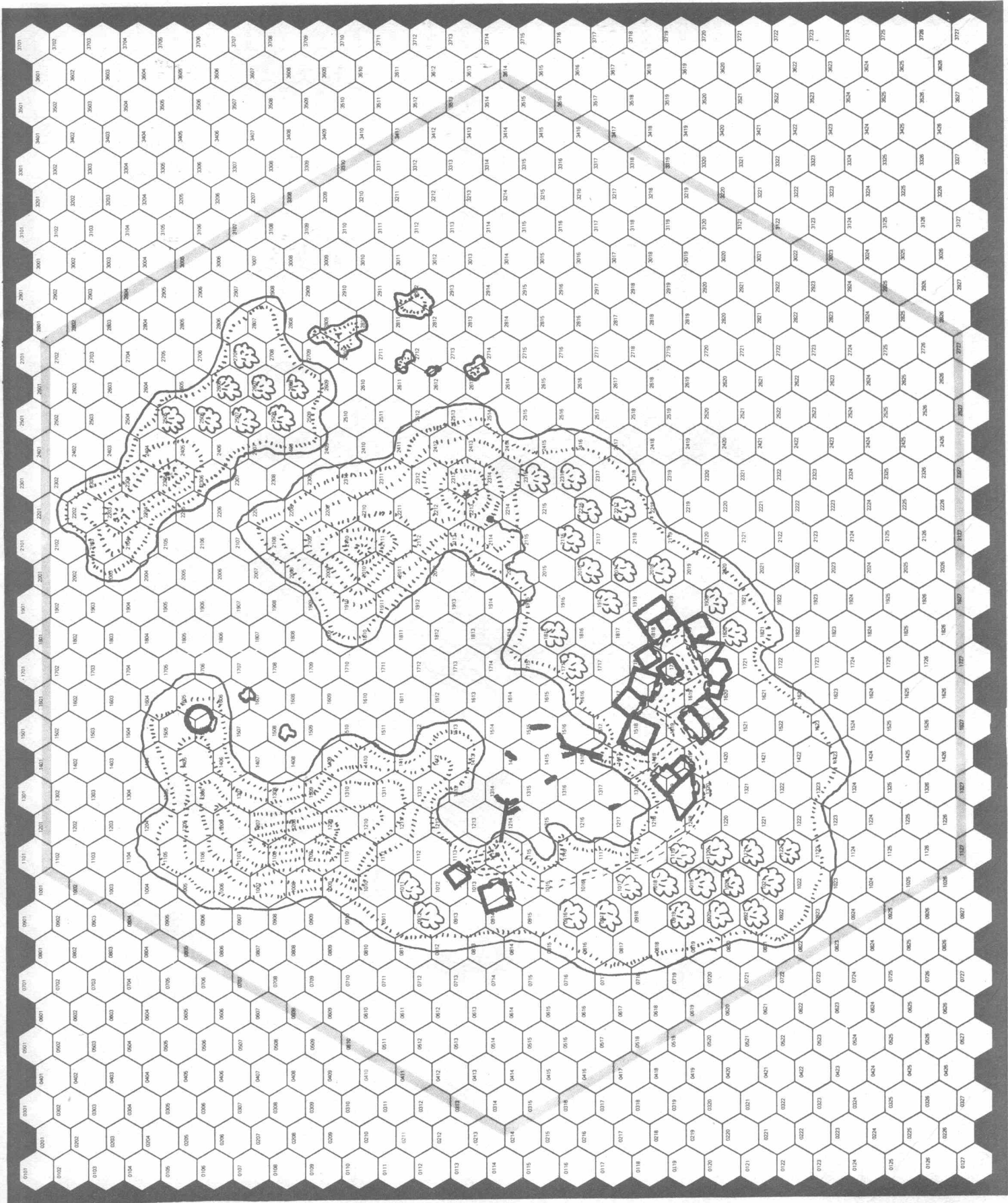


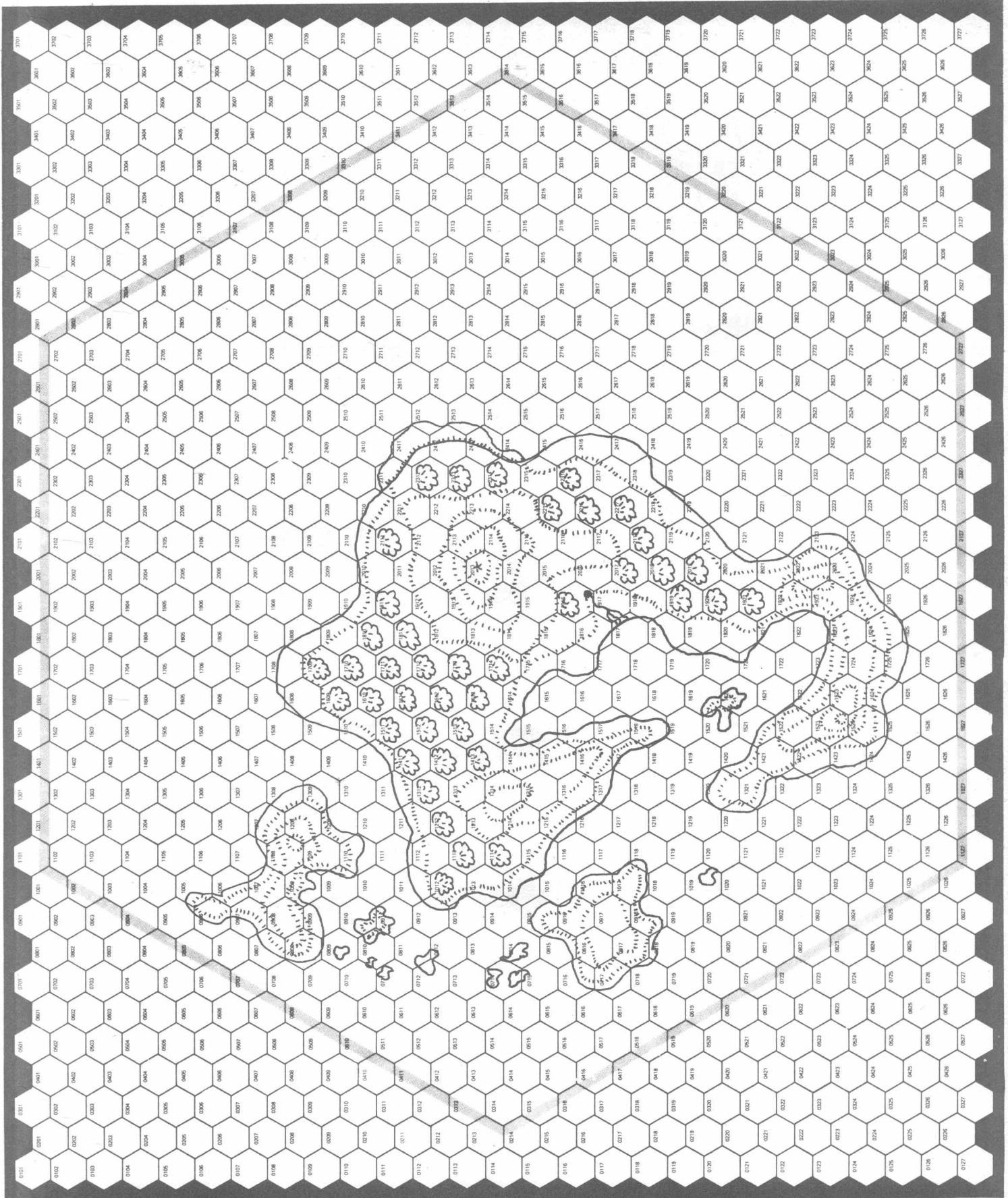


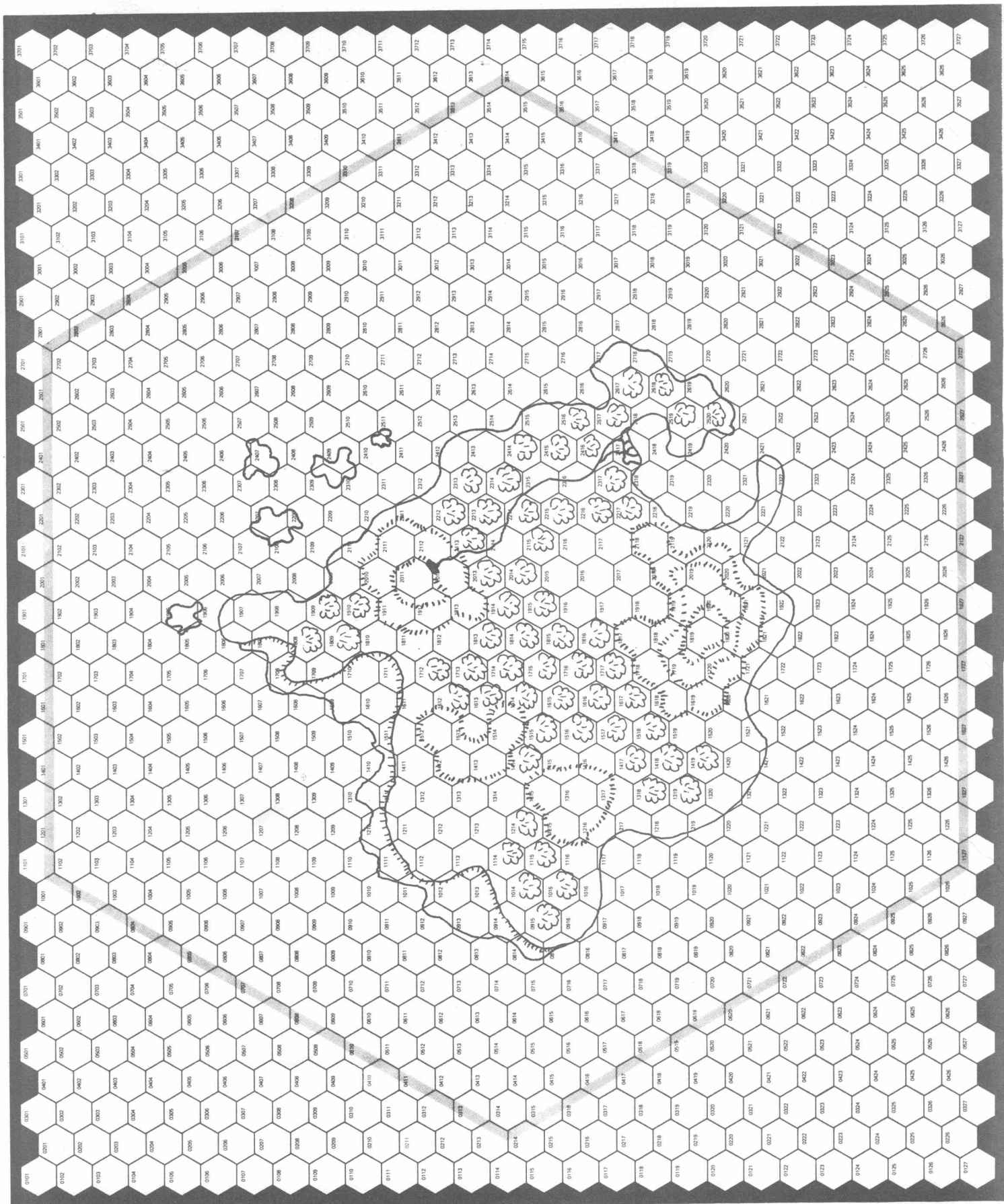


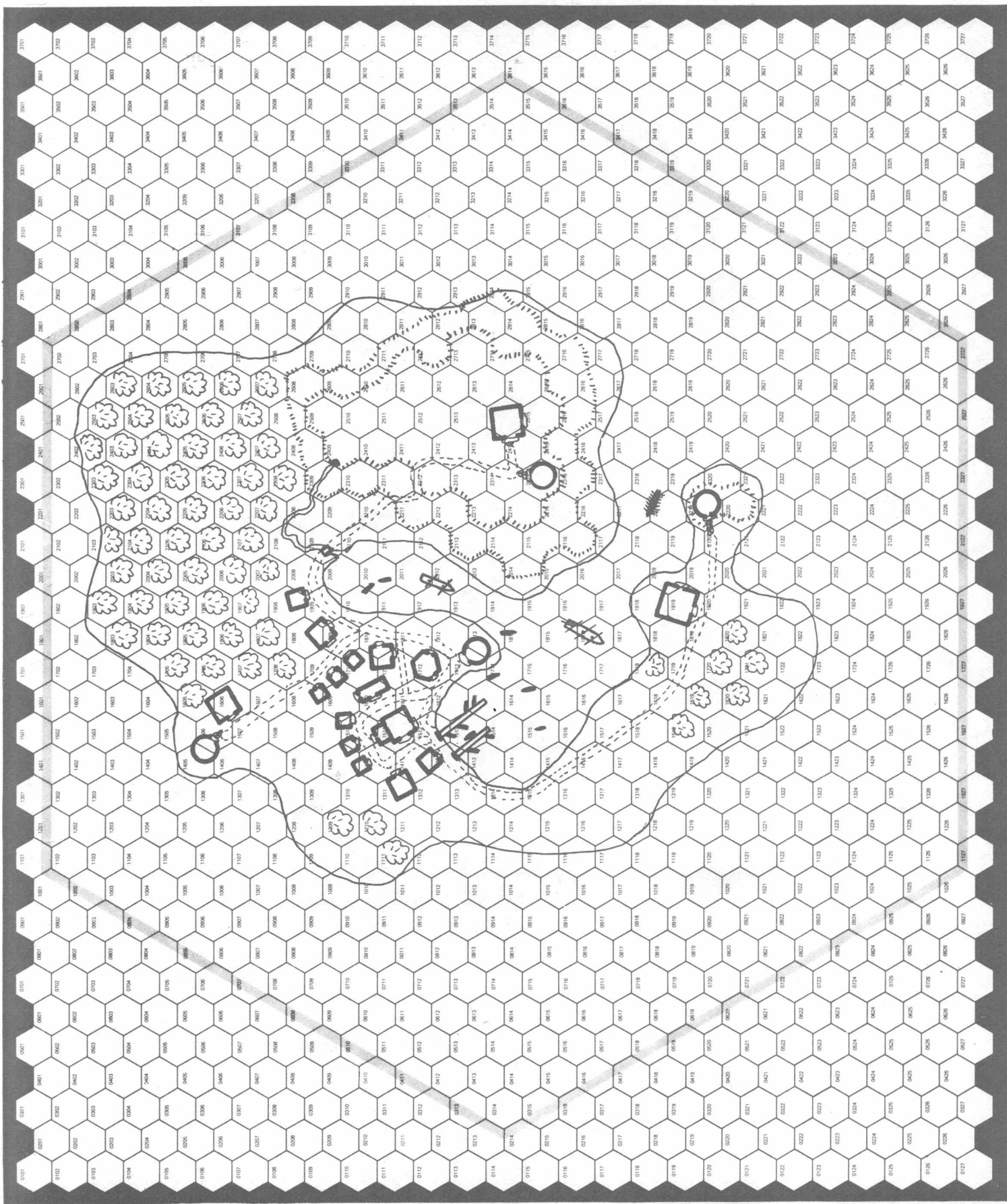


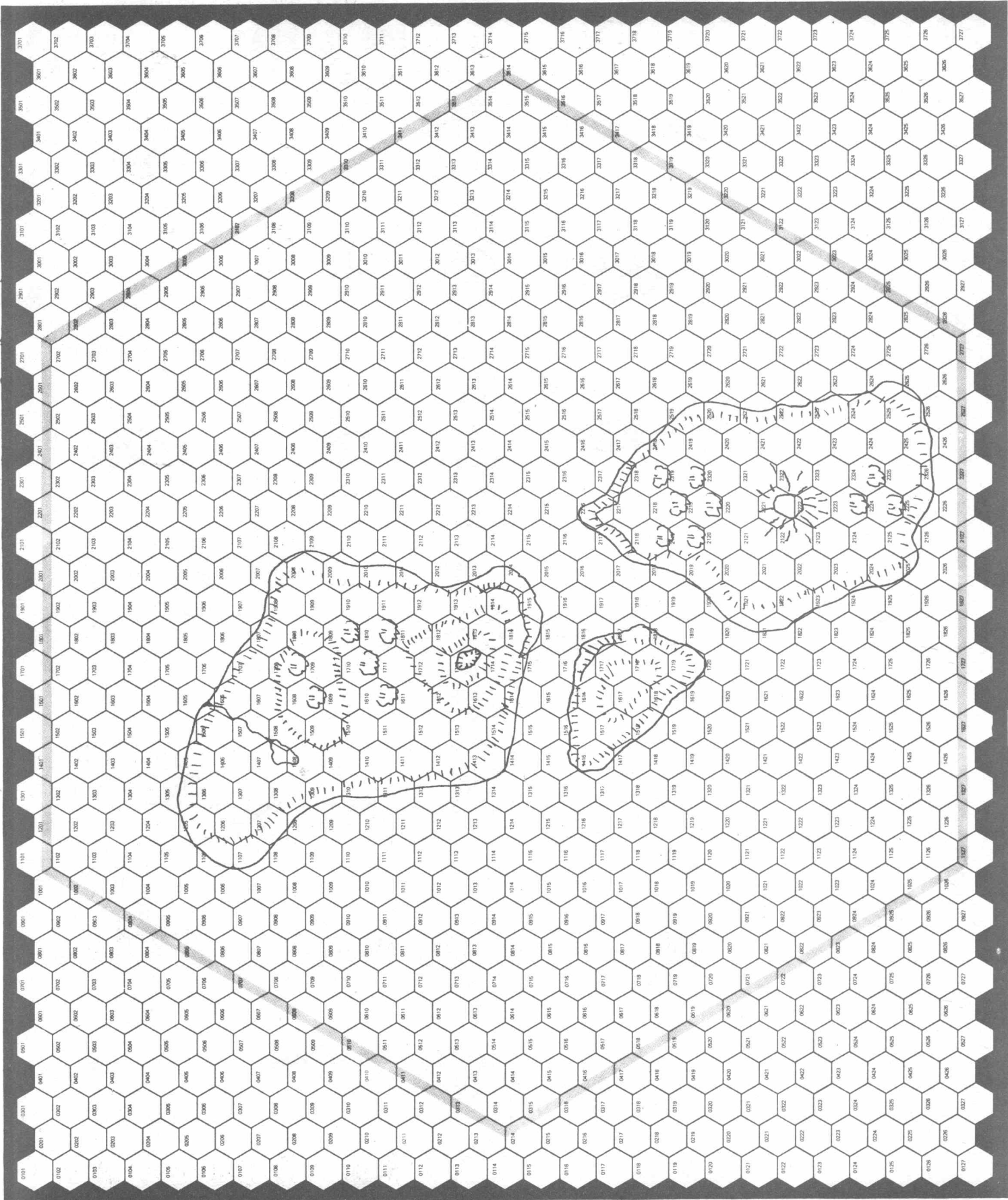


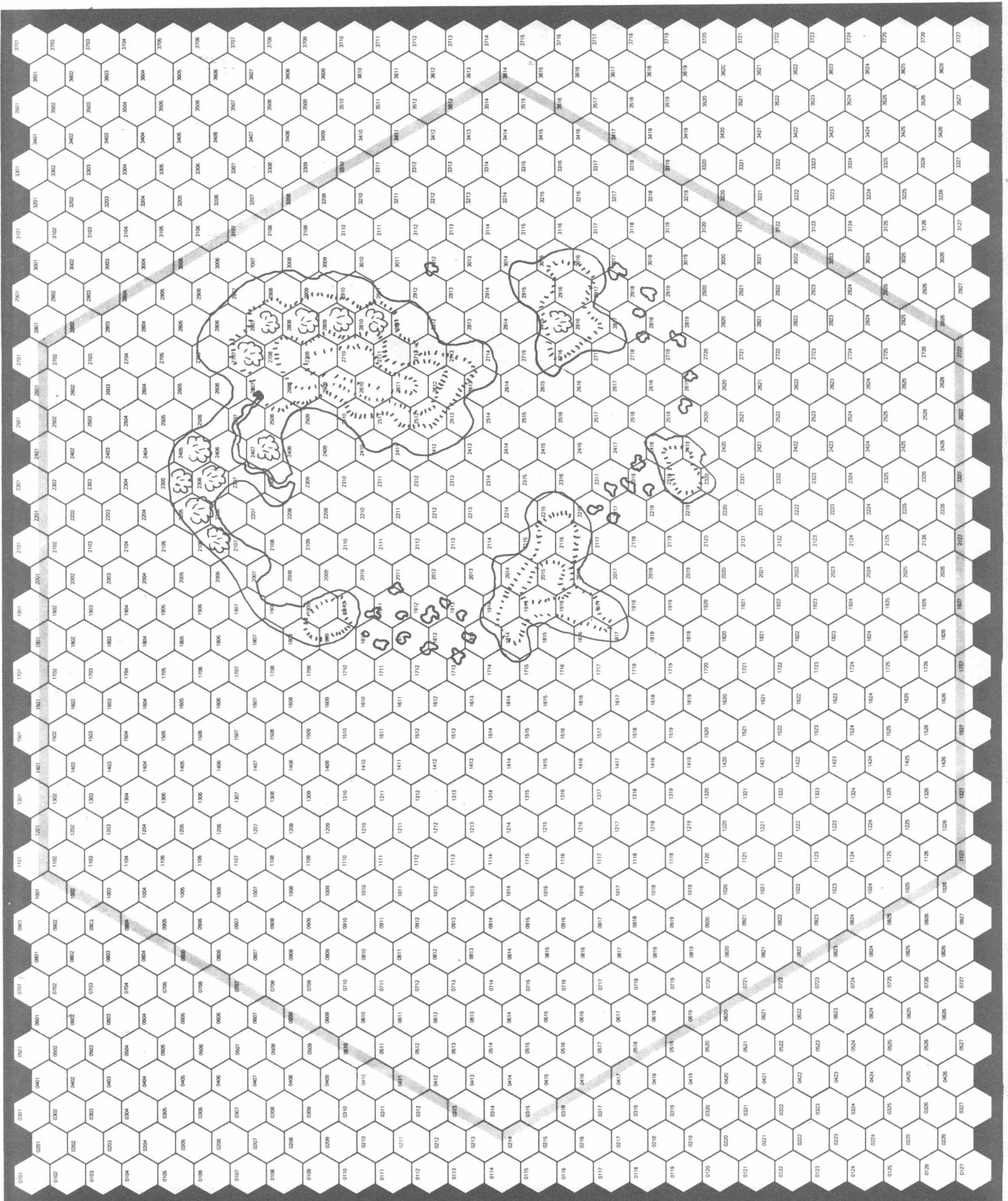


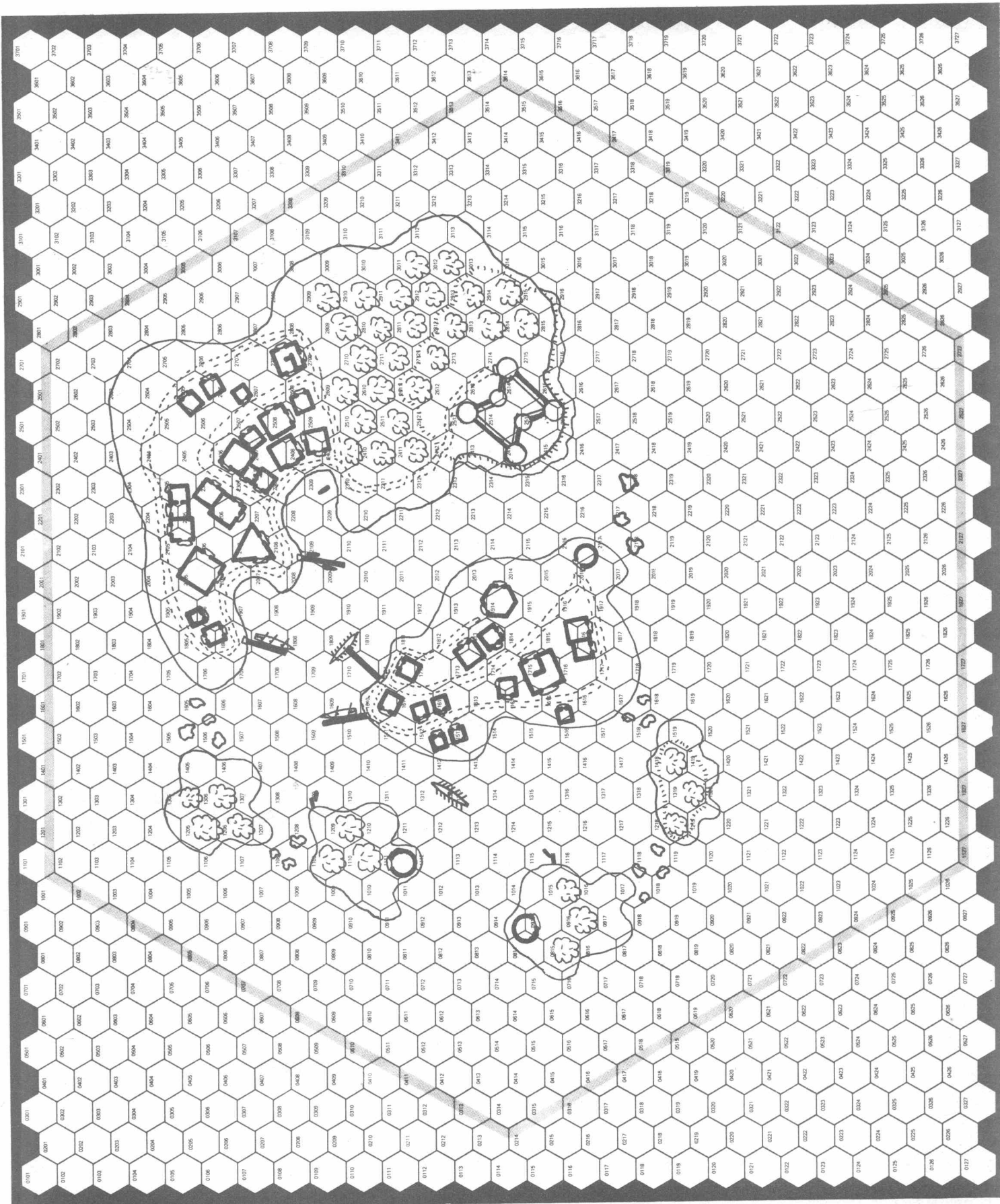


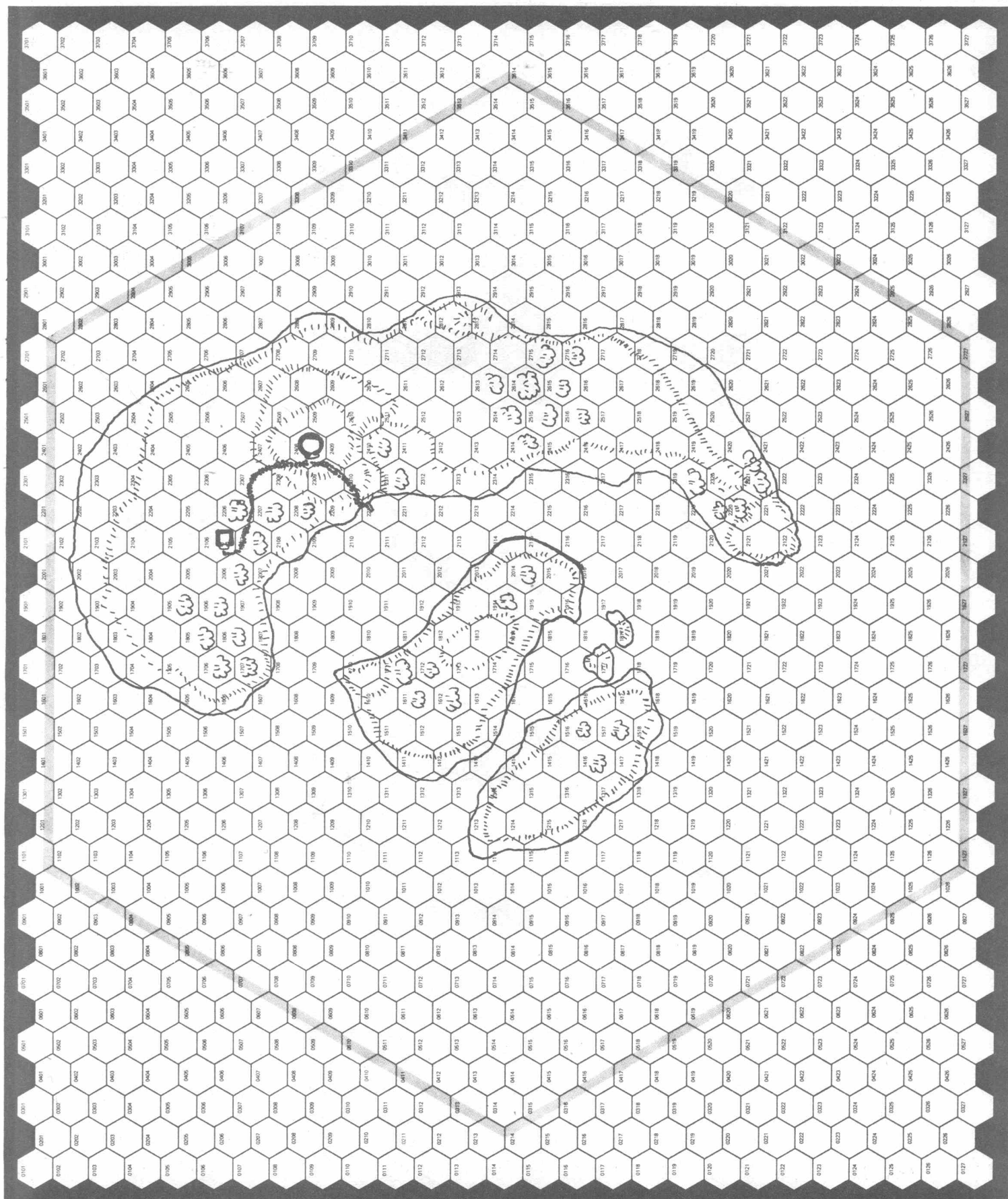


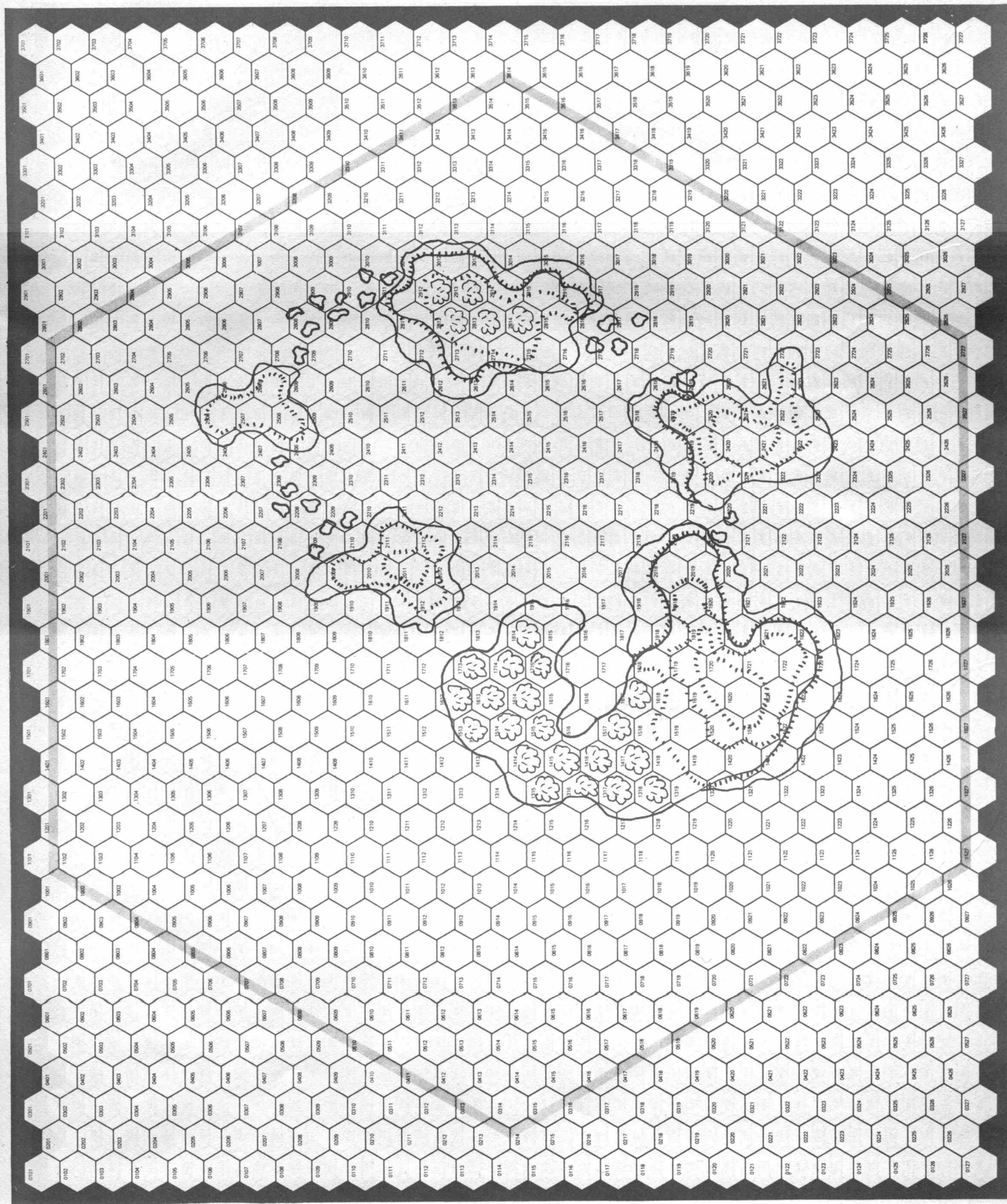


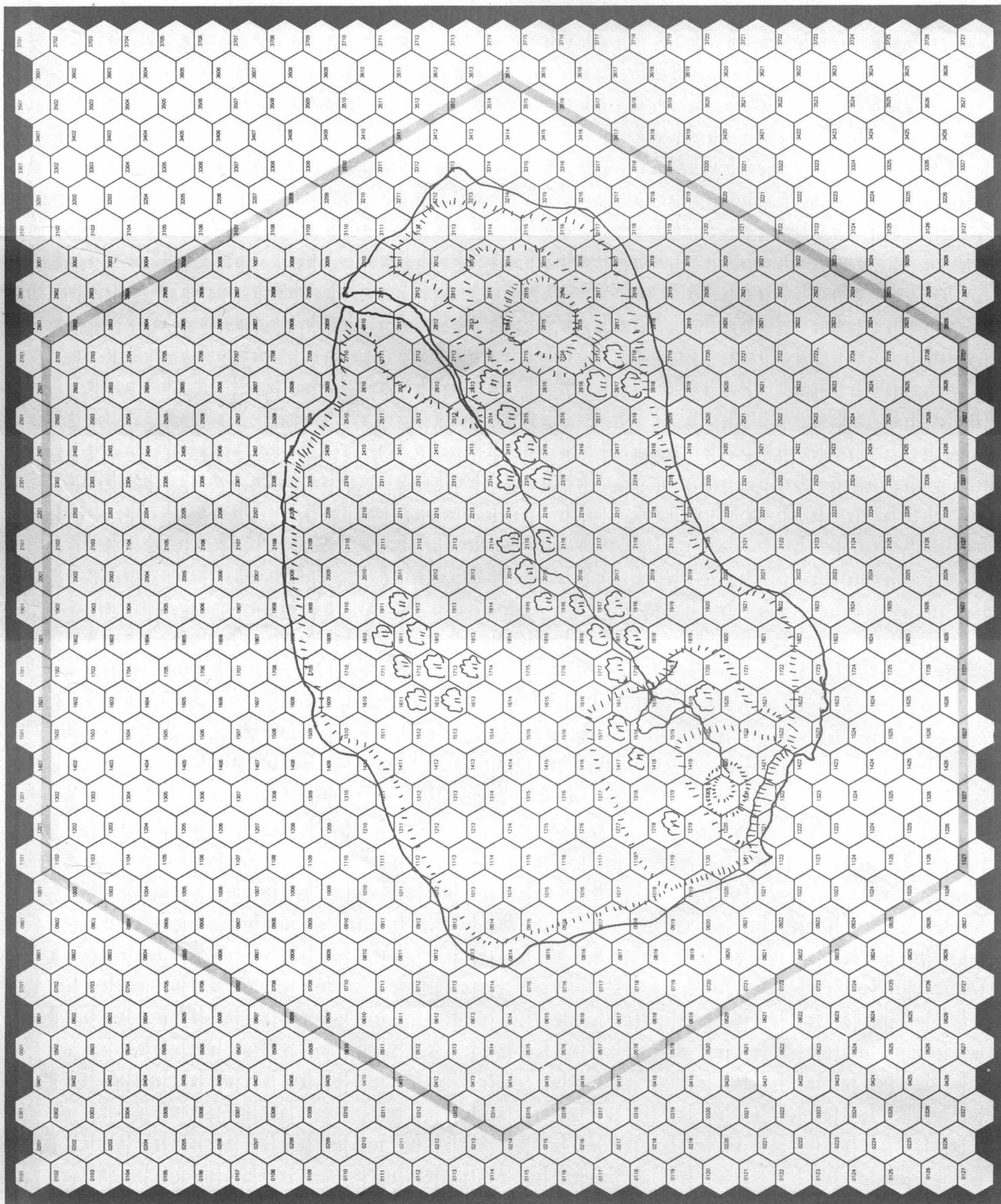


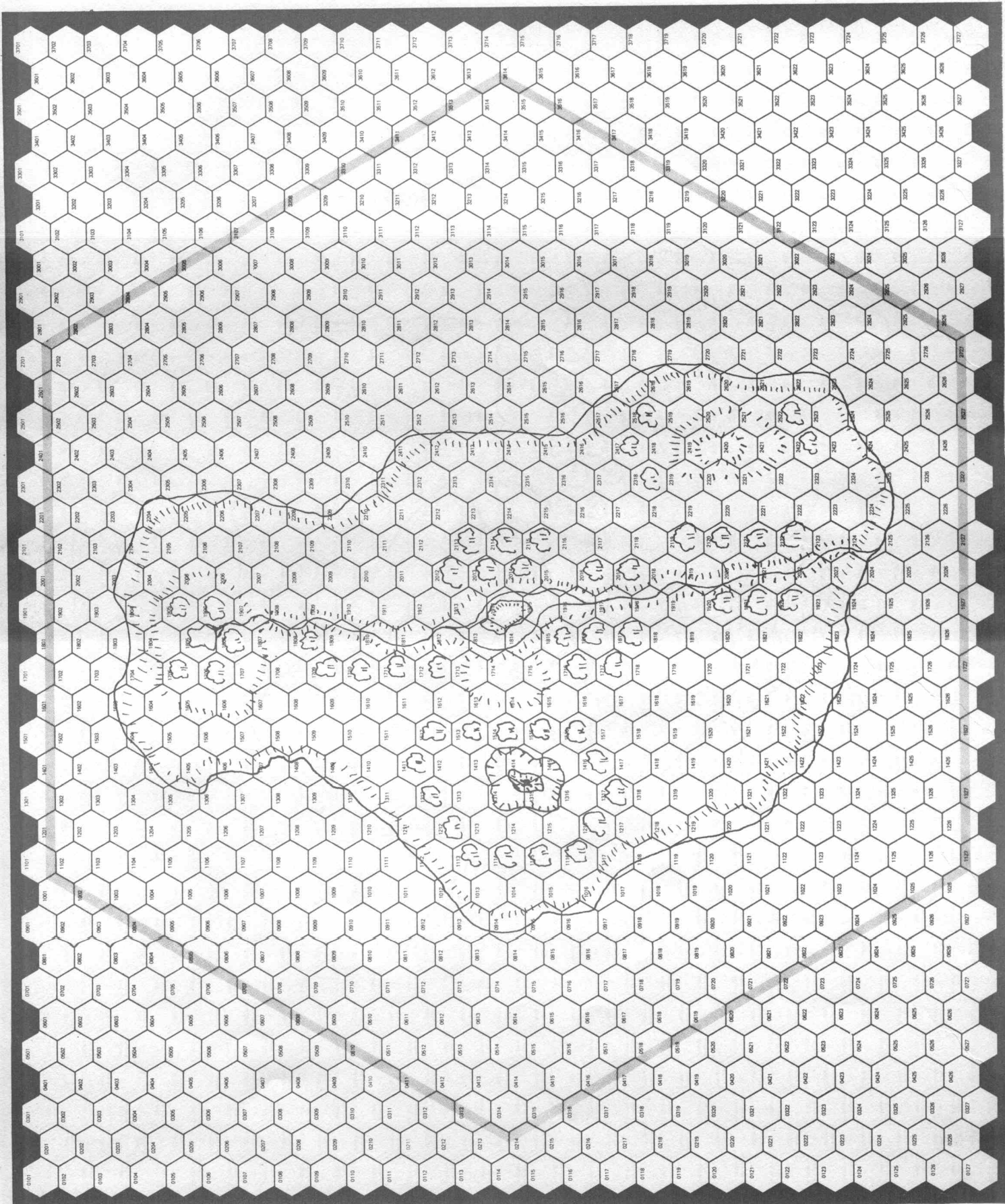


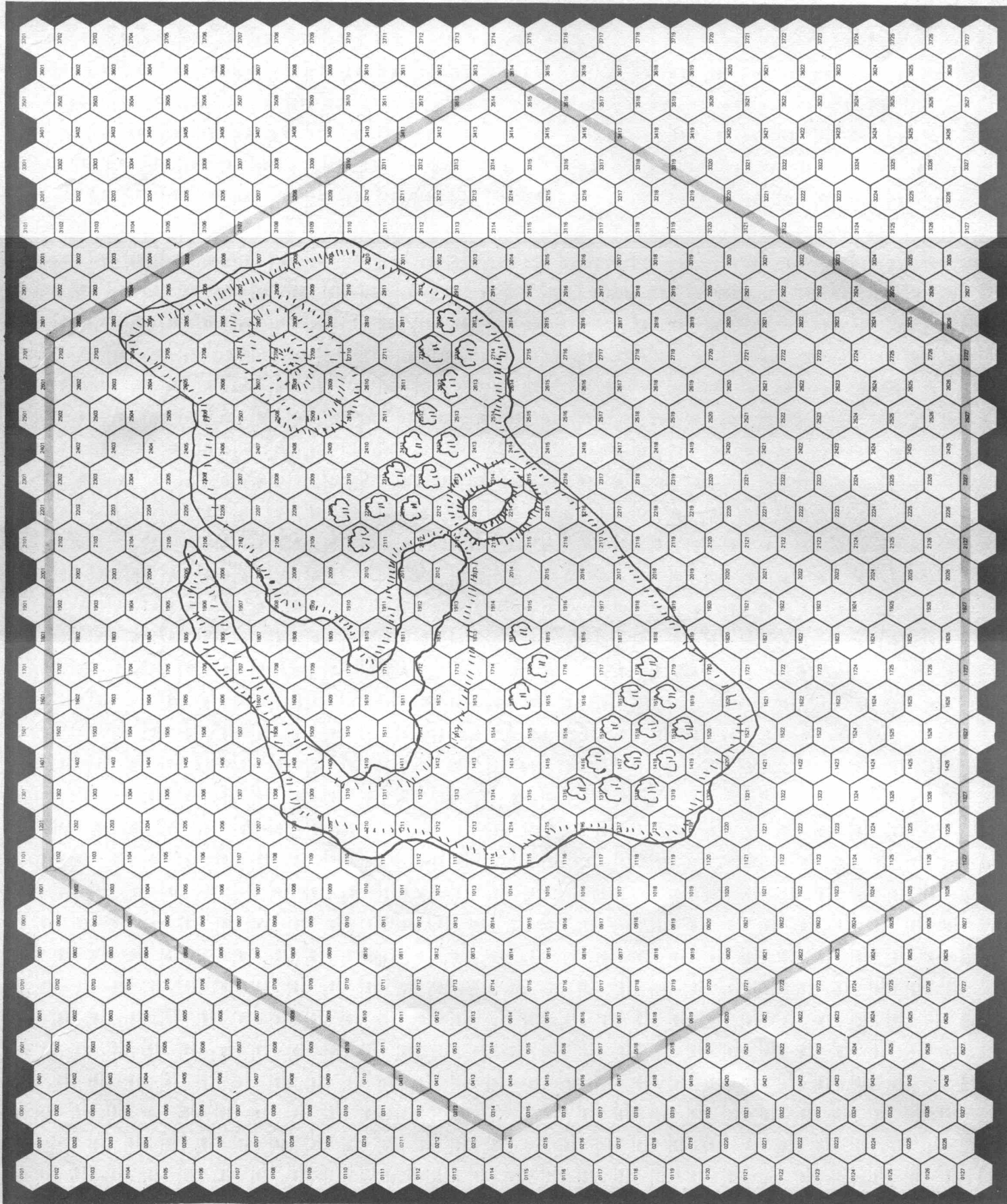


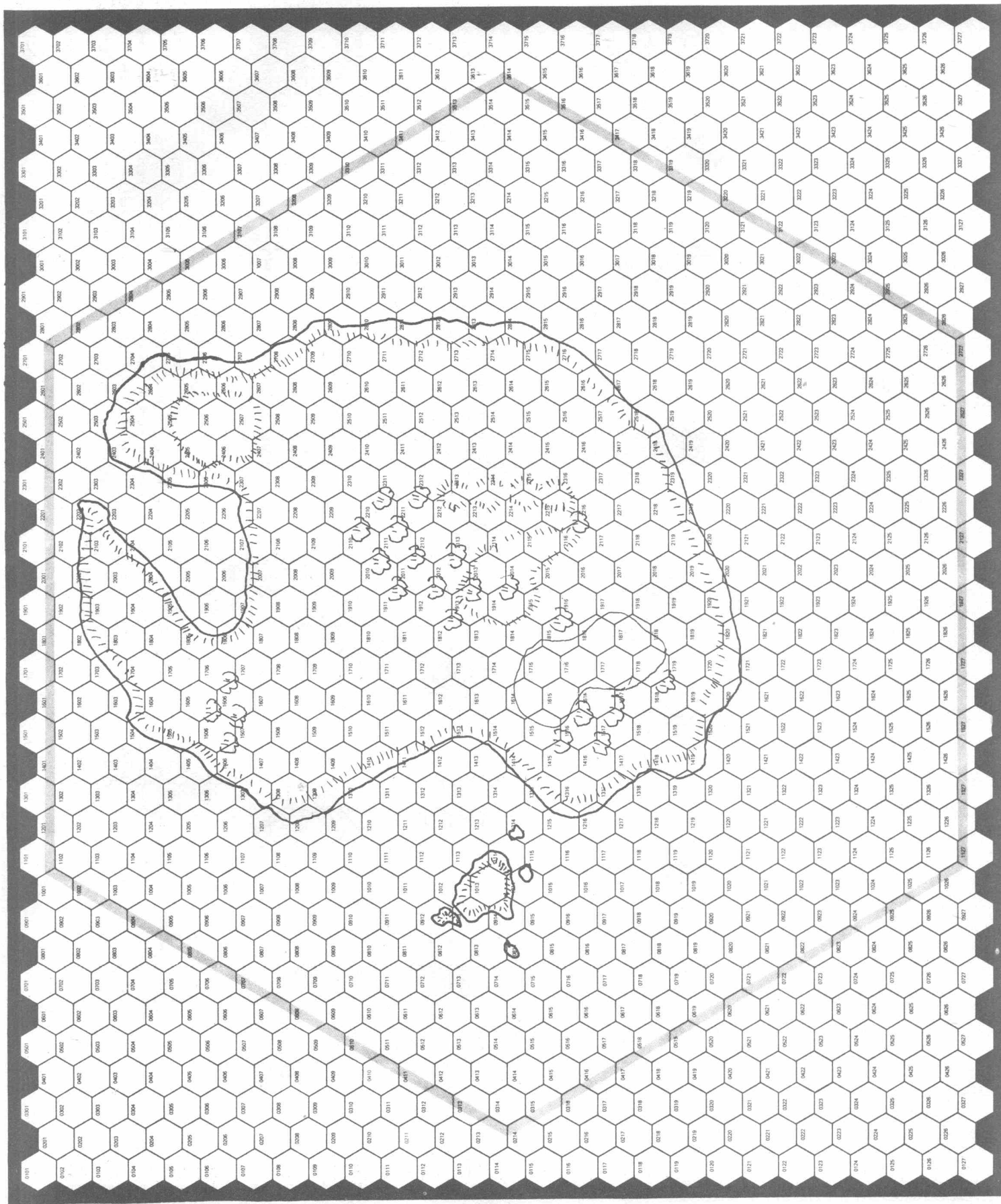


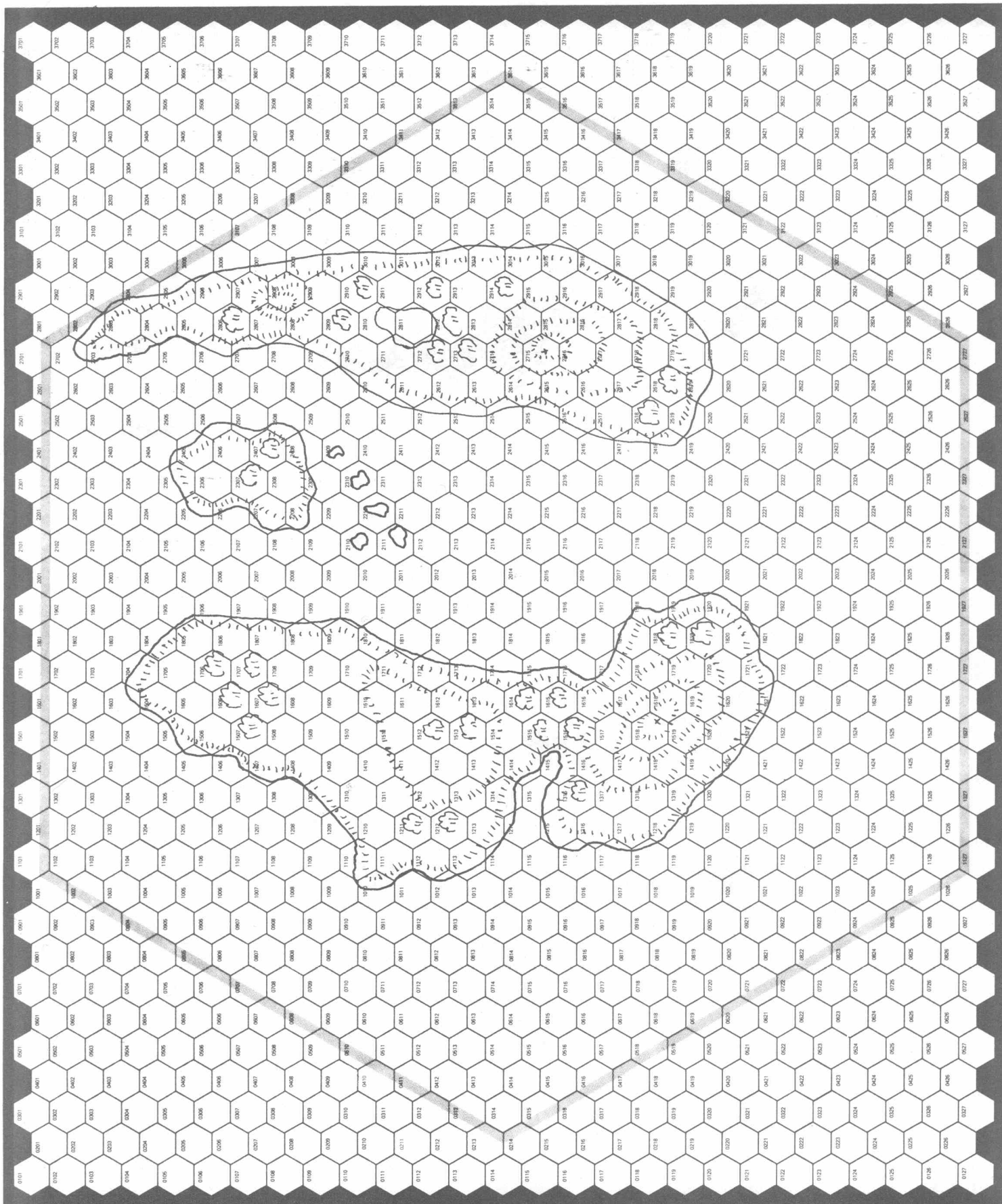




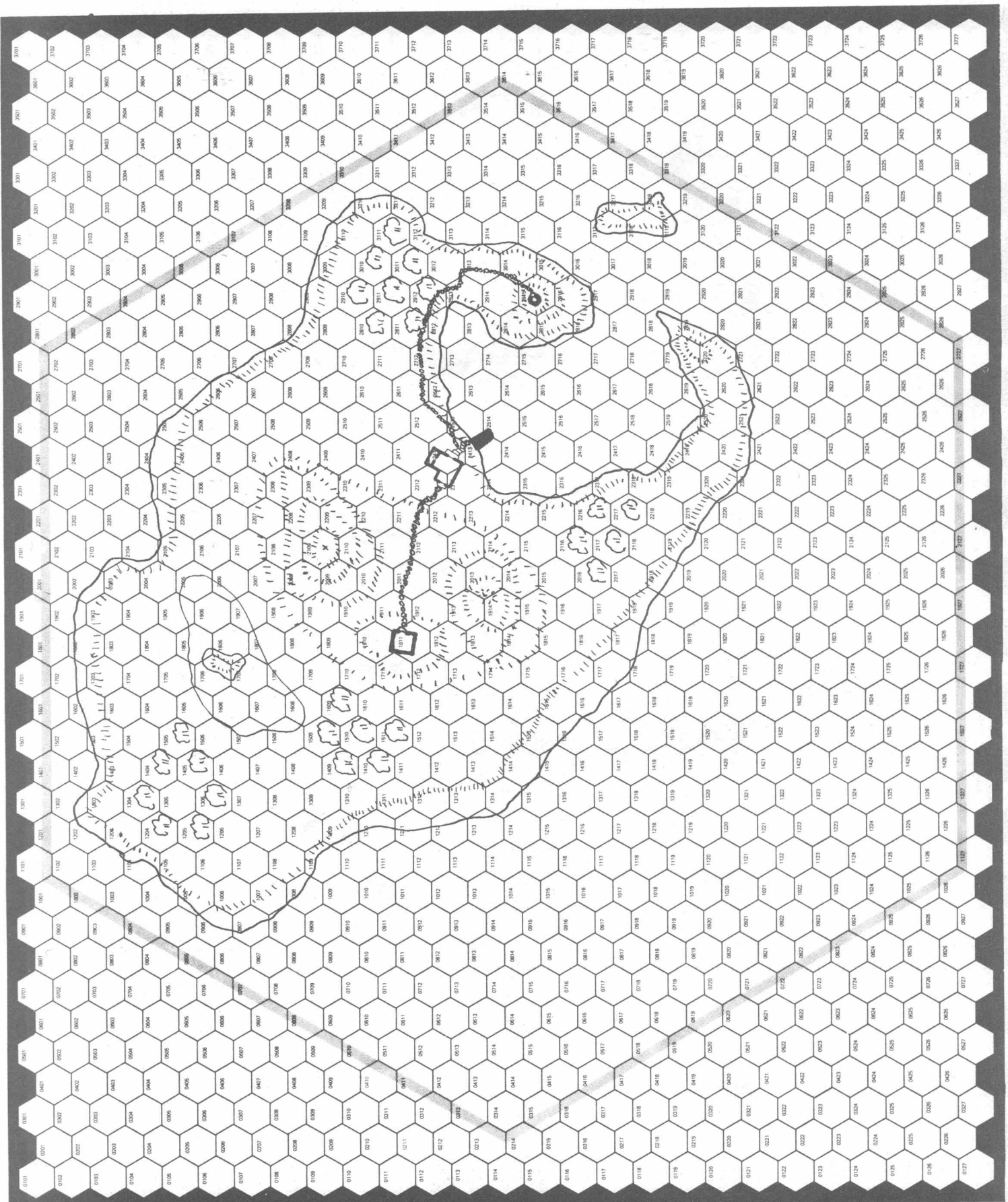


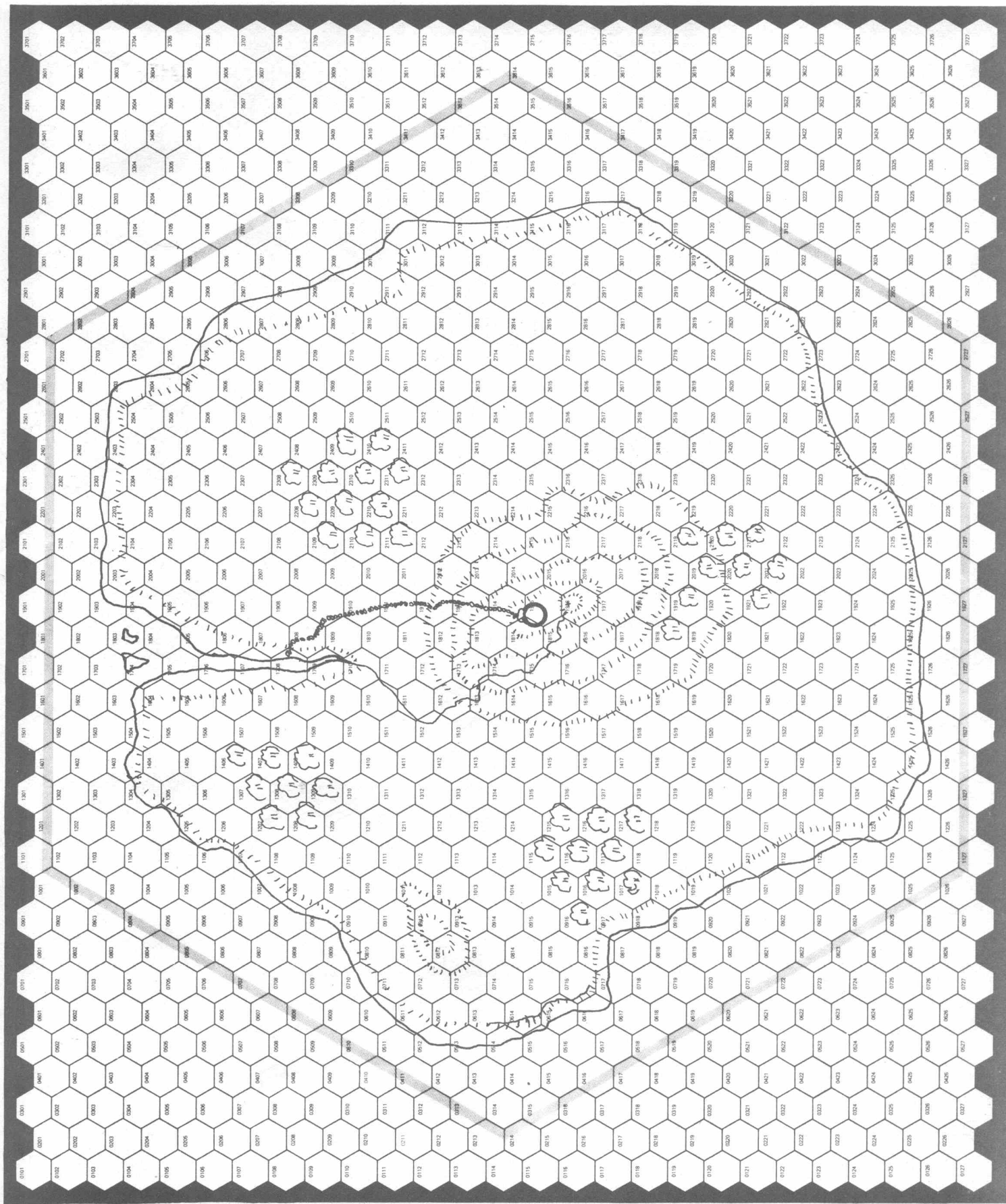


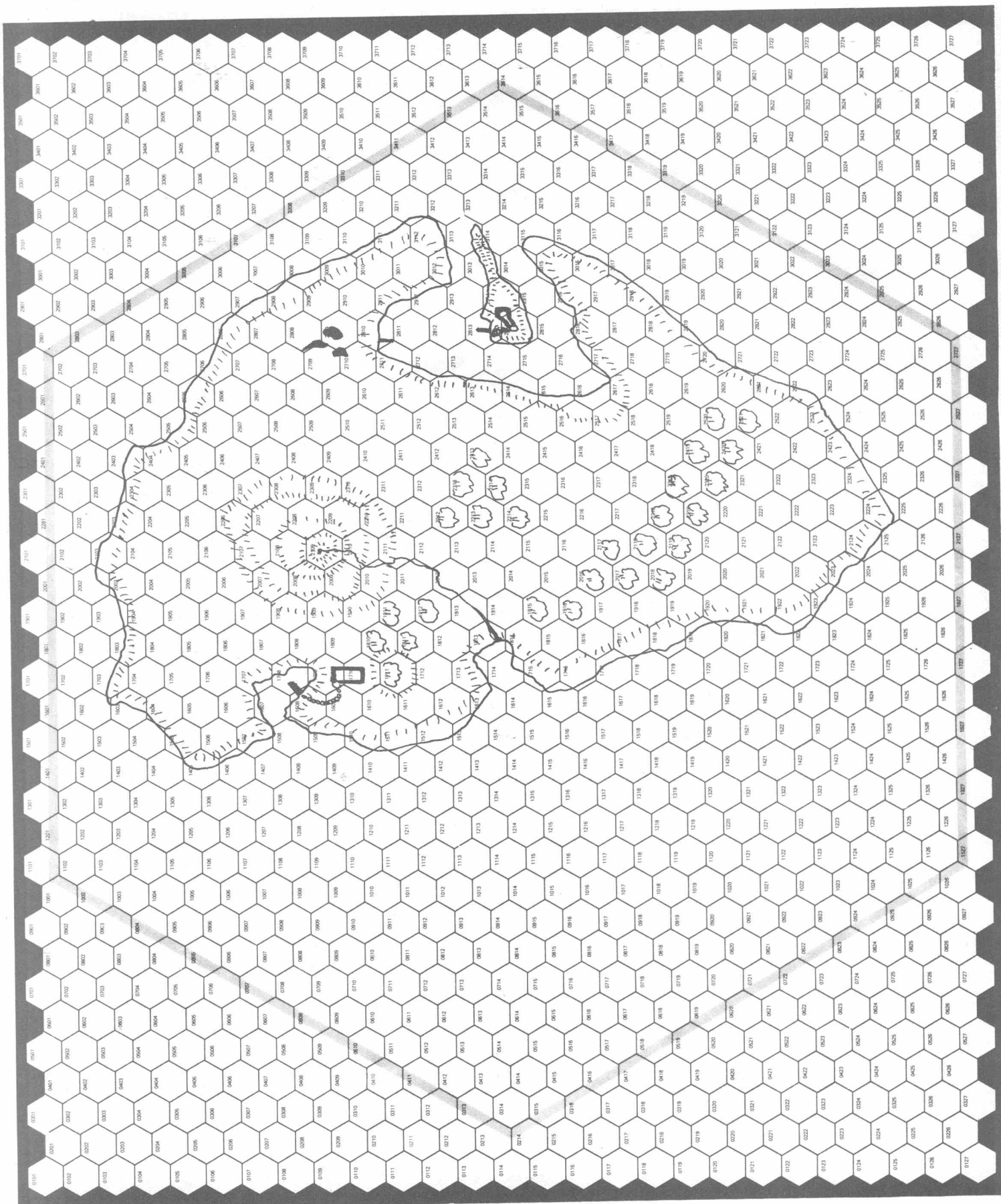


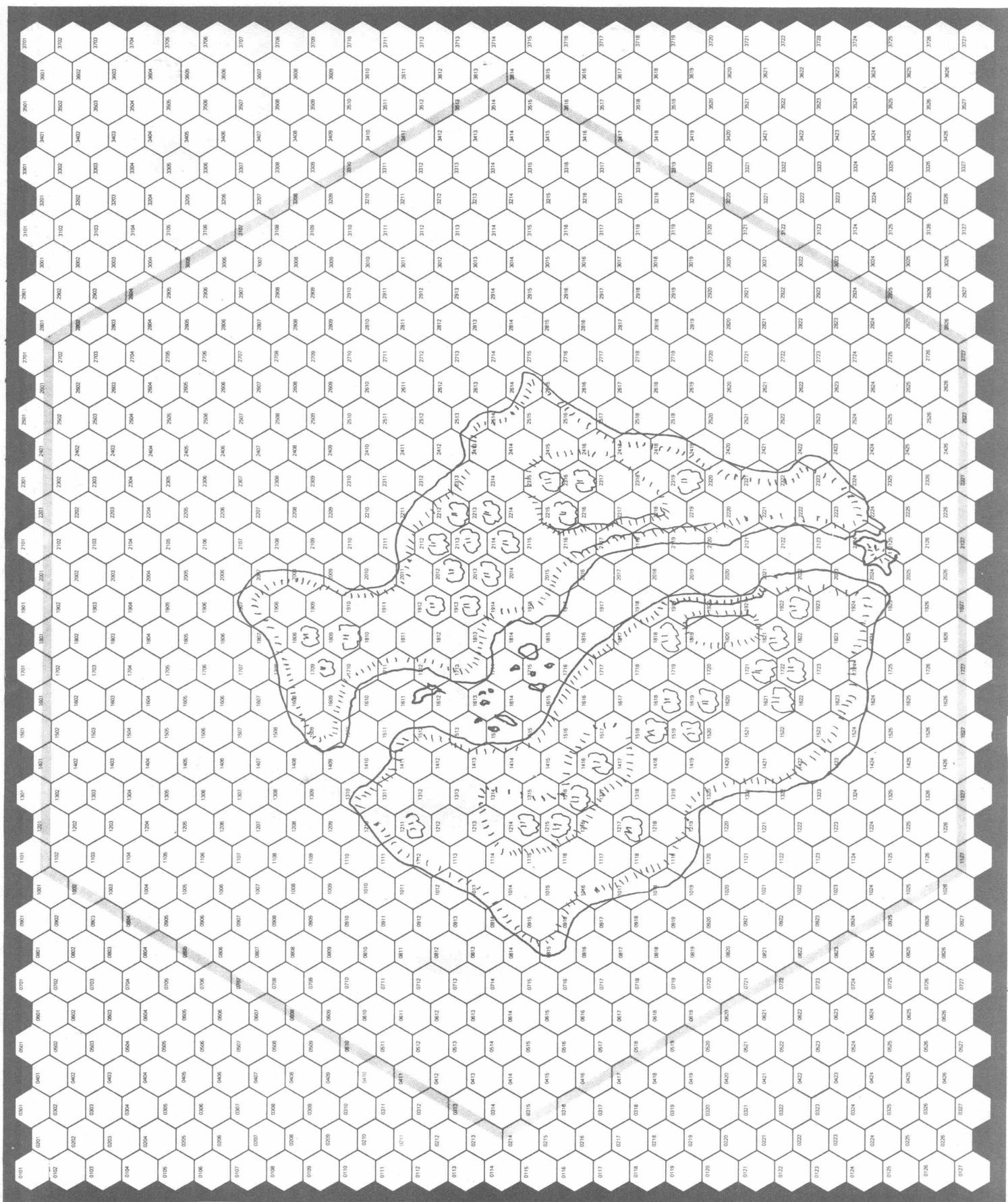


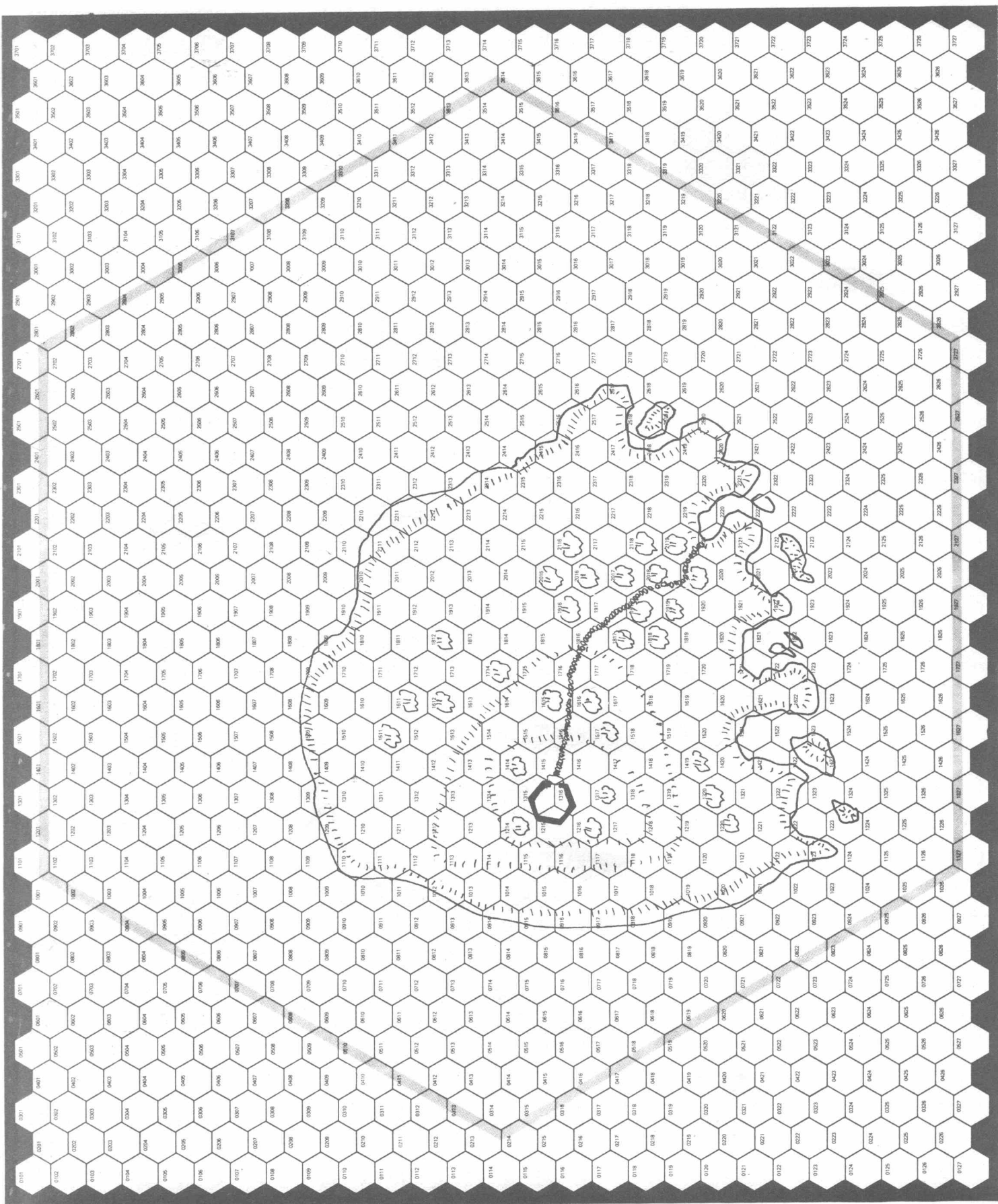


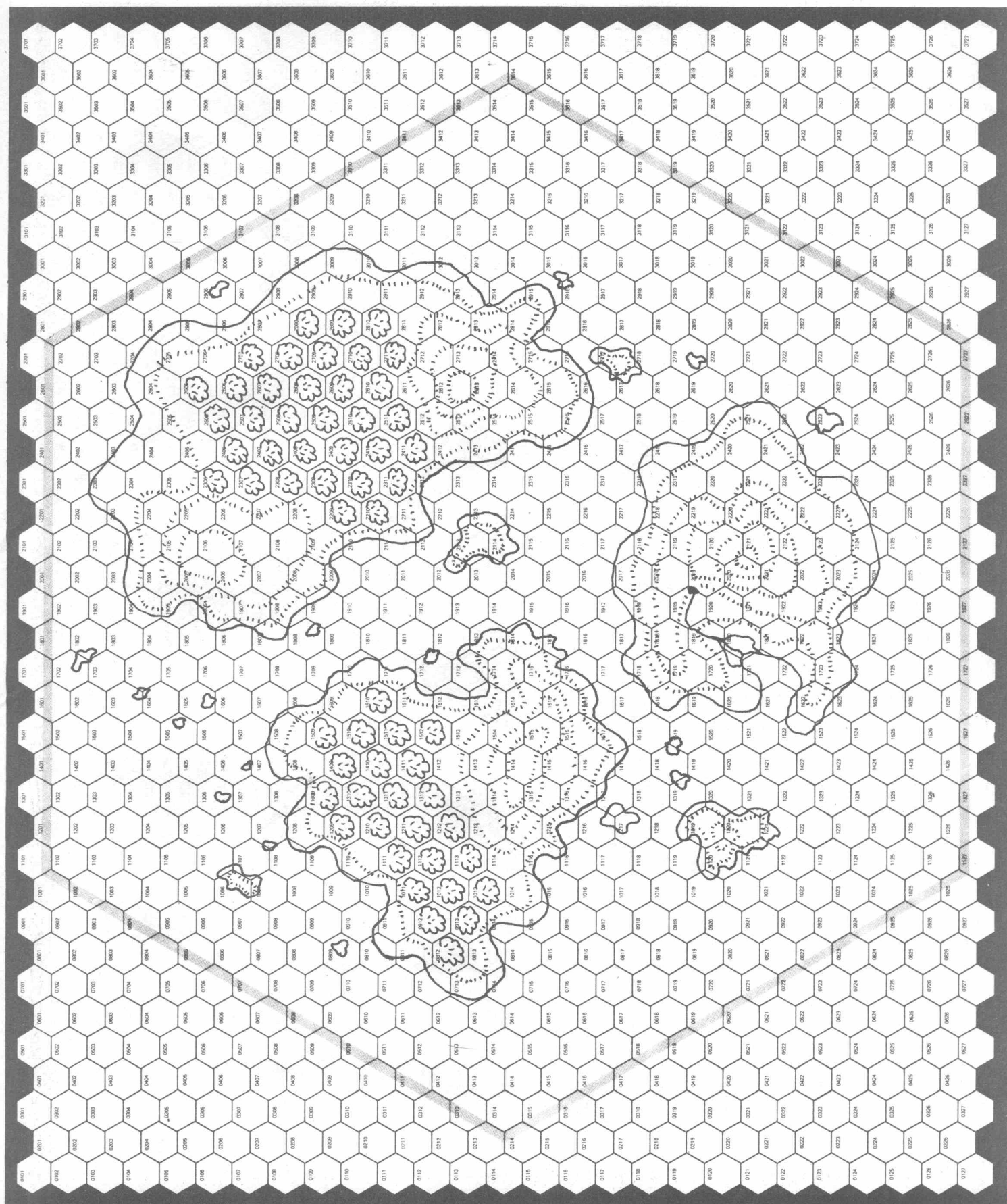


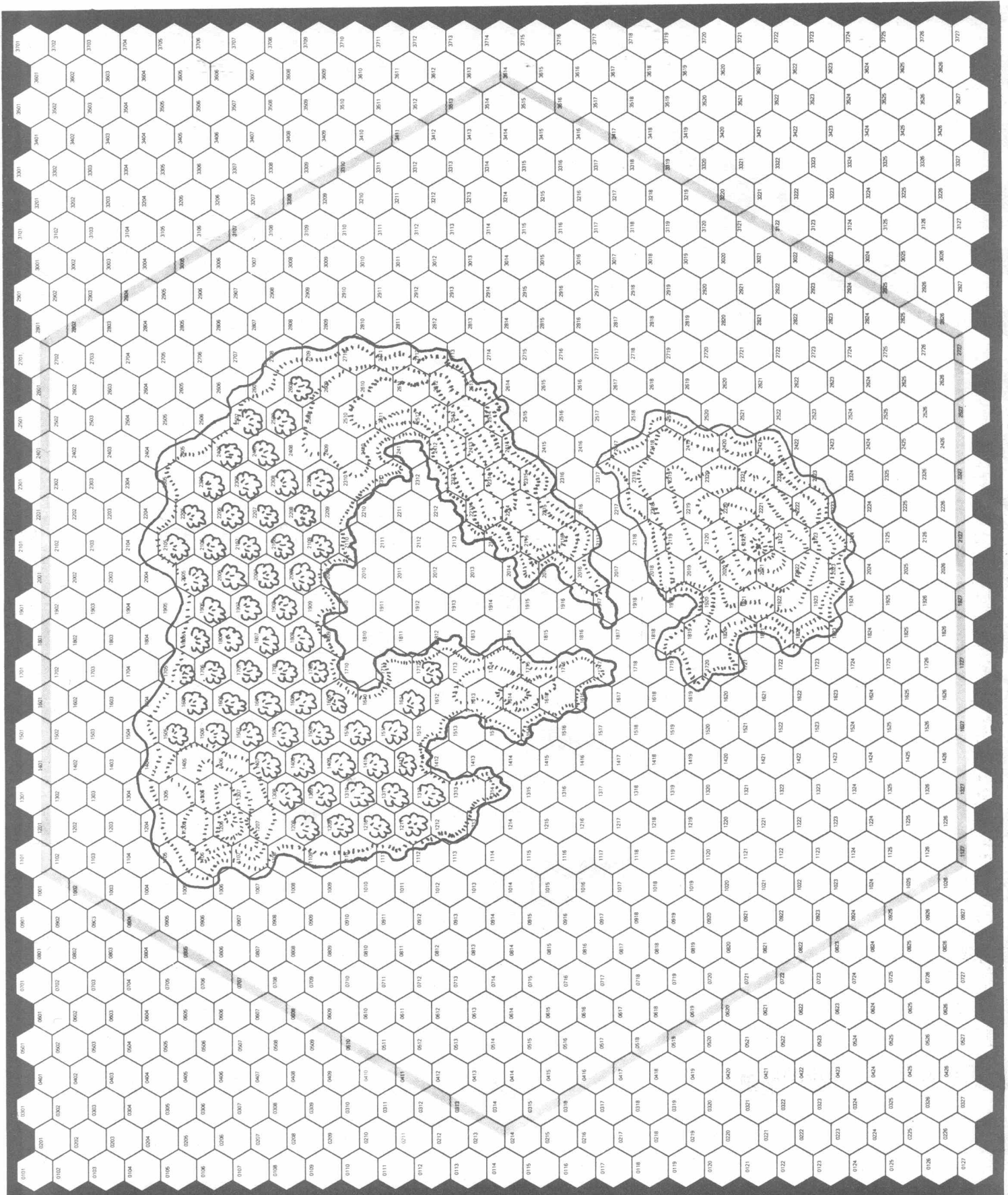


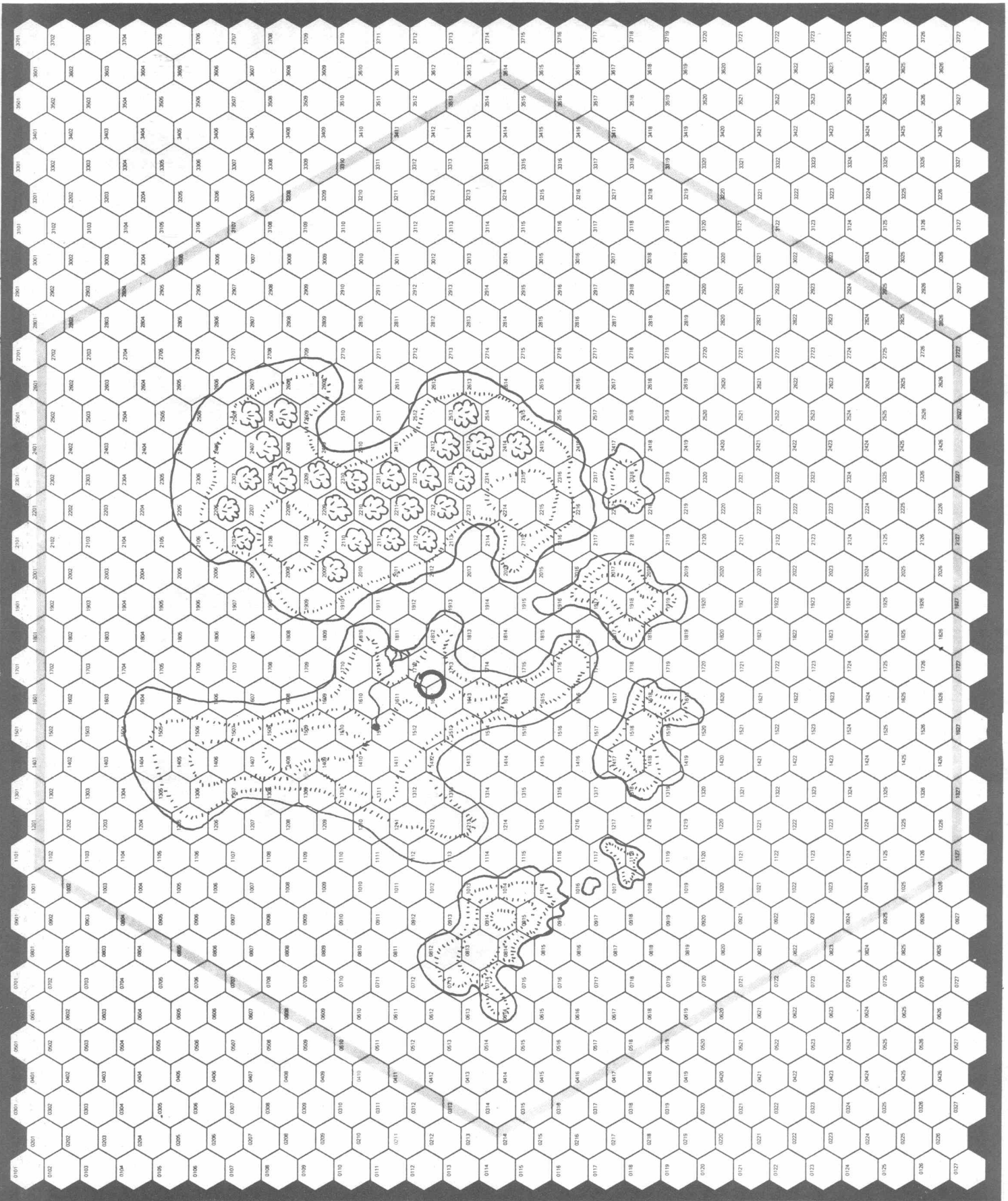


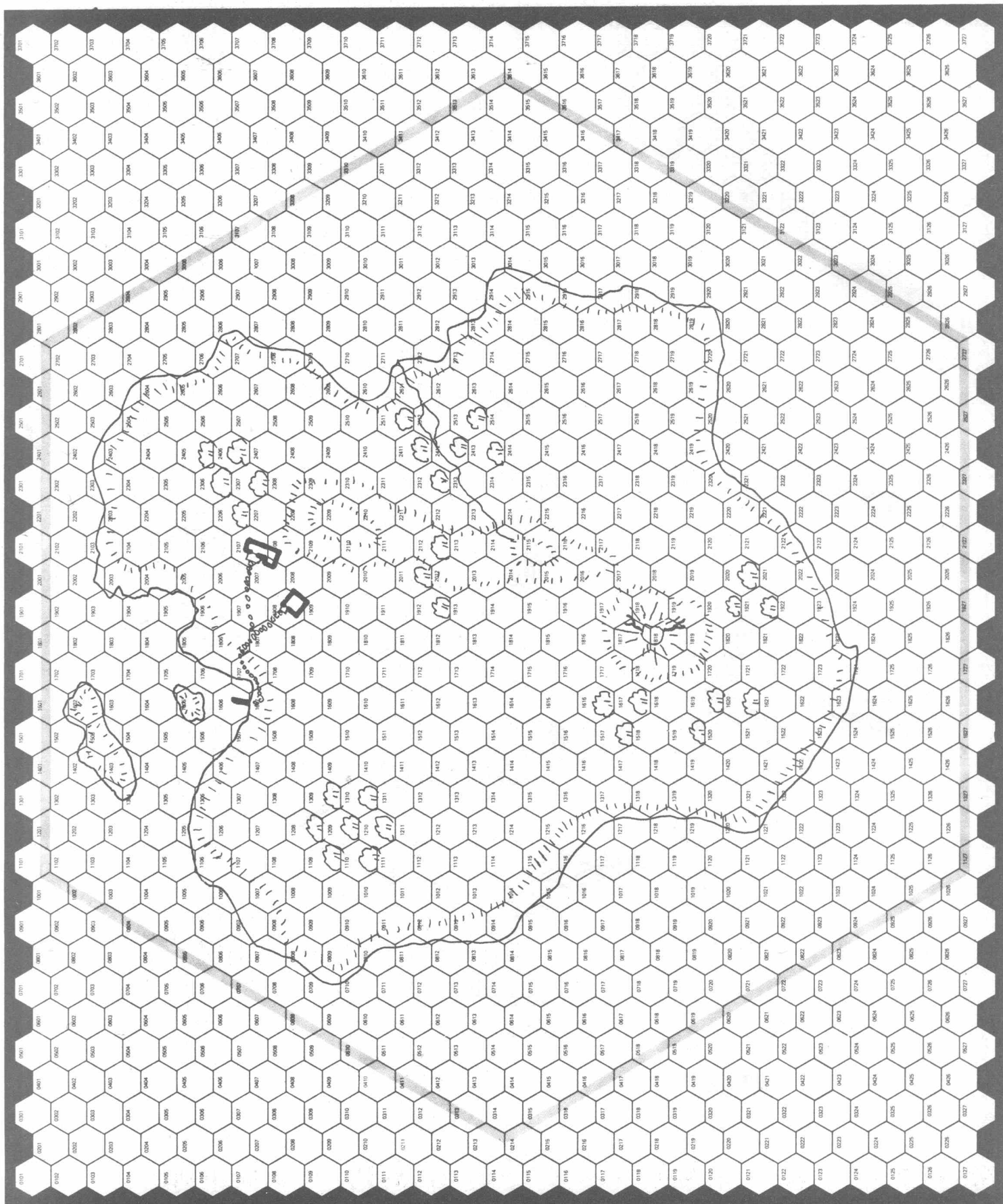


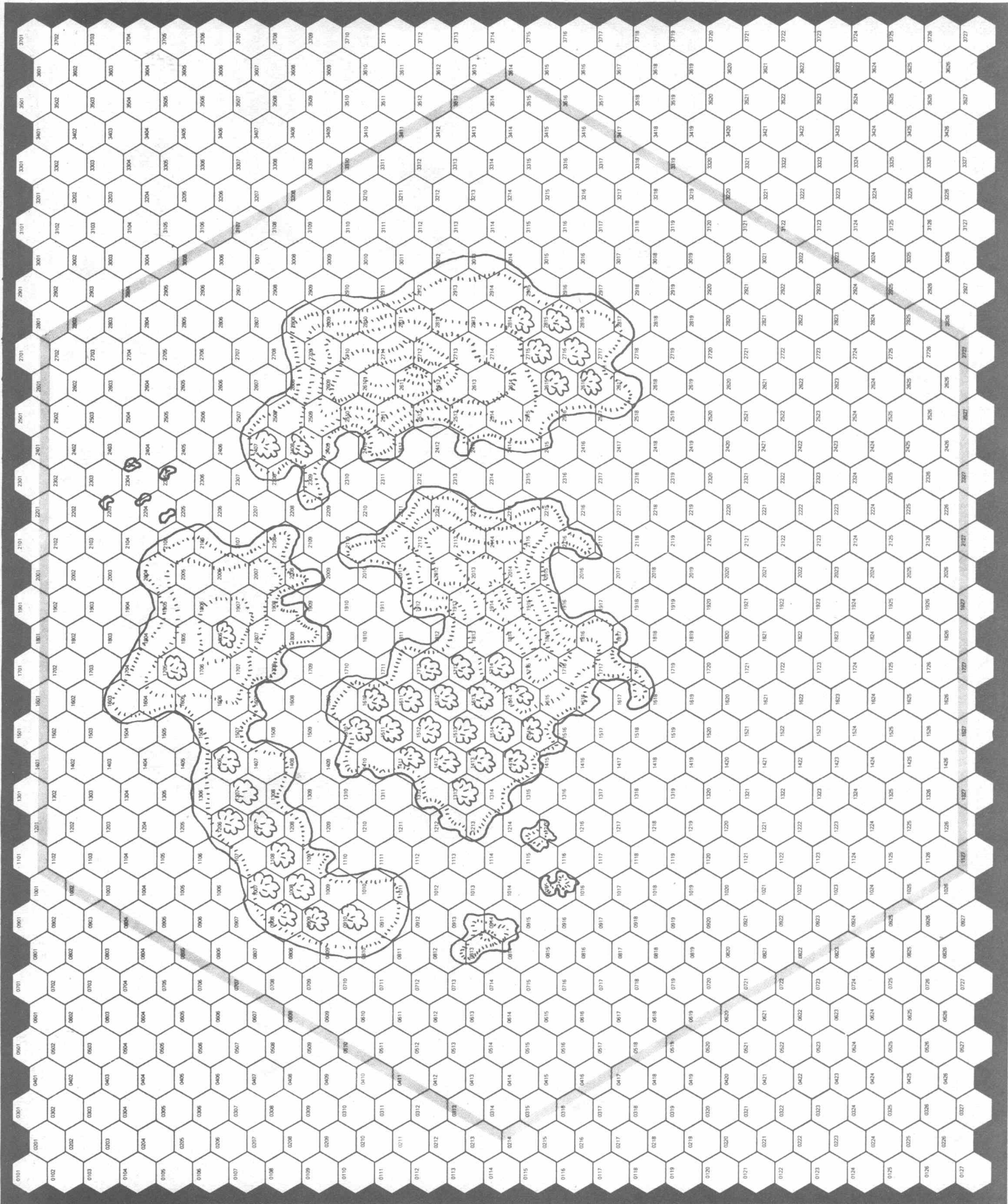


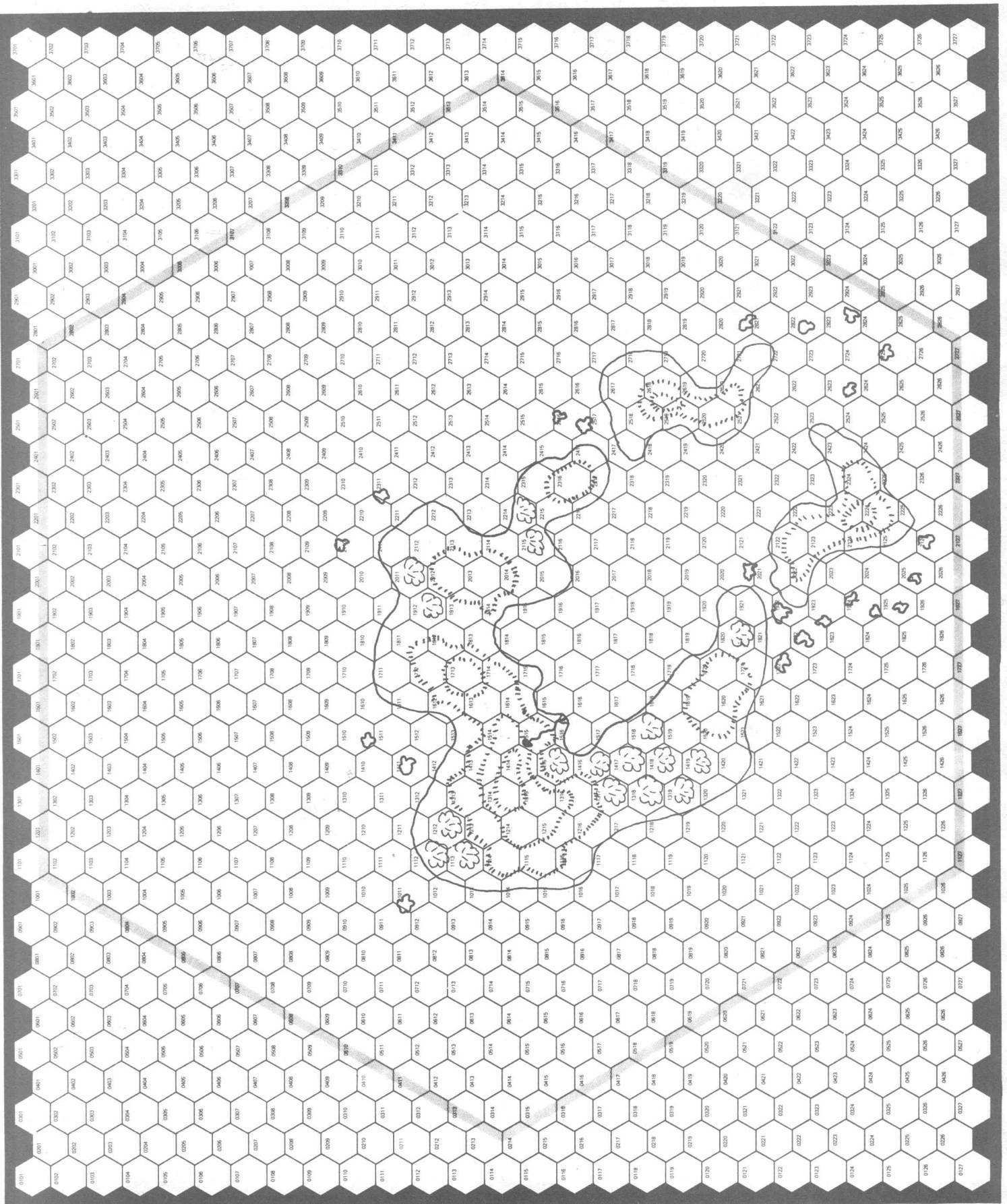


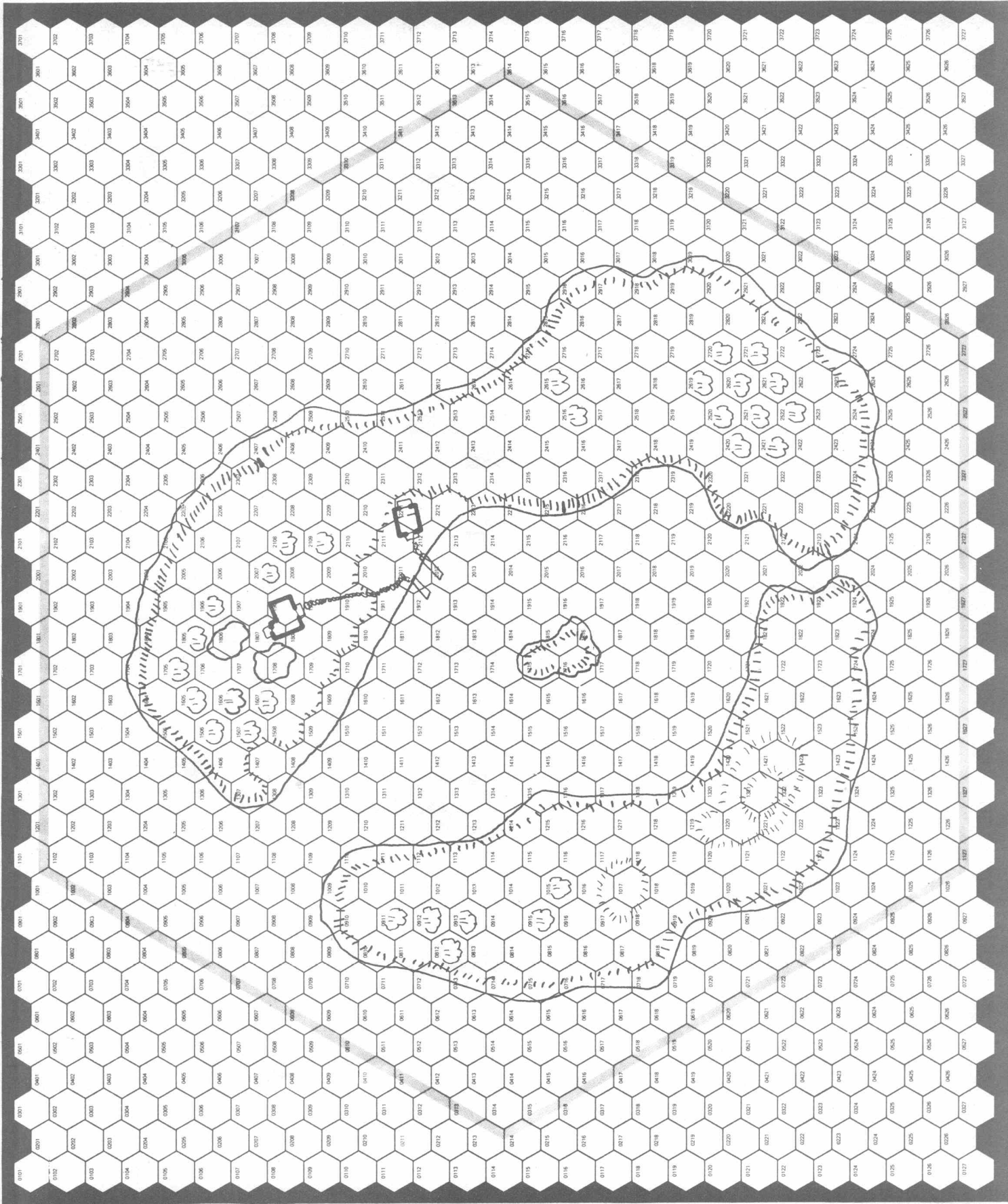


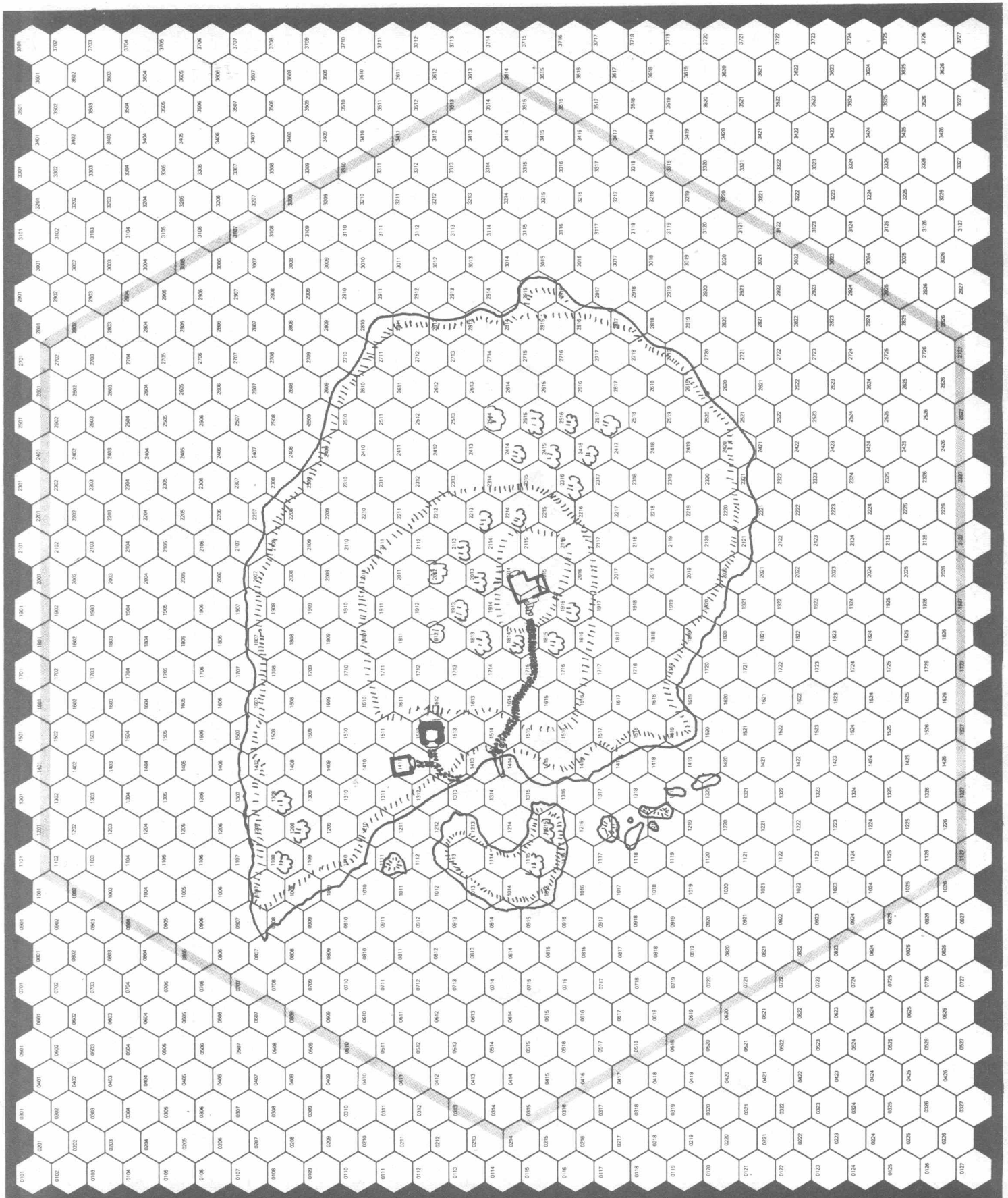


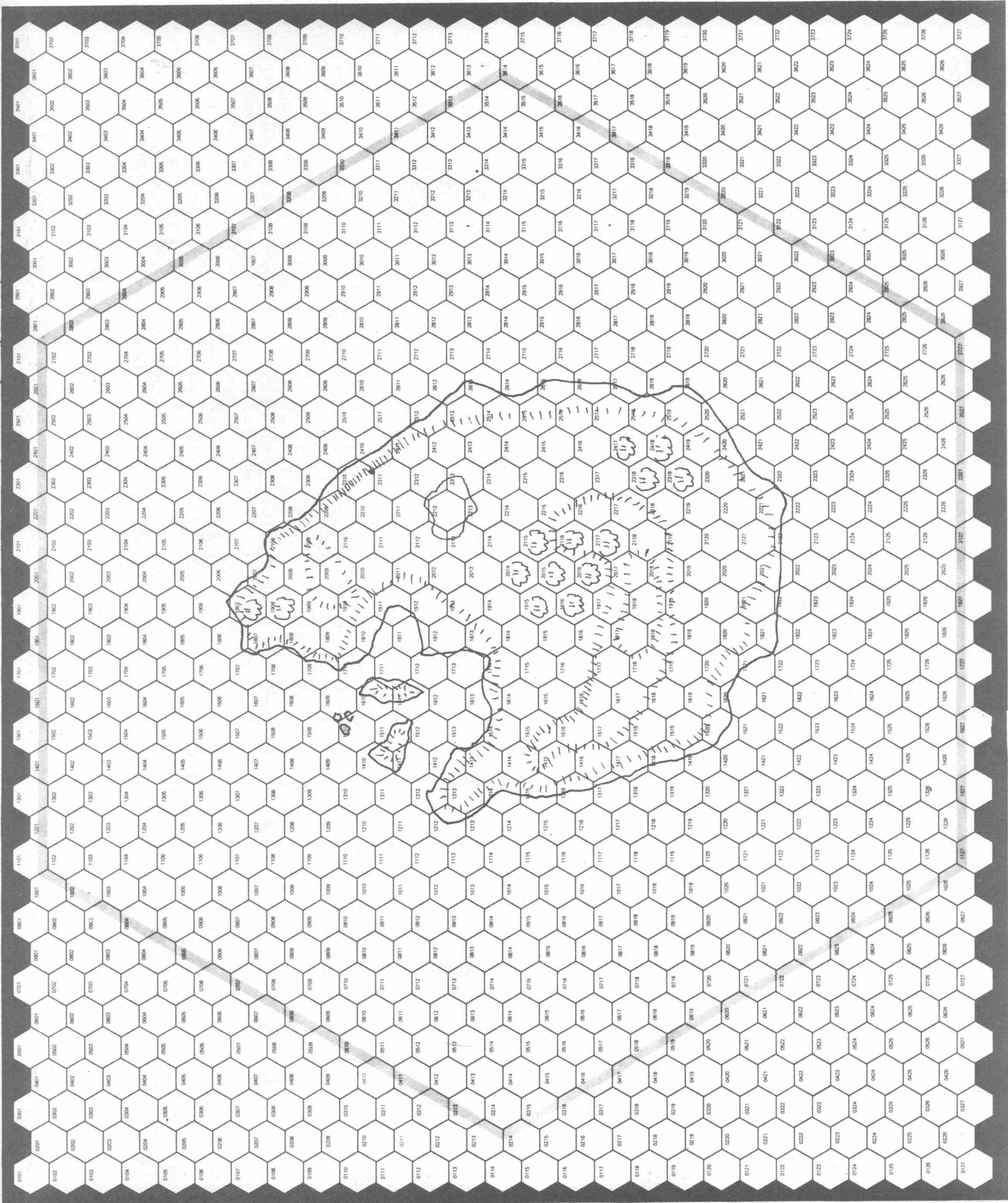


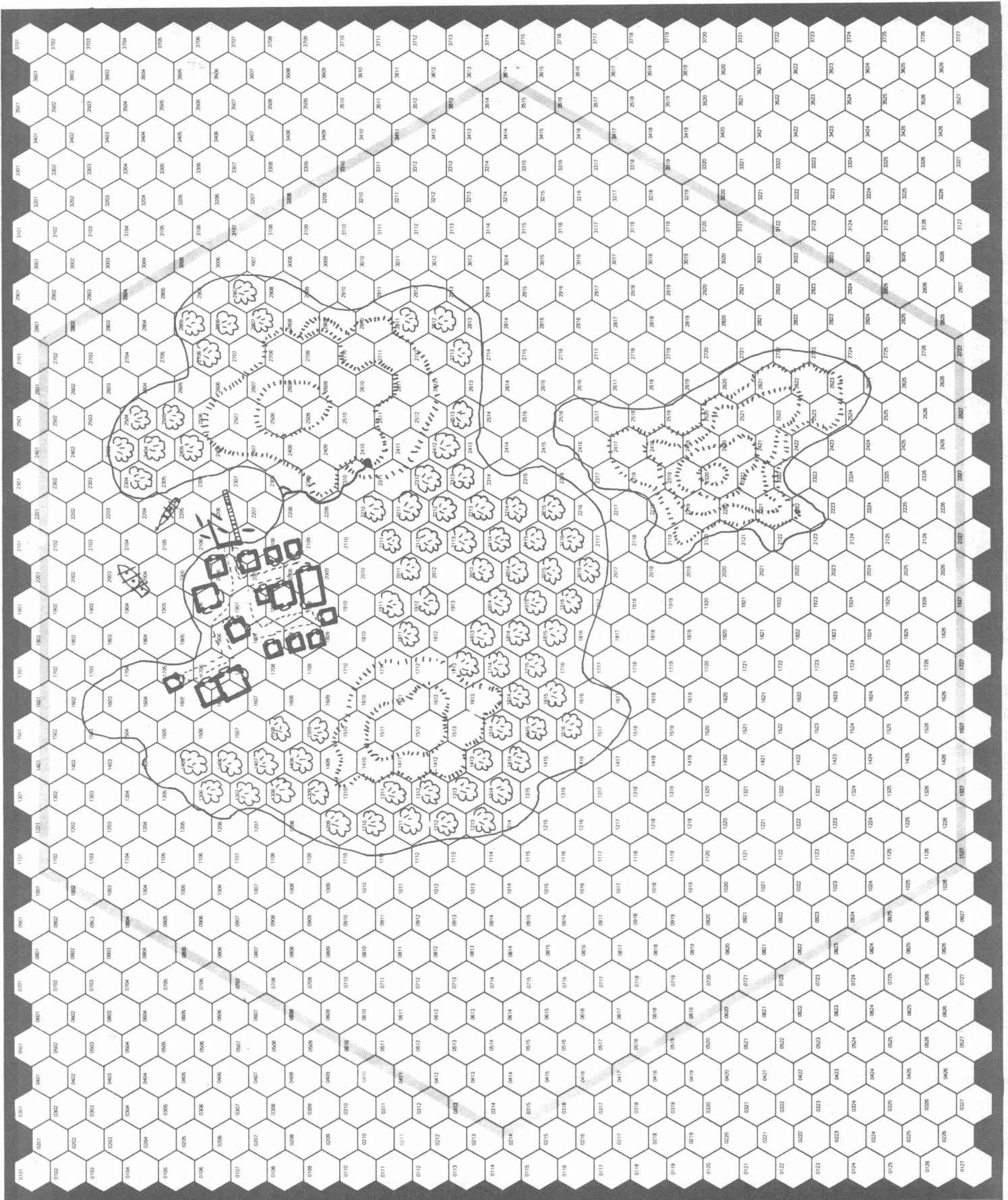


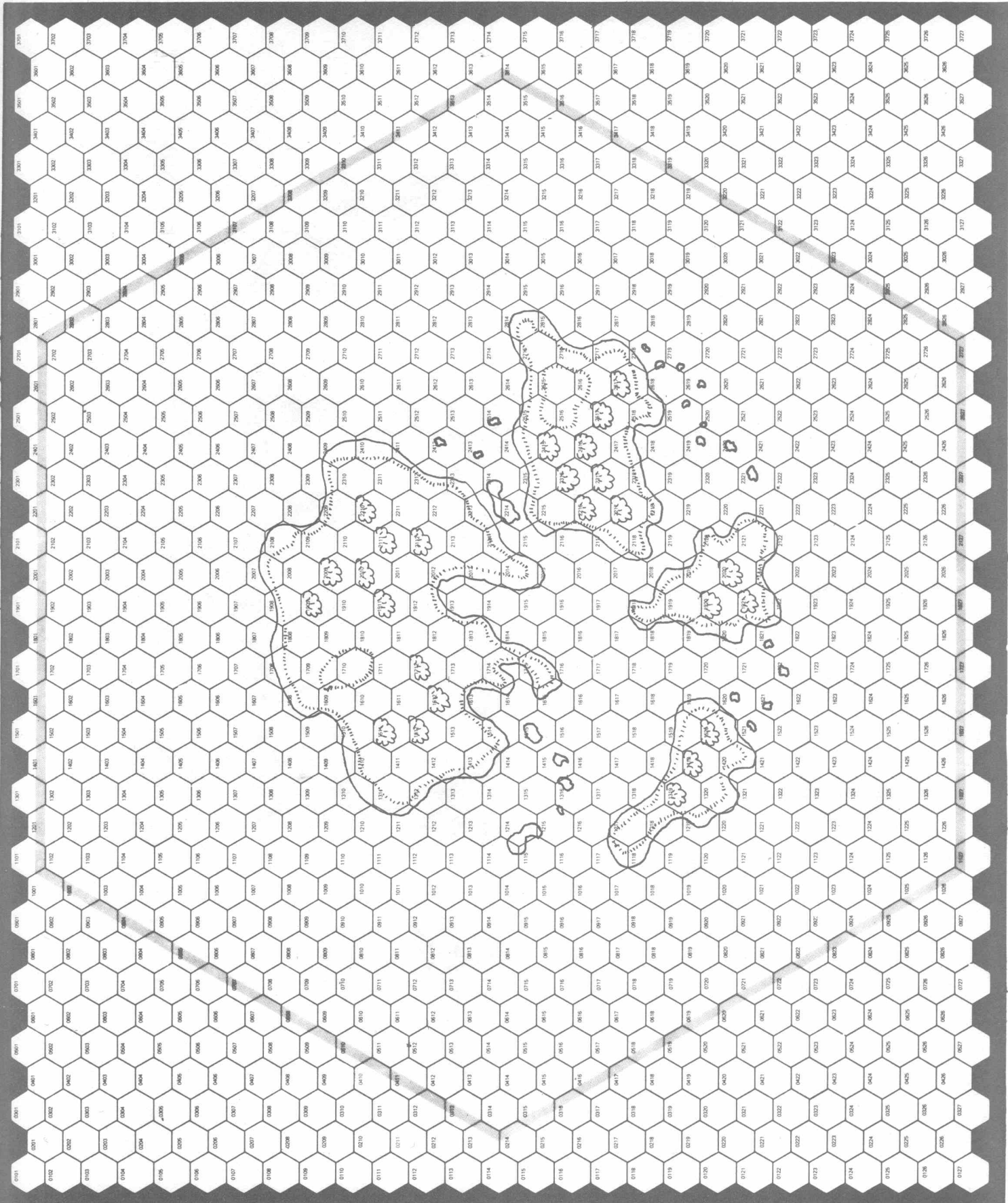


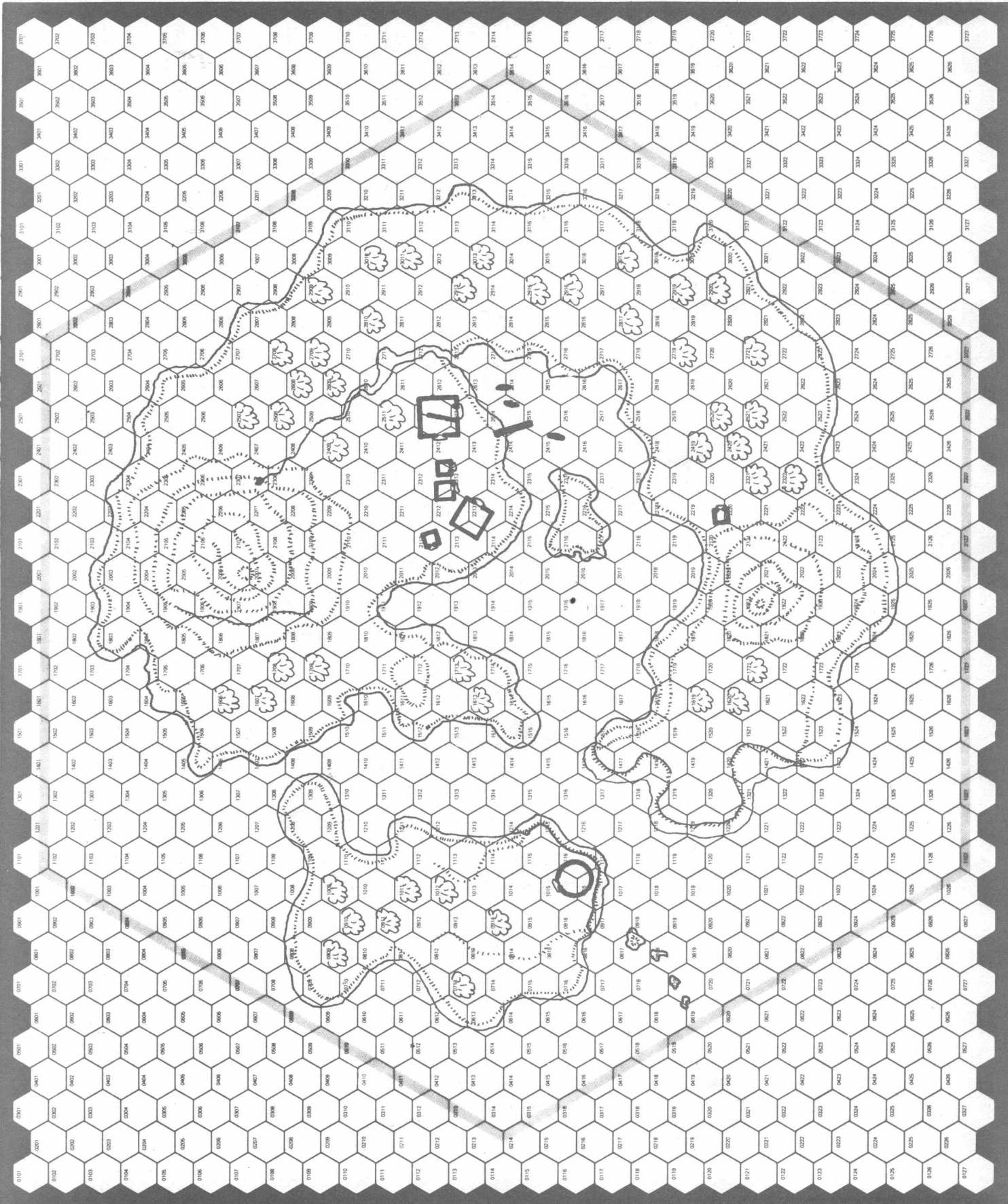


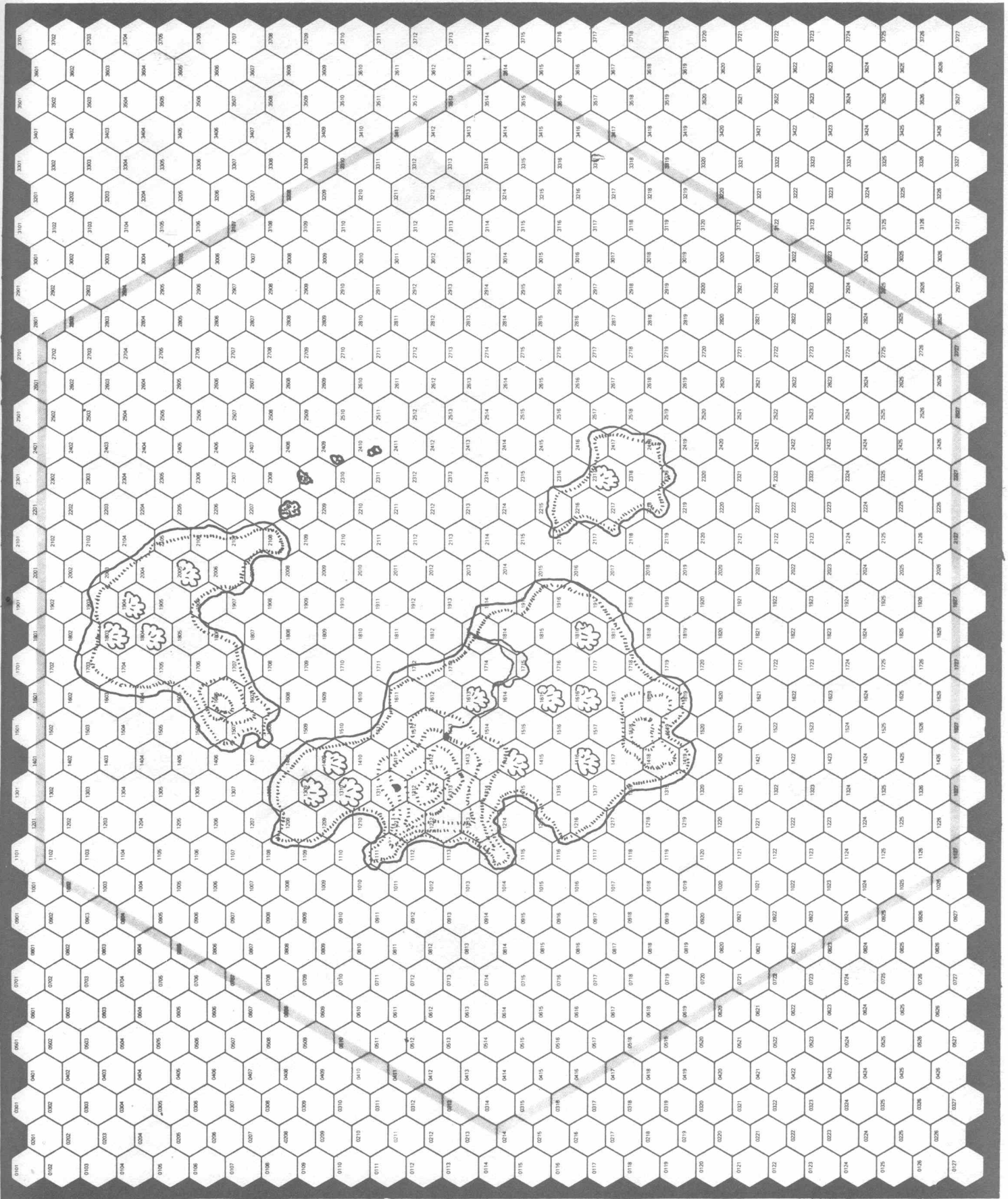


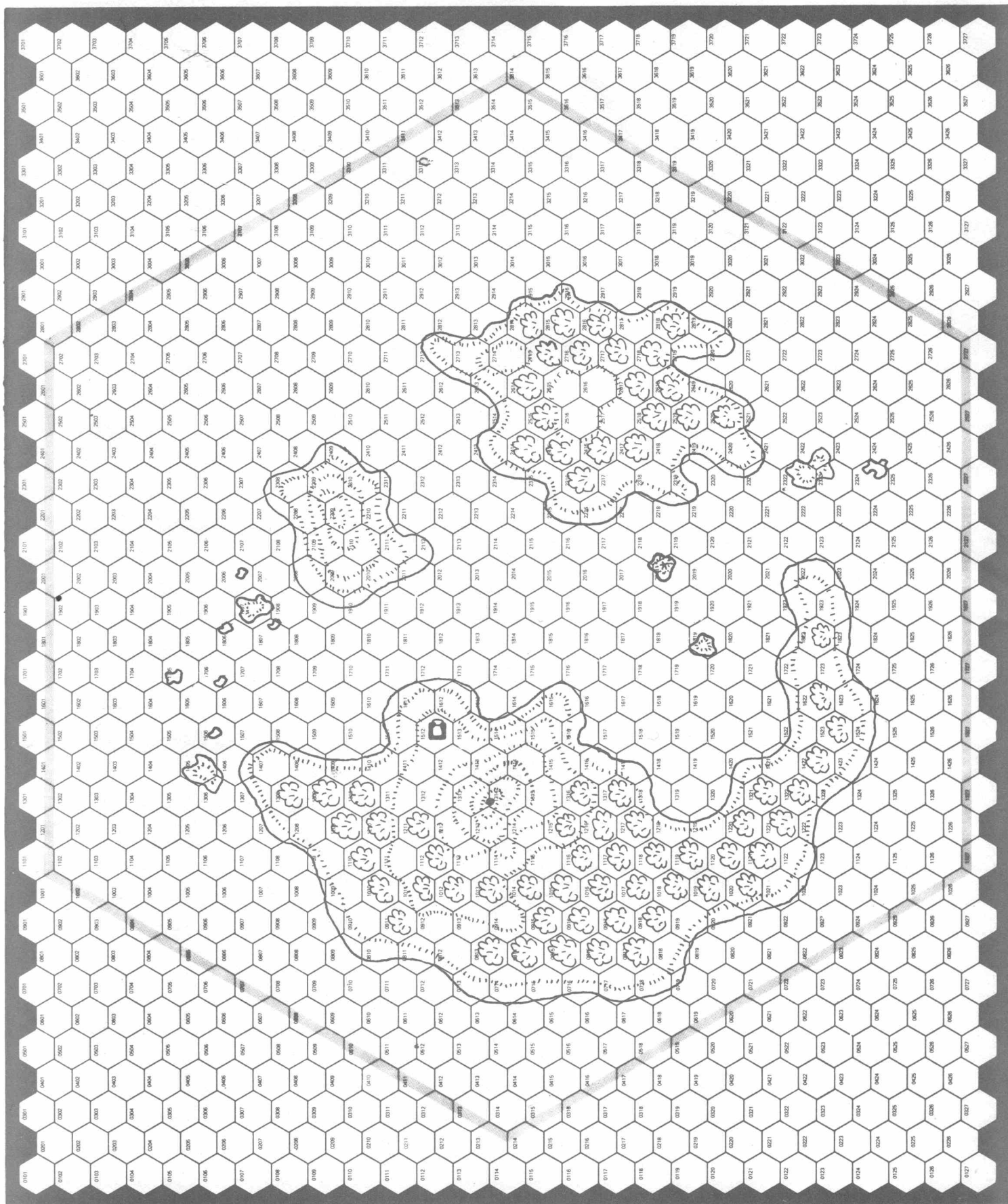


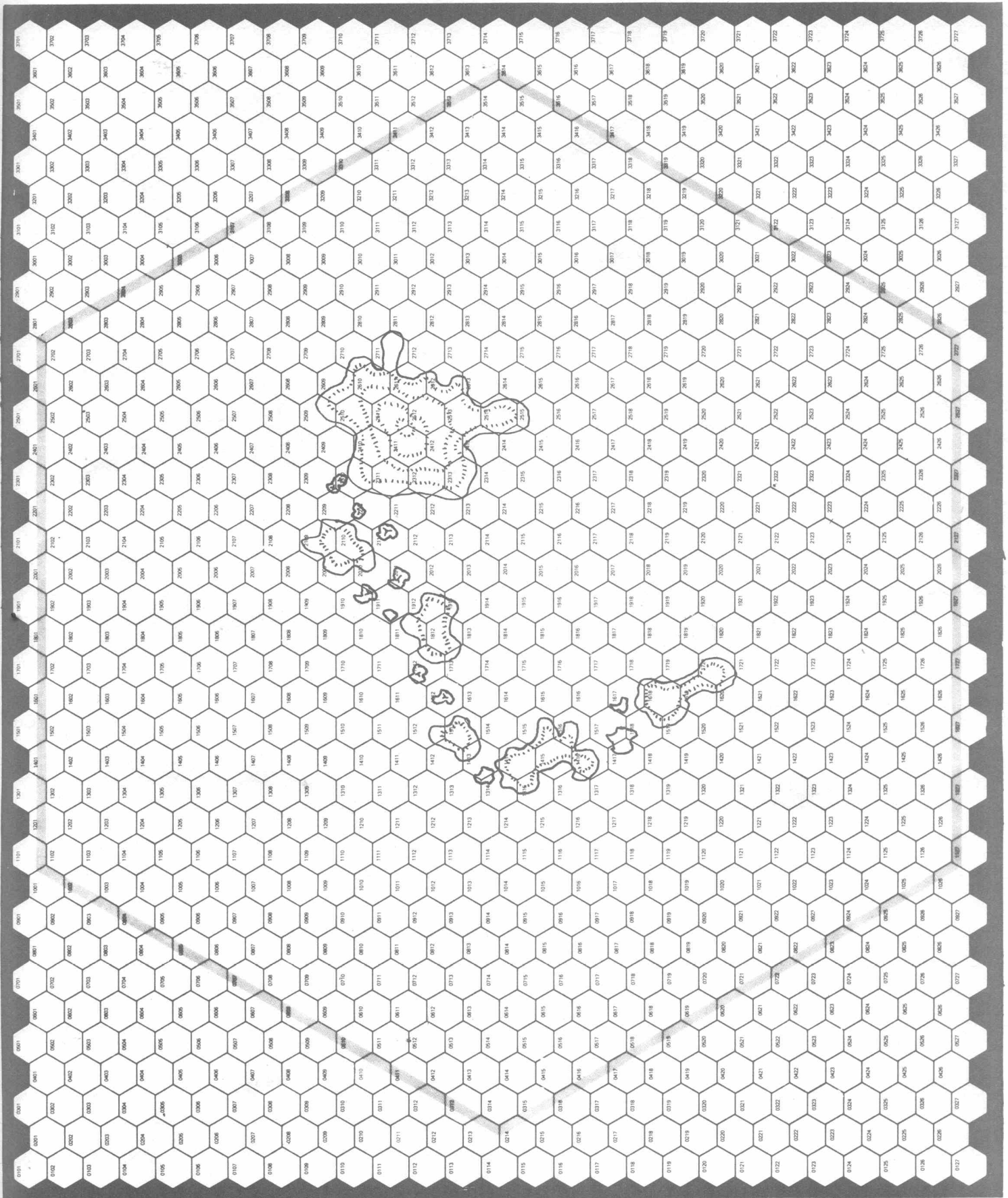


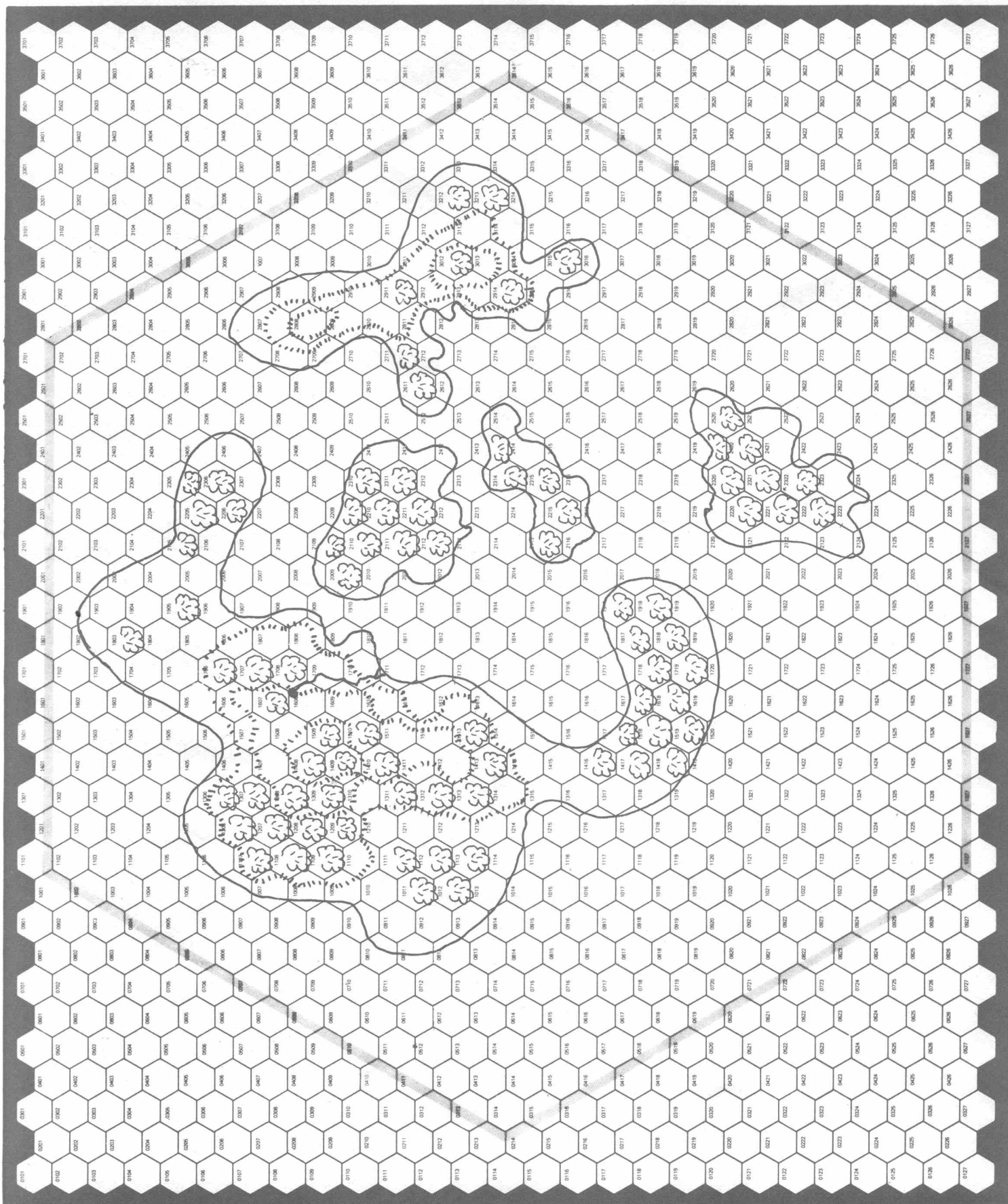


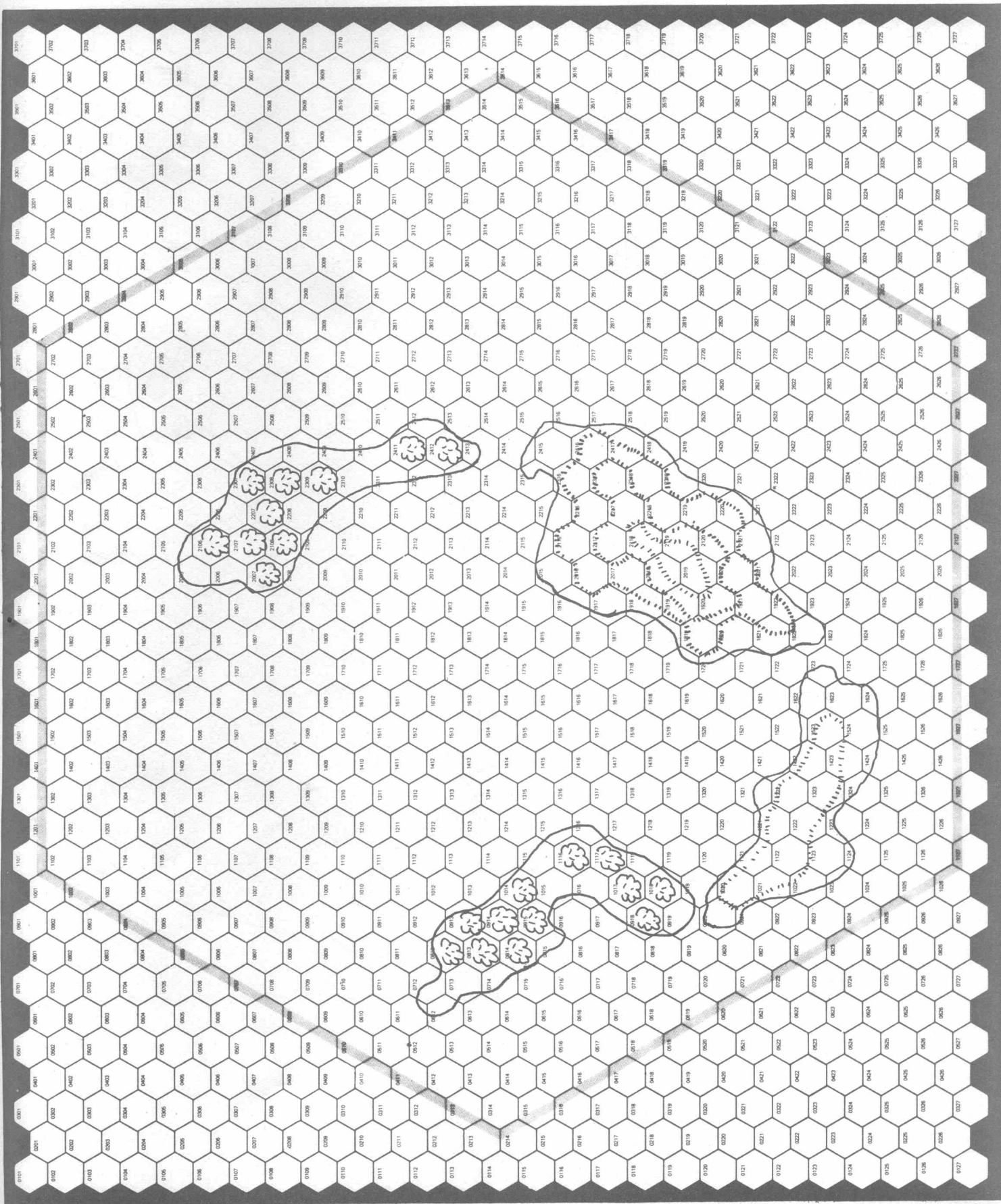


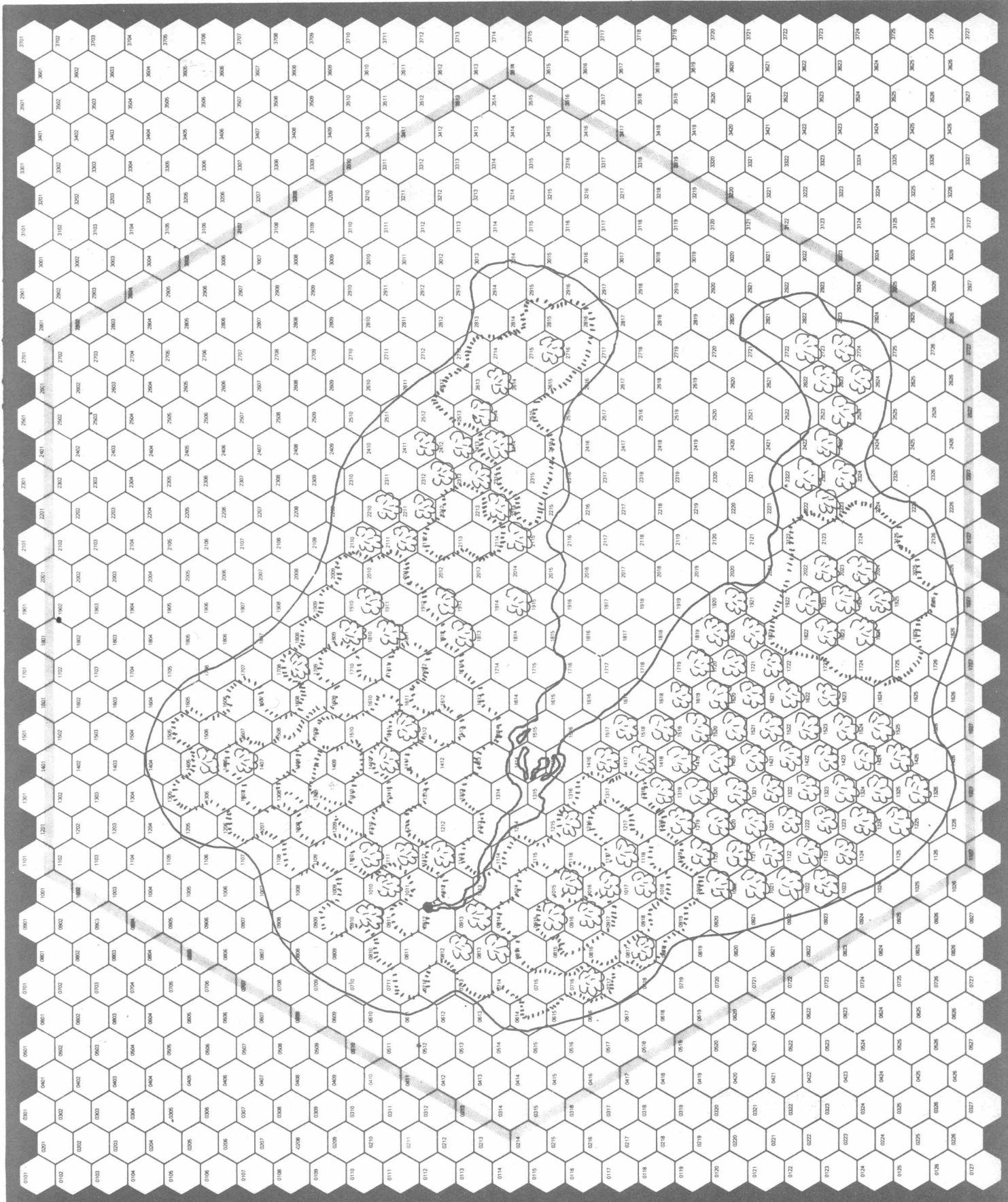


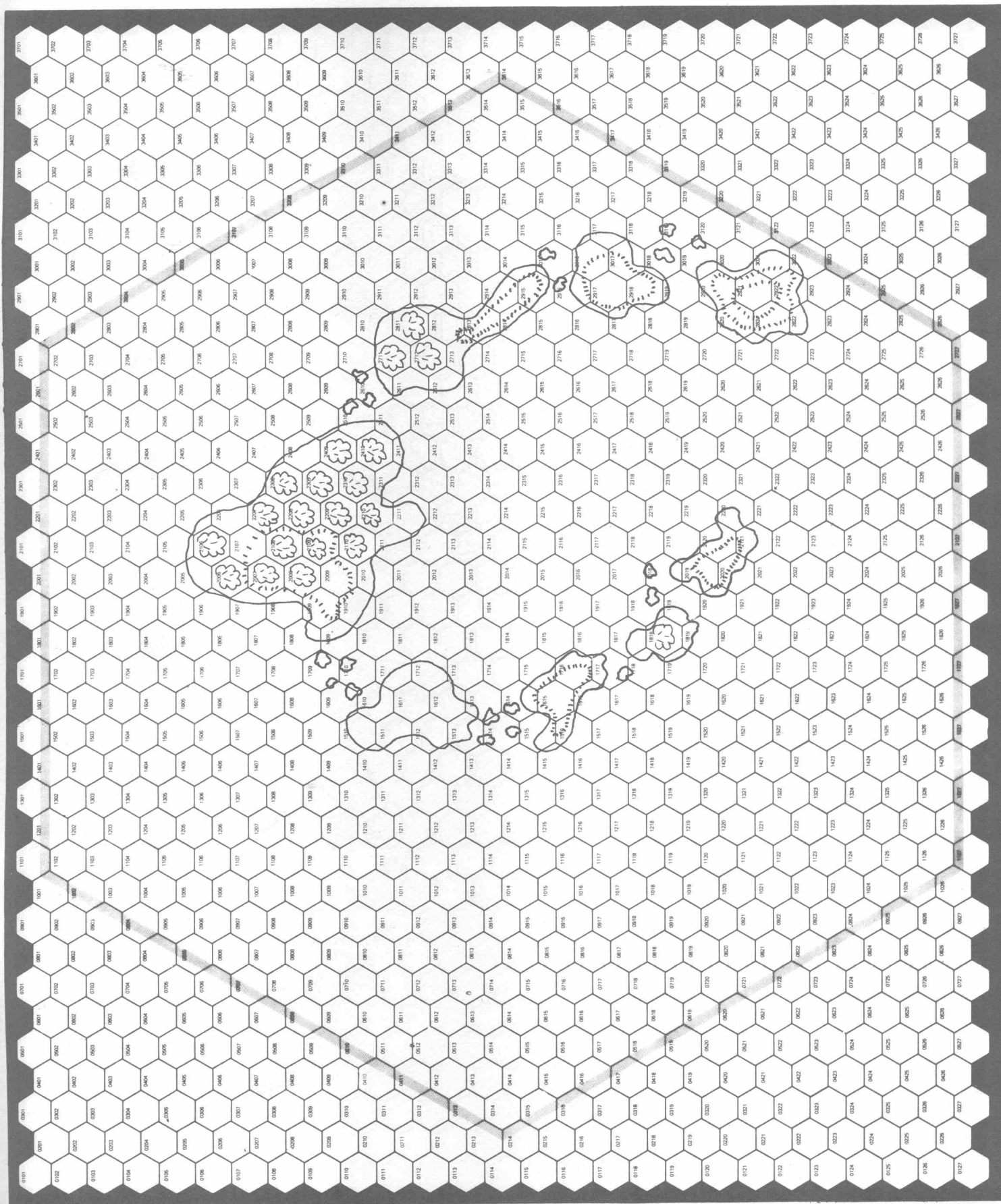


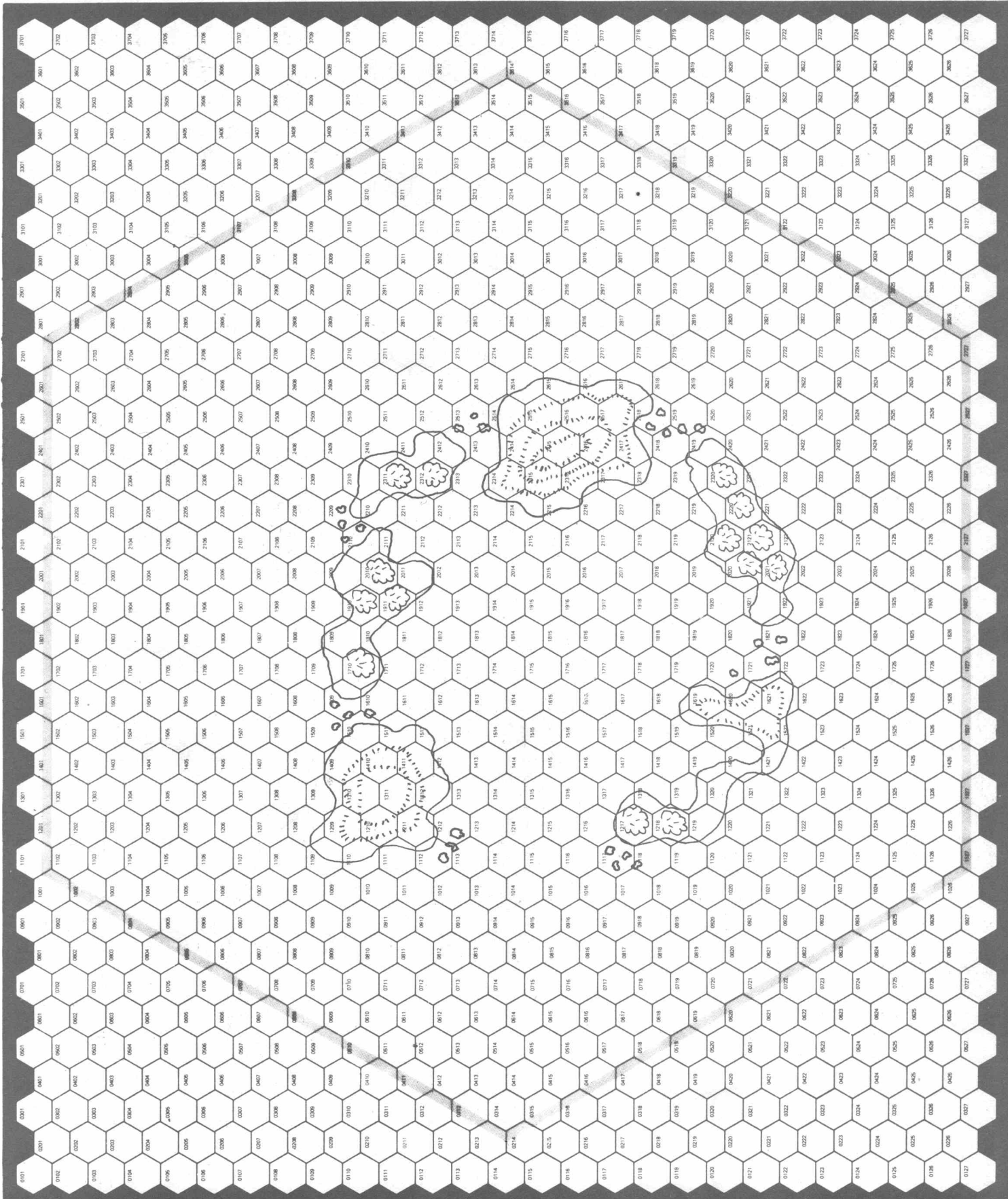


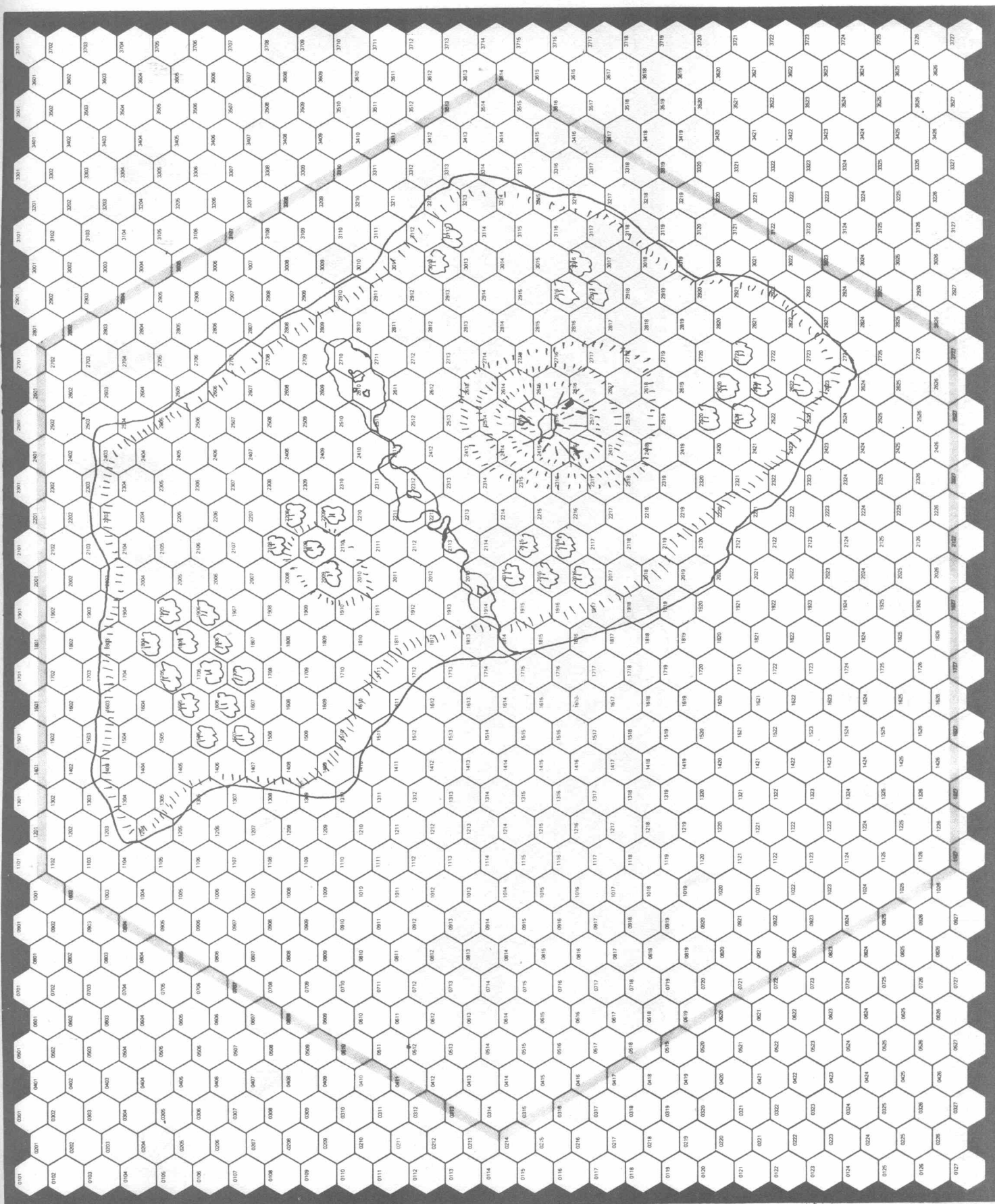


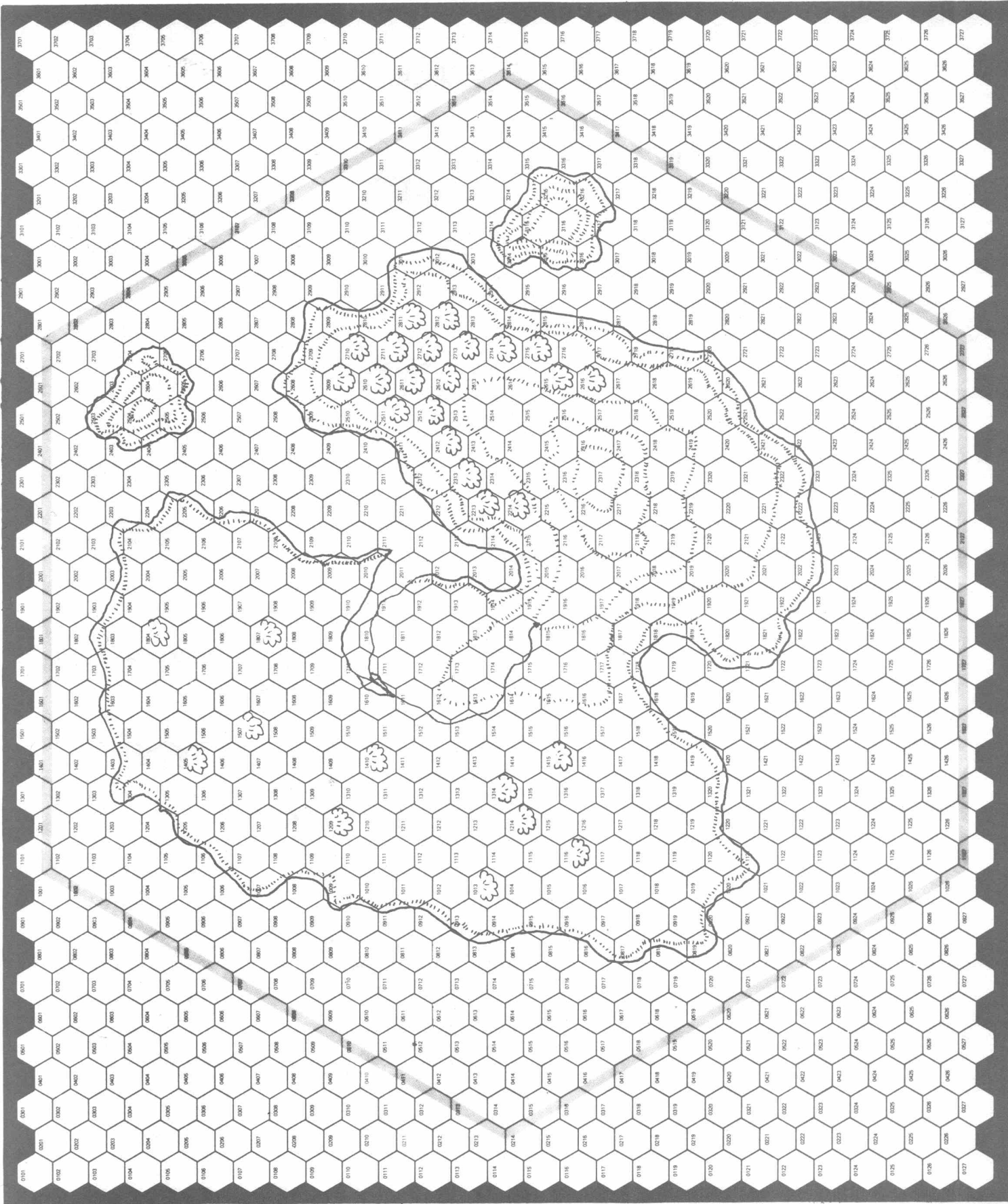












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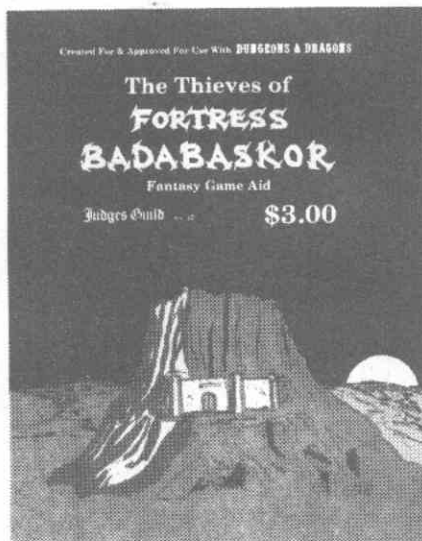
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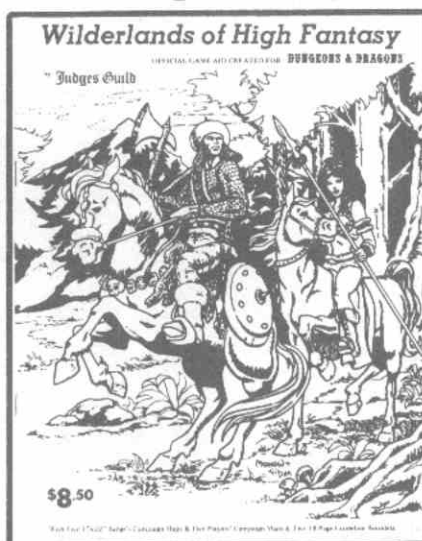
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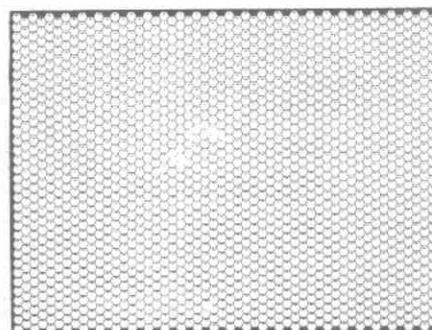
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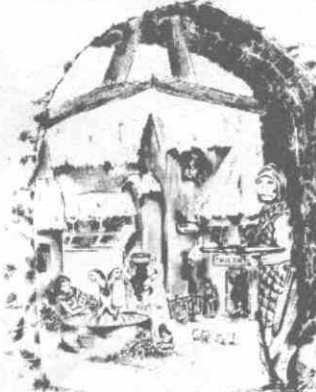
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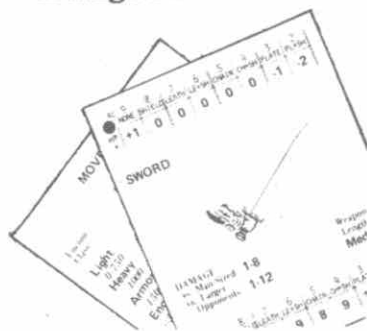
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