Island Book 1
Campaign Hexagon Sub-System

Campaign Guidelines & Islands
On Numbered Hex Grids $2.75
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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
1 Barren Rocks
2 Basalt Cay C
3 Sparse Key CT
4 Sparse Ait CRTB
5 Sparse Isle (1-2) HCRP
6 Meager Isle (1-3) HCSTP
7 Rugged Isle (1-4) VHCR
8 Sandy Island (1-6) MHTC
9 Terrible Island (1-10) VMHPCT
10 Monstrous Island (2-12) VHCPCT
11 Sleepy Island RFP
12 Peaceful Island HSPF
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) VMHSRFP

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

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

Island Feature
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

Island Feature Size
Multiply Feature Number by 1-100 feet.

Island Landmarks
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

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

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"

*Within 150 miles of equator..times three

GROWING SEASON IN DAYS
EXAMPLE
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

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 Maat 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

*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 Rtvulet
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 Mutt Hog
20 Big Cat

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 1%
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

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

Mysterious Finds*
1 Skeletons
2 Broken Sword
3 Split Shield
4 Arrowhead
5 Map Fragment**
6 Broken Veg
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

*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 House Pole
- 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 Monky Vows
- 11 Cursed Extrovert
- 12 Exiled Gibling
- 13 Prospector
- 14 Artifact Hunter
- 15 Lathe's 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 Mage
- 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
- 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 Mermaids (20-200)
- 4 Tritons (10-60)
- 5 Sahugin (20-20)
- 6 Kpoacinh Gargoyles (2-16)
- 7 Koalinh Hobgoblins (10-60)
- 8 Lacedon Ghouls (10-30)
- 9 Locathah (20-200)
- 10 Ixtxuchitl (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 Sheer 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 Creatures*
- 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 Attack 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 Pungy 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 Hippocamp (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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