

JUDGES GUILD

Island Book 1

Campaign Hexagon Sub-System



Campaign Guidelines & Islands

On Numbered Hex Grids \$2.75

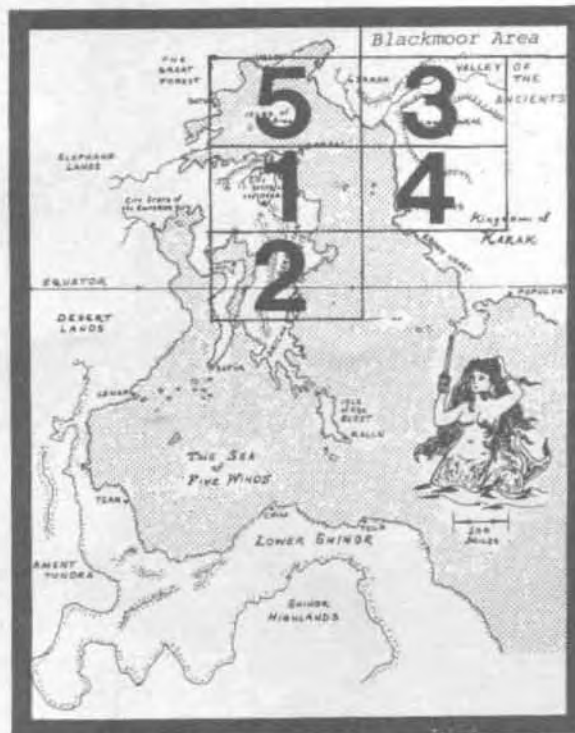


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CREDITS

Designers: Bill Davis & Bob Bledsaw

Assistant Designers: John Kessel & Mark Holmer

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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) VMHSRFP



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 Peeper Frog Fall
- 19 Sticky Dounpour
- 20 Oily Drizzle



Island Sounds

ELEVATION IN FEET

ANNUAL PRECIPITATION*

GROWING SEASON IN DAYS EXAMPLE

- 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

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'+

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"

01-15	1-100	High Mountains
16-25	101-120	North Dakota
26-40	121-140	Wisconsin
41-60	141-180	Illinois
61-70	181-200	Tennessee
71-80	201-240	Georgia
81-90	241-260	Louisiana
91-00	261-360	Florida

*Within 150 miles of equator..times three

TEMPERATURE EXTREMES**

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

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

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 Kopoacanth Gargoyles (2-16)
- 7 Koalinth 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*

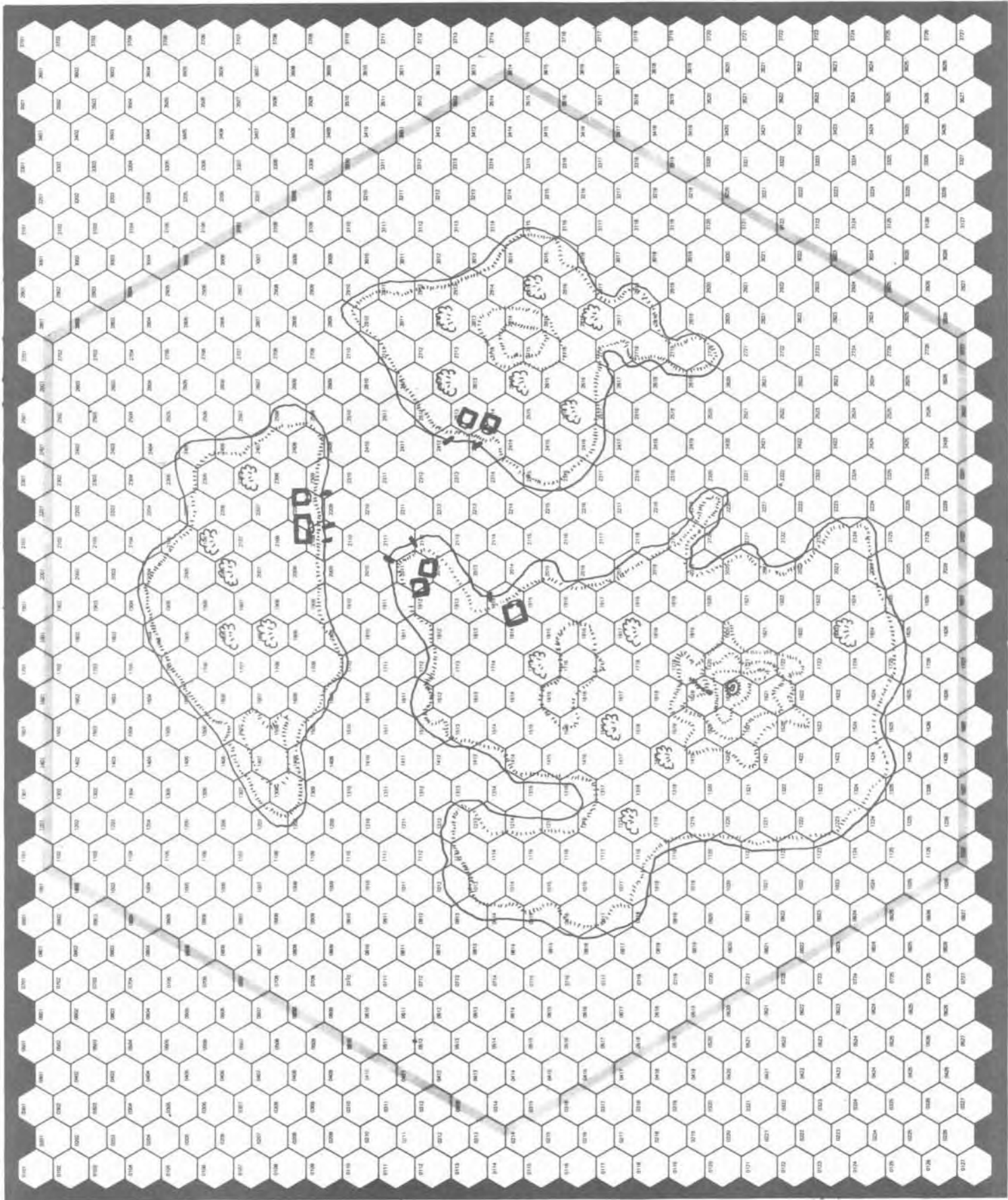
Coastal Encounters

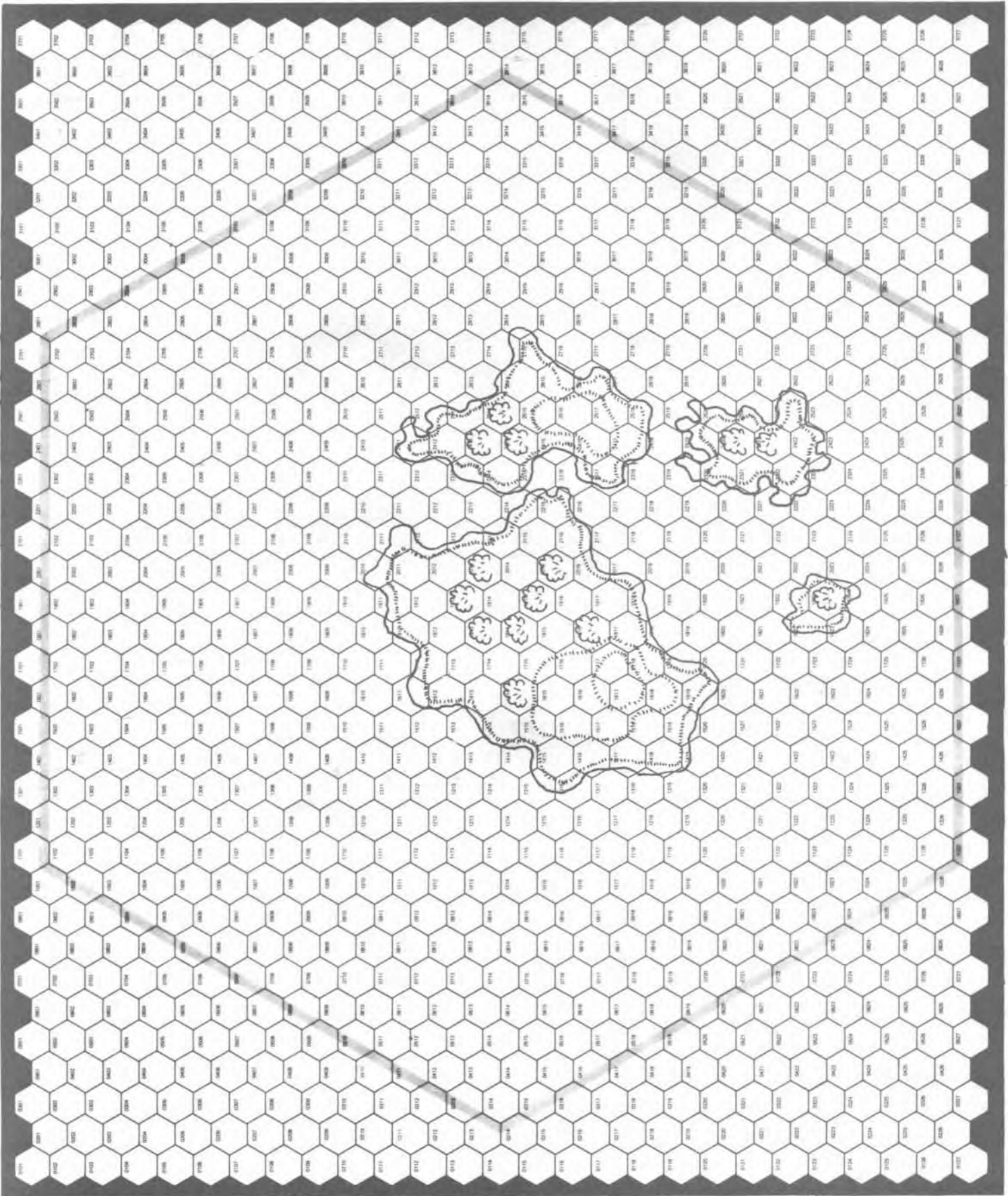
- 1 Sea Lion (5-12)
- 2 Giant Sea Horse (1-20)
- 3 Sharks (3-12)
- 4 Giant Sharks (1-3)
- 5 Water Weird (1-3)
- 6 Giant Sea Turtle (1-3)
- 7 Giant Squid
- 8 Giant Sea Snake (1-8)
- 9 Sea Hag (1-4)
- 10 Manta Ray
- 11 Pungi Ray (1-3)
- 12 Sting Ray (1-3)
- 13 Mottled Worm (1-2)
- 14 Giant Man-O-War (1-10)
- 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)

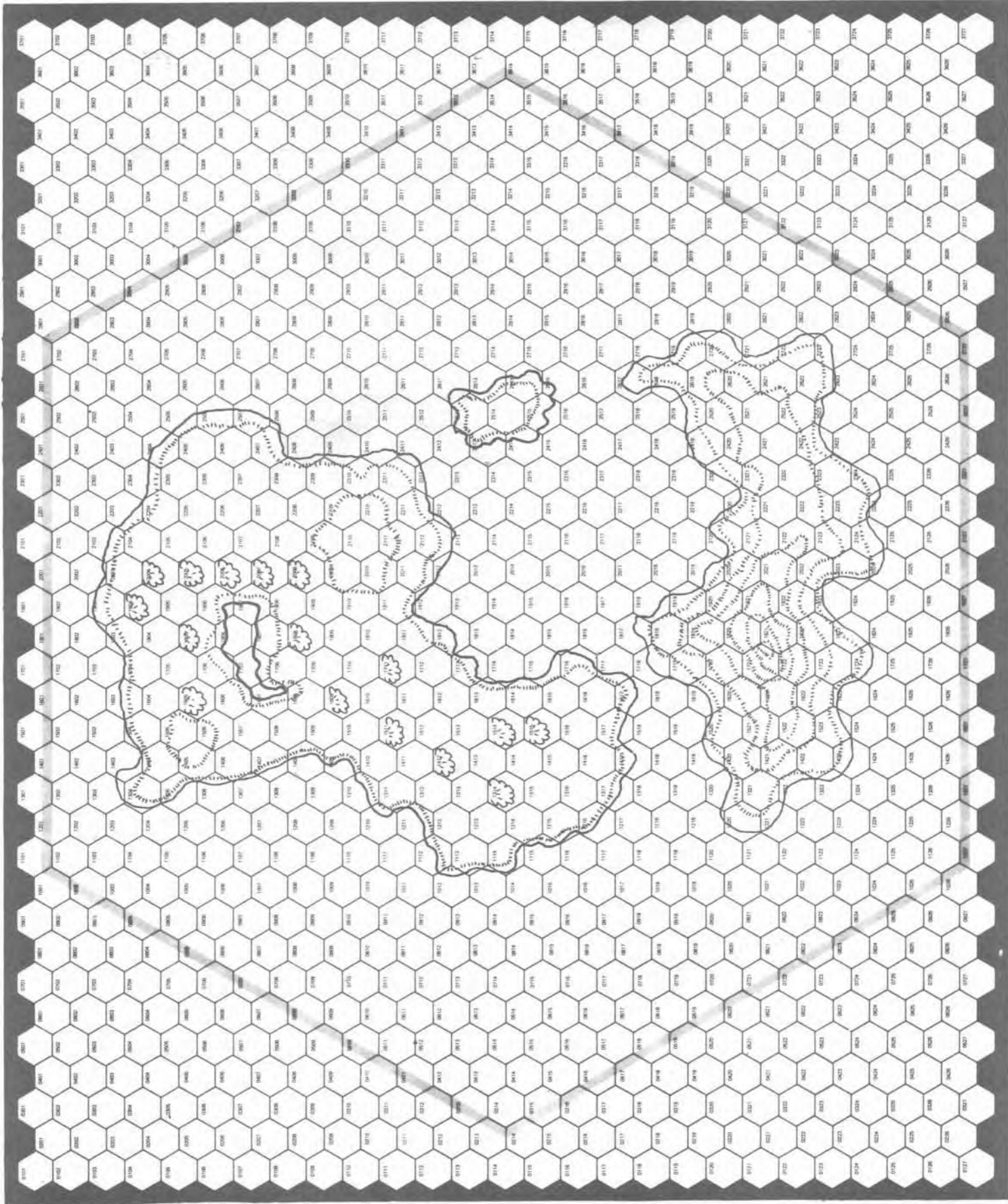
Passing Ships

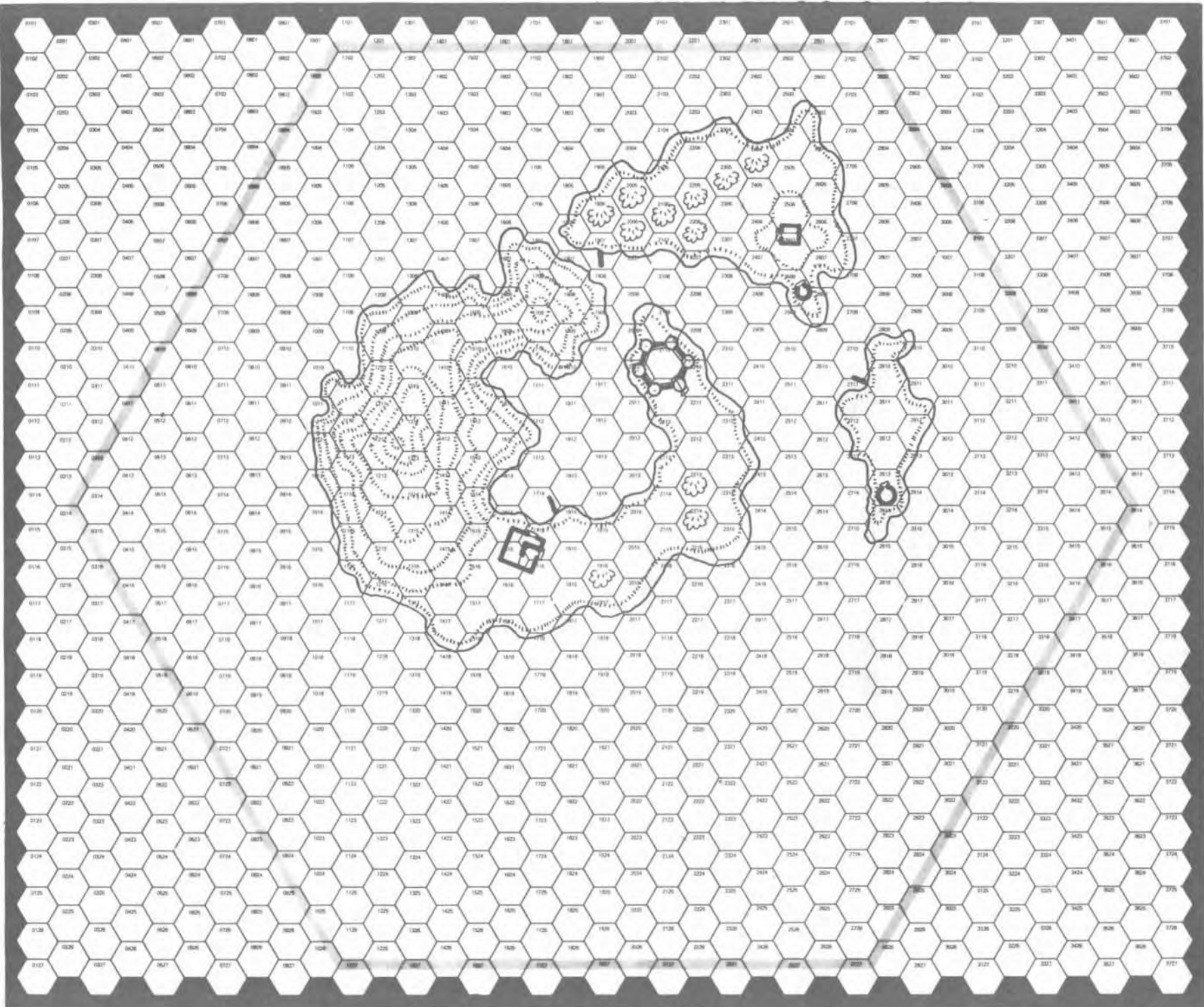
- 1 Cannibal Canoes
- 2 Longship
- 3 Raft
- 4 Pirate Ship
- 5 Fishing Boat
- 6 Slave Galley
- 7 Sailed Warships
- 8 Small Galley
- 9 Large Galley
- 10 Small Merchant
- 11 Large Merchant
- 12 River Boat
- 13 Buccaneer Ship
- 14 Longship Damaged
- 15 Ghost Ship
- 16 Tribal Outrigger
- 17 Dolphin Sled
-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

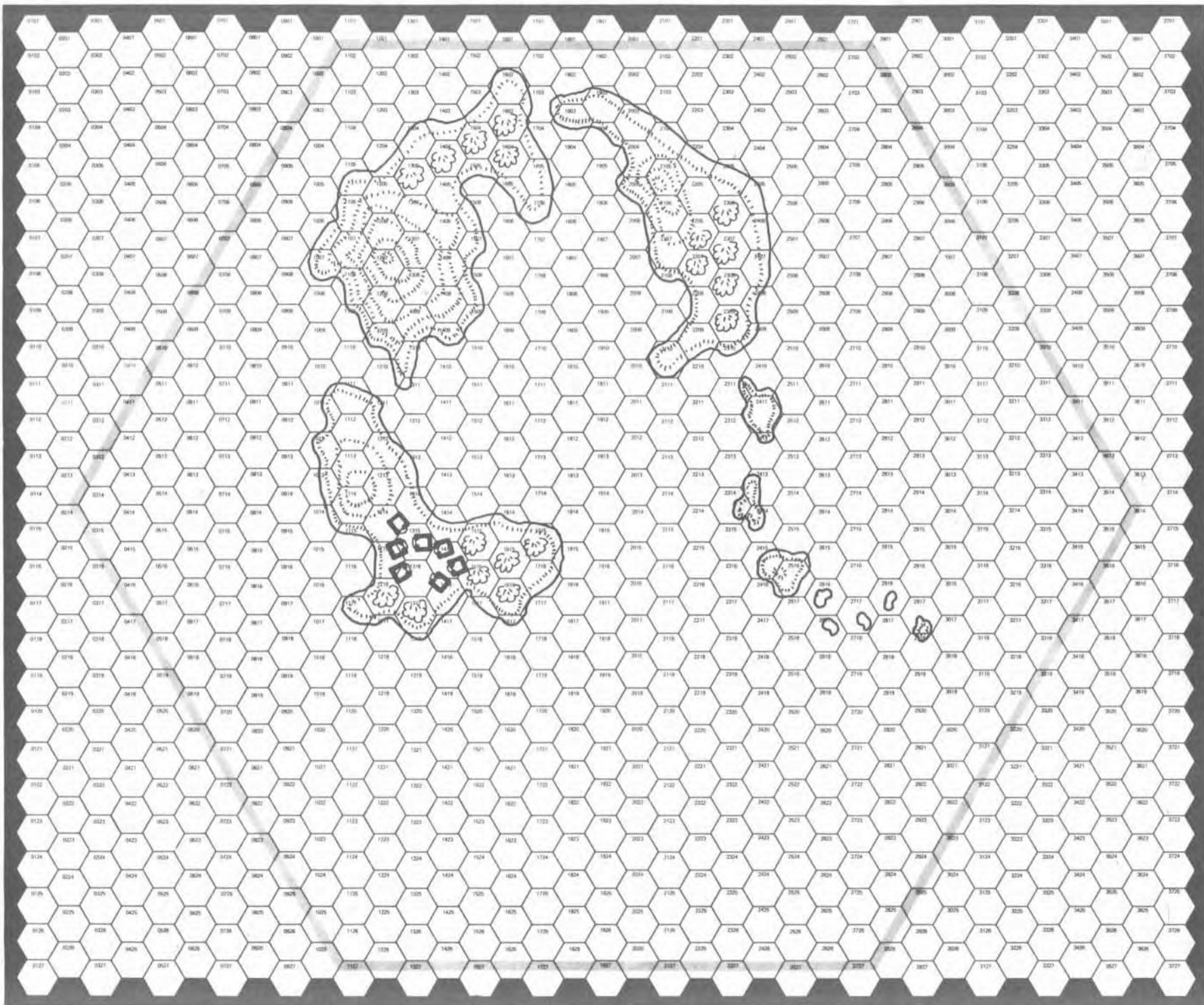
*If Available, otherwise Find Provisions unless Not Available also.

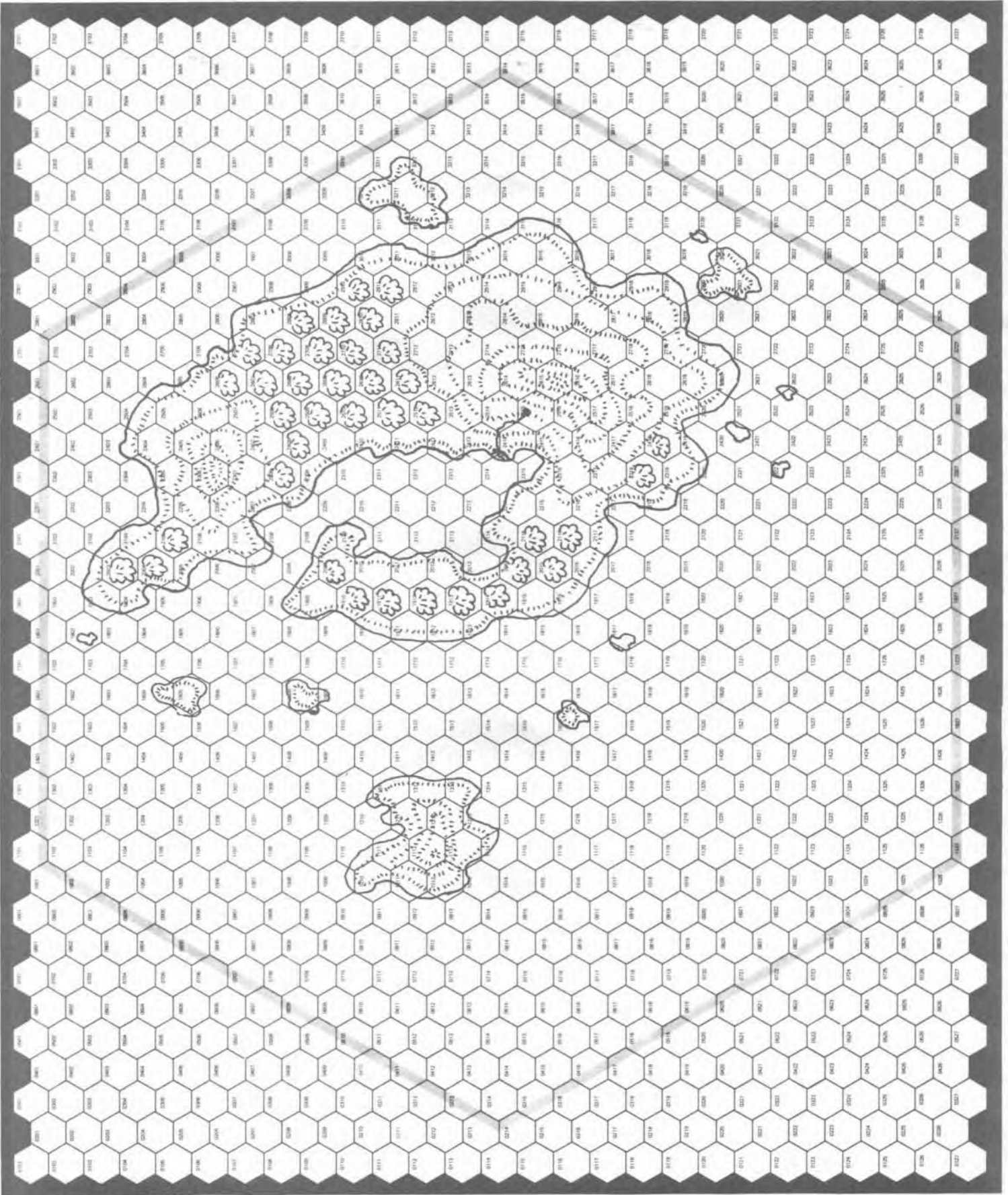


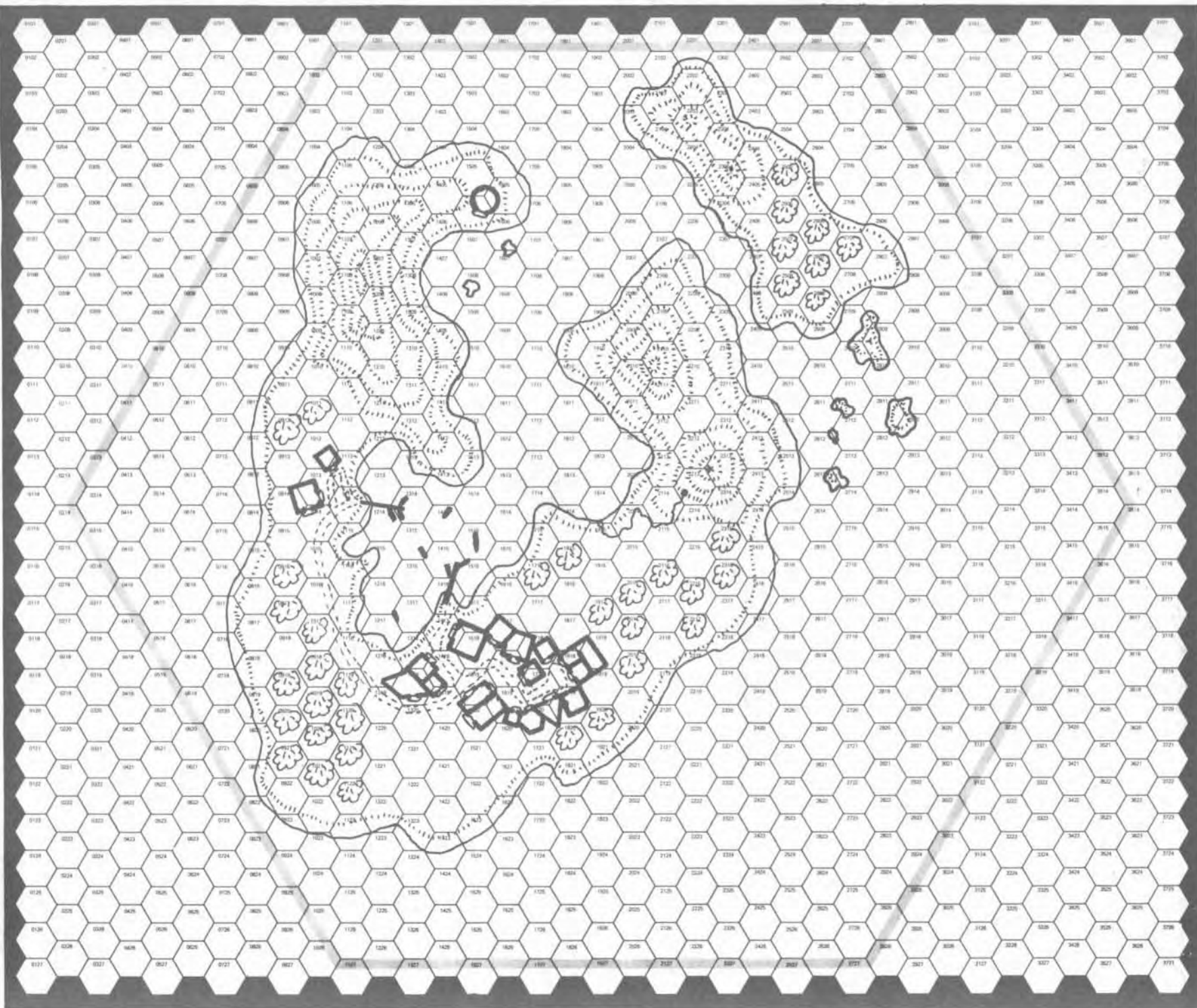


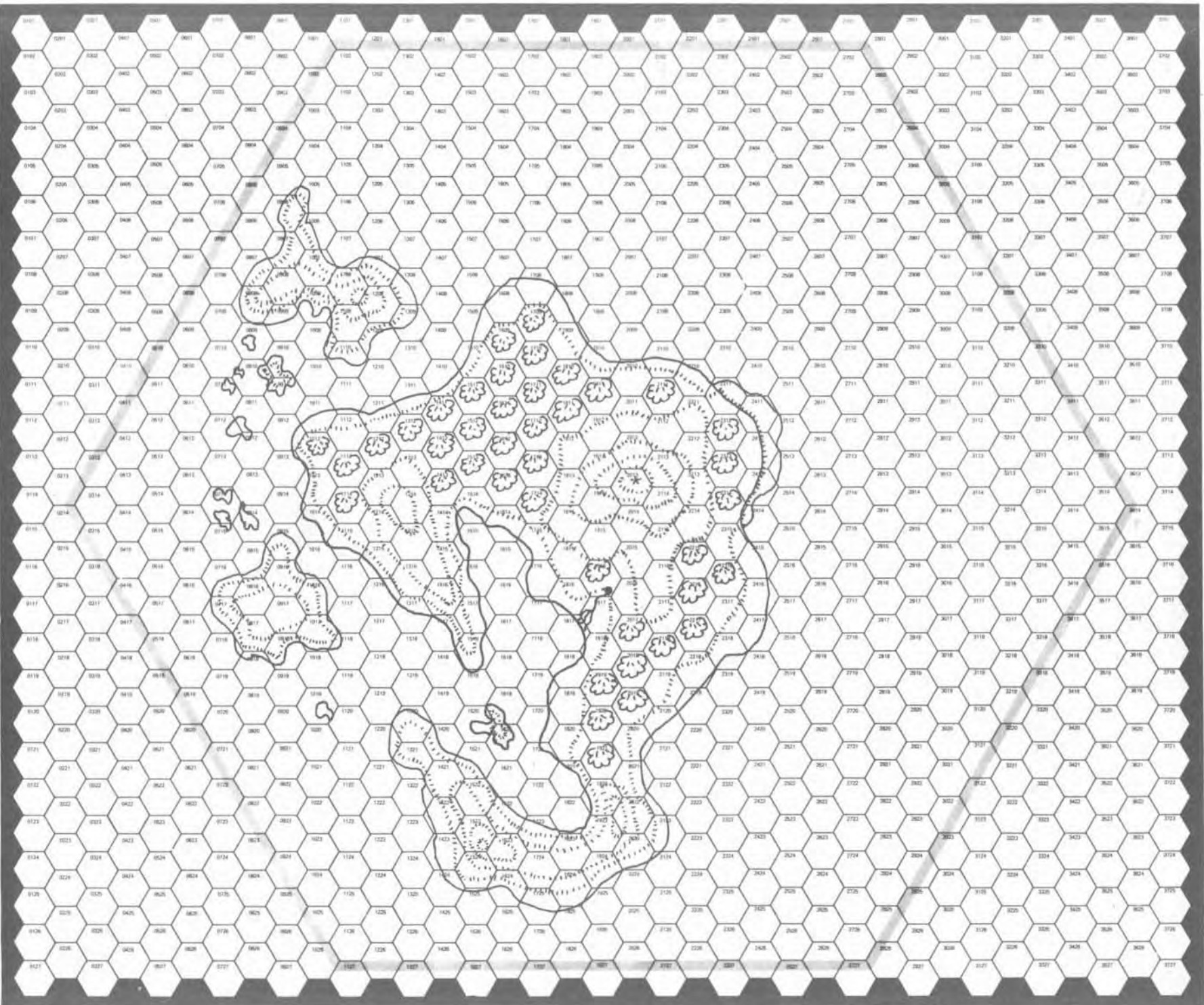


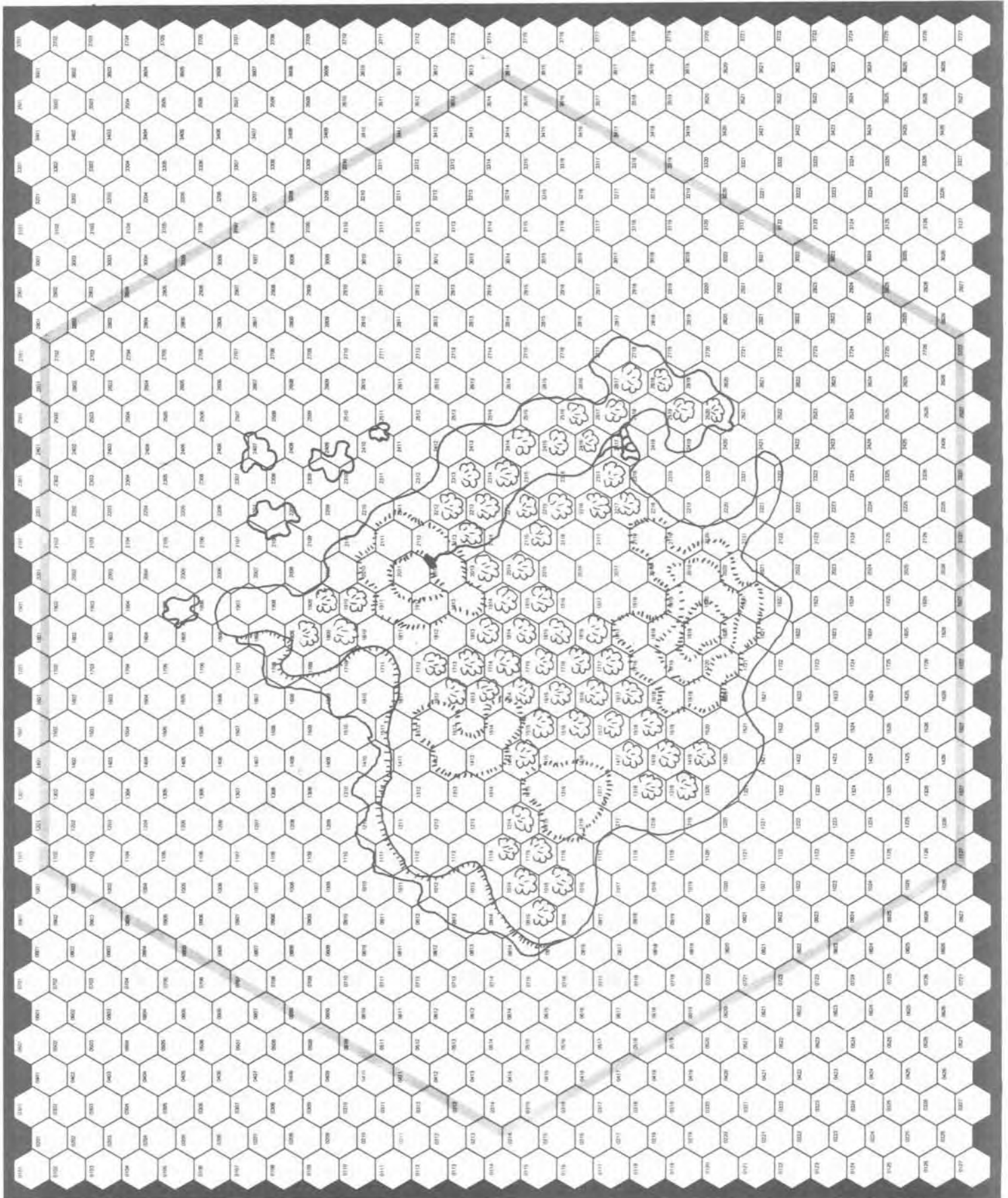


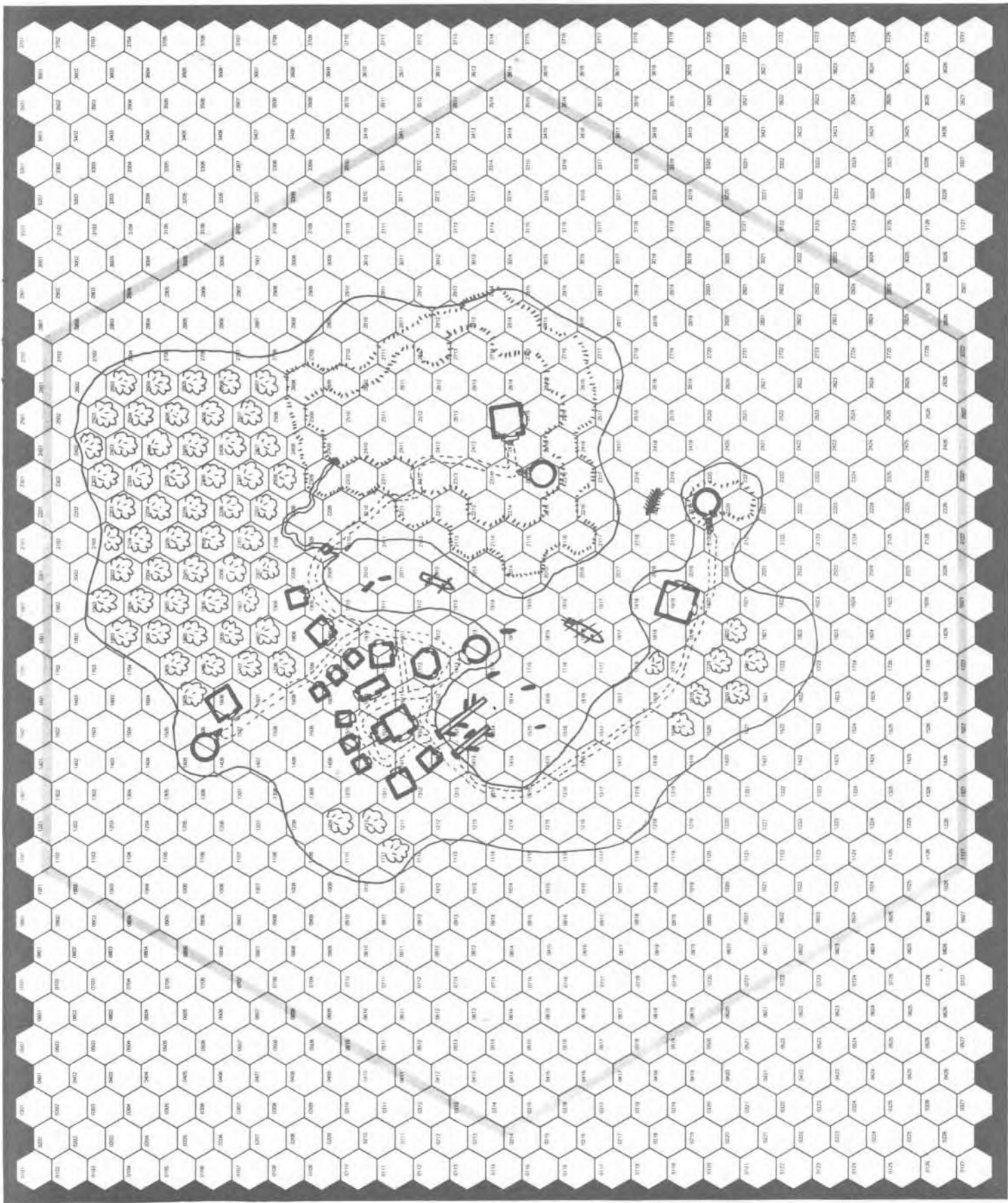


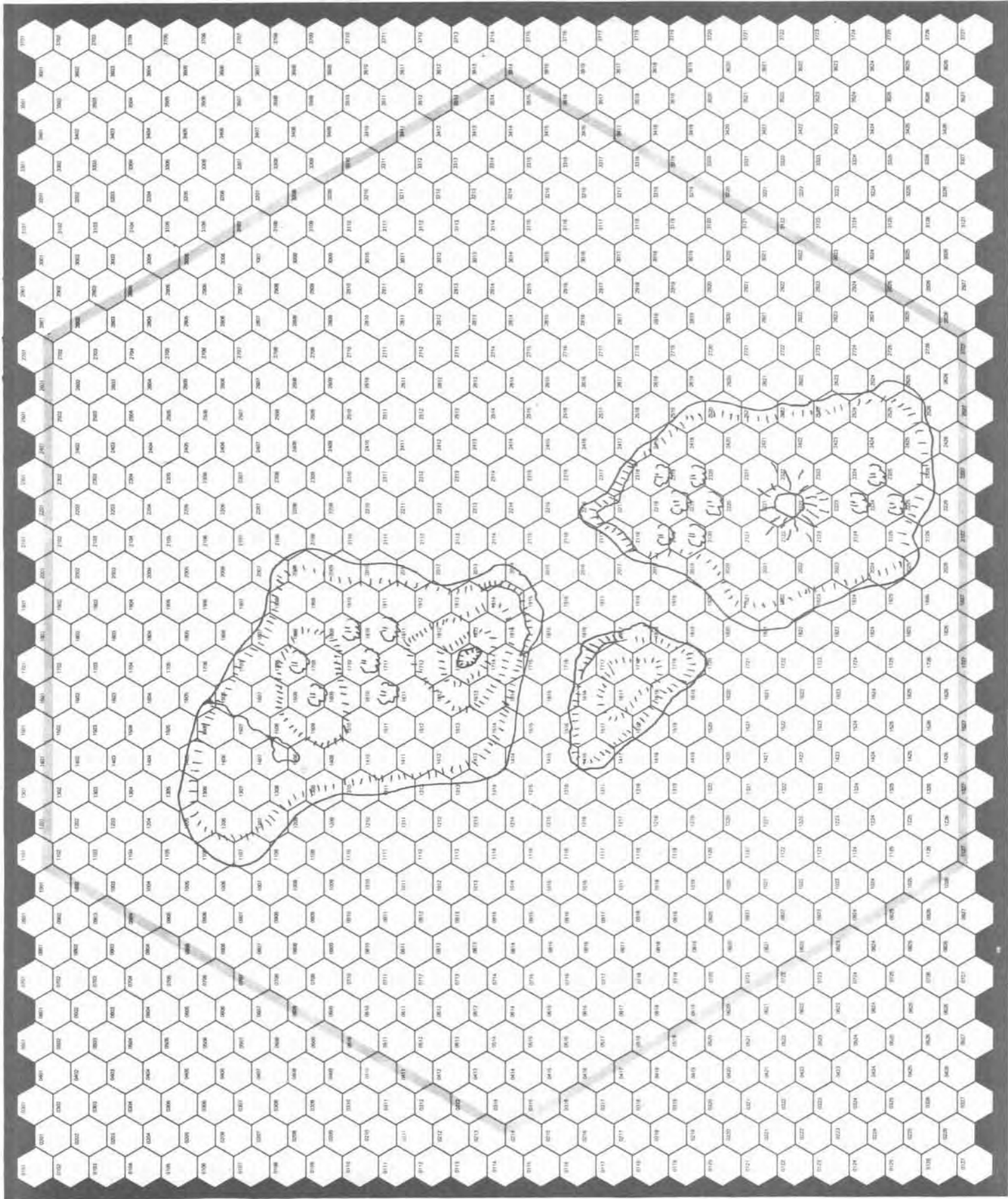


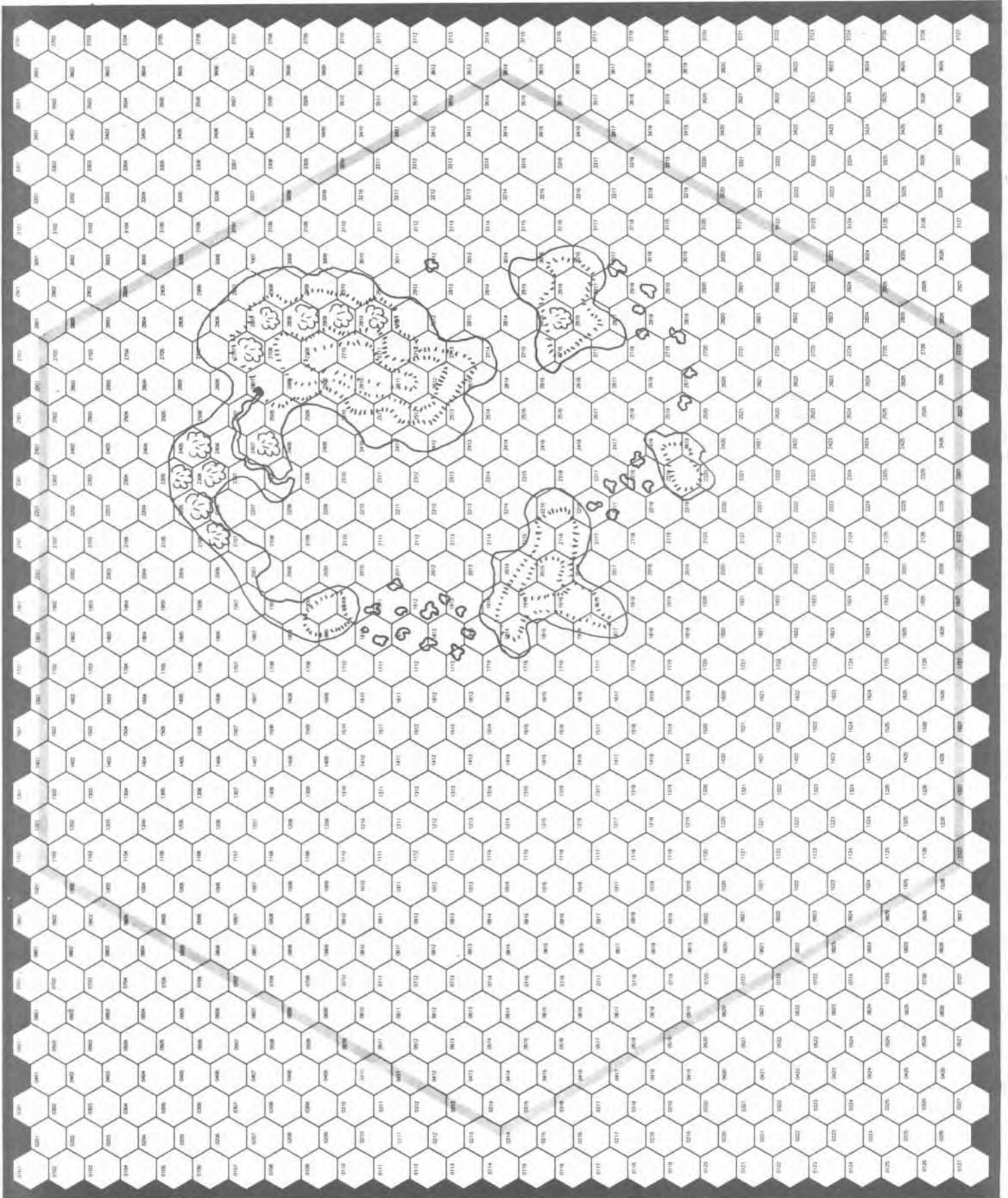


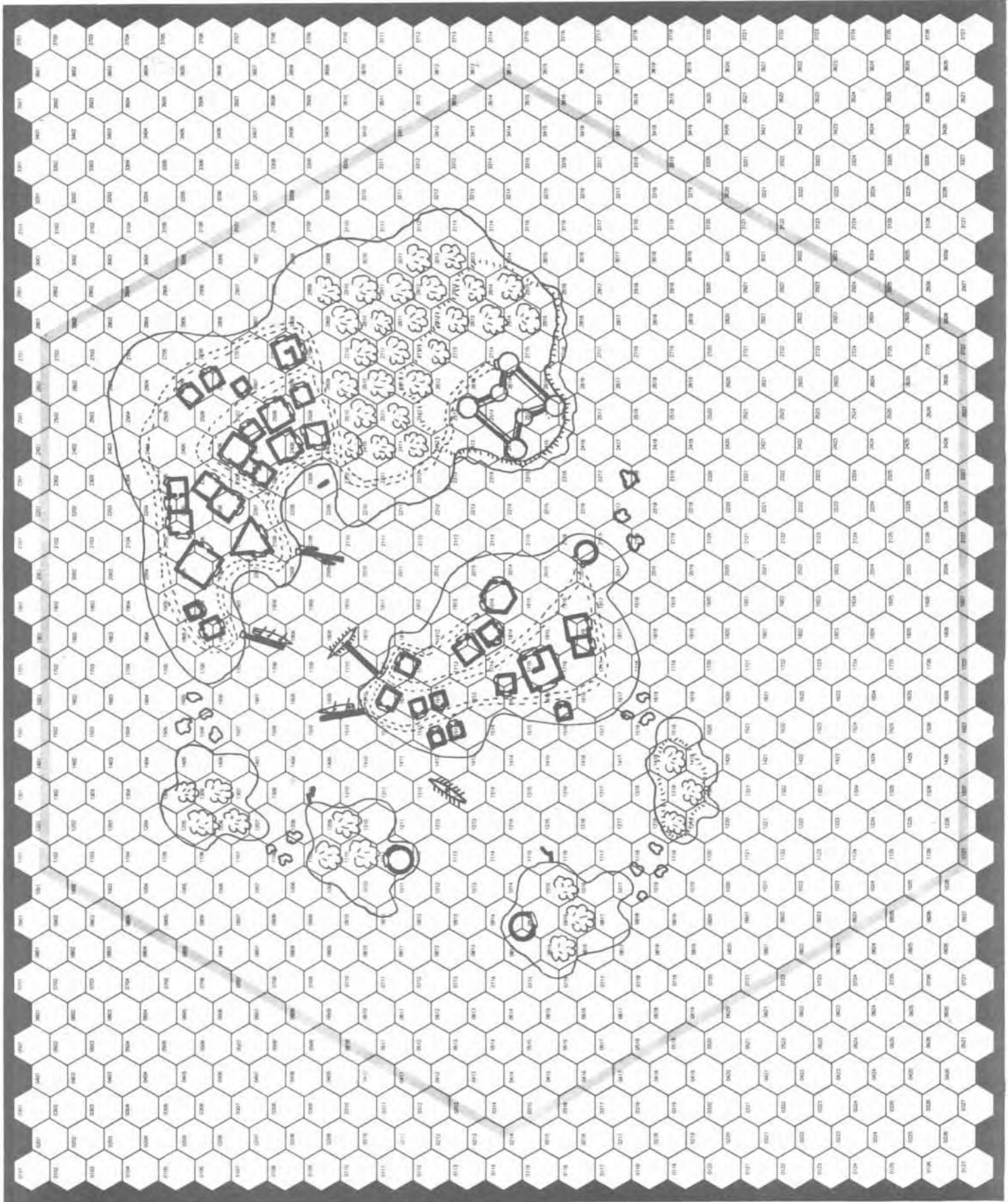


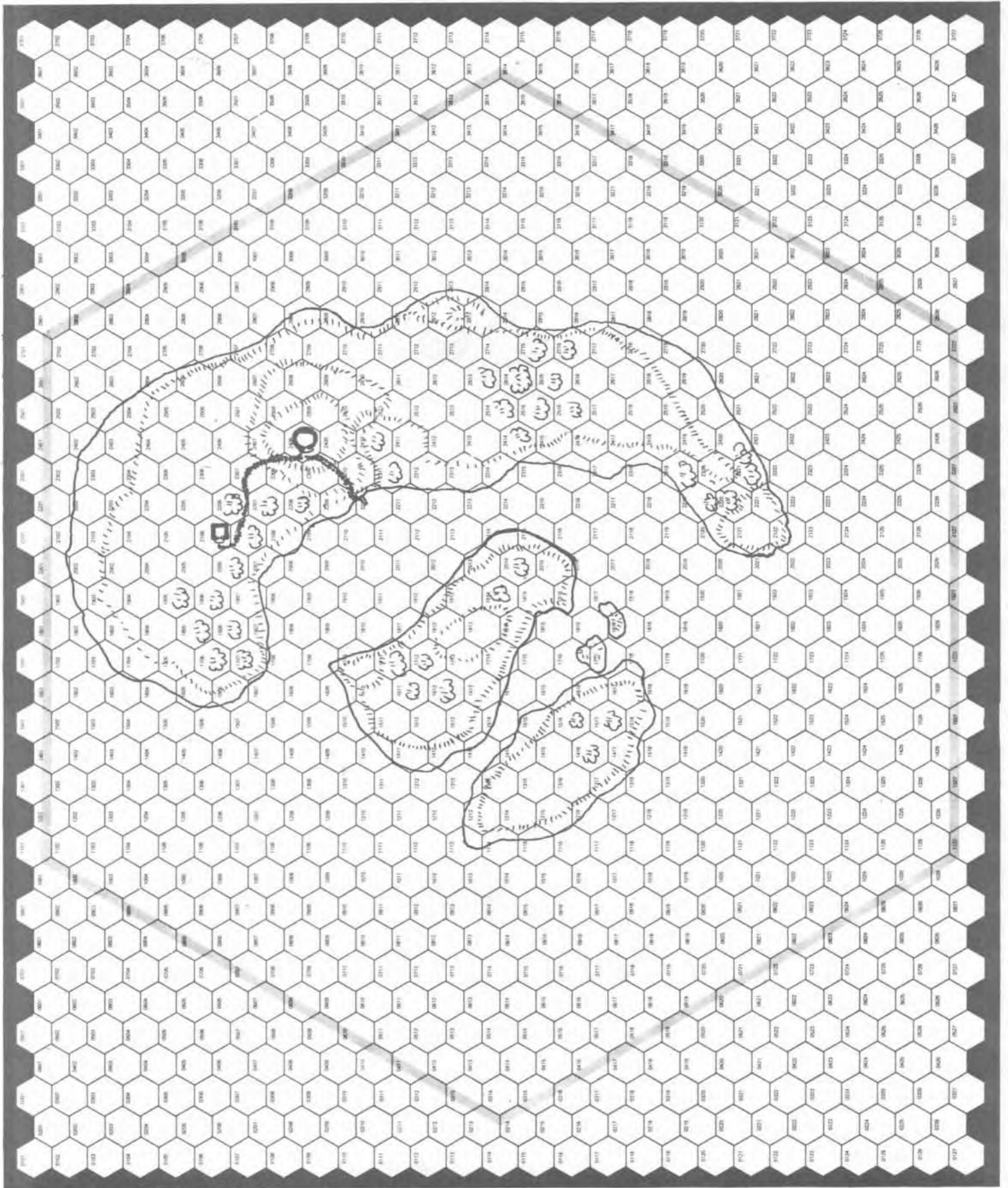


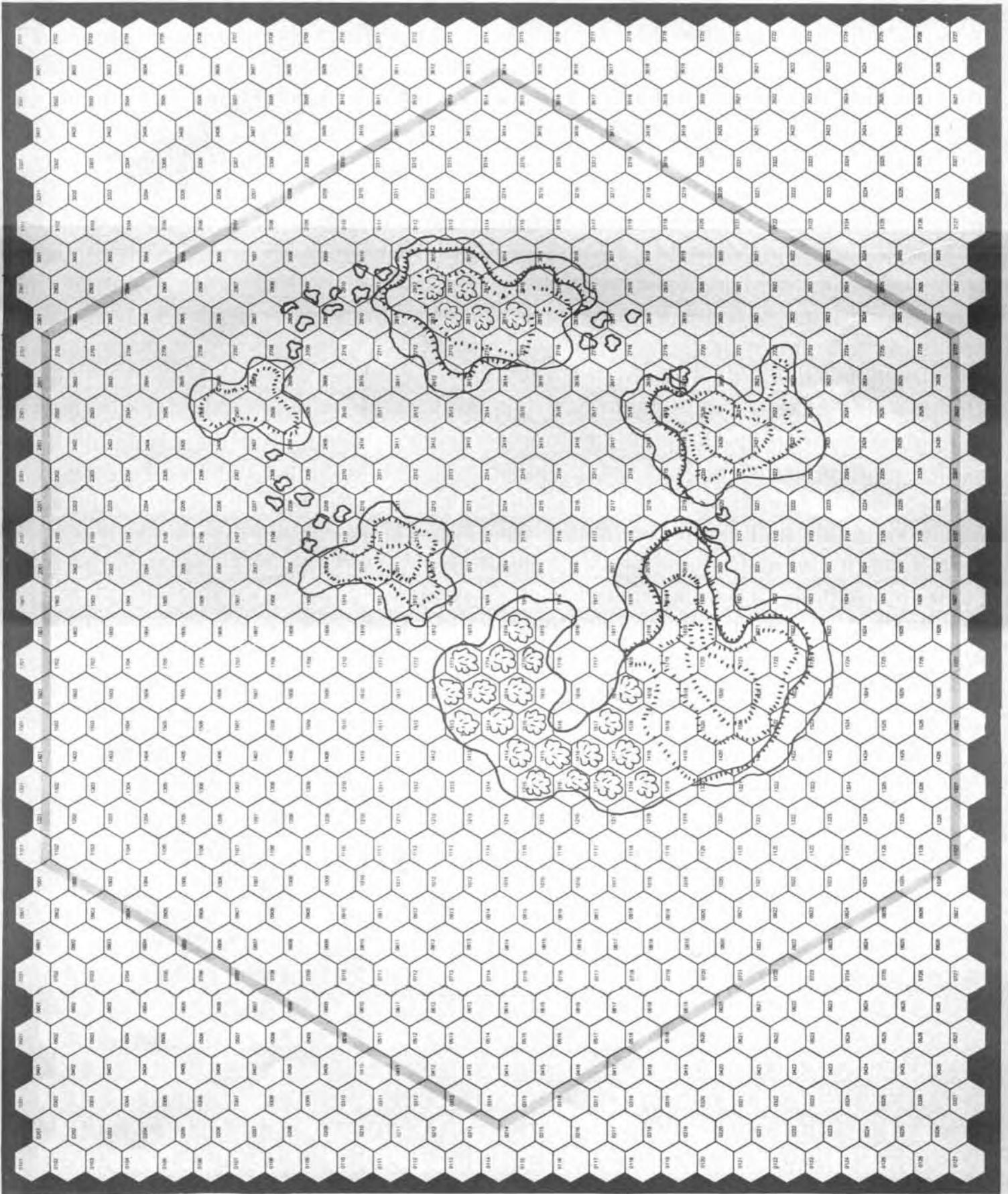


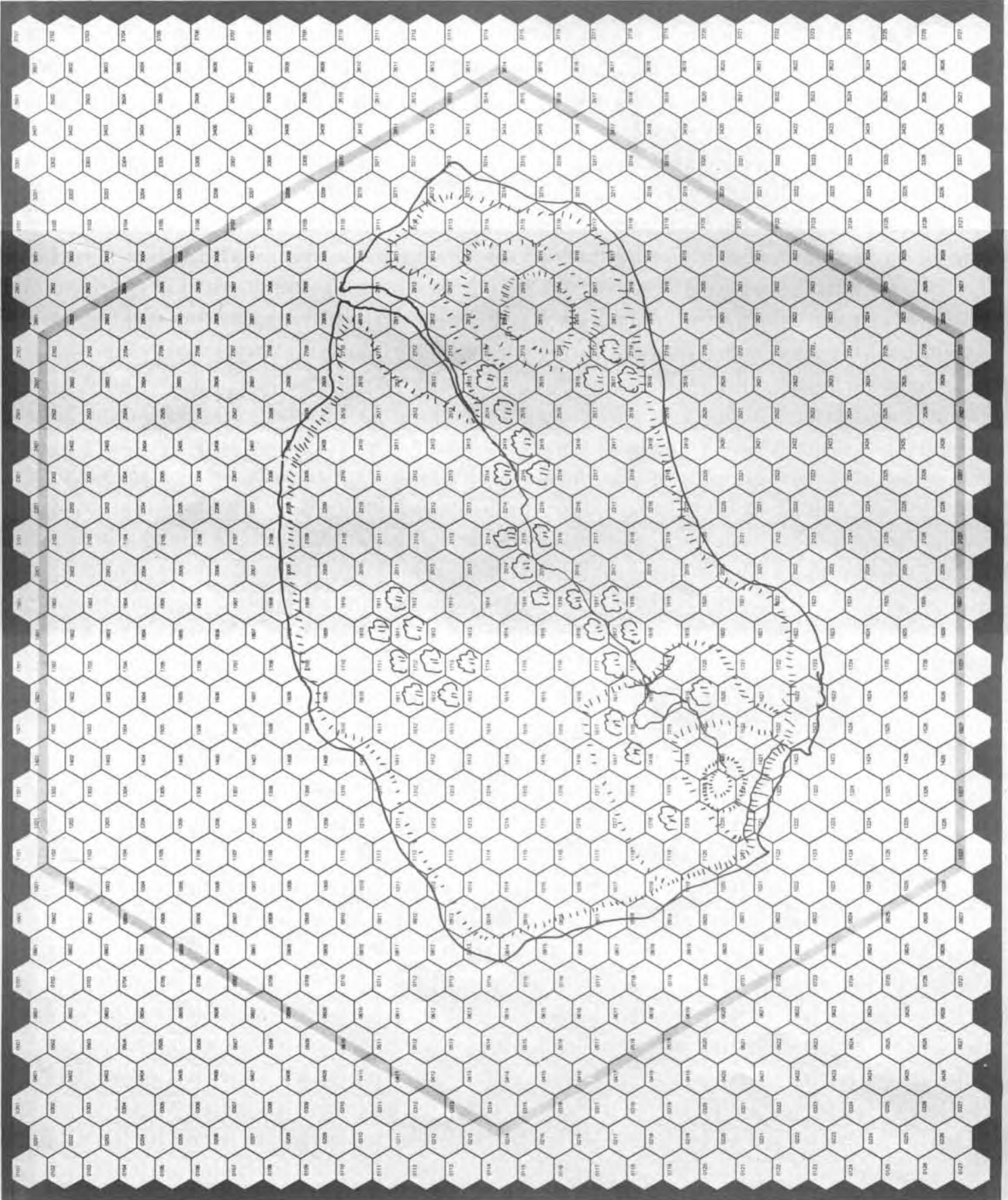


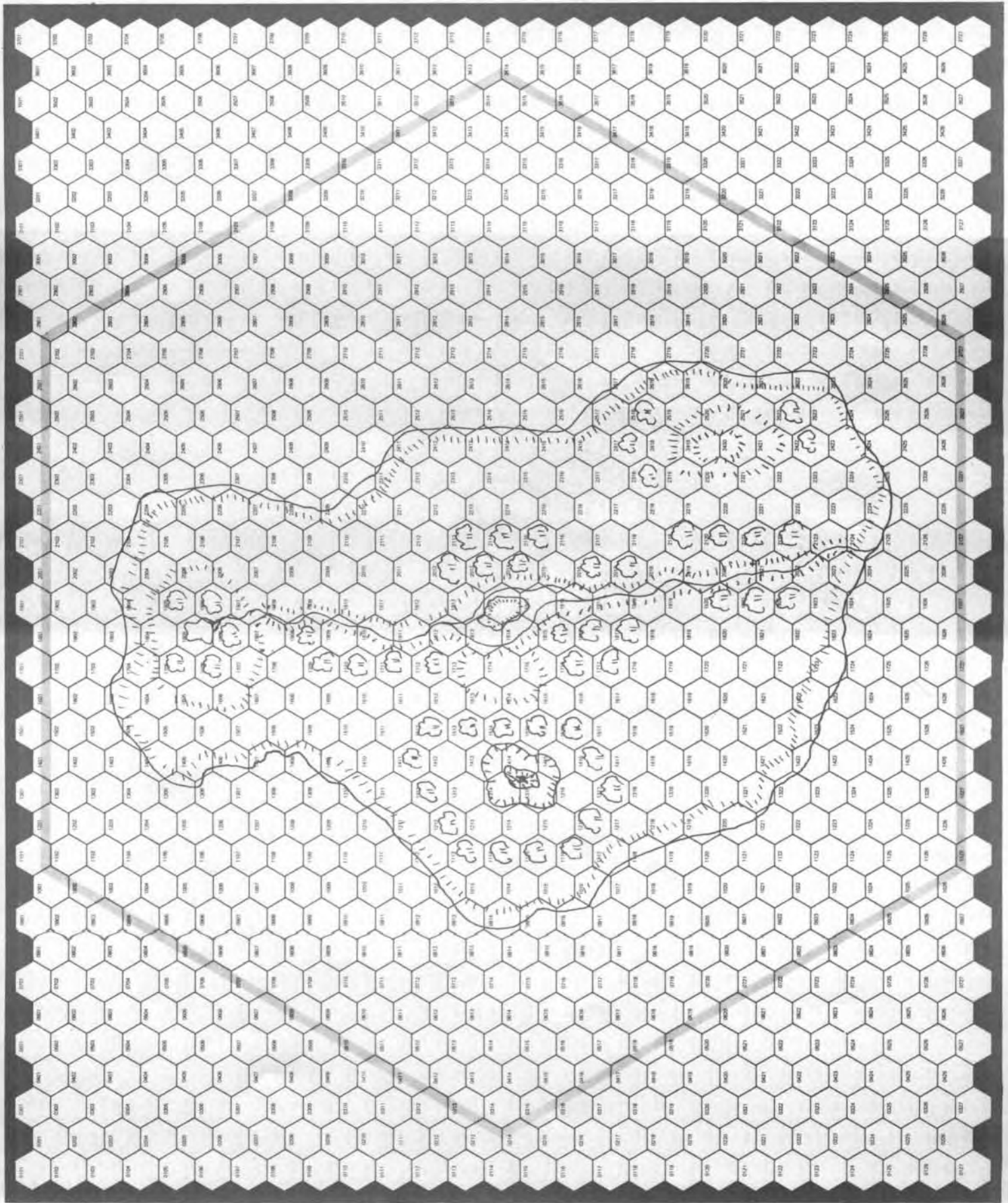


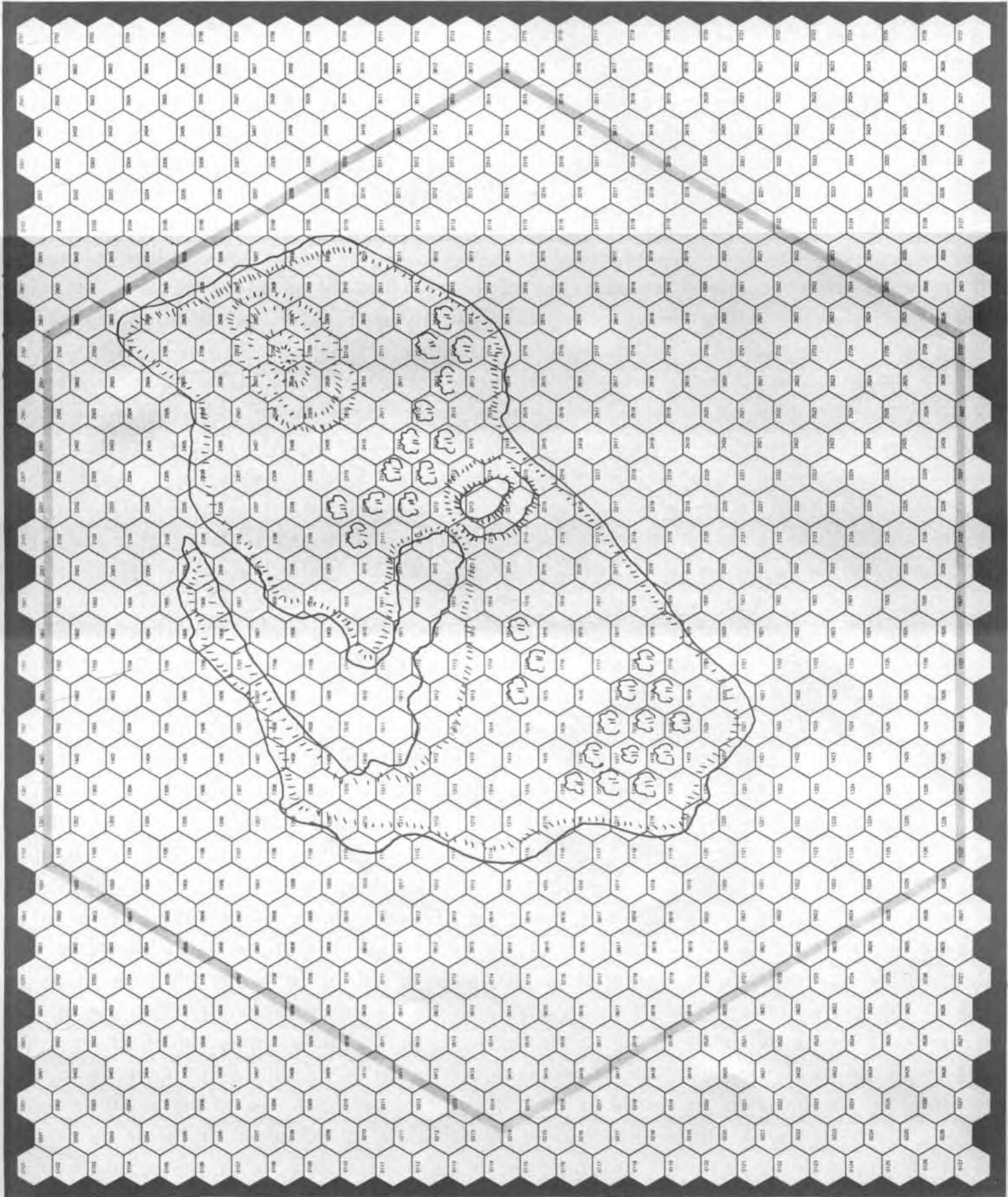


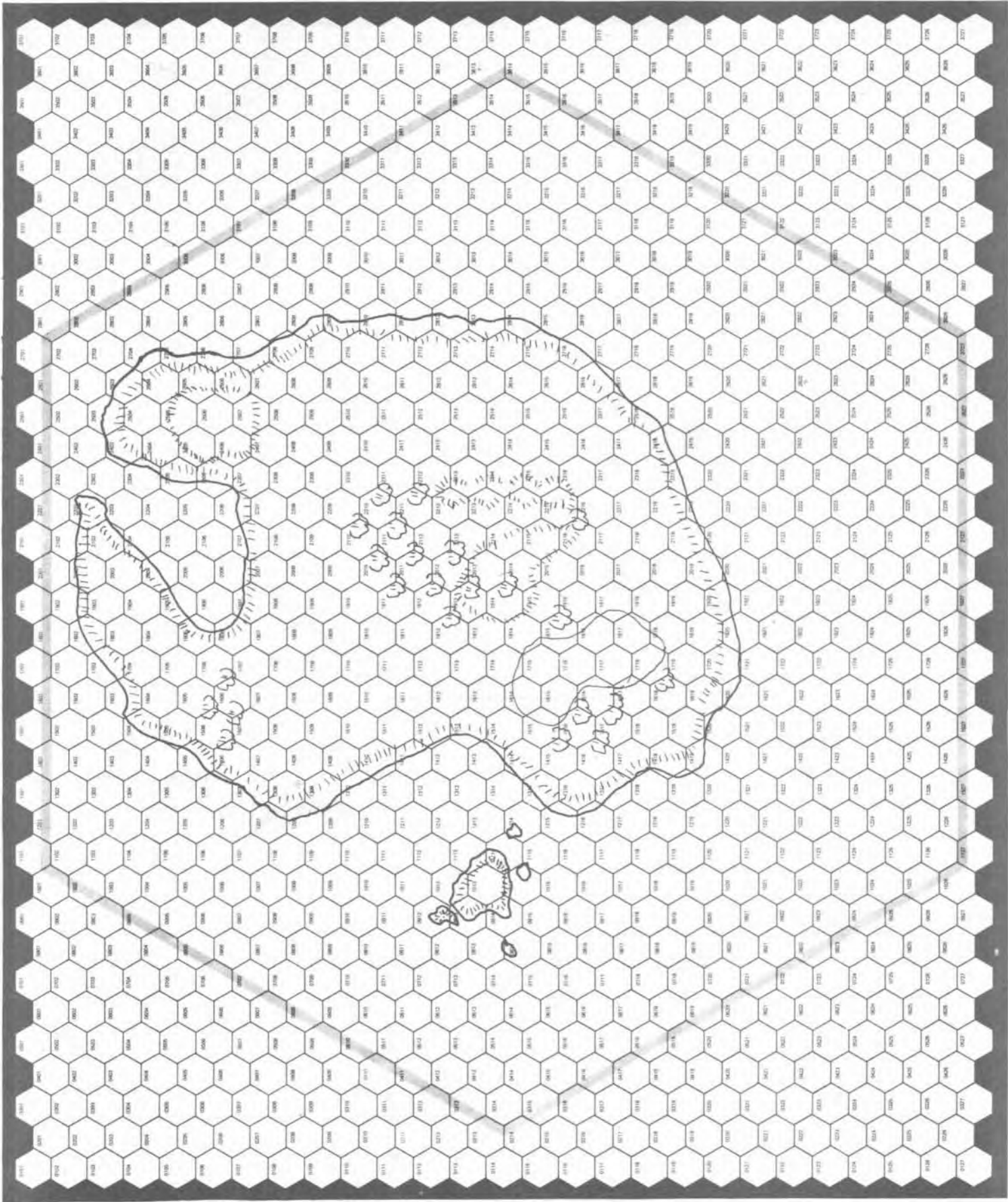


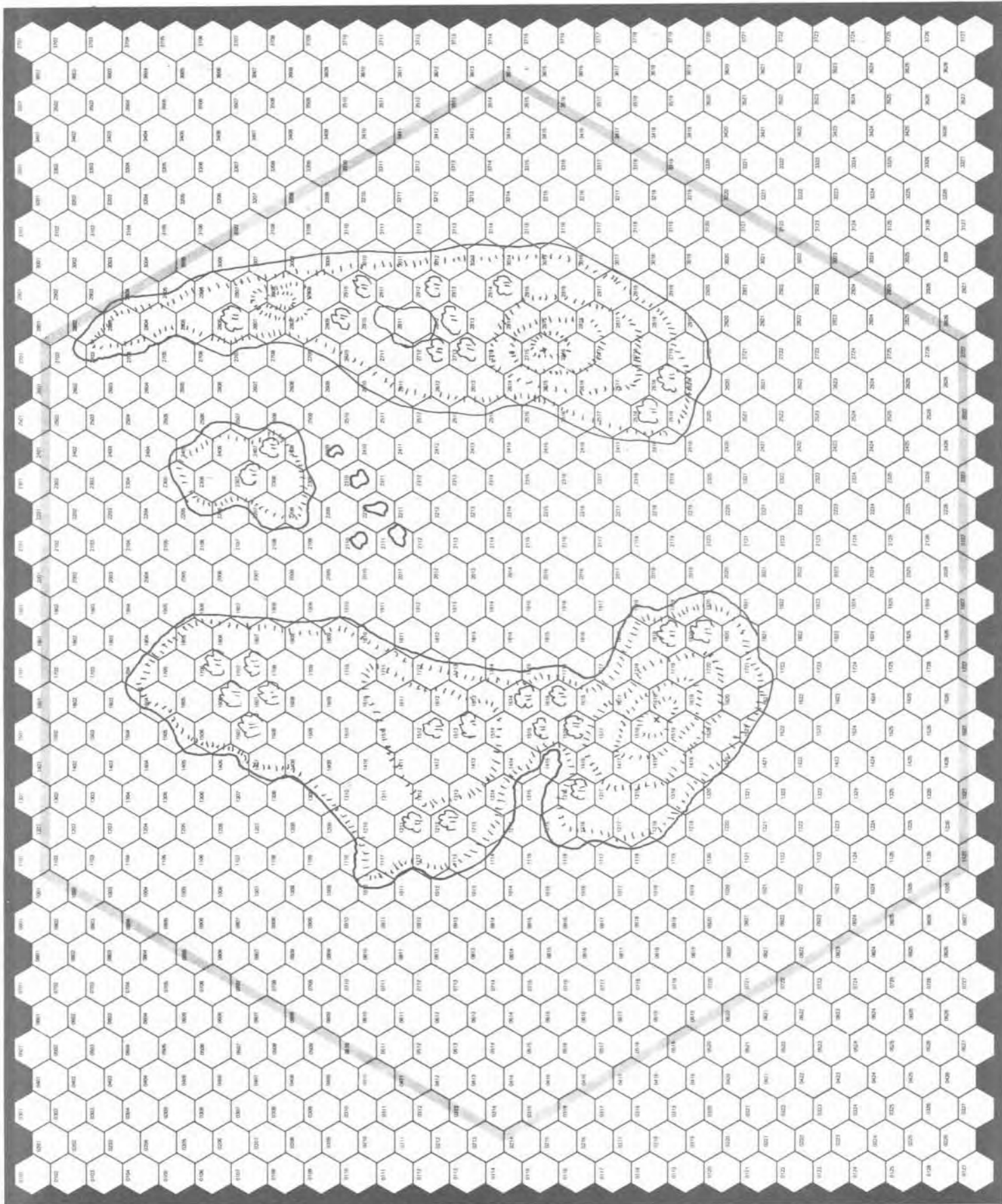


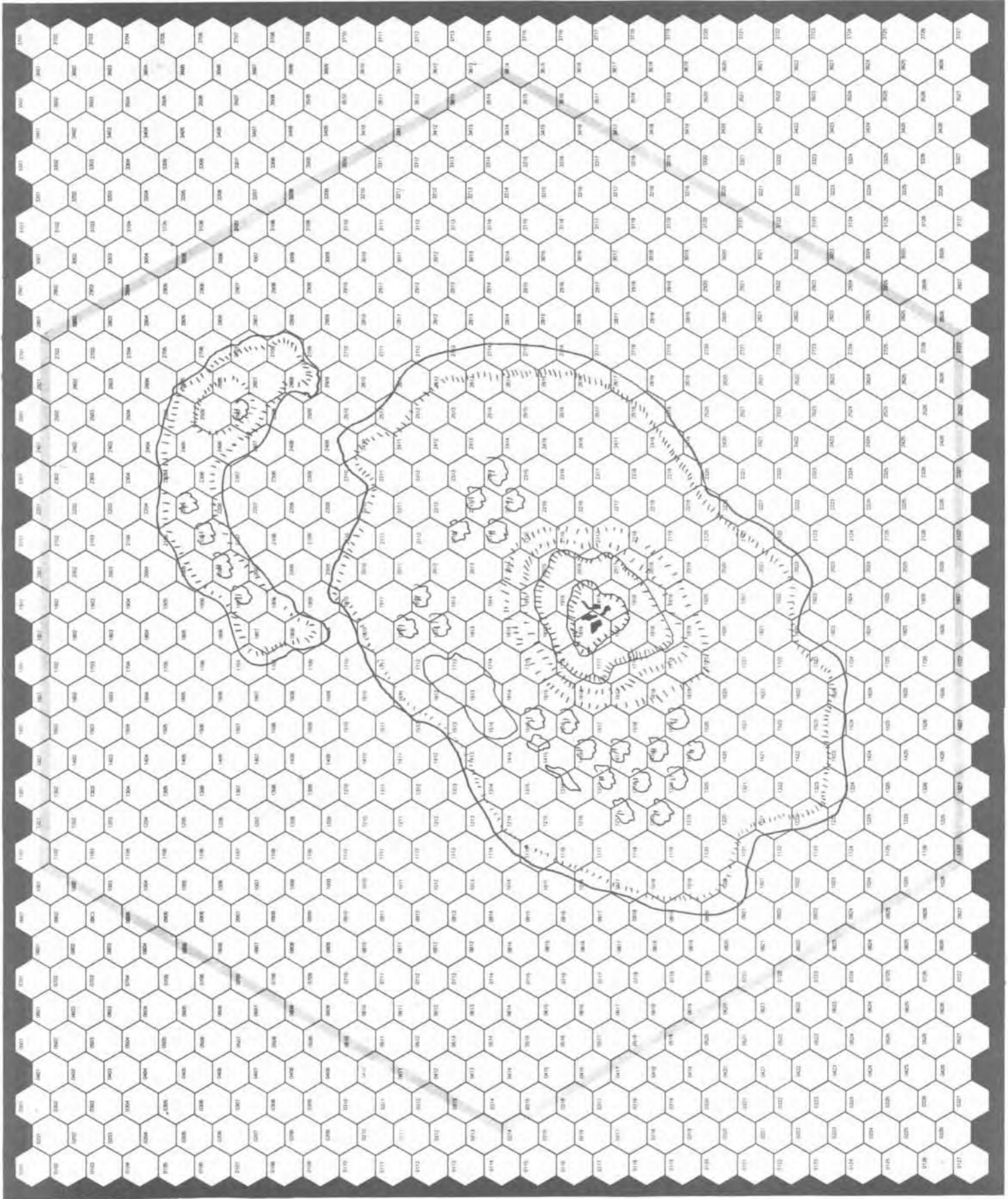


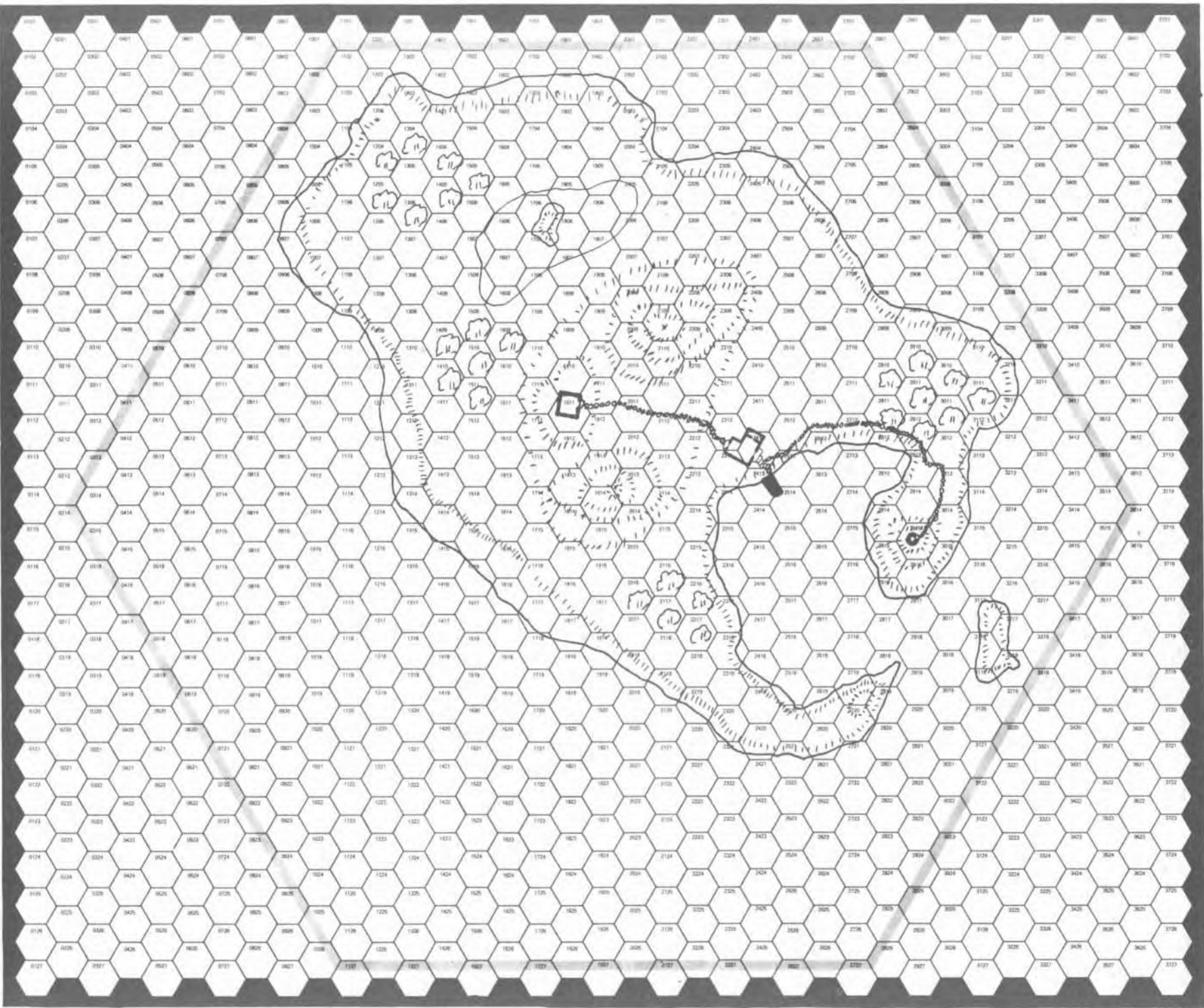


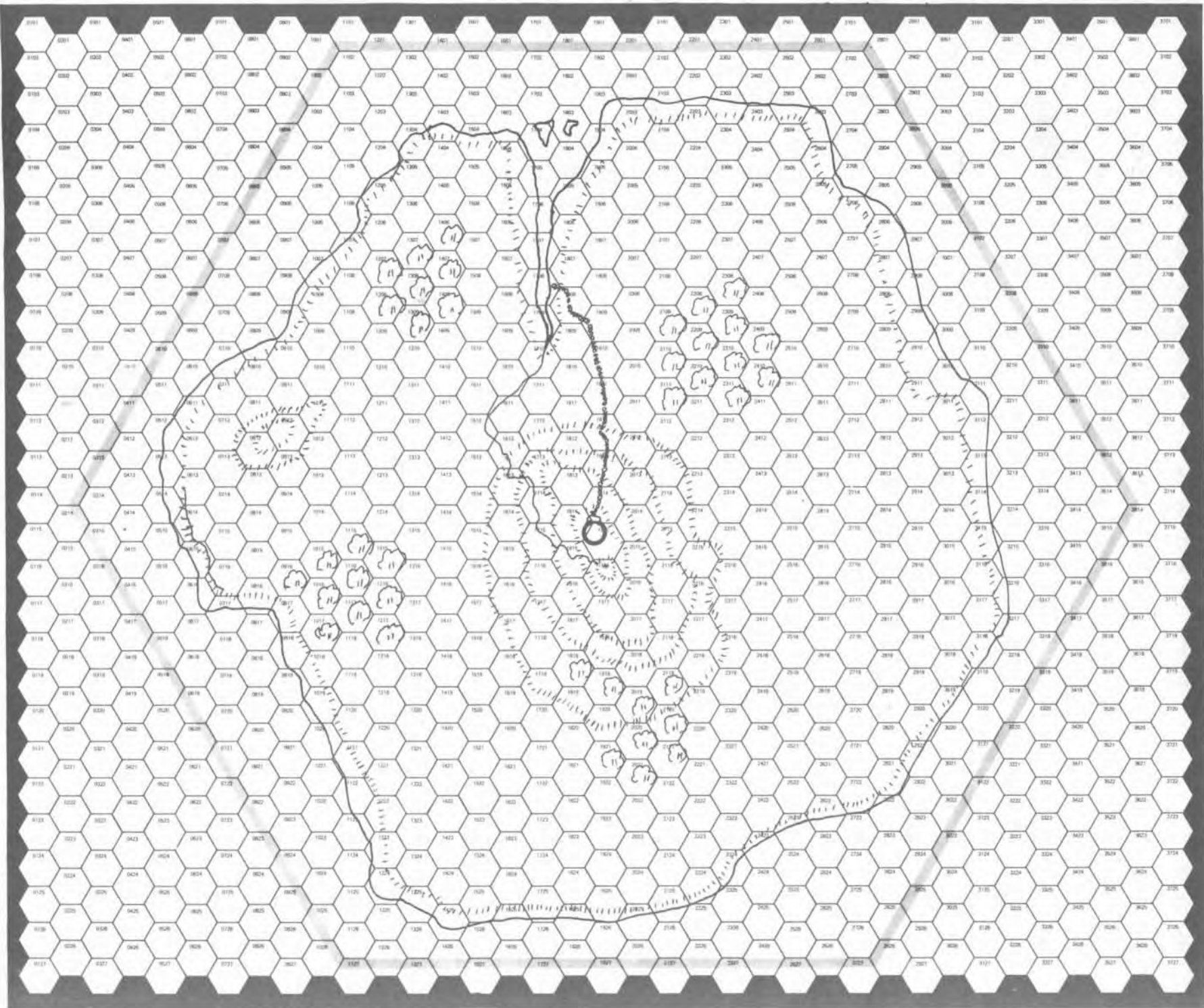


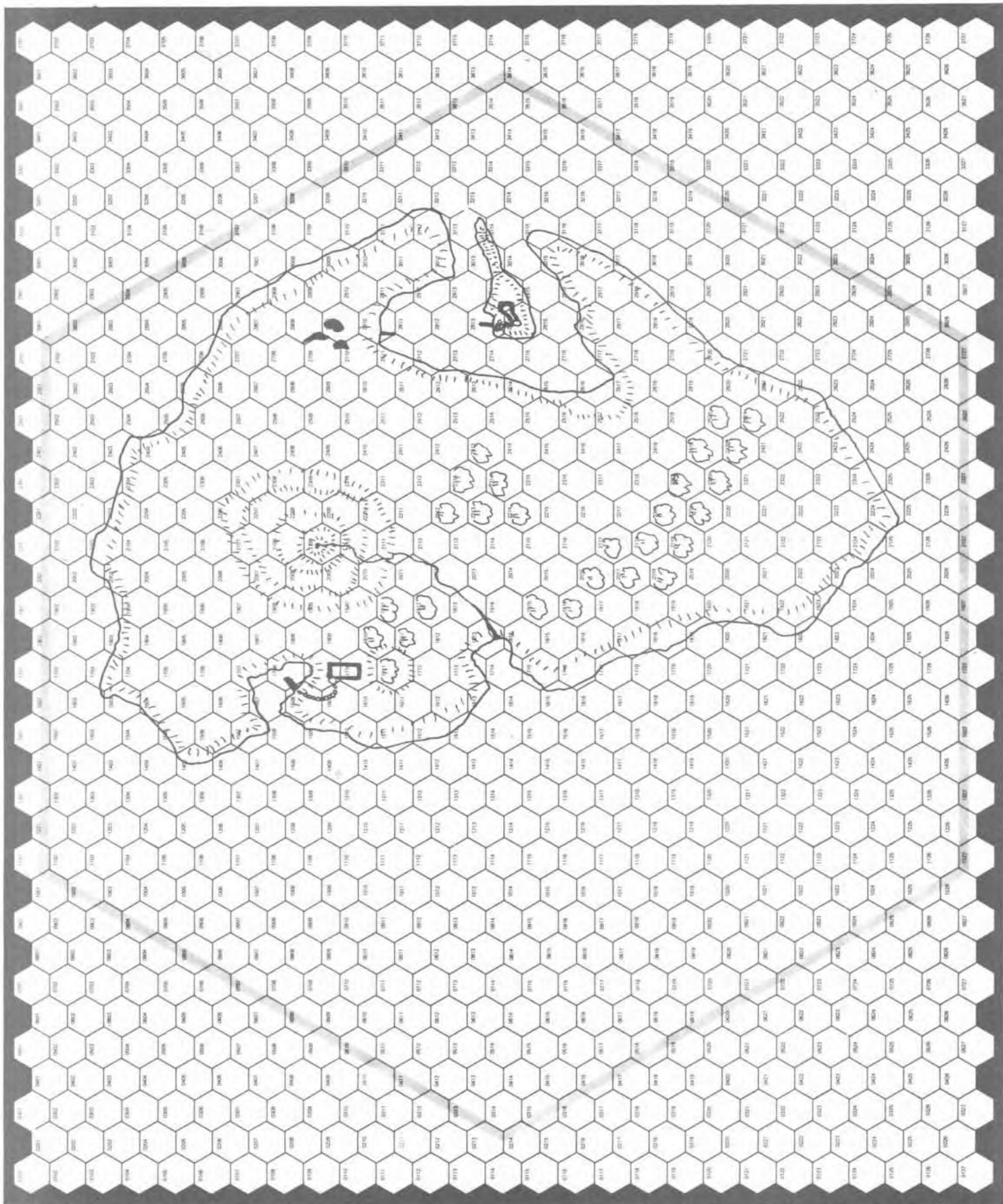


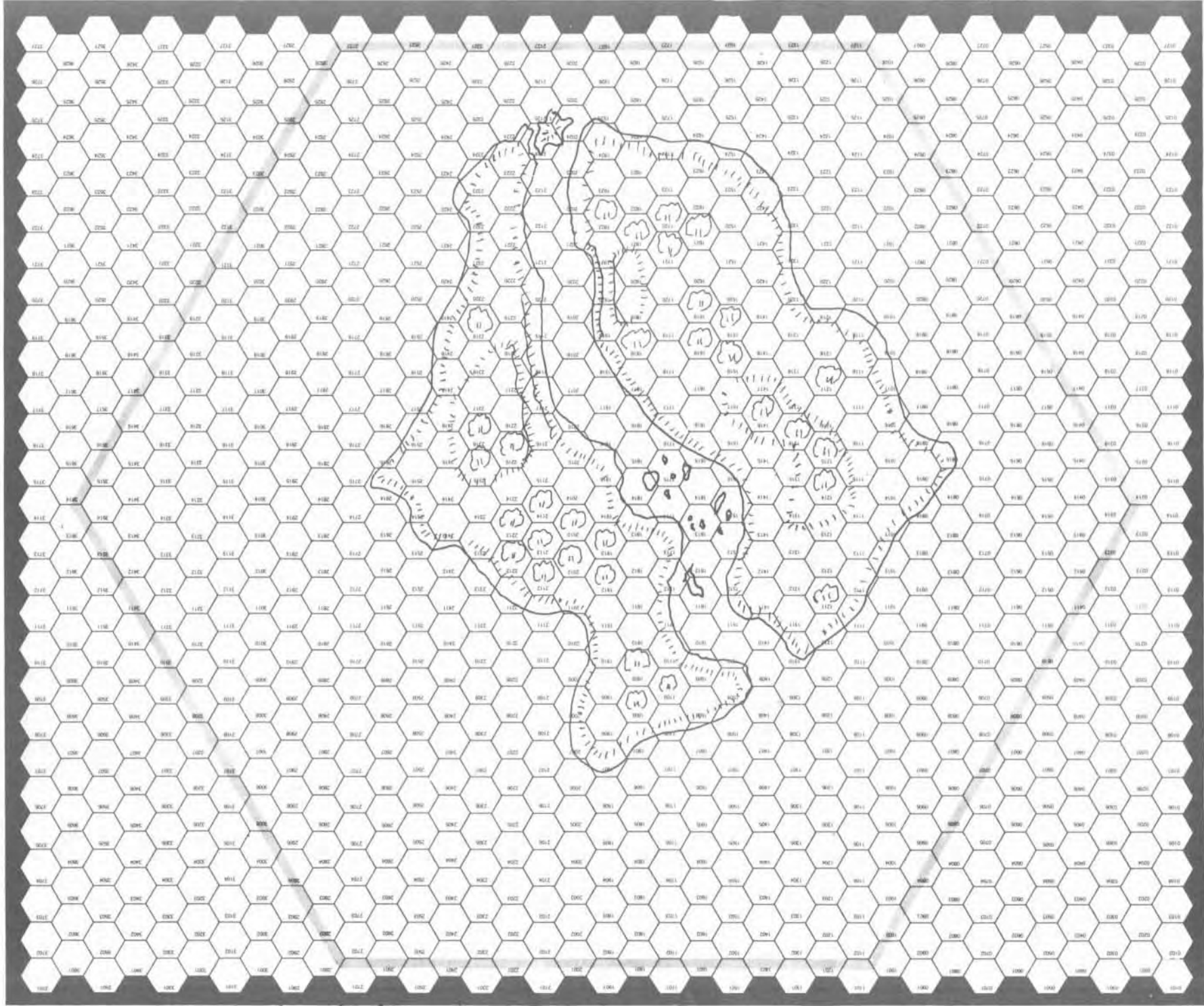


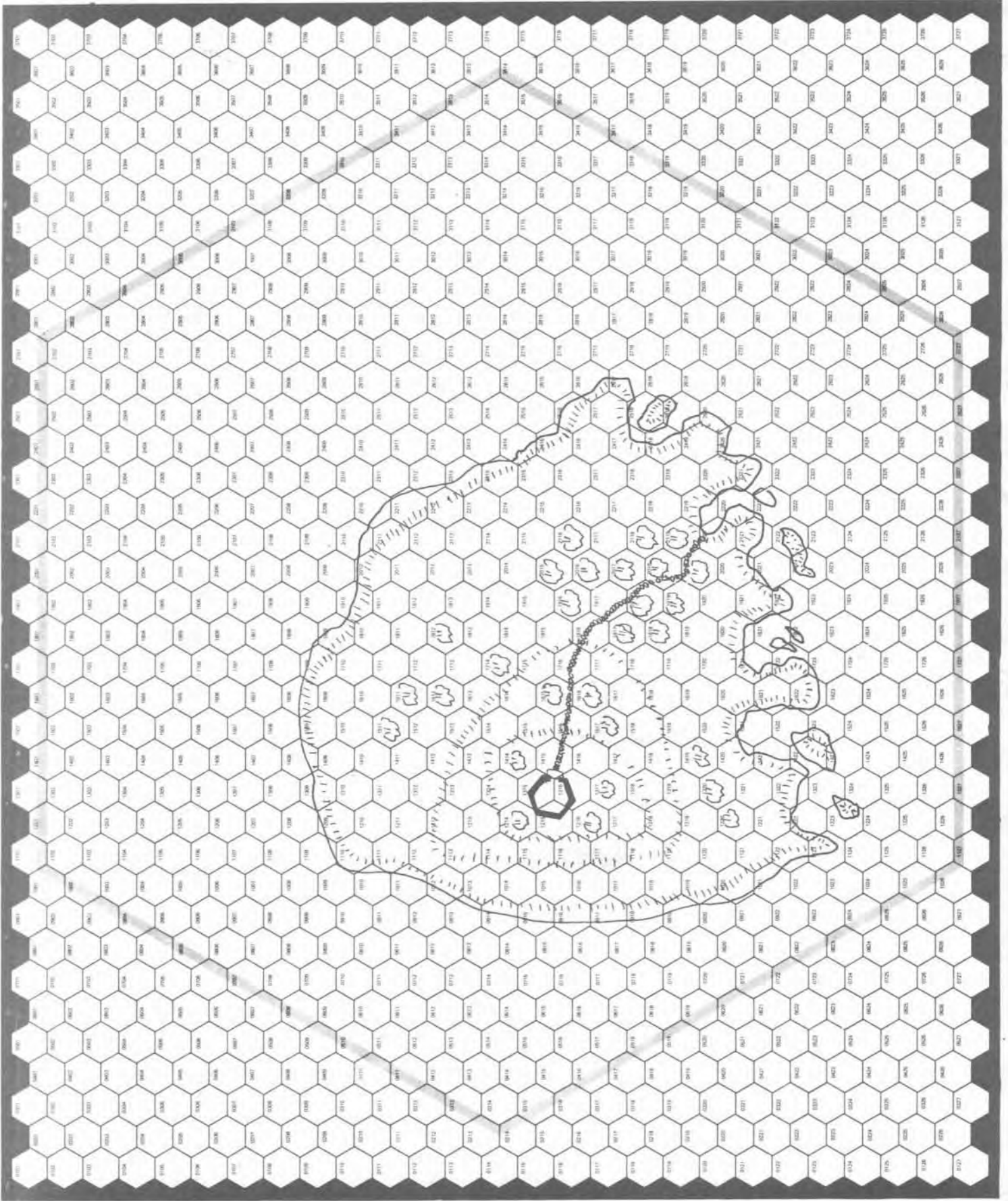


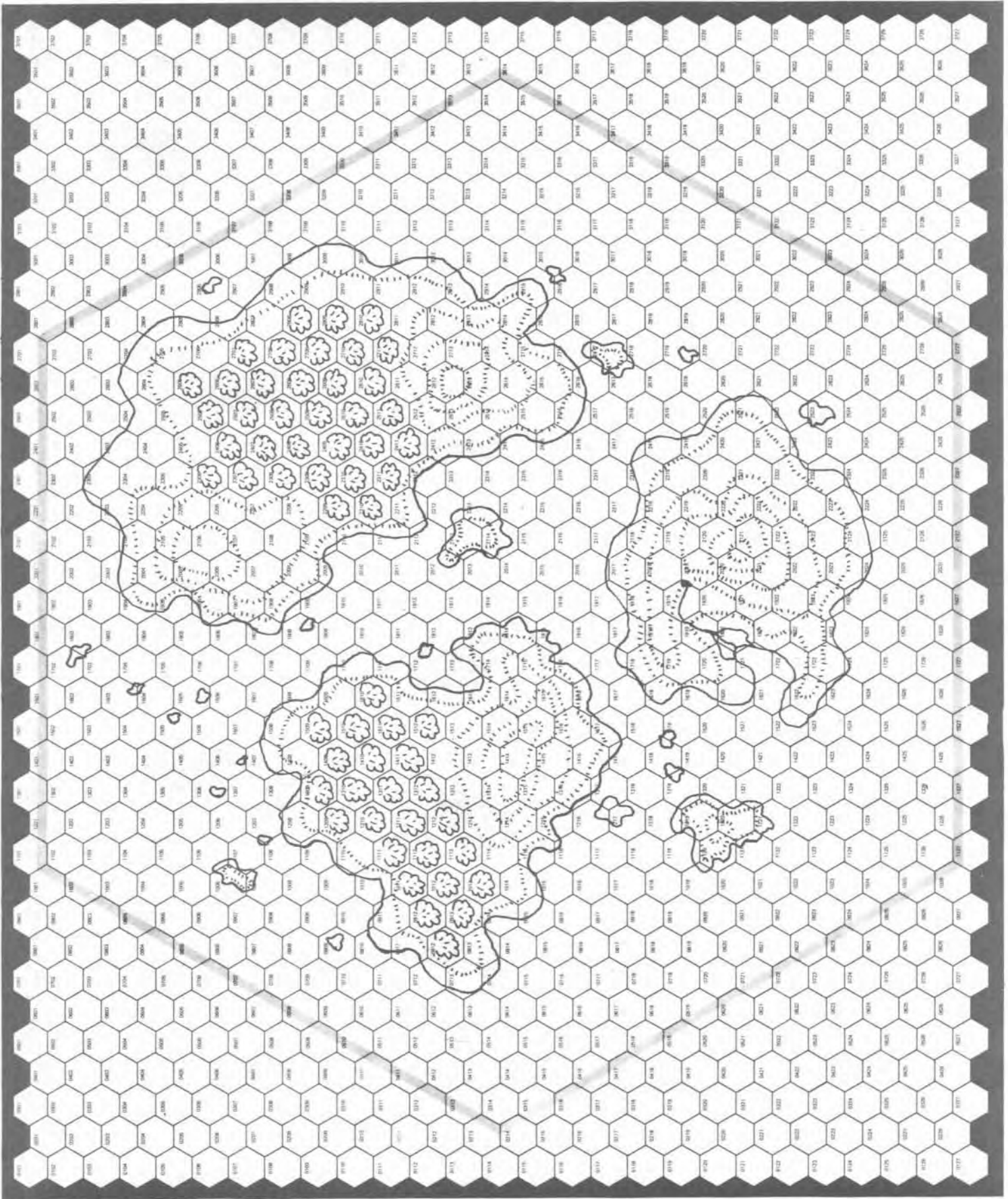


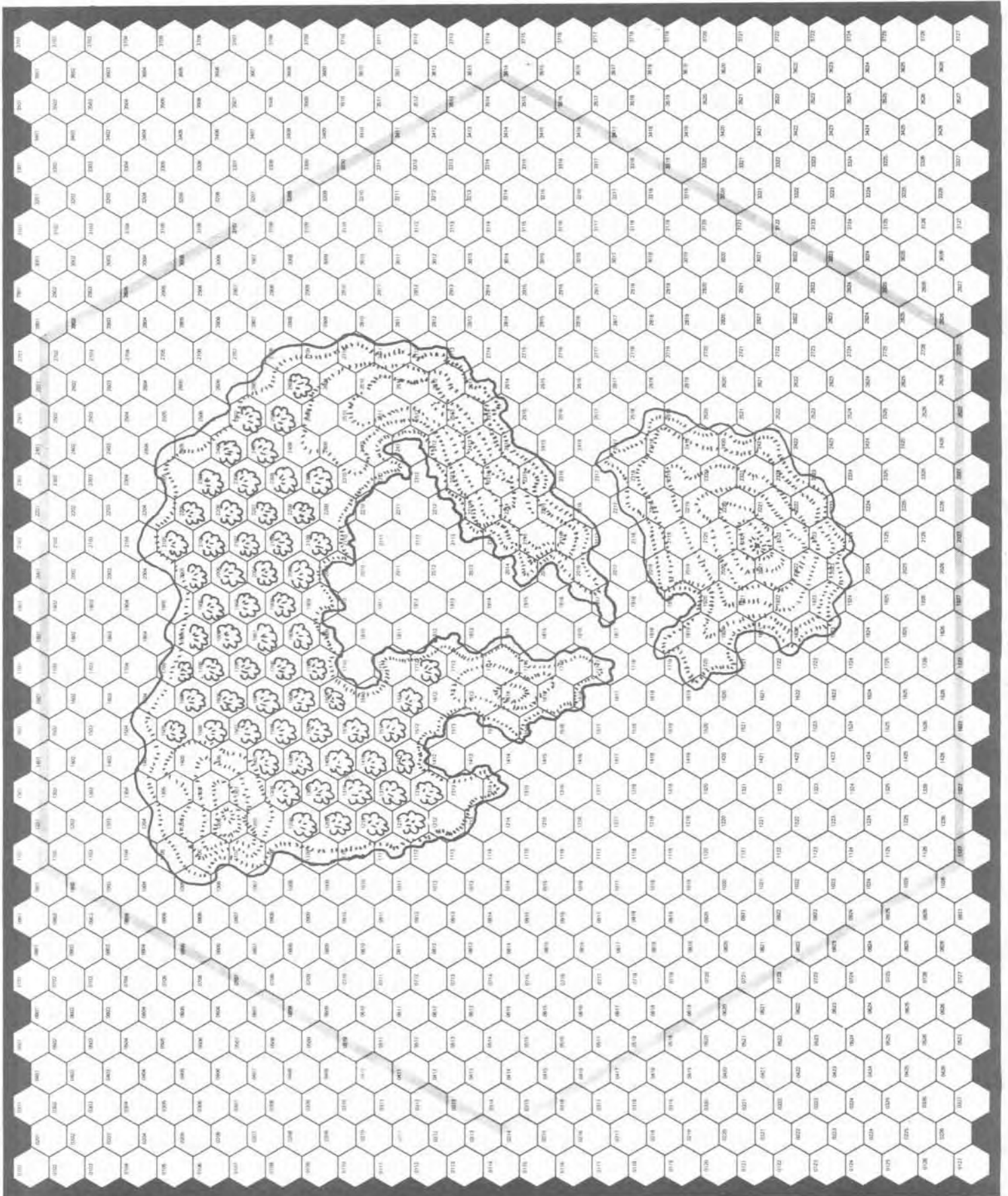


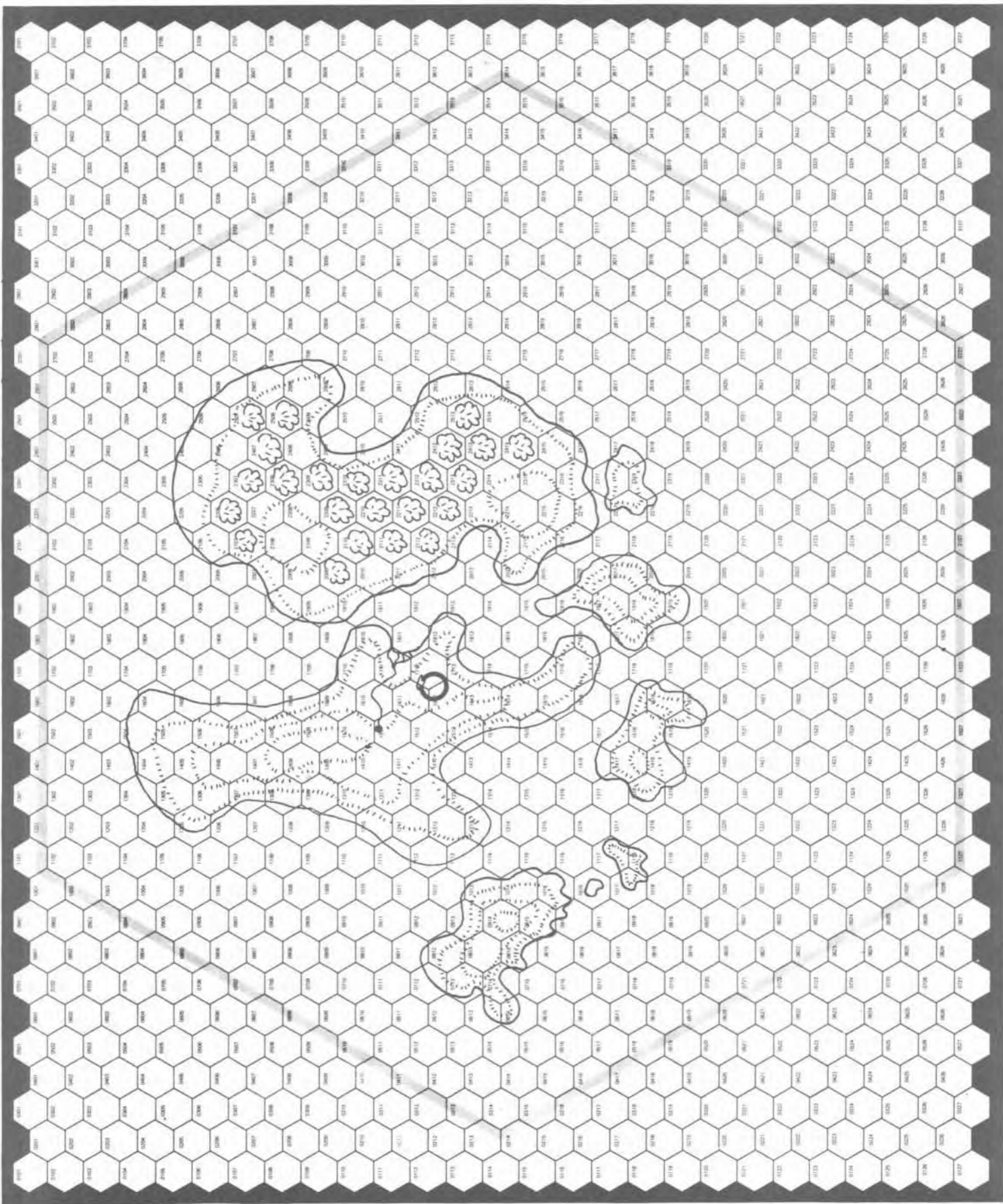


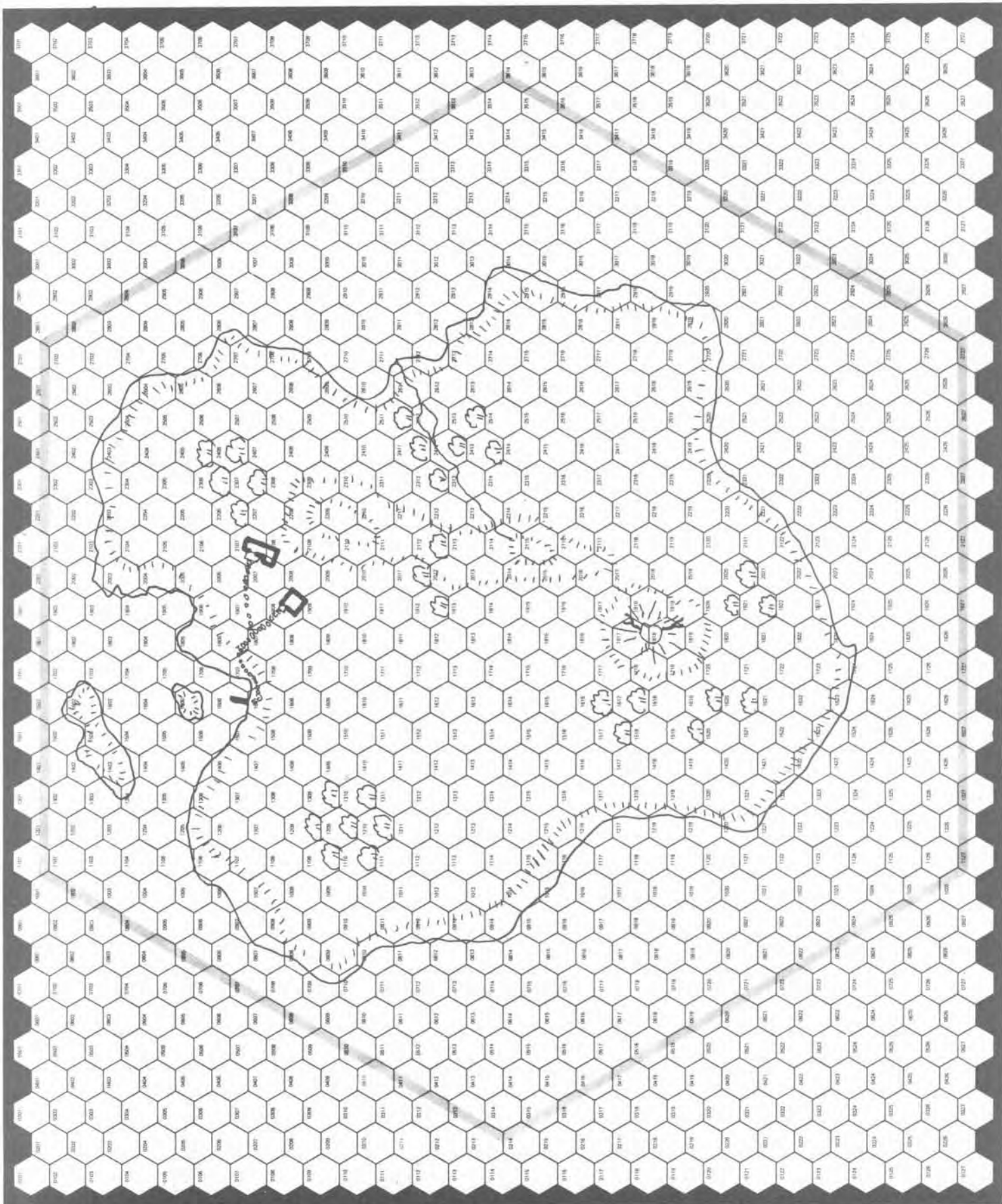


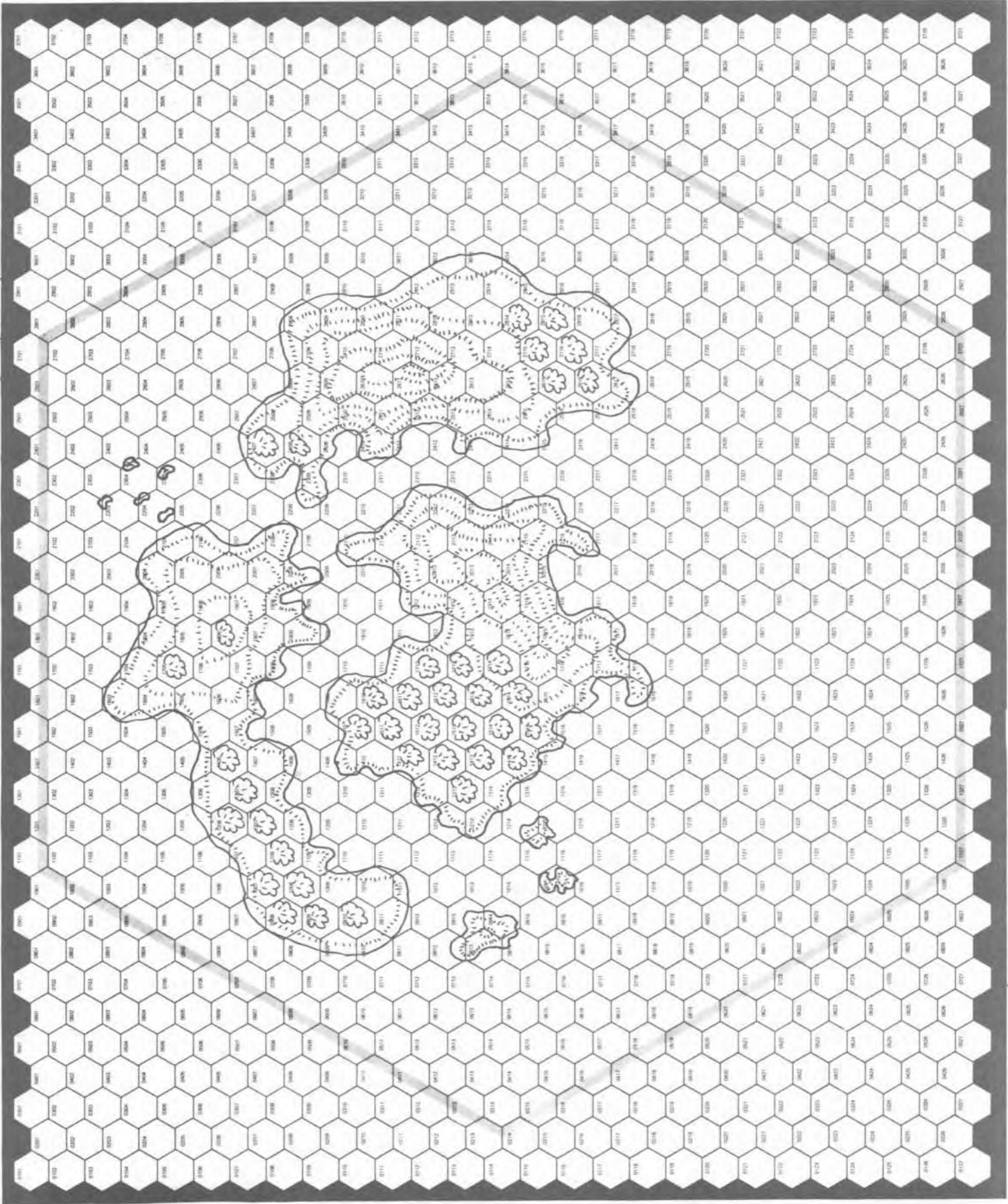


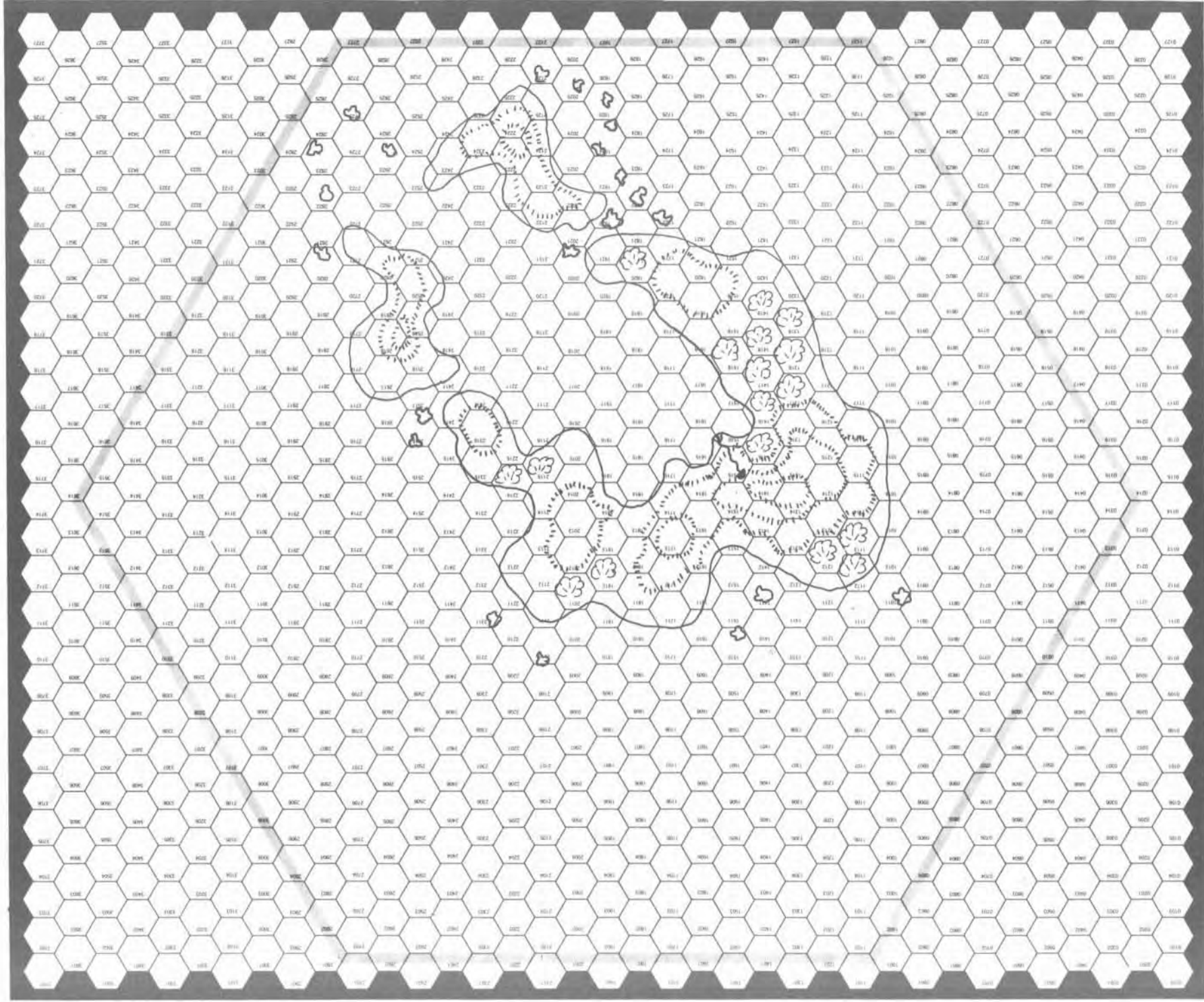


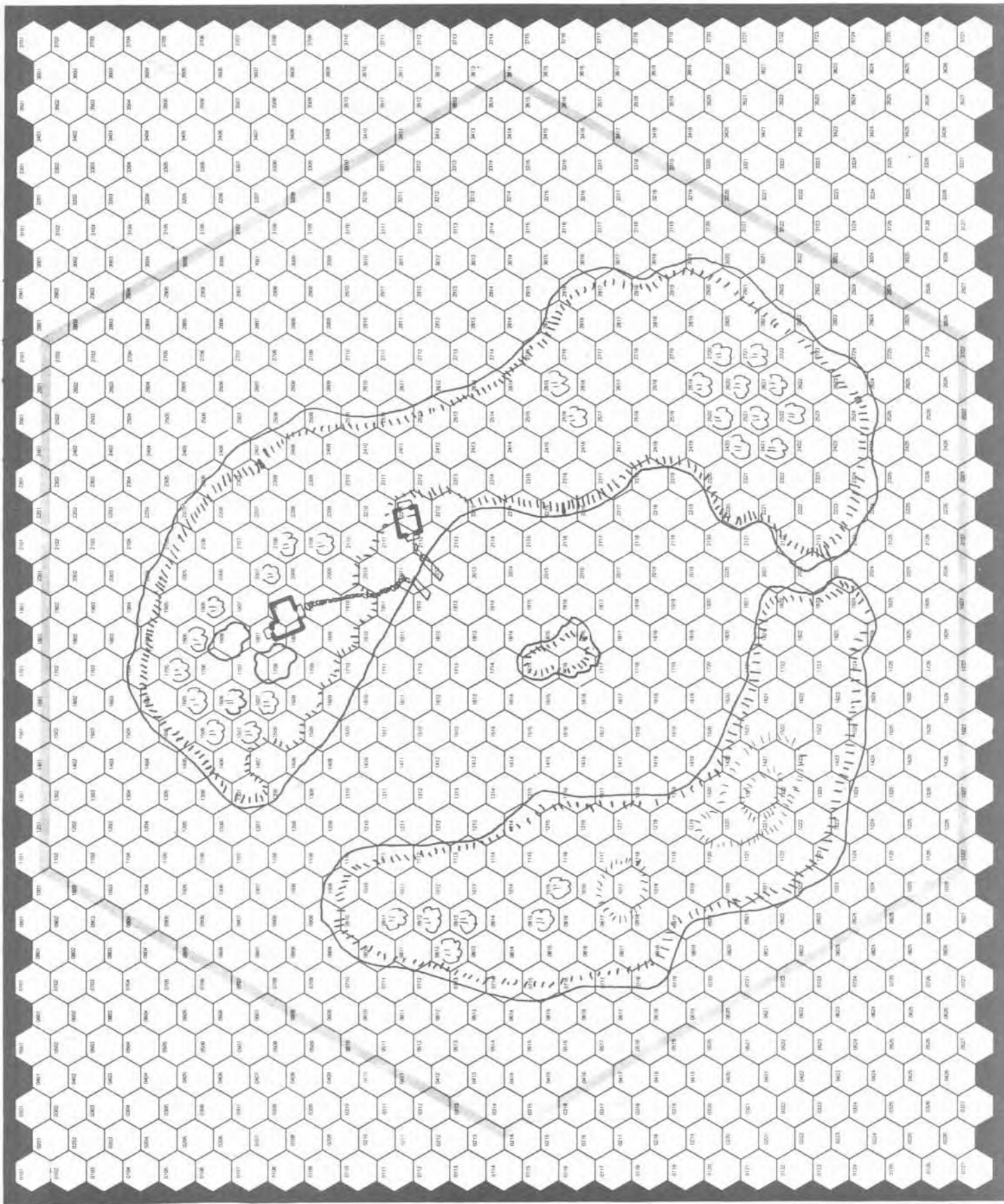


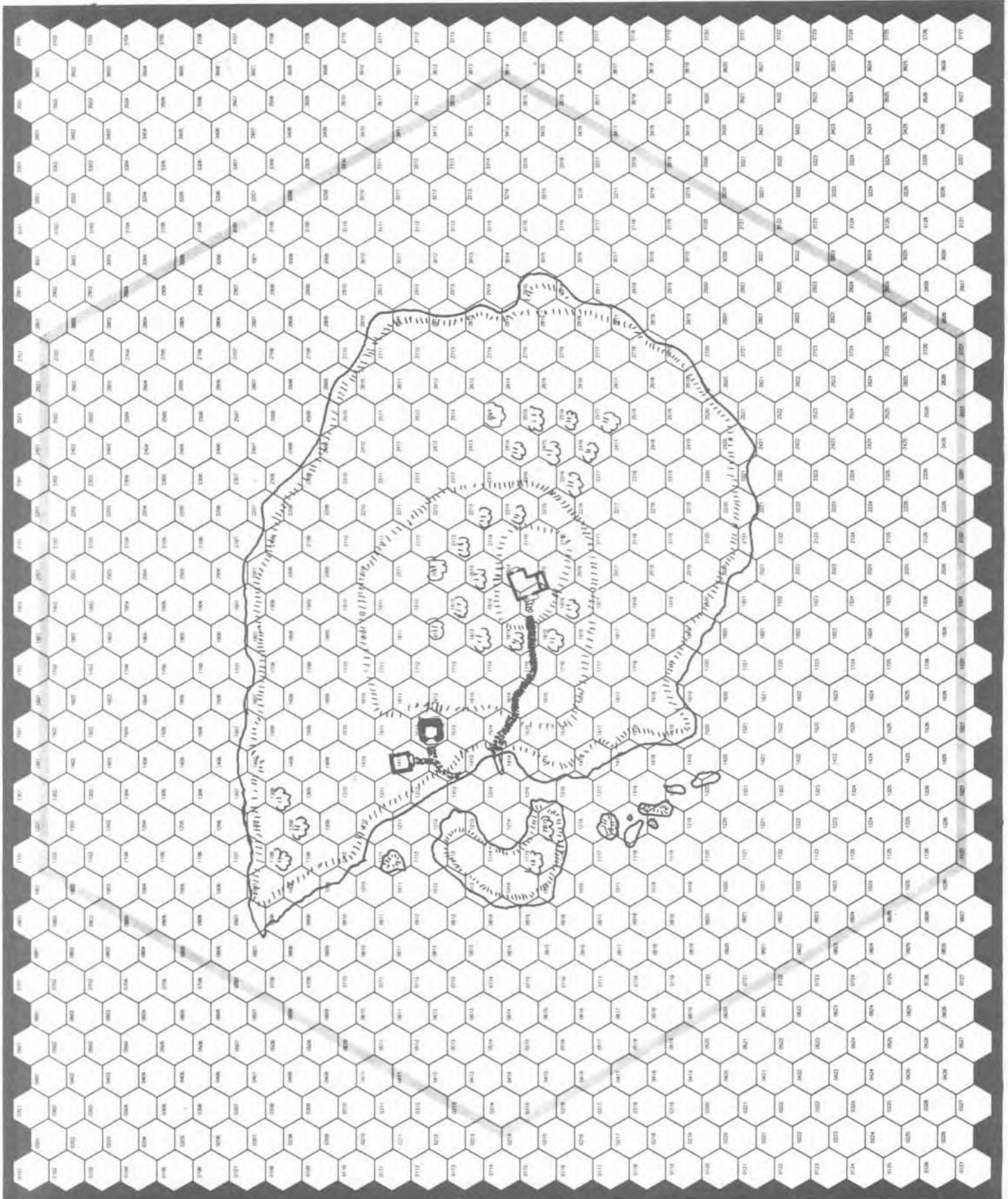


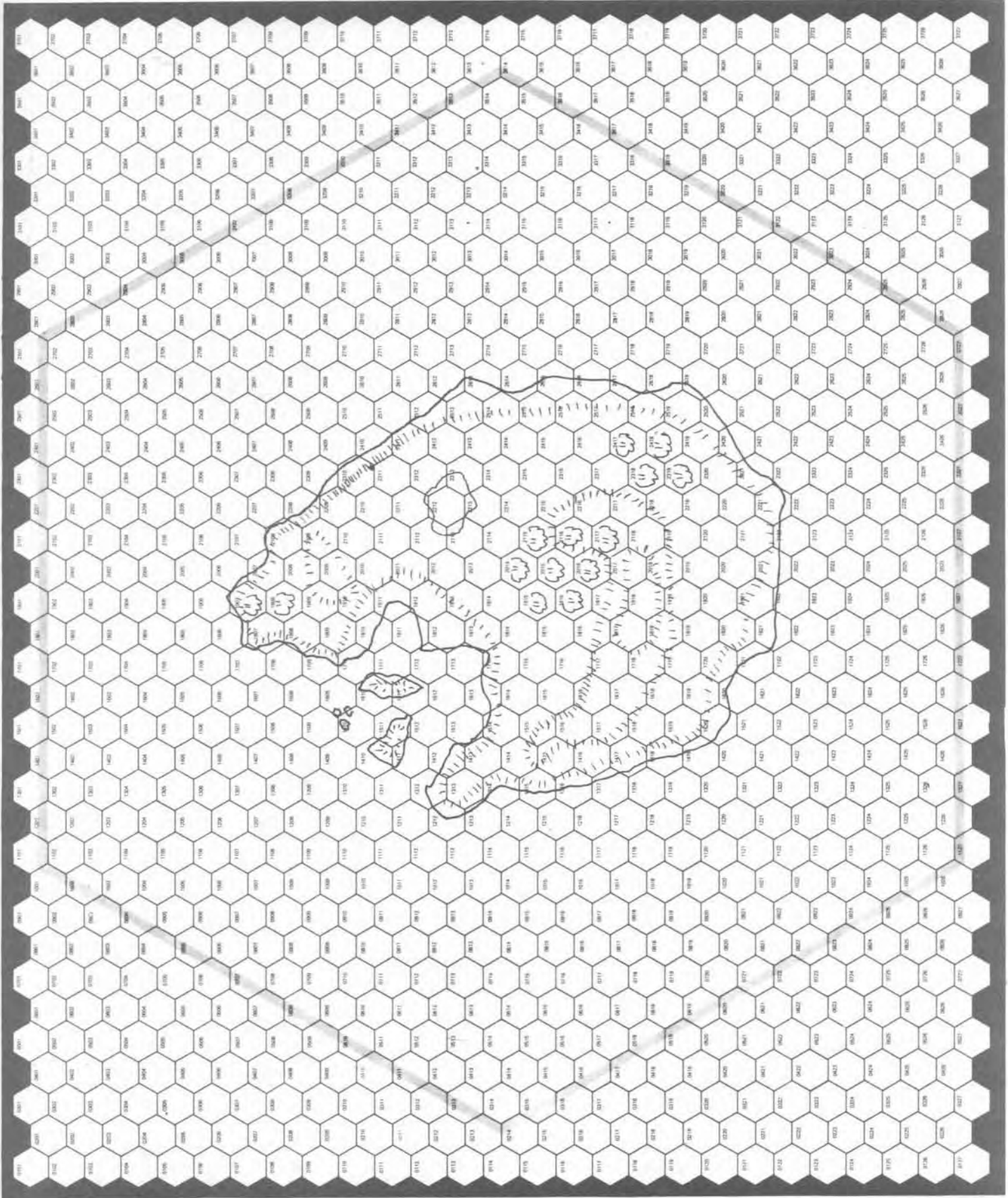


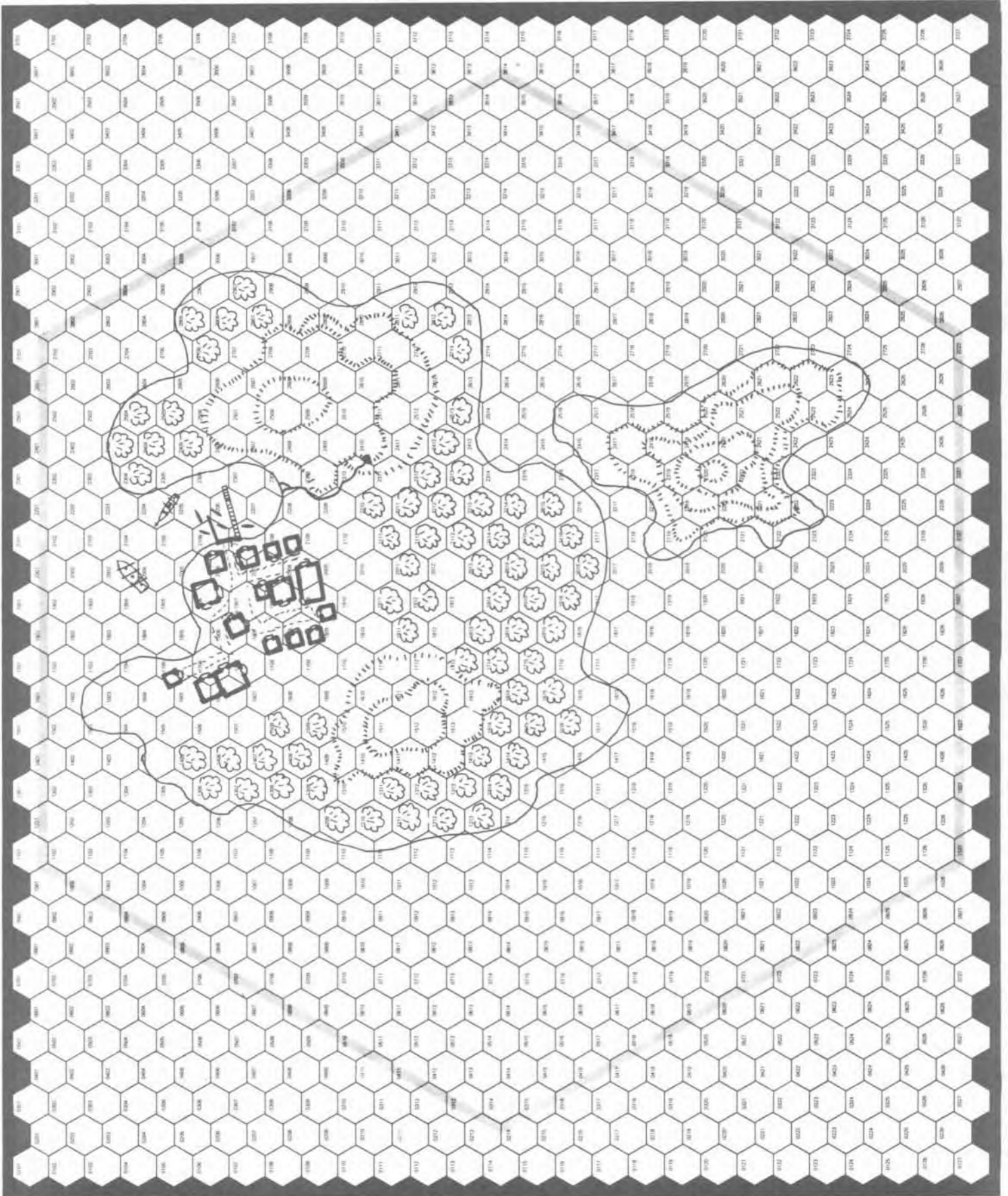


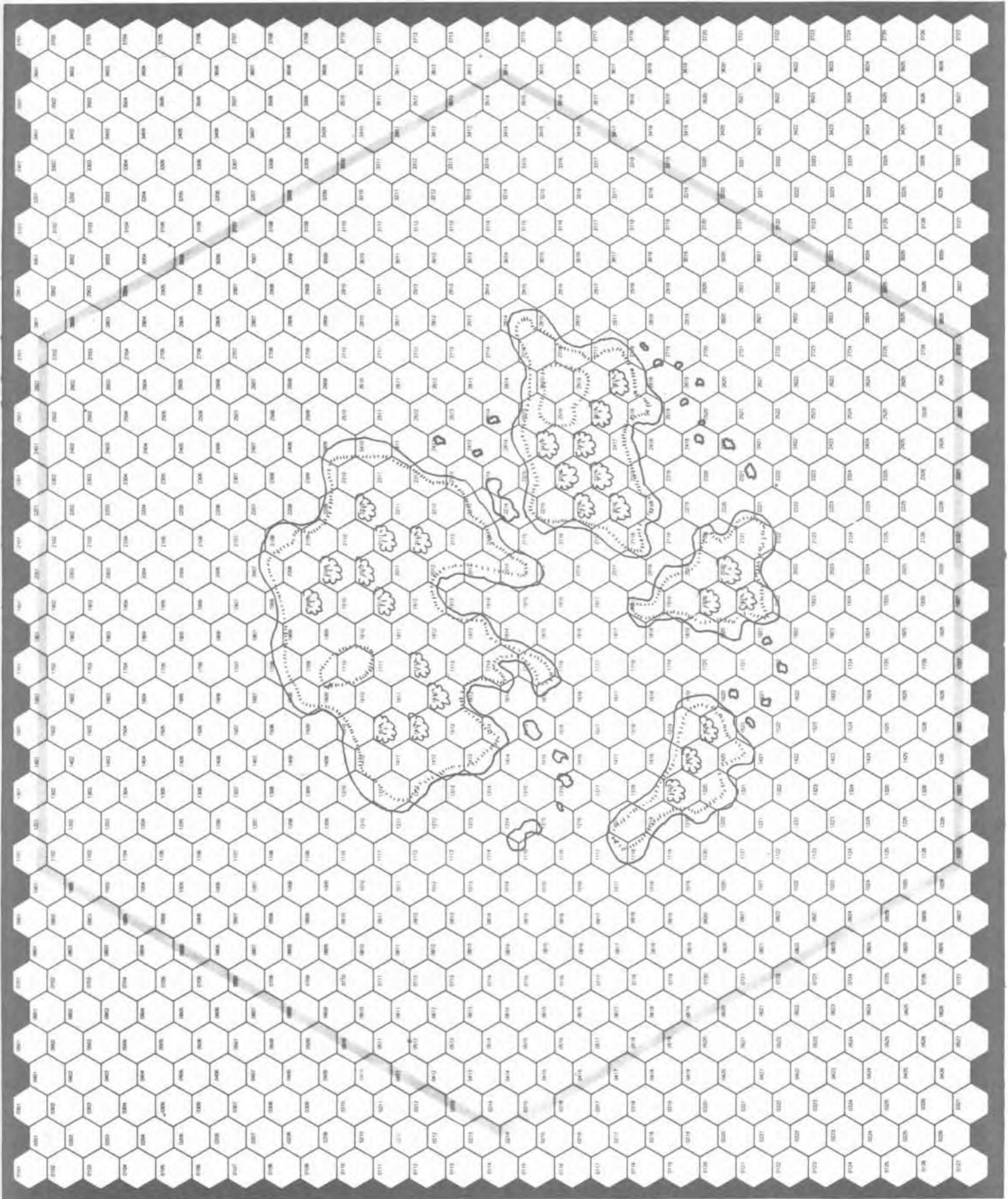


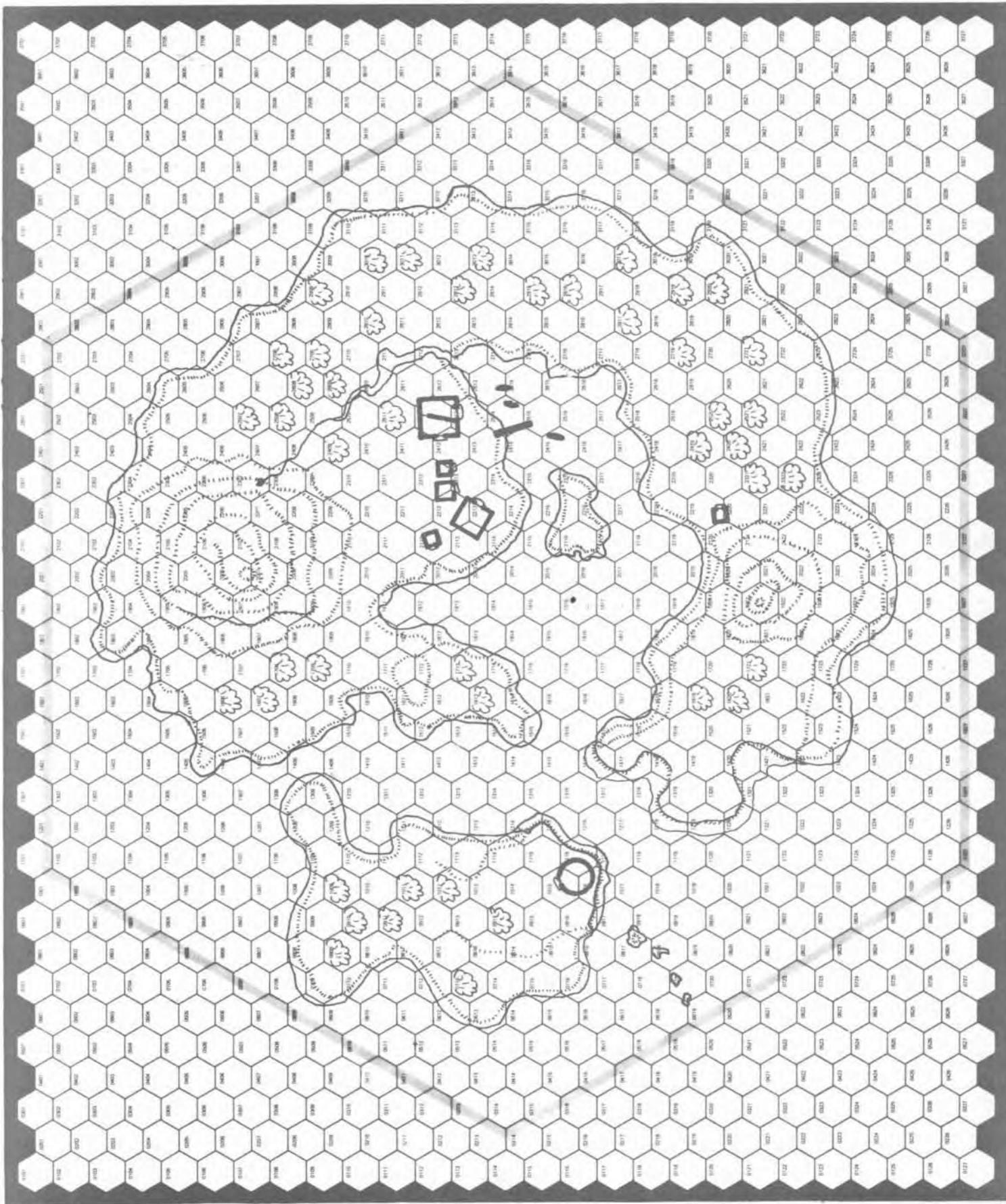


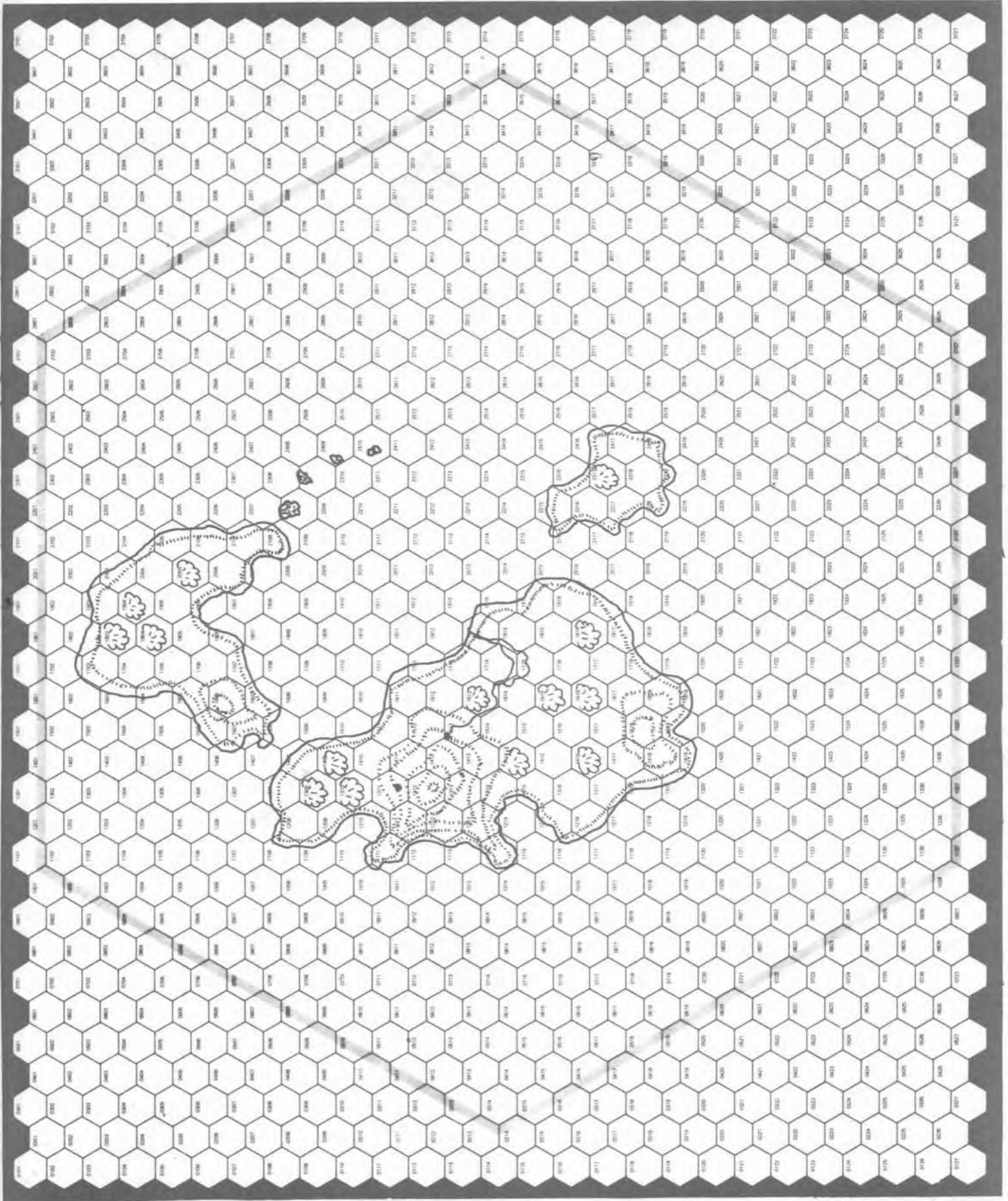


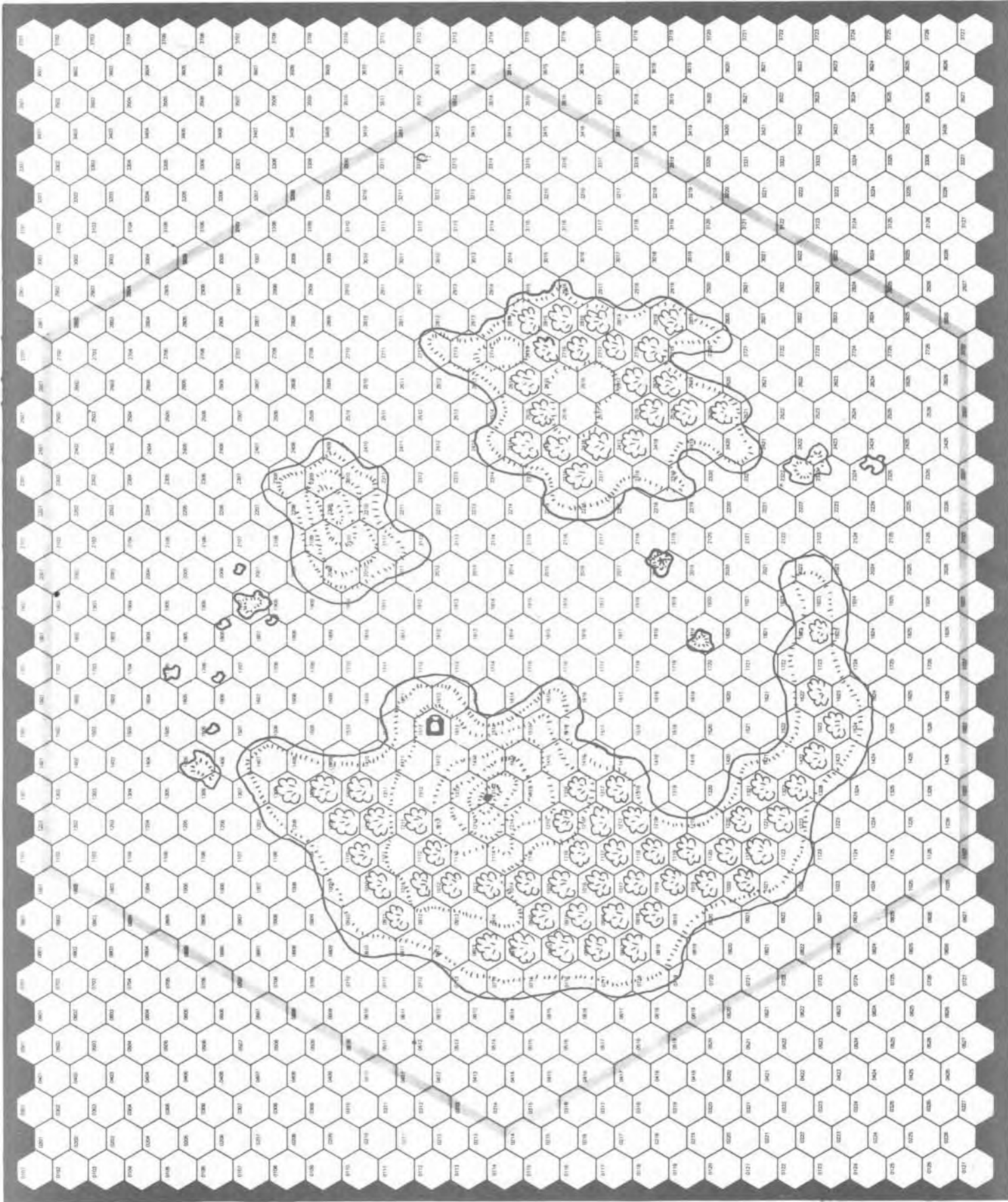


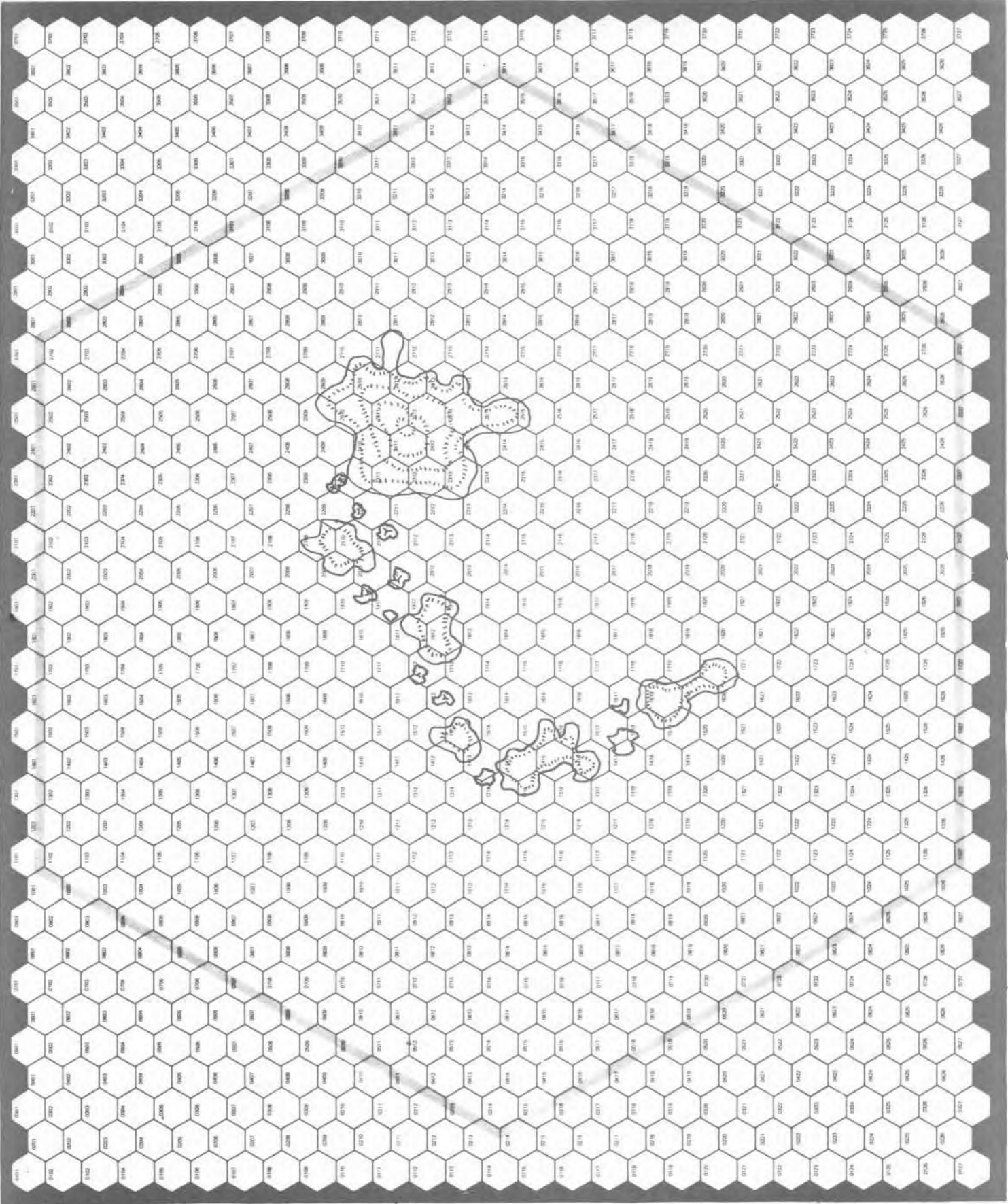


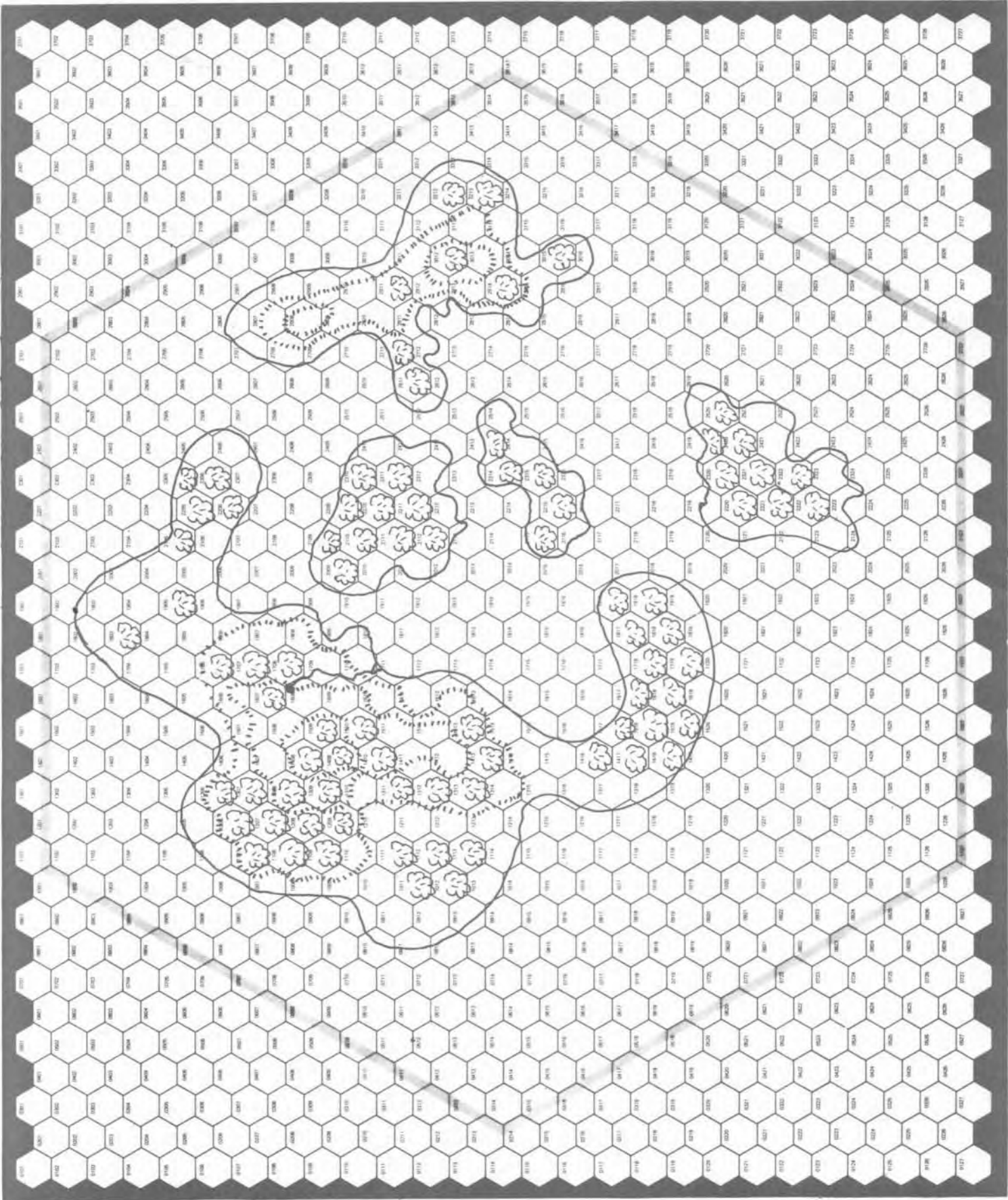


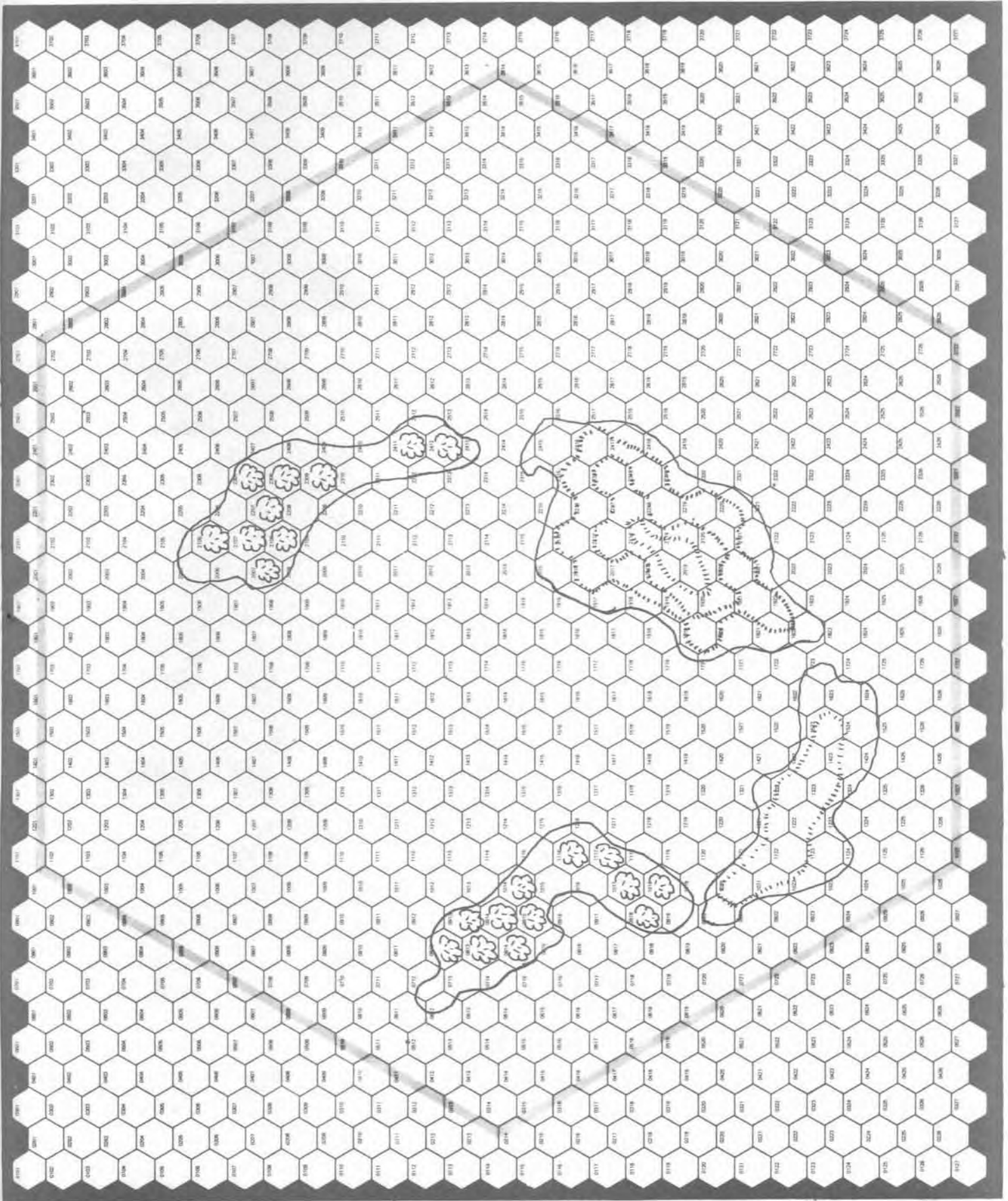


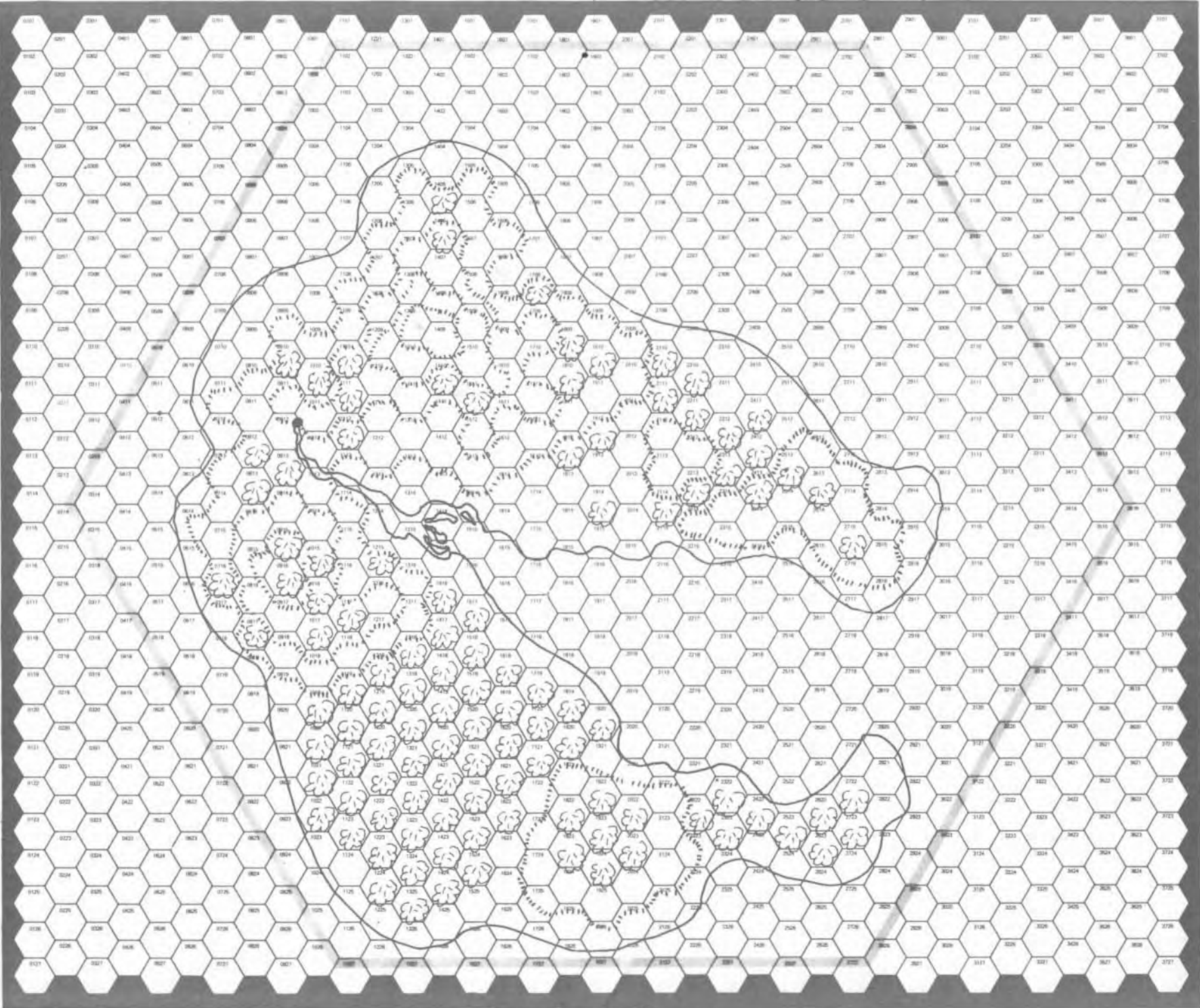


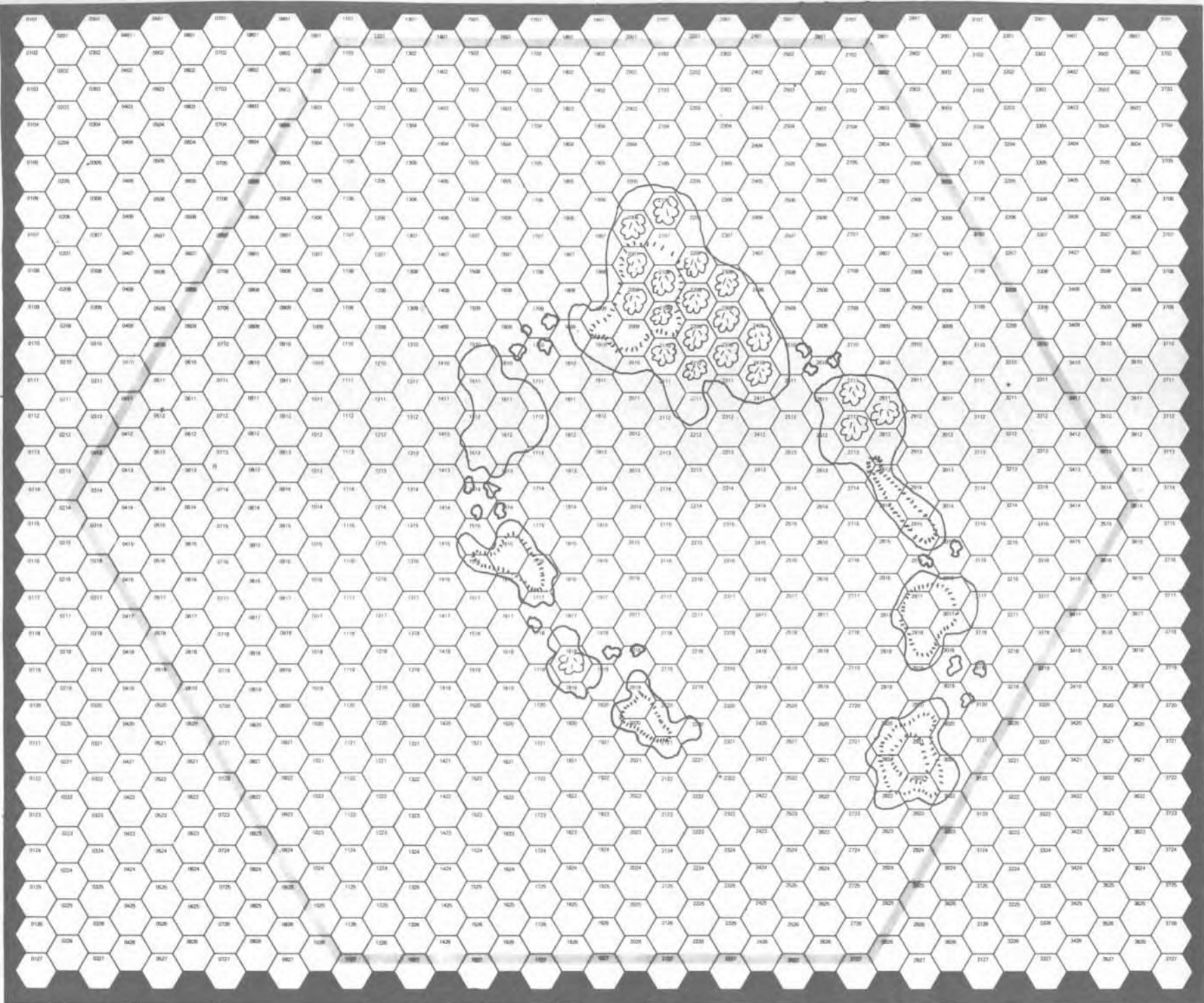


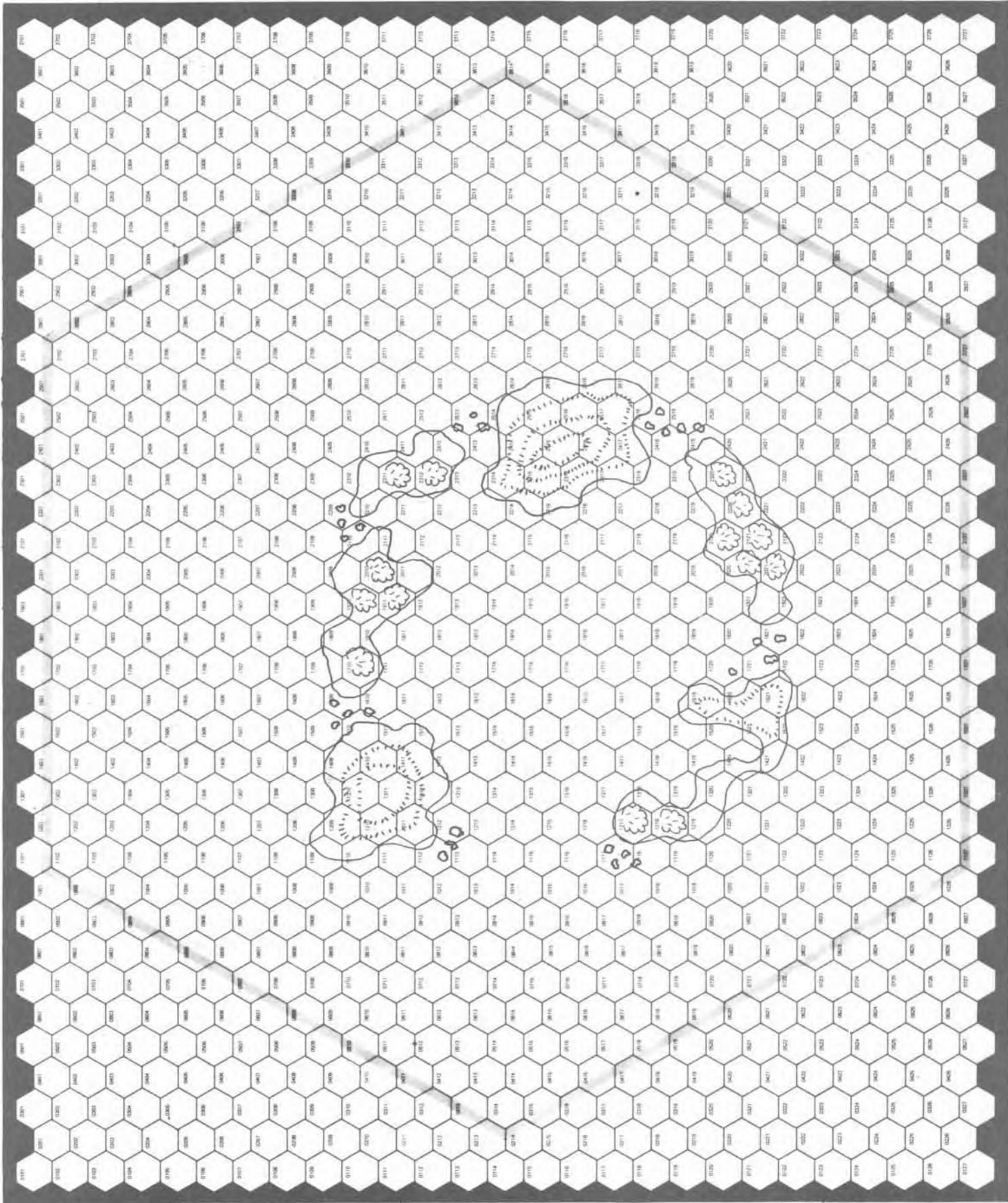


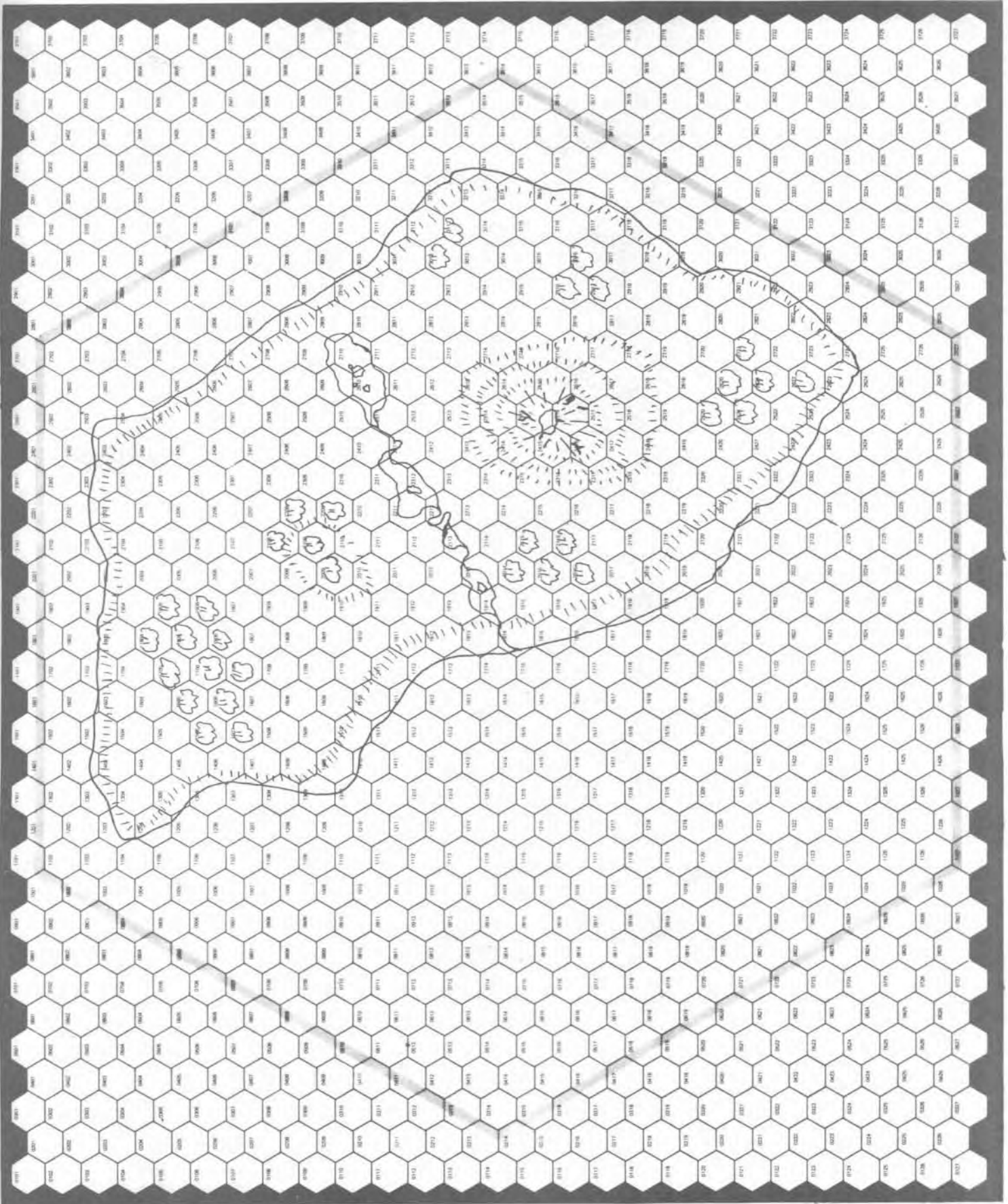


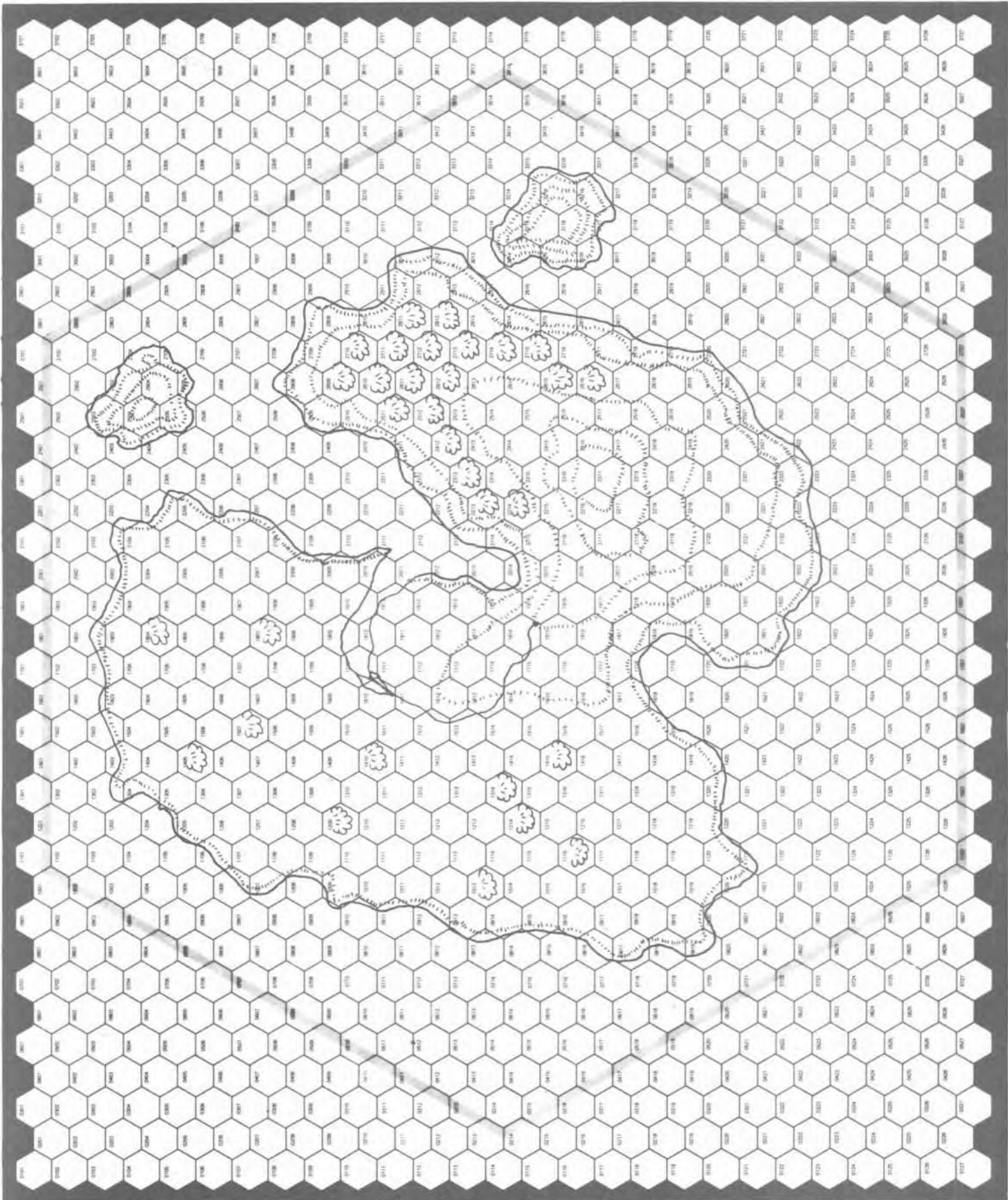










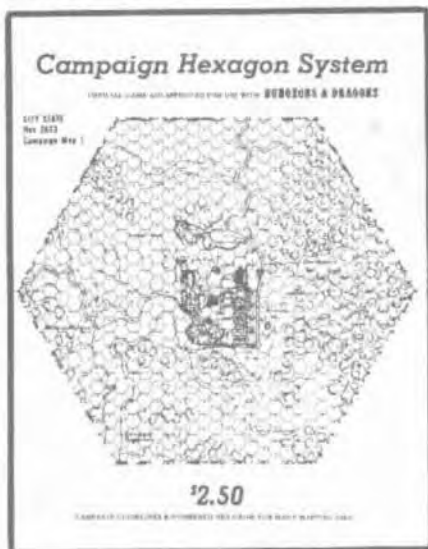


City State of the Invincible Overlord



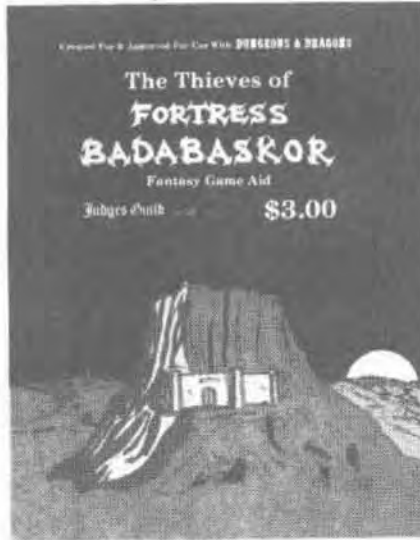
A gigantic referee's aid fantasy games. Giant 22x28" maps of the City State (1 each for Judge & players) is keyed to the fantastically detailed Guide to the City State with dungeon areas also. Thunderhold, a Dwarven castle, with maps is also included.
#12 \$8.00

Campaign Hexagon System



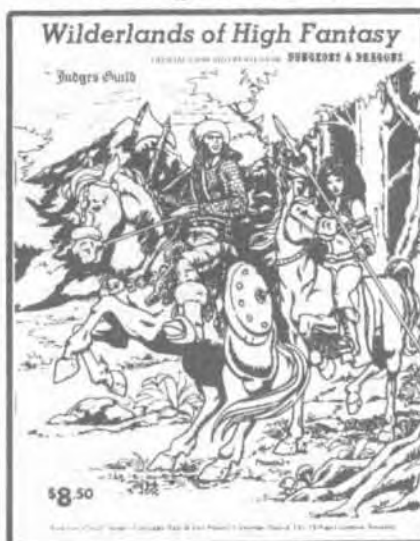
Sixty 8½x11" blank hex maps for mapping D&D campaign areas plus pages of fantastic terrain guidelines, all in a bound booklet
#47 \$2.50

Thieves of Badabaskor



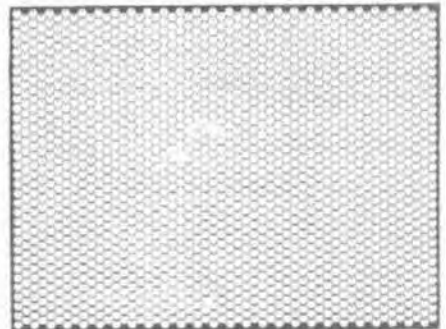
Thirty two page booklet details this D&D game/scenario on Fortress Badabaskor and its robber baron. A complete dungeon is included along with rules on pits & traps.
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Five 17x22" maps (a set for judge & players each) detail the lands about the City State. Two 16 page booklets detail the villages, castles, monsters and many campaign guidelines.
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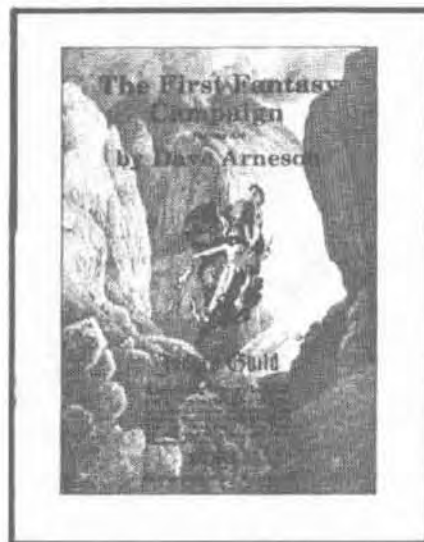


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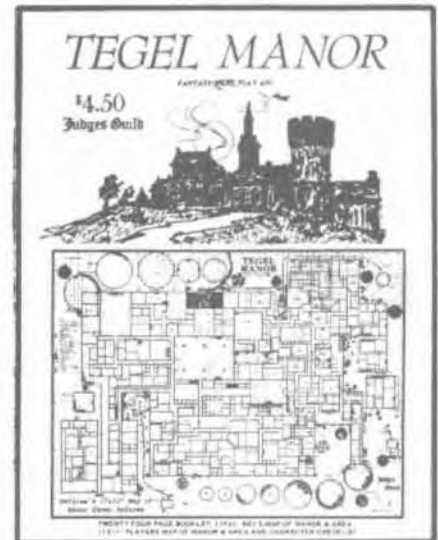
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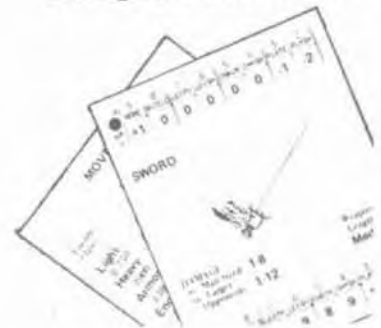
A complete haunted house for an exciting D&D scenario. 24 page booklet describes monsters, ghostly encounters and rule guidelines. A huge map of the manor, 17x22", is included for the referee.
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