

TABLE OF CONTENTS FOR ADVENTURES IN TEKUMEL: GARDISAYAL: DEEDS OF GLORY.

Copyright 1994 M.A.R. Barker
Published by Theatre of the Mind Enterprises
Compiled and distributed with the kind permission of the author.

DEEDS OF GLORY, VOLUME 1: PLAYER'S GUIDE

Section 1: Character Creation, Non-human characters	1
Height, Build, Bonus to Strength, HBS	2
Attribute, Hit Point Modifiers	3
Section 2: Purchase Lists.....	4
Arms and Armour.....	4
Average Warrior's Harness	5
Adventuring Gear.....	5
Clothing.....	6
Average Costume Prices	7
Jewelry	7
Average Metal Prices	8
Gem Prices	8
Food.....	8
Average Meals, Beverages.....	9
Narcotics.....	10
Poisons	11
Antidotes	13
Lodging per Night	14
Rental and Building Prices.....	14
Building.....	15
Transport	15
Ship Fares and Cargo Rates, Ship Purchase Prices.....	16
Slaves	16
Entertainment, Entertainment Items.....	17
Section 3: Movement	18
Tactical Movement.....	18
Base Speeds (from Bestiary)	18
Athletics Modifier	18
Terrain, Armour, Wound, Combat Modifiers	19
Miscellaneous Modifiers	19
Minimum Movement, No Movement	19
Modifiers for Intelligent Races	19
Strategic Map Movement.....	20
Terrain Type vs. Party Size.....	20
Naval Movement: Wind Speed	20
Tactical Naval Movement (Ship vs. Wind).....	20

Strategic Naval Movement (Ship vs. Wind)	21
Section 4: Combat	21
Initiative	22
First Round, Second Round, Every Round, Speed	22
Combat	22
Skill Modifiers.....	22
Combat Hit Chart (Attacker vs. Defender HBS).....	23
Modifiers Applied to Base Chance to Hit	23
Target Speed Modifiers	23
Tactical Modifiers	24
Melee Modifiers	24
Missile Modifiers, Wind Modifiers for Missile Combat.....	24
Number of Attacks	24
Damage.....	24
Damage Table by Weapon Type	24
Wound Severity by Damage Type	25
Wound Severity Modifiers (Armour, Surprise, Skill).....	25
Damage Results: The Quick Play System.....	25
Creatures: HBS vs. # of Critical Wounds	26
Damage Results: The Hit Point System	26
Shield Protection	26
Wound Effects: Hit Points Lost	27
Armour Protection.....	27
Hit Location Table	27
Subduing an Opponent.....	27
Missile Combat	28
Missile Ranges	28
Missile Ranges, Reload Times, Damage, # of Targets	28
Magical Combat	28
Naval Combat.....	29
Boarding, Sinking a Ship	29
Morale	29
Morale Classes by Social or Racial Group.....	30
The Morale Test	30
Morale Test Results, Modifiers	30
Healing	31
Healing Table: Quick Play and Hit Point Systems	31
Treating Wounds: Type vs. Difficulty Level	31
Mass Combat: Physical	32
Mass Combat Die Roll	32
Modifiers to Mass Combat.....	33
Weapon Used, Target's Speed, Visibility.....	33
Target's Armour, Random, Tactical Modifiers	33
Missile Range Modifiers	34
Mass Combat: Magical.....	34

Section 5: Adventure Dice Rolls	34
Random Occurrence Rolls	35
Attribute Rolls	35
Skill Rolls	36
Primary and Secondary Skills	37
Language Tests	37
Competitive Rolls	37
Adventure Dice Roll Test	38
Modifiers: Difficulty, Attributes, Skills	38
Section 6: Experience	39
Sorcerer and Shaman, Warrior Experience Points	39
Simultaneous Victory	39
Gamed Victory Points	40
Winner vs. Losers HBS, Level	40
Bonus Experience Points for Larger Creatures	40
NPC Experience, Magical or Technological Weapons	40
Experience for Non-Combat Spells: Level vs. Phylum	40
Skill Development (Annual)	41
Inactive Players and Skill Learning	41
Inappropriate Skills	42
Attribute Development, Other Rewards	42
Section 7: Income and Expenditure	43
Income: Slaves, Servants, Skilled Employees	43
Monthly Wages vs. Skill Difficulty, Level	43
Officials and Priests: Circle vs. Monthly Salary	44
Soldiers: Military Wages by Rank	44
Investment	44
Investment Income/Loss by Type	45
Allowance from Clan	45
Expenditures: Taxes, Salaries, Living Expenses	45
Lifestyle vs Income: Percentage of Income Spent	46

TYPO: Volume 1 is given as Volume 3 at the bottom of each page.

DEEDS OF GLORY, VOLUME 2: SORCERY AND SPELLS

Section 8: Sorcery	1
The Nature of Magic	1
Spell Learning: Points, Times, Limitations.....	1
Spell Types.....	2
Spell Learning Costs: Level vs. Spell Phyla	2
Limitations on Spell Casting	2
Fertile and Barren Magical Regions.....	2
Psychic Dampeners, Metal and Sorcery.....	2
Spell Casting Costs: Level vs. Phylum, Psychic, Ritual	3
Abnormally Psychic Sorcerors.....	3
Regeneration of Psychic Power Points	4
Spell Casting: When A Spell May be Cast, Unopposed Spells	4
Magic in Combat.....	4
Targetting	4
Magical Resistance Factor (MRF Table on page 8).....	4
Savings Throws, Missed Targets, Exceptional Creatures	5
Maintaining a Durational Spell	5
Preparing and Holding a Spell	6
Ranges and Circles of Effect: Diameters vs. # Targetted	6
Longer Spell Preparation: Extra Combat Rounds	6
Eyes and Other Magical Devices	6
Optional: Mercy to Players, Radius of Protection.....	6
Military Magic.....	7
Spell Casting Tables.....	8
Caster's Level, Chance to Cast Combat/Unopposed Spells	8
Target's MRF vs. Saving Throw to Resist	8
Modifiers to Caster's Chances Chance for Success.....	8
Target's Speed, Mage's Wounds, Mages Actions.....	8
Modifiers to Target's Savings Throw	9
Spell Type, Armour, Priestly Skills	9
Section 9: The Spell Corpus.....	10
Learning Higher Variants of a Spell	10
Psychic vs. Ritual Spells	10
Spell List Terminology: Abbreviation vs. Explanation	10
Universal Spells: Available to all Temples and Shaman	11
1. Alleviation (R): U2.....	11
2. Ascertainment (P): U1, U2, U6, U8.....	11
3. Clairvoyance/audience (P): U1, U2, U5.....	11
4. Control of Self (P): U1, U2, U4, U6	11
5. Disenchantment (R): U4, U6, U10.....	11
6. Domination (P): U2, U5, U7	11
7. Elicitation (P): U1, U2, U3, U6, U7.....	12
8. Execration (R): U9	12
9. Favoring (R): U6	12

10. Healing (R): U1, U2, U4, U8	12
11. Inscription (R): U10	12
Inscription Spell Success Table.....	13
12. Invisibility (R): U2, U3, U6, U8	13
13. Light and Darkness (R): U1, U3, U5	13
14. Nutrification (R): U3, U6.....	13
15. Perception of the Energies (R): U2, U3, U4	13
16. Phantasms (R): U1, U3, U6.....	13
17. Robustness (R): U3, U5, U7.....	14
18. The Seal Upon the Powers (R): U10.....	14
19. Soporiferousness (R): U2, U4, U5	14
20. The Seal of Impermeable Quiescence (P): U10.....	14
21. Terrorisation (P): U2, U4	14
22. Translocation (P): U1, U2, U5, U7	14
23. Transportation (R): U9.....	15
24. Warding (R): U4, U5.....	15
25. The Web of Kriyag, Lover of Spiders (R): U5	15
26. Zoic Domination (R): U2, U4	15
Generic Spells: Shared by Like Temples	15
Abbreviations for Diety and Cohort.....	15
27. Acceleration (P) Be, Hn, Ka, Vi: G8.....	16
28. Adornment (R) Av, Dl: G1, G3, G5.....	16
29. Aeriality (P) Av, Be, Dl, Hn, Hr, Ks, Th: G2, G4, G6, G9.....	16
30. Alleviation (R) Av, Dl, Ks, Th: G2, G4.....	16
31. Artfulness (P) Av, Hn, Ks, Th: G1, G2.....	16
32. Ascertainment (P) Be, Hn, Ks, Sa, Th: G8, G10	16
33. Benefaction (R) Av, Be, Dl, Hn, Hr, Ks, Th: G9.....	16
34. The Blade of Inexorable Dissection (R) Ka, Vi: G3, G4	17
35. The Blessing of the Planes (R) Be, Hn, Ks, Sa, Th: G1, G3, G9	17
36. Comprehension (P) Hn, Hr, Ks, Th: G3, G5, G9.....	17
37. Derangement (P) Be, Hn, Hr, Sa: G2, G5, G8	17
38. Desiccation (R) Av, Hr, Ks, Sa: G3, G5	17
39. Domination (P) Be, Hn, Hr, Ks, Sa, Th: G5, G10.....	17
40. Doomkill (R) Hn, Ka, Vi: G8, G10.....	18
41. Elicitation (P) Ks, Th: G4	18
42. Empowering (R) Av, Dl, Ka, Vi: G1, G2, G6.....	18
43. Enhancement and Debilitation (R) Ka, Sa, Vi: G4, G7, G10	18
44. Excellence (P) Ka, Vi: G1, G3, G7	18
45. Far-Seeing (R) Ka, Vi: G1, G2	18
46. Favouring (R) Be, Ka, Vi: G4, G7	19
47. Guarding (R) Be, Hn, Hr, Ks, Sa, Th: G6, G10	19
48. The Hands of Kra the Mighty (P) Av, Be, Dl, Sa: G2, G4, G6	19
49. Healing (R) Av, Be, Dl, Ka, Th, Vi: G4, G5.....	19
50. Inscription (R) All: G10	19
51. Intrepidity (P) Ka, Vi: G3, G5.....	19
52. Light and Darkness (R), Hn, Hr: G2	19

53. The Missile of Metallja (P) Ks, Th: G4, G6	20
54. Necromantic Domination (R) Ks, Sa, Th: G4, G10	20
55. Nimbleness (P) Av, Dl, Ka, Vi: G1, G2	20
56. Nutrification (R) Av, Dl: G7, G9	20
57. Perception of the Energies (R) Be, Hn, Ks, Sa, Th: G2	20
58. Pestilence (R) Av, Dl, Sa: G2, G3	20
59. Phantasms (R) Av, Be, Dl, Hr, Ks, Th: G3, G7, G10	20
60. Prorogation (P) Av, Dl, Hr, Ks, Sa, Th: G1, G3	21
61. Radiant Gaze (R) Ka, Vi: G3, G7	21
62. Reanimation (R) Hr, Sa: G9	21
63. Sagacity (R) Ks, Sa, Th: G1, G2	21
64. Semblances (P) Be, Dl, Hn, Hr, Sa: G1, G2, G4	21
65. The Silver Halo of Soul Stealing (R) Be, Hr: G6	21
66. The Speculum of Retribution (R) All but Be, Vi: G4	21
67. Stealth (P) Be, Hr, Ks, Sa: G1, G3, G5	22
68. Tranquilisation (R) Av, Be, Hn: G6, G9	22
69. Vallation (R) All: G8	22
70. Vapour of Death (R) Hr, Ks, Sa, Vi: G4	22
71. Visitation of Other Planes (R) Be, Hn, Hr, Ks, Sa, Th: G4, G8, G10	23
72. Warding (R) Hn, Hr, Ka, Vi: G5, G10	23
73. Zoic Domination (R) Av, Dl: G4, G5	23
Temple Spells: Unique to each Temple	23
74. Demonology (R) All: T8	24
75. Inscription (R) All: T10	24
76. The Muniments of Excellence (R) All: T8, T10	24
77. Revivification (R) All: T8, T10	24
Avanthe Temple Spells:	25
78. The Breath of the Goddess (R): T1, T4, T7, T8, T10	25
79. Acclimatisation (R): T1	25
80. Envenomisation (R): T4, T8	25
81. Fructification (R): T3, T6, T8	25
82. The Hands of Kra the Mighty (P): T5	25
83. Seismism (R): T4, T9	26
84. The Well That Waters the World (R): T3, T6	26
85. Zooification (R): T5	26
Belkhanu Temple Spells:	26
86. Aeriality (P): T6	26
87. Avulsion of the Spirit-Soul (R): T7	26
88. Etherealisation (P): T4, T5, T8, T10	27
89. Re-Embodiment (R): T5, T6, T10	27
90. The Silver Halo of Soul Stealing (R): T2, T5	27
91. Spiritism (P): T1, T3, T7, T10	27
92. Transmogrification (R): T2, T3, T5, T6, T8	28
93. The Viaticum of the Yellow Robe (R): T3, T5	28
Dlamelish Temple Spells:	28
94. Concupiscence (R): T1, T4, T8	28

95. The Emerald Paramour (R): T5.....	29
96. Emulation (R): T1, T3, T7	29
97. Enthralment (P): T2, T6	29
98. Imbition (R): T6	29
99. The Polycrest of the Third Octant (P): T3, T7	29
100. Potence and Rejuvenescence (R): T2, T8	29
Hnalla Temple Spells:	29
101. The Fulguration of Imminent Grandeur (R): T2, T4, T7	29
102. The Globe of Distant Discernment (P): T3, T7, T9	30
103. The Inimitable Defender (R): T4, T9	30
104. Metastasis (R): T5, T8, T10	30
105. The Negation of Instability (R): T2, T4	30
106. Peaceful Repose (R): T6	30
107. The Power of Ultimate Perfection (R): T3, T7?.....	30
108. The Ritual of the Purified Sphere (P?):T1, T3, T5, T7, T10.....	31
Hru'u Temple Spells:	31
109. The Amethyst Expurgation (R): T3, T7	31
110. Congelation (R): T2, T3, T5, T7	31
111. Decorporealisation (R): T4, T7, T10.....	31
112. The Nightmare of Terror (P): T2, T6, T8.....	31
113. Transfusion (R): T3, T5, T7, T9.....	32
114. The Vindication of Instability (R): T1, T3, T5, T7, T10.....	32
115. Viscosity (R): T2, T3, T4, T6, T8, T9.....	32
Karakan Temple Spells:	33
116. The Glorious Call (P): T3, T8, T10.....	33
117. Higher Mastery (P): T2, T3, T5	33
118. The Perfected Gem of Obliteration (R): T5, T8.....	33
119. The Replication of Heroes (R): T4, T7, T10.....	33
120. The Swift Thrust of Death (R): T1, T3, T4, T5, T9	33
121. Tremulation (R): T2, T6, T7, T8.....	34
122. The Weapon of the Prince of Valour (R): T3, T5, T7, T10	34
123. The Winged Disc of the Lord of the Sun (R): T5, T7, T9	34
Ksarul Temple Spells:	35
124. The Affable Blight of Lord Uni (R): T1, T3, T7, T10	35
125. The Antechamber of the Blue Room (R): T6, T8	35
126. The Azure Scarab (R): T4, T6, T8, T10.....	35
127. The Comprehension of Devices (P): T2, T4, T5, T8, T10.....	36
128. The Food of the Ssu (R): T1, T2, T5.....	36
129. The Obsidian Obelisk (R): T2, T4, T6, T10.....	37
130. Replication of the Mighty (R): T4, T8, T10.....	37
131. The Web of Refulgent Command (P): T4, T6, T8.....	37
Sarku Temple Spells:	38
132. The Bulwark of Amber (R): T2, T4, T9.....	38
133. Defuration (R): T4, T8, T10.....	38
134. Domination (P): T1, T3, T5, T6, T8, T10	38
135. The Eradicator of Veracity (R): T3, T7, T9, T10.....	38

136. Hebetation of the Intellect (P): T3, T5, T8, T10	39
137. Necrofacture (R): T3, T5, T6, T8, T9, T10	39
138. The Summoning of the Spectral Hosts (R): T4, T6, T8.....	40
139. Vermiculation (R): T5, T7, T9, T10.....	40
Thumis Temple Spells:.....	40
140. Alleviation (R): T9, T10.....	40
141. Benignity (P): T3, T5, T7, T10	41
142. The Discerner of Enchantments (P): T1, T3, T5, T6, T9.....	41
143. The Gate of the Grey Pentangle (R): T2, T6, T10	41
144. Guiding (P): T3, T4, T8, T10.....	41
145. Healing (R): T3, T5, T7	42
146. The Preserver of Wisdom (R): T1, T2, T4, T5, T7, T10.....	42
147. Sagacious Acquisition (P): T3, T6, T9.....	42
Vimuhla Temple Spells:.....	42
148. Barring and Broaching (R): T2, T4, T5, T6, T7, T8	42
149. The Bolt of Imminent Immolation (R): T2, T5, T8	43
150. The Carpet of Conflaguration (R): T3, T5, T9.....	43
151. Devitalisation (P): T1, T4, T5, T6, T7, T8, T10	43
152. Inexpugnability (R): T1, T3, T5, T7	44
153. The Infrangible Incandescent Orb (R): T2, T3, T4, T6, T10	44
154. The Panoply of Iron (R): T2, T6, T8, T10	45
Chegarra Temple Spells:	45
155. The Gauntlet of Might (R): T2, T4, T7, T10.....	45
156. The Harness of the God-King (R): T3, T4, T6.....	45
157. The Valour of the Divine Kingdom (P): T2, T4, T8.....	46
Chiteng Temple Spells:	46
158. Calcination (R): T2, T4, T6, T9, T10.....	46
159. The Fist of Fire (R): T3, T5, T7, T10.....	46
160. Punition (P): T3, T5, T8.....	46
Dilinala Temple Spells:	47
161. The Crown of Purity (P): T1, T3, T8, T10.....	47
162. Encapsulation (R): T3, T5, T7, T10.....	47
163. The Girdle of the Maiden (R): T4, T6, T9	47
Dra Temple Spells:.....	47
164. Apathy (P): T1, T3, T7.....	47
165. The Hymnal of the Lord of Light (R): T3, T6, T8, T10.....	48
166. Risibility (P): T1, T3, T5, T9, T10.....	48
Durritlamish Temple Spells	48
167. Entombment (R): T3, T5, T7, T9	48
168. Necrophobia (P): T1, T4, T7, T10	49
169. Putrefication (R): T2, T5, T6, T8, T10.....	49
Gruganu Temple Spells:.....	50
170. The Attainment of Enlightenment (P): T2, T5, T7, T9, T10.....	50
171. The Invigorator of Blades (R): T1, T4, T7, T8, T9, T10	50
172. The Labyrinth of Elongated Shadows (R): T3, T6, T8, T10.....	50
Hrihayal Temple Spells:.....	51

173. The Dance of the Emerald Goddess (P): T1, T3, T6, T8, T9, T10	51
174. Diminution (R): T1, T3, T5, T9, T10.....	51
175. Obturation (R): T1, T5, T7.....	52
Ketengku Temple Spells:	52
176. The Bridge of Noble Passage (R): T2, T4, T5, T9, T10	52
177. The Pearl Grey Citadel (R): T5, T9, T10.....	52
178. The Scrutiny of the Omniscient Eye (P): T3, T6, T8, T10	53
Qon Temple Spells:	53
179. The Expeditor of the Skein of Destiny (R): T1, T3, T5, T8, T9, T10.....	53
180. The Periplus of the Planes (R): T3, T7, T9, T10.....	53
181. Simulation of the Unmovable (P): T1, T4, T5, T7, T8, T9, T10	54
Wuru Temple Spells:	
182. Amorpha (R): T2, T3, T5, T6, T8, T10.....	54
183. The Eater of Souls (R): T3, T7, T10	55
184. The Grey Hand (P): T1, T4, T7, T10	55
The Spells of the Shaman:.....	56
185. The Adroitness of the Chri-Fly (P): S1, S3, S4, S5, S7, S8, S9.....	56
186. Ampliation (R): S3, S5, S7, S9	56
187. The Assiduous Pursuer (P): S1, S2, S3, S4, S5, S7, S10.....	57
188. Botanic Metamorphosis (R): S3, S4, S5, S6, S7, S8, S10.....	57
189. Filamentary Extension (R): S3, S5, S7, S9, S10.....	58
190. Harmonisation with the Powers (P): S3, S4, S5, S7, S10	58
191. Osteal Thaumaturgy (R): S2, S3, S5, S6, S7, S8, S9, S10.....	59
192. Zoomorphy (R): S2, S5, S7, S8, S9, S10	59
Spell Development and Research.....	60
Spell Research Chances: Monthes Research vs. Success	61

DEEDS OF GLORY, VOLUME 3: REFEREE'S GUIDE:

Section 10: Encounters.....	1
City Encounters/Contacts (Table pp. 1-3).....	1
Motivation of the Contact	3
Encounters on the Sakbe Roads	4
Encounters in Other Terrains	4
Terrain Types annd Encounters.....	4
Encounter Charts	5
Animal Encounters.....	5
Underworld Encounters.....	6
Upper Level Encounters, Lower Level Encounters	6
Underworld Humans, Underworld Creatures.....	6
Descriptions of Humans Encountered in Underword	7
Creature List: Name, HBS, Damage, Speed, Crits, Armour	8
Details of Human Parties Encountered on the Surface	10
Identity of Humans: Where and What Religion.....	10
Adventurers, Bandits, Merchants, Noblepersons	11
Nomads, Peasants, Priests/Priestesses, Scholars	12
Slaver, Soldiers.....	12
Sorcerers.....	13
Water Encounters: Humans.....	13
Adventurers, Castaways, Fishermen, Merchantmen.....	13
Nobles, Pirates, Priests, Soldiers, Sorcerers.....	14
Non-human Encounters: Land or Water	15
Water Encounters: Non-Humans	15
Ahoggya, Hlutrgu, Hluss.....	15
Pachi Lei, Pe Choi, Shen, Swamp Folk, Tinaliya	16
Surprise and Encounter Distance	16
Surprise and Encounter Chart	16
Terrain Type vs. Visibility Day or Night	17
Ambush	17
The Encounter/Surprise Test.....	17
Test Categories for Surprise: Test vs. Creature Type	17
Section 11: Non-Player Characters	18
Non-Player Character Determination Table.....	18
Skill Levels, Sorcery Level, Combat Abilities.....	18
Warrior: Chances of Special Armour and Weapons	19
Warrior: Chances of Magical Items Possessed	19
Sorcerer: Chances of Magical Items Possessed	19
Non-Player Character Reactions	20
Modifiers to Reaction Roles.....	20
Non-Player Group Reaction Table.....	20
Personality Traits.....	21
Table of Personality Traits	22
Likes and Dislikes	22

Phobias	22
Section 12: Treasure.....	23
Charts of Treasures in Lairs or Carried	24
Chart A: Lairs of Animals, Unintelligent Creatures	24
Chart B: Lairs of Semi-Intelligent Creatures	24
Chart C: Lairs of Intelligent Creatures	24
Chart D: Lairs of Treasure Guardians	24
Chart E: Party of Adventurers, Soldiers, Bandits, Etc.	25
Chart F: Bandit Lair, Pirate Stronghold, Etc.	25
Chart G: Merchants and Noble.....	26
Chart H: Rich Merchants, Caravans, and Others with Too Much Money for Their Own Good.....	26
Section 13: Magical Items.....	27
Categories of Magical Items	27
Category 1: Items that always Function.....	27
Test Level to Read Inscriptions, Etc.	27
Category 2: Items powered by Batteries	27
Battery Failure Results Chart.....	27
Category 3: Items Controlled by Will or Skill	28
Availability of Magic Devices	28
Eyes	29
Amulets	38
Miscellaneous Magic Items.....	43
Scrolls.....	51
Availability and Cost of Scrolls	51
Language of Scrolls: Modern and Ancient	51
Number and Phyla of Spells on a Scroll	51
Cursed Scrolls	52
Magical Books.....	52
Magical Weapons.....	61
Demon Possessed Weapons	61
Failure of Tests to Control Demon Weapons.....	61
Type of Magical Weapon Found.....	62
Magical Potency of Weapon	62
Allegiance of Special Weapons.....	62
Tsoltani Deity of Allegiance	62
Foreign Weapons.....	63
Non-Human Weapons: Race.....	63
Combat Bonuses of Special Magical Weapons.....	63
Magical Armour and Shields.....	64
Strength of Armour and Shield Enchantment	64
Availability of Magical Armour and Weapons	65
Section 14: Divine Intervention	65
Divine Intervention Chart.....	65

Modifiers to the Intervetion Roll.....	66
Retribution Chart.....	66
Section 15: Encounters.....	67
Court Intrigue, Trade and Commerce, Administration	70
Mysteries and Puzzles, Gambling, Hunting, The Arena, Sport	71
Warfare.....	71
Maps, Site Descriptions.....	73
Non-Player Friends and Enemies, Minor Neutral NPCs.....	74
Various Other Aids.....	74
The Game Calender.....	74
Month Names	74
Intercalary Days	75
Weekday Names.....	75
Beginning Scenario: The Box in the Cellar	76

Compiled by Anton Dovydaytis <anton@infoserv.com>
Formatted by Brett Slocum <slocum@weirdrealm.com>