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 Height, Build, Bonus to Strength, HBS Attribute, Hit Point Modifiers	1	2
Section 2: Purchase Lists Arms and Armour Average Warrior's Harness Adventuring Gear Clothing Average Costume Prices Jewelry Average Metal Prices Gem Prices Food	7	4 4 5 5 6 7 8 8 8
Average Meals, Beverages Narcotics Poisons Antidotes Lodging per Night Rental and Building Prices Building Transport Ship Fares and Cargo Rates, Ship Purchase Prices Slaves Entertainment, Entertainment Items	11 16 17	9 10 13 14 14 15 15
Section 3: Movement Tactical Movement Base Speeds (from Bestiary) Athletics Modifier Terrain, Armour, Wound, Combat Modifiers Miscellaneous Modifiers Minimum Movement, No Movement Modifiers for Intelligent Races Strategic Map Movement Terrain Type vs. Party Size Naval Movement: Wind Speed Tactical Naval Movement (Ship vs. Wind) Strategic Naval Movement (Ship vs. Wind)	19 19 20	18 18 18 19 19 20 20 20 21

Section 4: Combat Initiative		21 22
First Round, Second Round, Every Round, Speed Combat		22 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	0.4
Number of Attacks		24
Damage Table by Weepen Type	0.4	24
Damage Table by Weapon Type Wound Severity by Damage Type	24	25
Wound Severity by Damage Type 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	20
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	00
Magical Combat		28
Naval Combat		29 29
Boarding, Sinking a Ship 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	00	33
Target's Armour, Random, Tactical Modifiers	33	0.4
Missile Range Modifiers		34 34
Mass Combat: Magical		34
Section 5: Adventure Dice Rolls	34	
Random Occurrence Rolls	0.	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 Sorcerer and Shaman, Warrior Experience Points		39 39
Simultaneous Victory Gamed Victory Points	39	40
Winner vs. Losers HBS, Level	40	40
Bonus Experience Points for Larger Creatures NPC Experience, Magical or Technological Weapons Experience for Non-Combat Spells: Level vs. Phylum	40 40 40	
Skill Development (Annual) Inactive Players and Skill Learning	41	41
Inappropriate Skills Attribute Development, Other Rewards	42	42
Section 7: Income and Expenditure		43
Income: Slaves, Servants, Skilled Employees Monthly Wages vs. Skill Difficulty, Level	43 43	
Officials and Priests: Circle vs. Monthly Salary	44	
Soldiers: Military Wages by Rank		44
Investment Investment Income/Loss by Type		44 45
Allowance from Clan		45
Expenditures: Taxes, Salaries, Living Expenses Lifestyle vs Income: Percentage of Income Spent		45 46
TYPO: Volume 1 is given as Volume 3 at the bottom of each pag	e.	
DEEDS OF GLORY, VOLUME 2: SORCERY AND SPELLS		
Section 8: Sorcery		1
The Nature of Magic Spell Learning: Points, Times, Limitations	1	1
Spell Types		2
Spell Learning Costs: Level vs. Spell Phyla	2	2
Limitations on Spell Casting Fertile and Barren Magical Regions	2	2
Psychic Dampeners, Metal and Sorcery	2	
Spell Casting Costs: Level vs. Phylum, Psychic, Ritual Abnormally Psychic Sorcerors	3 3	
Regeneration of Psychic Power Points	4	
Spell Casting: When A Spell May be Cast, Unopposed Spells Magic in Combat	4	4
Targetting		4
Magical Resistance Factor (MRF Table on page 8) Savings Throws, Missed Targets, Exceptional Creatures		4
Maintaining a Durational Spell Preparing and Holding a Spell	5 6	
Ranges and Circles of Effect: Diameters vs. # Targetted	6	
Longer Spell Preparation: Extra Combat Rounds Eyes and Other Magical Devices	6	6
Optional: Mercy to Players, Radius of Protection	6	
Military Magic		7

Spell Casting Tables Caster's Level, Chance to Cast Combat/Unopposed Specific Specific Specific Caster's Chance to Resist Modifiers to Caster's Chances Chance for Success Target's Speed, Mage's Wounds, Mages Actions Modifiers to Target's Savings Throw Spell Type, Armour, Priestly Skills	8 pells	8 8 8 9 9
Section 9: The Spell Corpus Learning Higher Variants of a Spell Psychic vs. Ritual Spells Spell List Terminology: Abbreviation vs. Explanation Universal Spells: Available to all Temples and Shaman 1. Alleviation (R): U2 2. Ascertainment (P): U1, U2, U6, U8 3. Clairvoyance/audience (P): U1, U2, U5 4. Control of Self (P): U1, U2, U4, U6 5. Disenchantment (R): U4, U6, U10 6. Domination (P): U2, U5, U7 7. Elicitation (P): U1, U2, U3, U6, U7 8. Execution (R): U9	10	10 10 11 11 11 11 11 11 11 12 12
 9. Favoring (R): U6 10. Healing (R): U1, U2, U4, U8 11. Inscription (R): U10	12 12 13 13 13 13 14 14	12 13 13 14 14
21. Terrorisation (P): U2, U4 22. Translocation (P): U1, U2, U5, U7 23. Transportation (R): U9 24. Warding (R): U4, U5 25. The Web of Kriyag, Lover of Spiders (R): U5 26. Zoic Domination (R): U2, U4 Generic Spells: Shared by Like Temples Abbreviations for Diety and Cohort 27. Acceleration (P) Be, Hn, Ka, Vi: G8 28. Adornment (R) Av, DI: G1, G3, G5 29. Aeriality (P) Av, Be, DI, Hn, Hr, Ks, Th:	15 16 16	14 14 15 15 15 15 15
G2, G4, G6, G9 30. Alleviation (R) Av, DI, Ks, Th: G2, G4 31. Artfulness (P) Av, Hn, Ks, Th: G1, G2 32. Acertainment (P) Be, Hn, Ks, Sa, Th: G8, G10 33. Benefaction (R) Av, Be, DI, Hn, Hr, Ks, Th: G9 34. The Blade of Inexorable Dissection (R) Ka, Vi: G3, G5. The Blessing of the Planes (R) Be, Hn, Ks, Sa, Th G1, G3, G9 36. Comprehension (P) Hn, Hr, Ks, Th: G3, G5, G9	G4	16 16 16 16 17 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
	18	10
42. Empowering (R) Av, DI, Ka, Vi: G1, G2, G6	10	
43. Enhancement and Debilitation (R) Ka, Sa, Vi		40
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, DI, Sa		
G2, G4, G6		19
49. Healing (R) Av, Be, DI, 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, DI, Ka, Vi: G1, G2	20	20
56. Nutrification (R) Av, DI: G7, G9		20
57. Perception of the Energies (R) Be, Hn, Ks, Sa, Th		20
G2		20
		20
58. Pestilence (R) Av. Dl, Sa: G2, G3	00	20
59. Phantasms (R) Av, Be, DI, Hr, Ks, Th: G3, G7, G10	20	04
60. Prorogation (P) Av, DI, Hr, Ks, Sa, Th: G1, G3		21
61. Radiant Gaze (R) Ka, Vi: G3, G7	0.4	21
62. Reanimation (R) Hr, Sa: G9	21	0.4
63. Sagacity (R) Ks, Sa, Th: G1, G2		21
64. Semblances (P) Be, DI, 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, DI: 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	20
79. Acclimatisation (R): T1	20	25
80. Envenomisation (R): T4, T8	25	20
81. Fructification (R): T3, T6, T8	25	
82. The Hands of Kra the Mighty (P): T5	25	26
83. Seismism (R): T4, T9	26	26
84. The Well That Waters the World (R): T3, T6	26	26
85. Zooification (R): T5		26

Belkhanu Temple Spells: 86. Aeriality (P): T6		26 26
87. Avulsion of the Spirit-Soul (R): T7	26	
88. Etherealisation (P): T4, T5, T8, T10 89. Re-Embodiment (R): T5, T6, T10	27	27
90. The Silver Halo of Soul Stealing (R): T2, T5 91. Spiritism (P): T1, T3, T7, T10	27	27
92. Transmogrification (R): T2, T3, T5, T6, T8 93. The Viaticum of the Yellow Robe (R): T3, T5	28 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?):		0.4
T1, T3, T5, T7, T10	0.1	31
Hru'u Temple Spells:	31	31
109. The Amethyst Expurgation (R): T3, T7		
110. Congelation (R): T2, T3, T5, T7 111. Decorporealisation (R): T4, T7, T10	31	31
112. The Nightmare of Terror (P): T2, T6, T8	31	31
113. Transfusion (R): T3, T5, T7, T9		32
114. The Vindication of Instability (R):		32
T1, T3, T5, T7, T10		32
115. Viscosity (R): T2, T3, T4, T6, T8, T9	32	02
Karakan Temple Spells:	02	33
116. The Glorious Call (P): T3, T8, T10	33	00
117. Higher Mastery (P): T2, T3, T5	00	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):		0.5
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):		00
T2, T4, T5, T8, T10	00	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 Sarku Temple Spells:	38	37
132. The Bulwark of Amber (R): T2, T4, T9		38
133. Defuration (R): T4, T8, T10 134. Domination (P): T1, T3, T5, T6, T8, T10	38	38
135. The Eradicator of Veracity (R): T3, T7, T9, T10		38
136. Hebetation of the Intellect (P): T3, T5, T8, T10 137. Necrofacture (R): T3, T5, T6, T8, T9, T10		39 39
138. The Summoning of the Spectral Hosts (R):		39
T4, T6, T8	40	40
139. Vermiculation (R): T5, T7, T9, T10 Thumis Temple Spells:	40	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:	40	42
148. Barring and Broaching (R): T2, T4, T5, T6, T7, T8 149. The Bolt of Imminent Immolation (R): T2, T5, T8	42	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	.0
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:	4.0	46
158. Calcination (R): T2, T4, T6, T9, T10	46 46	
159. The Fist of Fire (R): T3, T5, T7, T10	46	46
160. Punition (P): T3, T5, T8 Dilinala Temple Spells:		46 47
161. The Crown of Purity (P): T1, T3, T8, T10		47
162. Encapsulation (R): T3, T5, T7, T10	47	71
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	4.0
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

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	5
Animal Encounters	-	5
Underworld Encounters	6	
Upper Level Encounters, Lower Level Enc		
Underworld Humans, Underworld Creatur		
Descriptions of Humans Encountered in U		`
Creature List: Name, HBS, Damage, Speed,		3
Details of Human Parties Encountered on the		
Identity of Humans: Where and What Reli		4 4
Adventurers, Bandits, Merchants, Noblep Nomads, Peasants, Priests/Priestesses, \$		11 12
Slaver, Soldiers		12
Sorcerers		13
Water Encounters: Humans		13
Adventurers, Castaways, Fishermen, Mer		10
Nobles, Pirates, Priests, Soldiers, Sorcere		
Non-human Encounters: Land or Water	15	
Water Encounters: Non-Humans		15
Ahoggya, Hlutrgu, Hluss		15
Pachi Lei, Pe Choi, Shen, Swamp Folk, Ti		16
Surprise and Encounter Distance		16
Surprise and Encounter Chart	16	
Terrain Type vs. Visibility Day or Night	17	
Ambush	1	17
The Encounter/Surprise Test	1	17
Test Categories for Surprise: Test vs. Creato	ure Type 17	
Section 11: Non-Player Characters	1	18
Non-Player Character Determination Table		
Skill Levels, Sorcery Level, Combat Abilities		18
Warrior: Chances of Special Armour and Weapon		
Warrior: Chances of Magical Items Possessed		19
Sorceror: 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	2	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		-00
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	04	61
Failure of Tests to Control Demon Weapons	61	
Type of Magical Weapon Found	62	00
Magical Potency of Weapon	co	62
Allegiance of Special Weapons Tsoltani Deity of Allegiance	62 62	
	02	63
Foreign Weapons Non-Human Weapons: Race	63	63
Combat Bonuses of Special Magical Weapons	63	
Magical Armour and Sheilds	64	
Strength of Armour and Shield Enchantment	64	
Availability of Magical Armour and Weapons	65	
Availability of Magical Affilour and Weapons	00	
Section 14: Divine Intervention	65	
Divine Intervention Chart		65
Modifiers to the Intervetion Roll	66	
Retribution Chart		66

Section 15: Encounters Court Intrigue, Trade and Commerce, Administration Mysteries and Puzzles, Gambling, Hunting, The Arena, Sport	67 70 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

Typed in by: Anton Dovydaitis anton@infoserv.com