

Luna : First Quarter ☽ Full Moon ○ Last Quarter ☾ New Moon ●

Celene : First Quarter ☽ Full Moon ○ Last Quarter ☾ New Moon ●

Fireseek

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☽ 4	5	6	7
8	9	10	○ 11	12	13	14
15	16	17	☾ 18	19	☾ 20	21
22	23	24	● 25	26	27	28

Readying

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☽ 4	5	6	7
8	9	10	○ 11	12	13	14
● 15	16	17	☾ 18	19	20	21
22	23	24	● 25	26	27	28

Coldeven

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☽ 4	5	6	7
8	9	☽ 10	○ 11	12	13	14
15	16	17	☾ 18	19	20	21
22	23	24	● 25	26	27	28

Growfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☽ ○ 4	5	6	7

Planting

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	10	☾ 11	12	13	14
15	16	17	● 18	19	☾ 20	21
22	23	24	☽ 25	26	27	28

Flocktime

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	10	☾ 11	12	13	14
● 15	16	17	● 18	19	20	21
22	23	24	☽ 25	26	27	28

Wealsun

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ 4	5	6	7
8	9	☽ 10	☾ 11	12	13	14
15	16	17	● 18	19	20	21
22	23	24	☽ 25	26	27	28

Richfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	○ ○ 4	5	6	7

Reaping

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☾ 4	5	6	7
8	9	10	● 11	12	13	14
15	16	17	☽ 18	19	☾ 20	21
22	23	24	○ 25	26	27	28

Goodmonth

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☾ 4	5	6	7
8	9	10	● 11	12	13	14
● 15	16	17	☽ 18	19	20	21
22	23	24	○ 25	26	27	28

Harvester

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☾ 4	5	6	7
8	9	☽ 10	● 11	12	13	14
15	16	17	☽ 18	19	20	21
22	23	24	○ 25	26	27	28

Brewfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	☾ ○ 4	5	6	7

Patchwall

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	● 4	5	6	7
8	9	10	☽ 11	12	13	14
15	16	17	○ 18	19	☾ 20	21
22	23	24	☾ 25	26	27	28

Ready'reat

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	● 4	5	6	7
8	9	10	☽ 11	12	13	14
● 15	16	17	○ 18	19	20	21
22	23	24	☾ 25	26	27	28

Sunsebb

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	● 4	5	6	7
8	9	☽ 10	☽ 11	12	13	14
15	16	17	○ 18	19	20	21
22	23	24	☾ 25	26	27	28

Needfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	● ○ 4	5	6	7

Fireseek

1st : NEW YEAR'S DAY. The first day following the Needfest was officially decreed as the first day of the new year by the Overking in Rauxes and has been accepted by most of the Oeridian dominated nations around the Flanaess. The Bakluni nations have their own new year.

Readying

1st : FESTIVAL OF ST. BANE. Attempts to turn undead on this date receive a +1 level bonus.

10th : SNOWDROP FESTIVAL. Masks are worn to a sort of all-day party and at dusk clothing is exchanged between the sexes amidst general hilarity. Due to the weather, this is usually overclothing, though underclothing is not unheard of in some places.

14th : HEARTSDAY, or "Myhrissian."

Coldeven

11th : FESTIVAL OF THE BLOOD-MOON. Sacred to worshippers of Nerull and most lawful evil cults as well, this grim festival technically begins on the 10th and ends on the evening of the 12th. It commemorates the blood-red moon which appeared all over the Flanaess on this day in 294 CY. (Some sages postulated common volcanism as the source, but proponents dwindled quickly after several sages disappeared under mysterious circumstances.) Elaborate ceremonies are held in fell and shadowy places, many of which are grisly and unpleasant in the extreme. This festival is now honoured in Iuz' lands as well since the Wars, in mocking celebration of the surprise attacks which decimated the Heirarchs of Molag in 583 CY.

22nd-28th : TRAPPER'S RENDEZVOUS. Much favoured by rangers and other woodsmen.

Growfest

Very important to Atroa, Beory, Berei, Elhonna.

1st day is BANAPIS, also known as "Losar" among certain Bakluni sects, who consider it to be New Year's! Huge parties with presents exchanged, considered everybody's birthday. Not celebrated in Suel lands, who consider celebration of any but one's actual birth date to be evidence of ignorance and barbarism.

Last day is "FOOLSDAY," sacred to Olidammara and other trickster gods. In Ulek and among rangers, it is traditional to send someone 'hunting the gawk' a meaningless errand. The Lord of Misrule from the Feast of Unreason, variantly named Motely or Widdershins, is sometimes elected to preside over this day as well. In Greyhawk, the DESPORTIUM OF MAGICK is held that night in and around the Great Citadel.

Also known as the FEAST OF ATROA in celebration of a new growing season and the promise of prosperity. This is time when communities gather together to plan for the future. It is not uncommon for a celebration to center around a community event like a barn-raising, to help a neighbor whose homestead may have been damaged over the winter. The dayUs community work is then relieved with revelry in the evening where bonds of friendship often grow.

Planting

11th : TANABAT, also known as the Seven Sisters Festival. Legend has it that Olidammara was entertained on this day by seven lovely sisters, who welcomed him in his guise as a minstrel and treated him royally. So impressed was he by their treatment and their wine that he revealed himself and offered to transport them to his halls, there to live in bliss forever. Though the vineyard's exact location is a mystery, the legend is widespread, and many grapegrowing regions claim that the Seven Sisters came from their lands. At night, therefore, the story is acted out and people head out to the grape arbours, listening for echoes of the sisters' laughter as they ascended to paradise. The rest of the holiday is a celebration of the grape and its byproducts and features prayers for a good vintage in the coming year, as well as much celebration and sampling of the previous year's wines. It is especially sacred to followers of the Laughing Rogue, though followers of other nature deities often officiate as well.

Flocktime

1st : BEORY'S DAY. Villagers sing and dance around a wooden pole to celebrate the passing of the seasons and the blessings of spring.

8-14th : Dwarven rituals of Harnekiah, or "cleansing of the mountains." Ritual humanoid hunts conducted. Some humans mountaineer rangers in particular also celebrate "Ulaa's Hunt."

15th : ST. CUTHBERT'S DAY, which many of his more active followers honour by trying to root out evil cults before Walpurgis falls. Unfortunately, this frequently leads to mistakes and misunderstandings, especially when strangers are involved.

18th : WALPURGIS, The Dark Night, is extremely sacred to priests of evil. Many evil congregations hold elaborate, depraved ceremonies in dark and unholy places. Others send agents out into the night to perform assassinations or otherwise engage in unspeakable acts. On this dread night, all turning rolls against undead are made at -4, in addition to any other penalties, and all evil priests may cast spells as if they were one level higher. Most other folk with any sense stay inside, preferably with shutters locked and barred.

Wealsun

1st : GOODRHYS, a festival dedicated to the arrival of Mayaheine on Oerth.

1st-4th : FESTIVAL OF THE BLINDING LIGHT (Pholtus).

16th : BAWMING THE THORN, a placation of evil nature aspects by a parade of children who tie a ribbon to the oldest thorn tree in the region. Intended to ensure safety for the next day.

17th : CEREMONY OF THE TURNING. Celebrated among the Flannae, the Marklands, and in Druidic communities. Seven-year olds are carried blindfolded and barefoot into the woods, and must find a new name before returning to the village feast. Each child is released separately and alone. They are guided by rowdy singing and a huge bonfire if they are slow, and when they return they are carried into the centre of the gathering to whisper their name into the fire. This is their Truename, with all that implies. It should be noted that rangers and priests of Elhonna are also especially busy this night, quietly patrolling the area and looking out for the children's safety. In friendly lands some elves are also drawn to this sort of role, and it is considered a good omen for a child to successfully spot one.

Richfest

Important to all sea gods, plus Boccob, Sotillion, Llerg (Beasts) and often Kord (games).

SEALORDS' FEAST celebrated in coastal areas, esp. "Festival of the Blue Moon" at midweek, when Celene is full. In Greyhawk and other inland areas, Guild Days are celebrated at this time instead.

Also known in some communities as the FEAST OF SOTILLION in celebration of the god's victory in wresting the sun from its southern decline and bringing it back to warm Oerth and promote growth and prosperity. Celebrants use the time to enjoy the leisures of summer with picnics and family reunions. It is a time to put aside family strife and offer reconciliation, in honor of the sun own homecoming.

MIDSUMMER DAY is consider the Holy Day of Pelor, god of sun, light, and healing. In most good or neutral places this is an official rest day, and the holiday is even respected in some evil lands like the Great Kingdom. Feasting and enjoying the sun are important activities, and it is considered a sign of respect to wear yellow somewhere on one's person. In non-evil lands, at least, those who don't are regarded with some suspicion. The weather tends to be uncannily reliable (rain is generally a sure sign of Pelor's extreme disfavour with an area), and public services are held outdoors by Pelor's priests. A public processional is followed by a free meal, and healing and comfort is provided to the needy while priests and priestesses vigorously entreat the more fortunate for alms.

All undead are turned at +4 during Midsummer's Day. Priests of Nerull also dread this day, as they suffer a -2 on all rolls and opponents get a +2 to save vs. their spells. The bonus against undead vanishes that night, but the priests of Nerull must lie low until the next night before their curse wears off.

Note that in the Theocracy of the Pale, this day is held to be sacred of Pholtus instead, though many of the same activities occur. Travelers are warned that celebrants all wear white instead, and yellow clothing or a yellow fabric strip pinned to one's tunic are considered blasphemous.

Both moons are full the 4th day of Richfest, on MIDSUMMER NIGHT. Lycanthropes aplently, but faeries are also extremely active and Mages also report certain spell enhancements now and again. This is often the evening when spell-shows happen.

Reaping

25th : Sotillion's Day, know popularly as Labor Day and also, derisively, as "ST. IDES" (for "Saint Idler's"). Followers will do no work and enjoy the summer. Widely popular, especially for the young and in love. As a result the full moon of this month is often referred to as the "Lovers Moon". PCs should be careful not to attack skulking figures or muffled noises!

Goodmonth

4th : GRANDMOTE festival, involves large archery competition, fair, and festivities devoted to gods of luck (Istus, Ralishaz neg., Norebo, Rudd).

4th-7th : KING'S FESTIVAL in Furyondy/Veluna.

25th-28th : MINER'S FAIRS.

Harvester

11th-14th : LOGGERS' FESTS.

20th : RAKSHA BANDHAN, a Bakluni festival still celebrated in those lands, and in Perrenland and Highfolk as well. A celebration of siblings usually, but not always, opposite sex, where bracelets and flower necklaces are made and traded along with sweets. For those who do not have siblings, a 'blood brother' ceremony is sometimes performed among very close friends. It is considered a great honour to wear such a token on this day.

25th-28th : IMPERIUM INVICTA festival in the Great Kingdom. Still celebrated in Rauxes, North and South Kingdoms, Szeffrin's lands, and some other areas.

Brewfest

Celebration of the harvest and the arts of brewing. Very important to Wenta, Berei, Beory, and Oli-dammara. The Halfling, Gnostic, and Dwarven pantheons also hold this day in very high regard.

Also known as the FEAST OF WENTA in some communities and is a celebrated with song, dance and offerings of the summerUs harvest to the goddess Wenta for her blessings during the cold days before winter.

Keoland and allied states celebrate with the Regal Games in Niole Dra.

Patchwall

7th : BELLRINGER'S FEAST in All but Brotherhood and Great Kingdom lands. Everyone gathers at the largest bell in the region (usually a town hall or temple) when it is rung, then exchange treats and other baked goods. The militia also turns out in full regalia, as this festival is connected with themes of warning and preparedness. Though this day has become more festive, in some embattled lands its original purpose has completely reasserted itself, and celebrations in Nyronnd are likely to be strained at best.

14th : Druidic Festival of LAMMAS.

18th : WICCRHYS. Originally celebrated as Samhain ("Oidche Samha"), or All Hallows Eve in Geoff, the Ulek states, and Druidic areas. The borders of the spirit world grow thin this night, so people traditionally dress as spirits and cavort all night as faeries are always depicted as doing. The hope is that true spirits will not recognize them as mortal and thus not harm them. 'Soulcakes' are begged of passerby, and some larger cities also have a great mummers' play in which everybody dies at the end but then resurrect themselves. Persons being raised from the dead on this night receive a +20bonus to their survival rolls, but evil is also strengthened. Aside from the obvious danger of summoned fiends et. al., saves vs. spells from any evil caster are at -2.

Ready'reat

5th : TURNING OF THE SHEBBEAR STONE. Commemorates the feats of Shebbear, a famous Oeridian hero of awesome strength; also a way of clearing the land. The largest stone on the property is rolled once toward the west. This holiday produces many injuries, just in time for...

7th : FESTIVAL OF HOPE. Healing and atonement offered, esp. by priests of Pelor and also for Zodal, for whom this is the holiest day of the year. It has attained even greater significance of late as a festival for good generally, especially among exile communities.

11th-14th : DAYS OF DEDICATION, sacred to followers of Trithereon. The DAY OF REMEMBRANCE, dedicated to those who died defending liberty, begins the festival.

12th : DAY OF REFLECTION, for followers to reflect on their lives and their goals.

13th : DAY OF RETRIBUTION, where solemn oaths of vengeance are typically sworn against those deserving same, priests publicly judge disputes among the faithful, and special favour may be shown by the deity to those attempting a daring deed in the name of liberty.

14th : GREAT FREEDAY celebration ends "Days of Dedication."

Sunsebb

23rd : MARIHWYD. A parade of white costumed followers led by a white robed person wearing a horse's skull sing blessings at the doors of the village and are rewarded with treats. Popular among Geoffites, Tenha, and Sterish, as well as the County of Ulek and Greyhawk. Also adopted by New Almorja.

25th-28th : DAYS OF THOUGHT, sacred to devotees of Rao, Delleb, and some sages. Spent in self-examination and study.

Needfest

Begins with 'MUMMERING.' People wear disguises and try to remain unrecognized, in order to celebrate the wondrous and strange effect that magic and magical creatures have in the world. Nevertheless, it should be noted that actual use of magic in such disguises is considered cheating, and is frowned on in most areas. There is dancing and general carousing, and the high point is a parade and the Performance of the Mummers, a play in which good and evil battle. Evil wins but the youngest speaking child resurrects good and removes the evil from the bad actor. It is rare but not unknown for some members of evil cults to take steps at this point, and vigilance is usually tight in larger cities.

One exception is The Empire of Iuz, which holds a variant play in which their evil lord fights good and wins. This is usually enacted by having priests in ceremonial masks publicly fight, defeat, and then sacrifice a lightlyarmed prisoner amidst general rejoicing.

The rest of the holiday is devoted to general merriment, and the last night before the months are again counted in the calendar is very special. This is the FEAST OF UNREASON, which is honoured by many diverse faiths (Boccob, Lydia, Lirr, Norebo, Olidammara, Ralishaz, Trithereon, and even Rao and Iuz!) for different reasons. In general, however, the mode of celebration is the same: Servants are promoted to the head of towns, villages, and even royal courts, where they preside over the feast's duration. They orchestrate silly laws i.e.. having farmers push their carts, wearing only one shoe, etc. which must be obeyed, though traditionally they are followed about by a 'true' authority who can overrule any proclamations deemed to be disastrous. Popular everywhere, even in the Great Kingdom, but ruthlessly suppressed in the Theocracy of the Pale. This is a very popular Greyhawk festival, where it is colloquially known as "Zagy's Feast." The Mad Archmage retains his distinction as the only actual ruler to ever be elected to preside at these festivals, and his influence can still be felt today. Mages report that their spells will occasionally misfire in odd and/or humorous ways during this period, though such misfires will never occur in lifethreatening situations unless one has greatly offended Zagy or Boccob.

Needfest is also known in some places as the FEAST OF TELCHUR, this holiday honours Telchur's valiant battle in creating winter, and celebrates the beginning of winter's waning. In some places, an elaborate play commemorates this event (Great Kingdom). In others, remembrance of family and recital of the family tree is an important part of the day (Keoish principalities, Geoff, and Ulek). Most places, however, celebrate primarily with an open house dinner after dark, the giving of presents, chainlighting of candles,

and singing and folk dancing. The goal is to make the sun feel like he is missing the fun so that he comes back before it gets too cold.

Overview

All scholars and sages conversant with the science of astrology know that the sun revolves around the world of Oerth once every 364 days, visiting the Twelve Lairs of the Zodiac in an unvarying routine. The pale Great Moon, called Luna or "Mistress", waxes and wanes in fixed cycles of 28 days each, upon which the months are based. The aquamarine Lesser Moon, Celene or "Handmaiden", follows a path that reveals her full beauty but four times each year, thus showing the time for civilized festivals.

Each standard week is divided into seven days, five of which are spent in work and toil for most citizens of the civilized lands, one spent in worship and one set aside as a day of rest.

Starday - Work
Sunday - Work
Moonday - Work
Godsday - Worship
Waterday - Work
Earthday - Work
Freeday - Rest

As mentioned, the calendar year is divided into months of 28 days, which coincides with the cycle of Luna. This allows for 12 full months, with four periods of festivity lasting a standard week (7 days) interspersed every three months. These 'fest' weeks, each centering around the time that Celene is full, mark the equinoxes and the solstices. Though the individual full months have Common names known by most of the civilized inhabitants of the Flaeness, the elves and the wild nomads have different names for these periods, which should be noted to allow for a complete record. The accompanying season is also given for each month or 'fest' week.

Months and fests in other languages/cultures

Fireseek Diamondice in Elven, Tiger in Nomad [Winter]
Readying Yellowwillow in Elven, Bear in Nomad [Spring]
Coldeven Snowflowers in Elven, Lion in Nomad [Spring]
Growfest[Vernal Equinox]
Planting Blossoms in Elven, Frog in Nomad [Low Summer]
Flocktime Violets ; in Elven, Turtle in Nomad [Low Summer]
Wealsun Berrytime in Elven, Foxin Nomad [Low Summer]
Richfest [Summer Solstice]
Reaping Goldfields in Elven, Snake in Nomad [High Summer]
Goodmonth Sunflowers ; in Elven, Boar in Nomad [High Summer]
Harvester Fruitfall ; in Elven, Squirrel in Nomad [High Summer]
Brewfest[Autumnal Equinox]
Patchwall Brightleaf in Elven, Harein Nomad [Autumn]
Ready'reat Tinklingice in Elven, Hawk in Nomad [Autumn]
Suns'ebb Lacysnows in Elven, Wolf in Nomad [Winter]
Needfest[Winter Solstice]