

Greyhawk Calendar

Calendar by Kent Matthewson, text by Joe Katzman (kat@pathcom.com) and Jason Saunders, 1994. modified by Mike LeSeney, 1995

Fireseek

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1 New Year's Day	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 Festival of St. Bane	2	3	4	5	6	7
8	9	10 Snowdrop Festival	11	12	13	14 Heartsday
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 Festival of the Blood Moon	12	13	14
15	16	17	18	19	20	21
22	23 Trapper's Rendezvous	24 Trapper's Rendezvous	25 Trapper's Rendezvous	26 Trapper's Rendezvous	27 Trapper's Rendezvous	28 Trapper's Rendezvous

Growfest

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

Planting

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11 Tanabat	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 Beory's Day	2	3	4	5	6	7
8 Harnekiah	9 Harnekiah	10 Harnekiah	11 Harnekiah	12 Harnekiah	13 Harnekiah	14 Harnekiah
15 St. Cuthbert's Day	16	17	18 Walpurgis	19	20	21
22	23	24	25	26	27	28

Wealsun

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1 Goodrhys Festival of the Blinding Light	2 Festival of the Blinding Light	3 Festival of the Blinding Light	4 Festival of the Blinding Light	5	6	7
8	9	10	11	12	13	14
15	16 Bawming the Thorn	17 Ceremony of the Turning	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 Sotillion's Day	26	27	28

Goodmonth

Starday	Sunday	Moonda y	Godsday	Waterday	Earthday	Freeday
1	2	3	4 Grandmote festival King's Festival	5 King's Festival	6 King's Festival	7 King's Festival
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25 Miner's Fairs	26 Miner's Fairs	27 Miner's Fairs	28 Miner's Fairs

Harvester

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11 Loggers' Fests	12 Loggers' Fests	13 Loggers' Fests	14 Loggers' Fests
15	16	17	18	19	20 Raksha Bandhan	21
22	23	24	25 Imperium Invicta	26 Imperium Invicta	27 Imperium Invicta	28 Imperium Invicta

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 Bellringer's Feast
8	9	10	11	12	13	14 Lammas
15	16	17	18 Wicrhys	19	20	21
22	23	24	25	26	27	28

Ready'reat

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5 Turning of the Shebbear Stone	6	7 Festival of Hope
8	9	10	11 Day of Remembrance	12 Day of Reflection	13 Day of Retribution	14 Great Freeday
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Suns'ebb

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 Marihwyd	24	25 Days of Thought	26 Days of Thought	27 Days of Thought	28 Days of Thought

Needfest

Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
1 Mummergin	2	3	4	5	6	7 Feast of Unreason

Greyhawk Calendar and Major Holidays

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I Fireseek (Winter)

11th= Luna's full moon
25th= Luna's new moon

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.

II Readying (Spring/Winter)

11th= Luna's full moon

15th= Celene's new moon

25th= Luna's new moon

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."

III Coldeven (Spring)

11th= Luna's full moon

25th= Luna's new moon

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

4th= Celene's full moon, Vernal Equinox

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 day's community work is then relieved with

revelry in the evening where bonds of friendship often grow.

IV Planting (Low Summer/Spring)

4th= Luna's full moon

18th= Luna's new moon

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.

V Flocktime (Low Summer/Spring)

4th= Luna's full moon

15th= Celene's new moon

18th= Luna's new moon

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.

VI Wealsun (Low Summer/Summer)

4th= Luna's full moon

18th= Luna's new moon

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

4th= Luna's full moon, Celene's full moon, Summer Solstice

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.

VII Reaping (High Summer/Summer)

11th= Luna's new moon

25th= Luna's full moon

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 "lover's moon". PCs should be careful not to attack skulking figures or muffled noises!

VIII Goodmonth (High Summer/Summer)

11th= Luna's new moon
15th= Celene's new moon
25th= Luna's full moon

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*.

IX Harvester (High Summer/Autumn)

11th= Luna's new moon
25th= Luna's full moon

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

4th= Celene's full moon, Autumnal Equinox

* Celebration of the harvest and the arts of brewing. Very important to Wenta, Berei, Beory, and Olidammara. 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 celebrated with song, dance and offerings of the summer's harvest to the goddess Wenta for her blessings during the cold days before winter.

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

X Patchwall (Autumn)

4th= Luna's new moon
18th= Luna's full moon

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 Nyronde 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 mummies' play in which everybody dies at the end but then resurrect themselves. Persons being raised from the dead on this night receive a +20% bonus 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.

XI Ready'reat (Autumn)

4th= Luna's new moon

15th= Celene's new moon

18th= Luna's full moon

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."

XII Suns'ebb (Winter)

4th= Luna's new moon

18th= Luna's full moon

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.

25th-28th= *Days of Thought*, sacred to devotees of Rao, Delleb, and some sages. Spent in self-examination and study.

Needfest

4th= Celene's full moon, Winter Solistice

* Begins with '*Mummergein*'. 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.