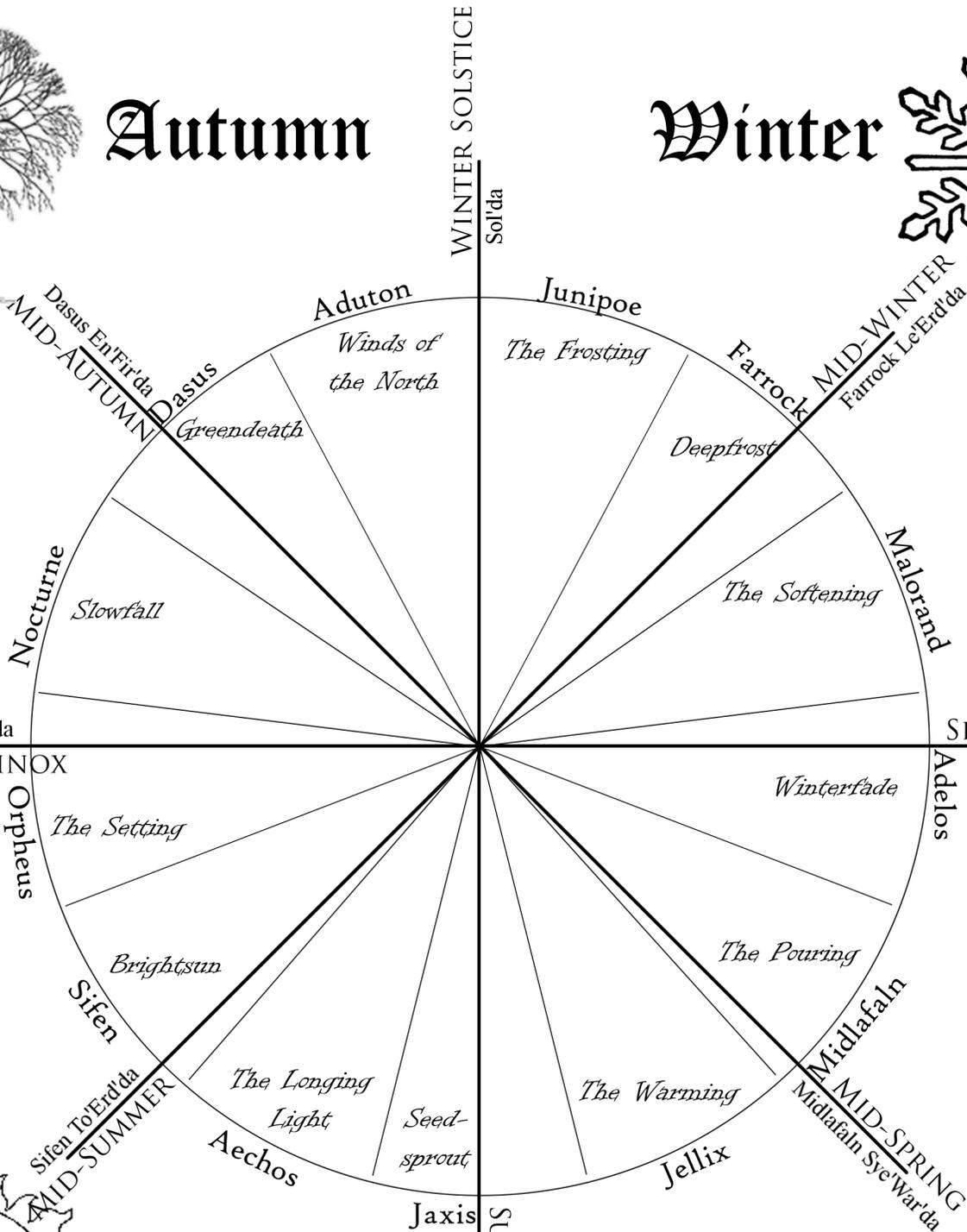


CALENDAR OF AJENTA-NORRAL



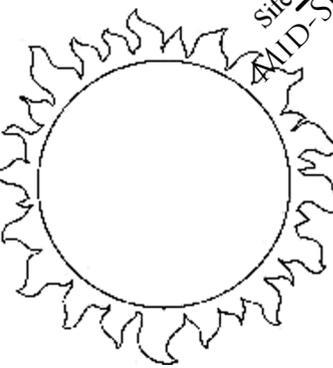
Autumn

Winter



Summer

Spring



THE CALENDAR OF AJENTA-NORRAL

The calendar developed by the sages Ajenta and Norral (hence the name) has been in use since the end of the **Eternal Wars**. One the Eldeen nation fell, the survivors wanted to erase every trace of their former oppressors, including how they tracked time. With the dawn of freedom, the **Age of Turmoil** began.

TRACKING TIME

One minute	60 seconds
One hour	60 minutes
One day	24 hours
One week	7 days, 168 hours
One month	4 weeks; 28 days; 1 primary lunar cycle
One season	approximately 3.25 months; 91 days; 1 secondary lunar cycle
One year	13 months; 4 seasons; 52 weeks; 365 days (one extra day for the winter solstice)

THE MONTHS

The first name in the list of months is the actual name as recorded by historians and scholars. It is also used on official papers and documentation, and everyone knows these names. The second name is the common name used by non-scholars, the uneducated, such as farmers and other lay people.

MONTHS OF THE YEAR

Month	Proper Name	Common Name	Celestial Event
WINTER			
1	Junipoe	the Frosting	
2	Farrock	Deep Ice, Deepsnow	
	Farrock Le'Erd'da		Mid-Winter
3	Malorand	the Softening	
SPRING			
4	Adelos	Winterfade	
	Adelos To'War'da		Spring Equinox
5	Midlafaln	the Pouring	
	Midlafaln Sye'War'da		Mid-Spring
6	Jellix	the Warming	
SUMMER			
7	Jaxis	Seedsprout	
	Jaxis En'War'da		Summer Solstice
8	Aechos	the Longing Light	
9	Sifen	Brightsun	
	Sifen To'Erd'da		Mid-Summer
AUTUMN			
10	Orpheus	the Setting	
	Orpheus Le'War'da		Autumn Equinox
11	Nocturne	Slowfall, Slow Descent	
12	Dasus	Greendearth	
	Dasus En'Fir'da		Mid-Autumn
13	Aduton	Winds of North	

Sol'da (after Aduton)

Winter Solstice

THE WEEKS

There are 4 weeks of 7 days in every month, exactly 28 days. Rather than numbering each, which can be a laborious process for those who cannot read (which was once a problem), each week adds a prefix to each day in that week. This immediately identifies the exact day within a month.

WEEKS OF THE MONTHS

Week	Name	Prefix	Examples
First	To'vok	To'	(To'Aer'da, To'Lon'da)
Second	En'vok	En'	(En'Aer'da, En'Lon'da)
Third	Le'vok	Le'	(Le'Aer'da, Le'Lon'da)
Fourth	Sye'vok	Sye'	(Sye'Aer'da, Sye'Lon'da)

For example, the summer solstice on the old calendar is Jaxis-14, meaning it is the 14th day of the month of Jaxis. So, the 14th is the last day (War'da) of the second week, or the "En'vok." The prefix "En" will be attached to each day of the second week, so the summer solstice is Jaxis En'War'da (the last day of the second week of the month Jaxis).

THE DAYS

- (1) Aer'da.** The day of air. Dedicated to remembering one's freedom and liberty, the ability to do as one pleases, and be grateful for life.
- (2) Lon'da.** Hunting day. Spent hunting game, gathering food and resources, and providing for one's household.
- (3) Erd'da.** The day of earth. Spent contemplating the soil beneath one's feet, accepting the responsibility and the work one must do to thrive.
- (4) Maer'da.** Market day. When the merchants would near the end of their work week and sell goods for discounted prices, to the right buyer.
- (5) Fir'da.** The day of fire. So named for rampant feasting and merriment that came at the celebration of one's deceased, right before the funeral is held and they are laid to rest.
- (6) Fum'da.** The day of death. The official day for having a funeral, because the family normally spent the week's earnings to afford it.
- (7) War'da.** The day of water. A day to regain strength and fortitude for the coming work and responsibility, gathering resources before a trip.

(0) Sol'da. The absent day. There is only one sol'da every year, and it falls on the winter solstice.

HOURS OF THE DAY

At best the people have clockwork and possibly magical timepieces, but those are not common people. Sages may have studied the stars and the turning of the cosmos, but that does not make their discoveries a changing force in society, especially when everyone is quite comfortable with tradition.

TIMES OF A DAY

Midsummer / Equinox / Midwinter			Name
12am	12:30am	2:00am	Moonfall
1:20am	3am	4:30am	the Witching
2:30am	5am	6:40am	the Dawning
3:40am	6am	8am	Sunrise
7am	8:30am	9:40am	Morn
12:20am	12:30am	12:20am	Forenoon
3pm	2:30pm	1:40pm	Noontide
7pm	5pm	3pm	Sunfall
8:20pm	6pm	3:50pm	Eve
9:30pm	7:30pm	5:30pm	the Gloaming
11pm	10pm	9pm	Dusk

OBSERVANCES

Holy Days, Civic & Religious Observances, Fantastic Events

Calendars were most often associated with lunar cycles. Also with deities. End days of the weeks were reserved for holy activities, and each week encompassed a different deity or deities. Three 7-day weeks with a final 8- or 9-day week.

Babylonians celebrated the 19th day as an “evil day,” the “day of anger,” because it was roughly the 49th day of the preceding month, completing a week of weeks. Sacrifices offered on this day.

HUIL'DEN

Turning Twins, Nights' Eyes

Junipoe En'Aer'da

Every few years, the two moons couple in the sky as they stand full and together. It is believed that on those nights, all were-creatures are turned against their will to hunt the lands and streets. Shops and businesses remain closed all day as families gather for drinking and feasting, telling scary stories in the firelight and putting raw meat on their doorsteps to keep monsters at bay. This is a holy day for the followers of Uaos, who gladly sneaks through settlements and takes the offerings for the beast.

It is believed that all lycanthropes turn against their will and are driven to a frightful bloodlust for the whole week.

KONIG'DEN

Day of Speaking

Farrock Le'Erd'da

This mid-winter day is reserved for the telling of tales, making grand speeches, reciting poetry, singing of love, loss, drama, and comedy. Most of the city is closed as people gather indoors, stoking fires, pouring ale, and sitting comfortably while the speakers entertain.

The week leading up to this prodigious day is filled with intrigue and excitement as speakers both fresh and renowned prepare for the Koninial, a competition that will decide who gains the glory of telling their tales in front of the whole city during the Eldathenial Games.

ELDEN'DEN

Shackles, Day of Days

Malorand To'WAR'da

The first day of the Eld'vok is remembered for the fall of the Eldeen Empire fell, when the races became free once again.

It is celebrated with several days of competitions, performances, incorporated spiritual festival, and ceremony that included awards, known as the Eldathenial Game.

CUHR'DEN

Coinsday, Openstand

Adelos Sye'Lon'da

Through the cold months of the long winter, merchants sell their wares for as long as they can stand the cold. As the weather begins to thaw, stands and shoppes begin to keep longer hours as they lead up to the commerce celebration, coinsday.

Into the eve hagglers, traders, and peddlers can be heard shouting their wares and negotiating deals. All day long merchants hold sales, offering discounts and bargains that can only be found once a year.

VALOR'DEN

Day of Arcane

Adelos To'War'da

As each year passes, the day of arcane gains less and less recognition. Once the most celebrated holiday across the Eldeen Empire, the memory of the fall and return of magic is heralded as the day when the

races once again flourished. The holiday has been stained by the memories of the empire that arose from the ashes.

The spring equinox was once a grand celebration of the return of magic, and is growing in popularity again as the Paragon Mytharel Kaetilo is gaining a following. Some say this day holds increased power as the mist is in flux.

In places where it is still celebrated, magic is flaunted as people dance through the streets, papers and parchments are given out so people can write their bad memories on them and burn them in magical flames. Contests of magical prowess are held on this day, and for weeks leading up to the day the duels become quiet.

TUROS'DEN

Flowering Day

Mid-spring is the official end of winter, when the cold is gone and the snow melted. On this day all of the races go outside to begin planting seeds, picking spring flowers, and socializing in the sun. Holy day of Lithoa, the ending of winter allowing rivers to flow so livestock can drink.

CORM'DEN

Founder's Day, Day of Bravery

Jellix Sye'Fum'da

Founder's Day is the celebration and commemoration of the brave souls that wandered out into the wilds and began the cities where civilization now thrives. The carnival atmosphere includes gambling, feasting, drinking, private gift-giving, and equality among all the castes within the city.

The Civoreal Gathering believes the celebrations will ensure the souls of warriors make their way into the afterlife peacefully. The temple and those who can afford it offer suckling pigs during the ceremonial feasting, and burn portions to fortify the spirits of the dead.

SIEN'DEN

Day of Sight, Cloudless

Celebration of the Summer Solstice, tradition stating that the longest day allows the future to be clearly seen in the lasting light. Folks both noble and simple pay diviners, scryers, fortune-tellers,

and oracles to speak their fate. Such a magical day is holy to Gaast.

STENA'DEN

Day of Curtains, Highsun

Jaxis Le'Aer'da

The Day of Curtains is held on mid-summer, when the borders between the near and the shroud is at its thickest. Feasting, dancing, music, and especially the infamous fire-dancers frolic through the streets as travel is nigh impossible.

Traveling along the elven roads is limited to mundane speeds and passing through the shroud is dangerous if the caster can break through.

MOU'DEN

Day of Travel, Peaceday

The celebration of the Autumn Equinox is of making or renewing alliances, friendships, or partnerships, starting negotiations, or initiating trade agreements. A heavily political day, ambassadors and representatives of all realms and organizations can be seen traveling, or locked away in meeting rooms. The common folk see it as a day to honor their leaders, with celebration for those loved, and mourning for those despised. Also a holy day of Dunatis, revered by looking to or climbing mountains, cliffs, or tall structures, aspiring to their gods ideals.

ADEL'DEN

Day of Healing

Sifen To'Erd'da

After a great battle was lost due to the addles, a champion of the races surged with power and healed the armies and drove them on into the night. They came upon the enemy in the twilight and reclaimed victory, and this has been known ever since as a day of healing, medicine, and rest.

Practitioners use this day to honor the cauldrons by restocking their ointments, salves, potions, and other remedies in preparation for the battles to come. Everyone else celebrates by gathering for drink, food, and quiet conversation late into the night, rejuvenating after a long winter.

It is believed that the name of the month is derived from this lone observance. To ensure the ancestor spirits keep the people from ever becoming addled again, sacrifices of goats or hounds are offered into the eve.

SZER'TEN

Wildsights, Lit Roads

The longest day of the year sees the Feywild border as thin as ever, and the skies and natural and wild places seemingly fill with floating, twinkling lights and small fey creatures. This holiday is important to elves, especially eladrin.

IHBA'DEN

Bountiful Day, Bounties' Feast

Marking the harvest and bounty of the land, this holy day of Persis usually has large feasts and banquets for everyone with streets and markets full of food, drink, and dance.

LOZH'TEN

Ethernight, Fey Stars

Once a year, some days after the winter solstice, a night as black as the deepest oceans is lit by the fairy dust of the fey. The border between the world and it's mirrors is thinnest this day, and many strange events have been recorded over time. Many children are conceived on this day, when the people drink and make merry to celebrate the "viewing of lost neighbors." Few know the thinning of the borders (Arcane Knowledge).

Every four years there is a night shortly after the Winter Solstice where the borders between the Prime and the Shadowfell are especially thin. For the following day darkness is pervasive and voices and images can be seen in the smoky shadows.

Tradition holds that the spirits of the Old Faith, nature itself, come out of hiding and frolic freely.

KETHI'DEN

Day of Shadows, Yore-shades

Mid-Autumn is a special day of remembrance of those long passed. The holy day of Arawn sees quiet ceremonies and rituals to ancestors and the dark and bloody history that brought about the present. It is often a time of weeping and drinking.

MAHR'DEN

Day of Painting

Dasus To'Lon'da

From the dawning to dusk the city is filled with theatrical troupes, illusionists, and speakers recounting legends, lore, and myths about the mysterious world and all its lurking dangers. The

Day of Painting is a day of the arts and artisans.

Actors, painters, sculptors, and all those who toil away to produce some form that can be admired, functional or not, are given this day to display their wares as the people wander the streets taking in the stories.

SAMYA'VOK

Graving Week

Sye'Maer'da to Sol'da

During the days leading up to black night, known as the Samya'vok, clergy from all temples consecrate the lands of not only the graveyards, but also outside the walls where fallen soldiers lay lost or monsters slain in the past may rise up against the city again. People paint their doors with the blood of sacrificial birds, preferably those of white or light-gray feathering, as a ward against the evil that will surely come to take them.

NEZHI'TEN

Sol'da

Night of the Veil, Black Night

The end of the Samya'vok falls on the winter solstice, the longest night of the year. Nezhi'ten, or black night, is a time of darkness when the border of the shroud is at its thinnest. It is said that the corrupt souls and foul denizens of the shroud come back to inhabit the dead and torment the living.

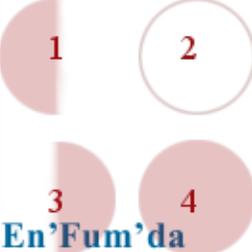
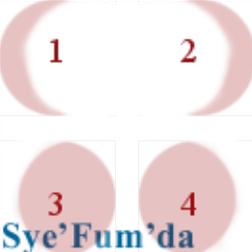
Some few believe that their loved ones are coming back to claim them as their own, pulling them into the shining afterlife where they will no longer feel the anguish of loss. Either way, the curtain between life and death is lifted this night, and even the holiest of preparations cannot always keep the dead at rest.

-Junipoe Le'War'da	-Turning Twins	-Huil'den
Mid-Winter	Day of Speaking	Konig'den
-Malorand To'War'da	-Shackles	-Elden'den
-Adelos Sye'Lon'da	-Coinsday	-Cuhr'den
Spring Equinox	Day of Magic	Valor'den
Mid-Spring	Flowering Day	Turos'den
-Jellix Sye'Fum'da	-Founder's Day	-Corm'den
Summer Solstice	Day of Sight	Sien'den
-Jaxis Le'Aer'da	-Day of the Wall	-Stena'den
-Aechos En'Fir'da	-Day of Travel	-Mou'den
Mid-Summer	Day of Healing	Adel'den
-Orpheus Le'Fum'da	-Wildsights	-Szer'ten
Autumn Equinox	Bountiful Day	Ibha'den
-Nocturne En'Fir'da	-Ethernight	-Lozh'ten
Mid-Autumn	Day of Shadows	Kethi'den
-Dasus To'Lon'da	-Day of Painting	-Mahr'den
Winter Solstice	Black Night	Nezhi'ten

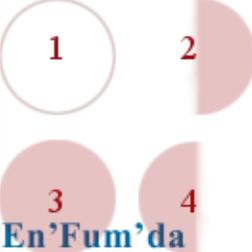
Junipoe “The Frosting”

						
To'Aer'da	To'Lon'da	To'Erd'da	To'Maer'da	To'Fir'da	To'Fum'da	To'War'da
					 	
En'Aer'da	En'Lon'da	En'Erd'da	En'Maer'da	En'Fir'da	En'Fum'da	En'War'da
					 	
Le'Aer'da	Le'Lon'da	Le'Erd'da	Le'Maer'da	Le'Fir'da	Le'Fum'da	Le'War'da
					 	
Sye'Aer'da	Sye'Lon'da	Sye'Erd'da	Sye'Maer'da	Sye'Fir'da	Sye'Fum'da	Sye'War'da
					 	

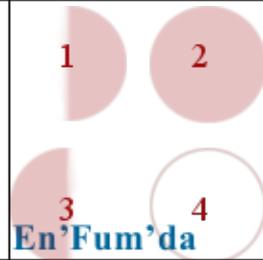
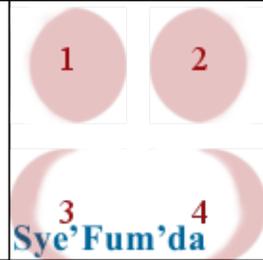
Farrock "Deepsnow"

						
To'Aer'da	To'Lon'da	To'Erd'da	To'Maer'da	To'Fir'da	To'Fum'da	To'War'da
						
En'Aer'da	En'Lon'da	En'Erd'da	En'Maer'da	En'Fir'da	En'Fum'da	En'War'da
						
Le'Aer'da	Le'Lon'da	Le'Erd'da	Le'Maer'da	Le'Fir'da	Le'Fum'da	Le'War'da
						
Sye'Aer'da	Sye'Lon'da	Sye'Erd'da	Sye'Maer'da	Sye'Fir'da	Sye'Fum'da	Sye'War'da

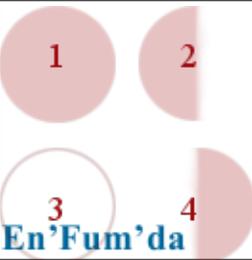
Malorand “The Softening”

						
To'Aer'da	To'Lon'da	To'Erd'da	To'Maer'da	To'Fir'da	To'Fum'da	To'War'da
						
En'Aer'da	En'Lon'da	En'Erd'da	En'Maer'da	En'Fir'da	En'Fum'da	En'War'da
						
Le'Aer'da	Le'Lon'da	Le'Erd'da	Le'Maer'da	Le'Fir'da	Le'Fum'da	Le'War'da
						
Sye'Aer'da	Sye'Lon'da	Sye'Erd'da	Sye'Maer'da	Sye'Fir'da	Sye'Fum'da	Sye'War'da

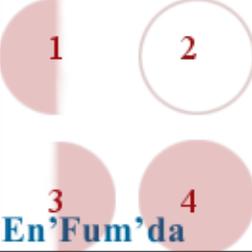
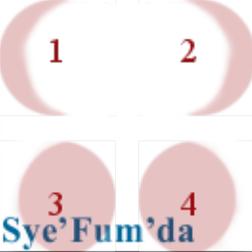
Adelos “Winterfade”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

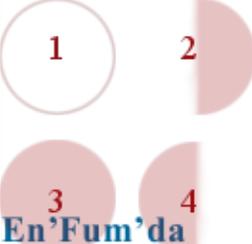
Midlafaln “The Pouring”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

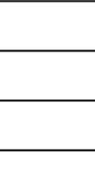
Jellix “The Warming”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

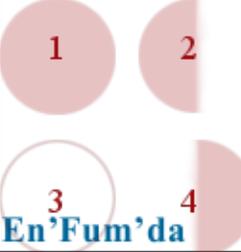
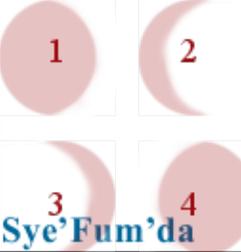
Jaxis “Seedsprout”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

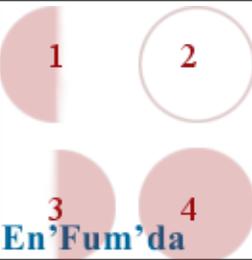
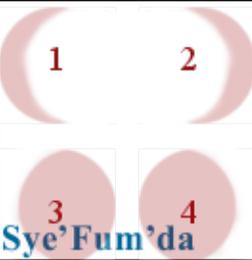
Aechos “The Longing Light”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
					 	
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
					 	
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
					 	
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da
					 	

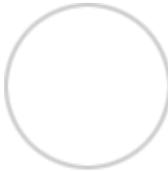
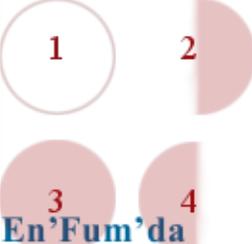
Sifen “Brightsun”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

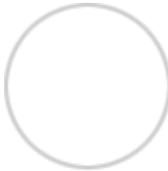
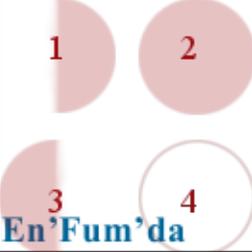
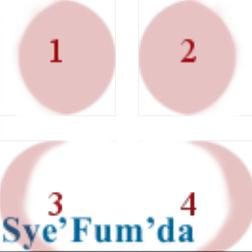
Orpheus “The Setting”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

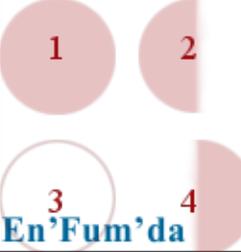
Nocturne “Slowfall”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

Dasus "Greendearth"

						
To'Aer'da	To'Lon'da	To'Erd'da	To'Maer'da	To'Fir'da	To'Fum'da	To'War'da
						
En'Aer'da	En'Lon'da	En'Erd'da	En'Maer'da	En'Fir'da	En'Fum'da	En'War'da
						
Le'Aer'da	Le'Lon'da	Le'Erd'da	Le'Maer'da	Le'Fir'da	Le'Fum'da	Le'War'da
						
Sye'Aer'da	Sye'Lon'da	Sye'Erd'da	Sye'Maer'da	Sye'Fir'da	Sye'Fum'da	Sye'War'da

Aduton “Winds of the North”

						
To’Aer’da	To’Lon’da	To’Erd’da	To’Maer’da	To’Fir’da	To’Fum’da	To’War’da
						
En’Aer’da	En’Lon’da	En’Erd’da	En’Maer’da	En’Fir’da	En’Fum’da	En’War’da
						
Le’Aer’da	Le’Lon’da	Le’Erd’da	Le’Maer’da	Le’Fir’da	Le’Fum’da	Le’War’da
						
Sye’Aer’da	Sye’Lon’da	Sye’Erd’da	Sye’Maer’da	Sye’Fir’da	Sye’Fum’da	Sye’War’da

Sol’da “The Lost Day”