

## Year 1165 A.S. (After the Shift)

### Winterwane

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
29	30	31	32	33	34	35
36 ○	37	38	39	40	41	42
43	44	45	46			

1) Midwinter

### Springrise

				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	29	30	31
32	33	34	35 ●	36	37	38
39	40	41	42	43	44	45

1) Awakening Day

### Springwane

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
29	30	31	32	33	34	35 ○
36	37	38	39	40	41	42
43	44	45	46			

1) Springturn

### Summerrise

				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	29	30	31
32	33	34 ●	35	36	37	38
39	40	41	42	43	44	45
46						

1) Lushday

### Summerwane

	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	29	30	31	32	33 ○	34
35	36	37	38	39	40	41
42	43	44	45	46		

1) Midsummer

### Fallrise

					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	29	30
31	32 ●	33	34	35	36	37
38	39	40	41	42	43	44
45						

1) Harvest Day

### Fallwane

	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	29	30	31	32 ○	33	34
35	36	37	38	39	40	41
42	43	44	45	46		

1) Fallturn

### Winterrise

					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	29	30
31 ●	32	33	34	35	36	37
38	39	40	41	42	43	44
45						

1) Rotday

○ Full moon  
● New moon

## Weekdays

(Erik Granström's suggestions)

Concerning naming of days:

- Wolfkin, ogres, lizardkin and probably elves don't name days at all since they don't see the point of this.
  - Goblins might call all days "The Blind", but might name week-nights after animals.
  - Humans might use generic naming of days based on practices but with local, sometimes religious variations.
1. Sunday (because every day starts with the sun arriving – for preparation, reading omens and speaking to the skies).
  2. Moonday (because the moon concludes and complements the day – for magic, secrets, mysticism, etc.)
  3. Blood day (when you go to war or slaughter animals) – renamed as Rust day by the Rust brothers.
  4. Earth day (for growing, fertilizing, sex, etc.)
  5. Growth day (for accomplishment, education, building, etc.)
  6. Harvest day (for collecting, bartering, eating good etc.)
  7. Stillday (for contemplating, prayer, cleansing, reevaluation, council and decisions).
- Dwarves use human practices when necessary but tend to measure time in accomplishments rather than days since these don't make sense anyway underground. It might even be considered undwarvly and even heretic to care about days passing – Huge's hearth is always burning and the world naturally rotates like a sword being forged to be evenly heated.