

# Dark Nights and Days of Wonder



Camelot  
Cosmos

# **Dark Nights and Days of Wonder**

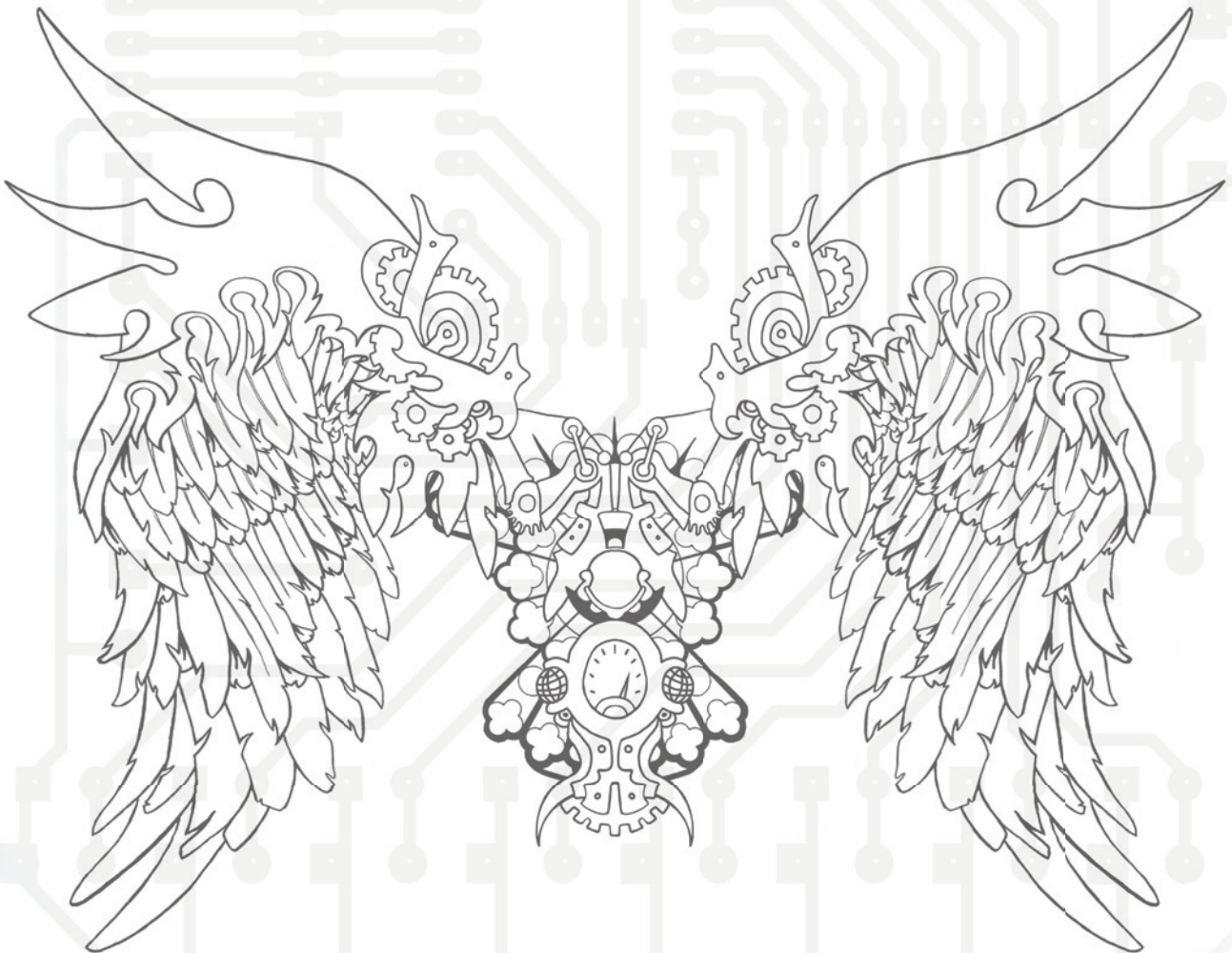
## **A Guide to the Calendars and Festivals of the Camelot Cosmos**

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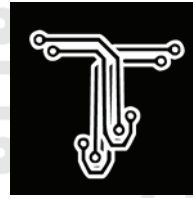
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# Dark Nights and Days of Wonder

## A Guide to the Calendars and Festivals of the Camelot Cosmos

he people of the Camelot Cosmos initially inherited the calendar common to English-speaking nations during our own era. Hundreds of years of succeeding history and misunderstanding have however altered many of the terms used, even if the basic divisions sometimes remain the same. The star-farers of the First Empire had already dealt with the problems of time keeping between different planets and starships, although issues such as the effects of relativity and lapses in communication were largely mitigated by the constant use of Gates directly between worlds. In some instances local calendar systems were in place reflecting differences in the length of days and years on various planets and satellites but in most cases strenuous efforts were made to abide by a consistent method of marking the passage of time. This consistency still holds in terms of the basic structure of the calendars employed throughout the Camelot Cosmos—all of which are divided into weeks composed of seven days of 24 hours, and 12 months which are each of four weeks duration. The main calendars in use and their relation to each other are outlined below.



he three calendars in use are the Kings Calendar, the Queens Calendar and the Wilds Calendar. They use the same names for the days of the week but different names

for the months of the year. During each month the Ascended associated with it is particularly honoured and revered, with prayers aimed at this figure considered particularly effective at this time. The month itself is thought to reflect qualities of the associated Ascended, though the interpretation of these will of course vary based on which calendar an individual is following. GMs are encouraged to try to reflect these differences in their descriptions of the attitudes and activities taking place in any given month.



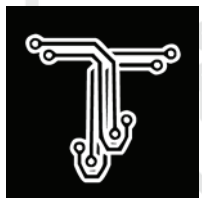


# Days

Imperial	Kings/Queens/Wilds	Notes
Monday	Moonsday	Associated with the Moon Grail. A day considered propitious in Queensland and unlucky in Kingsland, although in both cases it is thought an appropriate day for new ventures and the start of the week.
Tuesday	Trothsday	A day associated with romance and oath-giving. Marriages often take place on this day, as does the agreement of long-term business ventures. Bards and entertainers born on this day are often considered destined for their profession.
Wednesday	Woesday	Despite the name this is not considered an unlucky day, but is sometimes seen as a time to reflect and remember.
Thursday	Friendsday	Local lords hold court on this day and it is traditionally associated with appeals to higher authorities and the renewal of bonds of patronage. It is however also a day on which taxes are collected.
Friday	Foesday	Considered a lucky day for initiating combat or issuing challenges. In Kingsland this means that tournaments and jousting are often held on this day, whilst in Queensland those who assassinate rivals on Foesday gain added respect. Those born on this day are considered more likely to become warriors, knights or soldiers.
Saturday	Starsday	Associated with the Gates, at which religious ceremonies often take place on this day. The day has a more general connection with travelling, so journeys often commence on a Starsday.
Sunday	Sunday	Associated with the Sun Grail. Considered a lucky day in Kingsland and an unlucky day in Queensland. Also a day of rest for Kingsland peasants, unfortunately it is a day on which the weakest factory workers in Queensland are 'recycled'.



# Months



he months of the three calendars are all named after the significant religious figures of the Camelot Cosmos, respectively the Seraphim for the Kings Calendar, the Nephilim for the Queens Calendar and the Druidim for the Wilds Calendar.

GMs can if they wish consult the qualities of a given month when determining new quests and adventures for a party to undertake. A quest on behalf of a wounded nobleman or leader might be appropriate for the month of Arthurian, whilst a quest involving the retrieval of a magic item or hidden lore would be especially appropriate for the month of Merlinen.

GMs should also note the different qualities between months depending on whether a person is a Kingslander, Queenslander or follower of the Druidim. Sometimes these differences are jarring in the extreme, representing mirror opposites of each other (for example Lance-loten and Bathinen) and at other times there are strong similarities or surprising agreements (Merlinen and Garlonen both focus on the immaterial and magical worlds, for instance). Even strong differences can be reflective of attitudes towards the same event—a Morganite would argue that Lancelot, in seducing Guinevere, took that which was not his and followed his own lust in a way that was not essentially different from the rapacious behaviour of Bathin.



Imperial	Kings	Queens	Wilds	Festivals
January	Arthurian. This month embodies the qualities of Destiny, Leadership and Stoicism.	Morganen. This month embodies the qualities of Ambition, Cunning and Power.	Hernan. This month embodies the qualities of Freedom, Hunting and the Wilderness.	1 <sup>st</sup> Arthurian Kingsrise Festival 1 <sup>st</sup> Morganen Incarnation 9 <sup>th</sup> Arthurian Lamber's Fair 13 <sup>th</sup> Hernan The Wild Hunt
February	Guineveran. This month embodies the qualities of Beauty, Grace and Love.	Guineveran. This month embodies the qualities of Beauty, Tragedy and Despair.	Auberan. This month embodies the qualities of Mountain, Sky and Nature's Law.	1 <sup>st</sup> Guineveran Trystday 20 <sup>th</sup> All Calendars Wheel-pact
March	Gawainen. This month embodies the qualities of Loyalty, Duty and Honour.	Barbatoen. This month embodies the qualities of the Assassin, Ruthlessness and Stealth.	Titanian. This month embodies the qualities of Illusion, Enchantment and Grace.	1 <sup>st</sup> Guineveran Ploughday
April	Bediveran. This month embodies the qualities of Perseverance, Obedience and Truth.	Vortigernen. This month embodies the qualities of Avarice, Foolishness and Scheming.	Maben. This month embodies the qualities of Quickness, Flight and Avarice.	1 <sup>st</sup> Bediveran Farrow's Fair 12 <sup>th</sup> Maben Crowscrop
May	Lanceloten. This month embodies the qualities of Chivalry, Gallantry and Skill at Arms.	Bathinen. This month embodies the qualities of Greed, Crudity and Rapaciousness.	Forneon. This month embodies the qualities of Wave, Wind and Water.	1 <sup>st</sup> Lanceloten Planter's Day 1 <sup>st</sup> Bathinen Unseelie Court Sessions
June	Galahadan. This month embodies the qualities of Piety, Purity and Youth.	Luciferan. This month embodies the qualities of Deceit, Intelligence and Manipulation.	Sagallan. This month embodies the qualities of Vanity, Luxury and Selfishness.	1 <sup>st</sup> Galahadan Shearsday 9 <sup>th</sup> Luciferan Black Flag Day 9 <sup>th</sup> Galahadan The Summer Tourney 15 <sup>th</sup> Galahadan Mowsday
July	Palomidan. This month embodies the qualities of the East, the Exotic and the Noble.	Huen. This month embodies the qualities of Recklessness, Melancholy and Suicide.	Sugatan. This month embodies the qualities of Mischief, Play and Ignorance.	1 <sup>st</sup> Huen. Festival of the Noose. 9 <sup>th</sup> Sugatan Child's Day 12 <sup>th</sup> Palomidan Merchersmarch 20 <sup>th</sup> Palomidan Florinsfair
August	Dagonetan. This month embodies the qualities of Foolishness, Hidden Wisdom and Devotion.	Mordreden. This month embodies the qualities of Pride, Betrayal and False Courtesy.	Eponan. This month embodies the qualities of Speed, Endurance and Strength.	1 <sup>st</sup> Dagonetan Fool's Day 1 <sup>st</sup> Eponan Horse Fair
September	Kayan. This month embodies the qualities of Efficiency, Bureaucracy and Profit.	Lamoraken. This month embodies the qualities of Jealousy, Envy and Greed.	Sirchaden. This month embodies the qualities of the Huntress, Patience and Accuracy.	1 <sup>st</sup> Lamoraken The Testing 6 <sup>th</sup> Kayan Swordsworn 20 <sup>th</sup> Kayan Harvesthallows
October	Merlinan. This month embodies the qualities of Knowledge, Magic and Age.	Garlonen. This month embodies the qualities of the Invisible, the Hidden and the Lost.	Mirsilden. This month embodies the qualities of the Storm, Confidence and Lightning.	7 <sup>th</sup> Merlinen Mageday 13 <sup>th</sup> Garlonen Hidershold
November	Nemuen. This month embodies the qualities of Protection, Healing and Beauty.	Bruinen. This month embodies the qualities of Reserve, Aloofness and Calculation.	Saleon. This month embodies the qualities of Patience, Empathy and Negotiation.	1 <sup>st</sup> Nemuen Sirens Calling 13 <sup>th</sup> Bruinen Salter's Troth
December	Elainen. This month embodies the qualities of Compassion, Laughter and Gentleness.	Tarquinen. This month embodies the qualities of Self-Discipline, History and Victory.	Nikaran. This month embodies the qualities of Winter, Snow and Ice.	1 <sup>st</sup> Tarquinen Nike Deo 24 <sup>th</sup> Elainen Camlann's Eve 25 <sup>th</sup> Elainen Kingsfall Festival



# Festivals

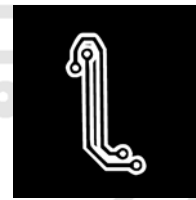
## Kingsrise Festival



The Kingsrise Festival is a joyous celebration of rebirth and renewal throughout Kingsland, but is particularly popular in the realms of Camelot and Pendragon. It celebrates the date on which King Arthur returned from the dead after having been slain by the thrust of Mordred's spear during the First Battle of Camlann. Every Kingsland child knows the story of how Arthur's body was defiled and discarded by Mordred's treacherous black knights before being rescued by Gawain and Percivale and secretly interred in a hidden crypt. On the third night following Arthur rose from the dead as Arturos Christos, the Once and Future King.

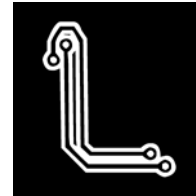
Villages and towns throughout Kingsland hold religious services of thanksgiving on this day, praising Arthur and exhorting the populace to follow his example of courage and perseverance against all odds. It is traditional to distribute alms to the poor and 'sun-loaves', huge, sun-shaped buns marked with the image of a crown to particularly close friends and relatives. 'The Dance of the Risen King', a ballad by the famed bard Peter of Hale, which depicts the King's promised return, is extremely popular and frequently performed at the closure of the Festival. Children conceived on this day are considered destined for greatness, which can result in rowdier and more salacious forms of celebration than is normally associated with the conservative peasantry of Kingsland.

## Incarnation



Incarnation is the most important celebration of the year throughout the realms ruled by Morgan le Fay. It celebrates the date on which the treacherous wife of an ancient Gawainite monarch became possessed by the spirit of Morgan le Fay and initiated the rebellion that ultimately divided the Camelot Cosmos into Kingsland and Queensland. Morganites view this day as a glorious affirmation of their sacred duty to their fell Queen. When a Queen dies or is replaced, the new Morgan le Fay is always crowned on this day (sometimes this leads to periods of anarchy when competing claimant Morgans have to wait until the appropriate date to have their rule confirmed). Morganites associate this day with destiny, authority and order, and actually delight in the massed military demonstrations which result when the various branches of the Fyrd parade past the Queen's palaces to confirm their loyalty (or install their favourite claimant).

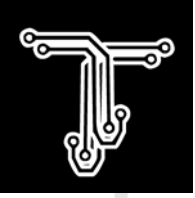
## Lamber's Fair



Lamber's Fair is the first great fair of the year held throughout Kingsland, but it is particularly popular in the Realms of Pendragon and Avalon. Villages and towns stage public feasts after large auctions of sheep and other cattle, many of which are destined to be roasted on large public fires during that same evening. The festival celebrates the start of lambing season and is particularly popular in rural communities dependent on sheep farming, but the date is used as an excuse for celebration even in towns which do not directly benefit from such trade. It also marks the start of the series of tournaments leading up to the Great Tourney. Renowned knights with established reputations do not need to compete in these preliminary stages, so 'sheep knights' are known as novices or fading stars of the tourney and receive as much good-natured mockery as they do applause.

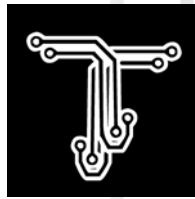
As well as the tourney contests the festival includes singing, dancing, and stalls of food sellers and entertainers such as jugglers, minor magicians, bards and acrobats.

## The Wild Hunt



The Wild Hunt celebrates a famous victory for the Druidim during the Days of Gedd when Herne and Auberon jointly slew two Nephilim and a Sera-phim on the same day (all of whose names are now forgotten). Those who follow the Druidim build man-sized or sometimes even giant wicker figures representing the slain Ascended and burn them at midnight. From that point until 12 at lunchtime the next day followers of the Old Way believe that Herne rides out with his hounds looking for more enemies to slay. Believers will not go out of doors during this time, but instead leave offerings of raw meat outside for the hounds to feast on and know that they pass a Druidic household. Tales of foolish city folk who ventured out of doors during the wild hunt only to be chased and torn to shreds are extremely popular at this time among Stonedweller tribes or particularly rural or old-fashioned peasants.

## Trystday



Trystday is the most romantic day of the year for Kingslanders and the annual highlight of the cult of courtly love, particularly in the realm of Upper Tintagel. It is a day on which every public space is crowded with troubadours, minstrels and other bards, and on which it is considered churlish not to pay for at least one romantic song, the most popular of which are 'Love's Lamentations', 'The Sighs of Sweet Elaine', 'The Ballad of Nemue' and 'The Rose of Tintagel'. The white rose, symbol of pure love, is exchanged between lovers or gifted to another as a sign of devotion, whilst the red rose, symbol of mature love, is exchanged between husband and wife and also displayed in conical baskets hung from large buildings (particularly inns and taverns).

The most spectacular aspect of the day is the Trystday Dance, which features a tall pole from which are hung red and white streamers of silk. Young unmarried men and women hold the ends of these streamers and dance a complicated pattern around the pole, during which time they can exchange pleasantries and endearments with dance partners which are not restricted by the usual rules of decorum. Trystday is less popular with fathers of unmarried daughters, since carefully planned marriage alliances have been ruined by Dance encounters and the relationships formed on this day.

## Wheelpact



Wheelpact celebrates the day on which the Age of the Shared Wheel was initiated when the Druidim brokered a 'peace' between the Sera-phim and the Nephilim which ended the Days of Gedd. This ancient pact has held ever since in that the Ascended do not publically engage in direct combat between each other or use planet-killing weaponry. It is however a pact which everyone knows to be extremely fragile, since a conventional war between the military forces of Kingsland and Queensland still rages and a shadow war between the various religions and cults of the Camelot Cosmos is also ongoing. Nevertheless this is a public holiday throughout the Cosmos and is even respected by the Morganites. Any efforts at negotiation or diplomacy are considered especially blessed if conducted on this day (GMs should consider applying positive modifiers to appropriate and sincere peace-making efforts on this day). Raising one's voice or displaying anger on this day is considered extremely rude, which can lead to some people saving confessions of wrongdoing for Wheelpact in the hope that the response will be muted. The Pendragon Legion and the Fyrd will both accept petitions for the release of prisoners on this day, but both only have to release 36 prisoners in total and competition to be selected is high (accompanied by public campaigns in Kingsland and by bribery and threats in Queensland).



## Ploughday



loughday marks the start of ploughing and is traditionally the day on which peasants plough their lord's land before commencing on their own plots. It is a day of hard work

but also of hope and expectation as everyone looks forward to the eventual harvest. It is unusually easy to obtain agricultural work on this day as farmers look to maximise their efforts by hiring more field hands.

## Farrow's Fair



arrow's Fair occurs at the start of farrowing, when the first pig litters of the year are born. In Kingsland it is marked by the usual fair

events-tourneys, archery contests, wrestling bouts, bardic recitals, juggling, fire-breathing and the sale of food-stuffs and toys. Feasting forms the largest part of this fair, together with the sale and breeding of competing pig stocks such as the Pendragon Blue, the Old Speckled, and the Avalon Goldskin. Knights who participate in Farrow's Fair tourneys are sometimes called 'pig knights' but are held in higher respect than those who fight at the Lamber's Fair.

## Crowscrop

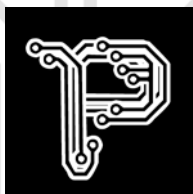


rowscrop is an old Stonedweller Festival that celebrates Queen Mab, also known as Hagenti. The eldest bachelor or widower of a village is nominated as the

Mabsman, a symbolic groom for the Crow Queen. The Mabsman is dressed in a coat of black feathers and a raven-headed mask and paraded between sacred points or local taverns, at each of which the followers of the festival will stop and toast 'Good Queen Mab' by drinking several pints of her favourite drink, cider, whilst exhorting her to take the Mabsman as her lover.

Everyone except the Mabsman also offers a single coin to Hagenti, which the Mabsman holds on her behalf. In the realm of Tintagel the Mabsman delivers the 'crop' of coins to the nearest Tintagel Rook, but elsewhere he gets to keep what can be a very useful source of additional income.

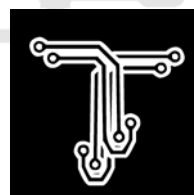
## Planter's Day



lanter's Day represents the day on which many of the staple crops of Pendragon are planted. It is accompanied by brief religious ceremonies but is a working day which

is otherwise little different from any other, although rumours persist throughout Kingsland that the Druidim worshipping Stonedwellers plant seeds of other sorts on Planter's Day.

## Unseelie Court Sessions



he Unseelie Court Sessions are a time of terror and wonder for the followers of Queen Morgan le Fay. On this day the Unseelie are allowed free reign to play their 'practical

jokes' on the entire Morganite populace, not just the factory workers and lowest classes. The Unseelie like to set up impromptu 'law courts' in which randomly selected victims are punished for crimes such as 'wearing too much yellow' or 'thinking in straight lines'. Senior Unseelie 'Judges' preside over these courts and compete to be as cruelly imaginative as possible both in terms of the punishments decreed and the absurdity of the offences cited, but can also on rare occasions grant gifts or rewards to those brave enough to petition them. Despite the risks of attendance, these courts are popular as public spectacles since the rich and powerful are almost as likely to fall victim to them as are the poor. Every court is therefore soon attended by a riotous crowd of ghoulish observers. Morgan le Fay considers that this day serves a useful evolutionary purpose in weeding out those stupid enough to go anywhere near the courts or the Unseelie who preside over them and as a reminder of the terrifying, arbitrary nature of her own power.

## Shearsday



Shearsday is the day on which sheep shearing begins, and is similar in many ways to Lamber's Fair. Trade in wool and woollen garments features heavily at fairs held on this day, and in many cases it might be the only time in a year that the average peasant purchases new clothing. Wool markets are held at all the main Merchant's Guild buildings in order to immediately profit from the activities of the day.

## Black Flag Day



Black Flag Day marks the beginning of the annual massed battles in which the armies of Morgan le Fay are trained above the linnorm fields of the realm of Morgan's Curse. It is celebrated throughout Queensland and great interest is taken in the performance of the various Morganite generals and military units competing against each other. Each unit is presented with a black flag battle-standard marked with their respective symbol in white, and each must protect their own flag whilst capturing as many from rival units as possible. Gambling on the results of Black Flag Day (although some of the battles can last for weeks or even months) is perhaps the most popular form of entertainment in Queensland, whilst careers in the Fyrd can be made or broken by the performance of a soldier's unit. Many of the common folk of Morgan's Curse study the form of individual generals or the regiments they command in the same way that gamblers elsewhere study the lineage of horseflesh.

## The Summer Tourney/ The Great Tourney



The Summer Tourney (also known as the Great Tourney) is the main tournament of the year. Knights from throughout Pendragon and the rest of Kingsland fight for the right to travel to Camelot and compete in front of King Gawain XXIII and the Royal Court. On the first day the jousts take place throughout Kingsland, with only the winners of each of these events travelling to Camelot on the second day. The final day sees Champions from the whole of Kingsland compete to be named 'the Galahadan' or Perfect Knight. Huge crowds attend even the lesser circuits, whilst tickets to see the final contests in the Great Hall of Camelot are considered almost priceless. Only the great and the good get to see the final battle between the last two knights, the winner of which is guaranteed fame and fortune for life, together with offers of patronage from the most powerful nobles of Kingsland.

## Mowsday

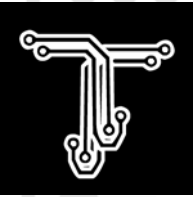


Mowsday marks the point at which the peasants of Pendragon start mowing hay. The common practice is for an entire village to work first on the land of their local lord before proceeding to mow their own fields. Neighbours and villagers are expected to engage in this work in a communal fashion, and to fail to help others at this time will lead to unpopularity and ostracism. It is however also expected that food and drink will be supplied to anyone helping with this work.





## Festival Of The Noose (Huen Hangagud)



The Festival of the Noose celebrates the melancholy Nephilim Hue the Perilous and his oft-stated desire to die, but elements of another, forgotten Ascended known as the

Hangagud also creep into the day and argument rages as to whether the Hangagud is an obscure aspect of Hue or a separate divinity in its own right. The day is a rare public holiday in Queensland when even the factory workers are freed from toil and is therefore wildly popular despite the grim subject matter that dominates the festival. Stories of Hue's many suicide attempts and reckless acts are related by 'Bards of the Noose' for public enjoyment, whilst every Morganite wears a noose around their necks throughout the day, ranging from rope or cord for the serfs through to the finest black silk for officers of the Fyrd and other dignitaries. Slaves, prisoners and serfs who are tired of their existence have the right to request a quick and efficient execution on this day and will often hold 'Hangagud's Feast' beforehand, during which they consume all of their secret stored piles of food.

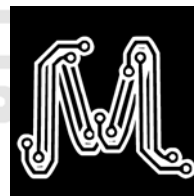
## Child's Day



Child's Day is a Stonedweller Festival that recognises the importance of children and honours the Druidim Sugat. No Stonedweller parent will criticise or chastise a child

on this day and gifts of honey and sugar based sticky sweets are given out by Stonedweller parents to any children they encounter. Whilst Stonedweller children understand that they have some leeway for playing pranks and engaging in minor misbehaviour, they also know that serious transgressions will be punished at a later date. Interestingly, many Stonedweller tribes regard adult outsiders as children, since they have never taken the tribal rites that confirm adulthood. They are therefore likely to be more forgiving towards those not of their tribe or of the same Stonedweller culture on this day, even if in an exceedingly patronising way.

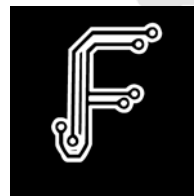
## Mercher's March



ercher's March is a primarily urban phenomenon organised by the Merchant's Guild throughout the cities of Kingsland and even some densely populated parts of

Queensland. It is a day on which merchants unveil new or exciting wares, fashions and items for sale, which they then parade through the streets of major towns before assembling in a mass market for an all-day sale. This event is particularly popular with the nobility, because it provides them with both shopping opportunities and the chance to sneer at the mercantile classes. It is the second most important day of the year in the Vorean Republic in the realm of Vortigern, where the chance to obtain the latest items can provoke fierce competition and even bloodshed. Many merchants carry standards during the parade which are stitched with patterns, pictures and slogans advertising their wares, thus making identification at a distance easier and allowing buyers to find what they are looking for amidst the bustle and confusion.

## Florinsfair

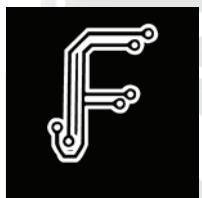


lorinsfair is a more subdued version of the Mercher's March, during which goods which were damaged or failed to sell during the previous event are offered at greatly

reduced prices. Much of what is available in the markets of Florinsfair is of a sub-standard quality or has for one reason or another become unpopular, but the prices reflect this and those wishing to outfit themselves at greatly reduced cost do so during Florinsfair. In Kingsland rumours abound that the Thieves Guild use Florinsfair to launder funds and sell stolen goods, whilst in Queensland, particularly in the realm of Lower Tintagel, it is a day for mass slave auctions specialising in particularly recalcitrant, violent, surly, elderly, injured or otherwise inferior slaves.



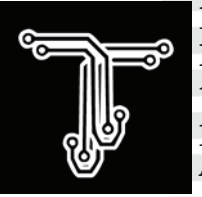
## Fool's Day



ool's Day is celebrated primarily in the realms of Camelot, Tintagel and Pendragon, and is a day on which Dagonet, the jester knight who served King Arthur, is honoured and remembered.

Bards and jesters are entitled to charge triple rates for their services on this day, and anyone dressed in fool's medley can claim food and lodging for the night even from those who are not their own local lord. 'Jesting Jousts' in which bards compete to compose satirical, witty or rude poems and limericks, invented on Upper Tintagel, have recently spread to other courts as entertainments particularly suited to this day, although more conservative lords are known to intensely dislike the fashion.

## Horse Fair



he Eponan Horse Fair is the largest gathering of horse traders and dealers to take place at any point in the year. As well as the buying and selling of horses and ponies

of all ages and breeds, the Fair features a great deal of horse-racing and the gambling associated with that. The largest such race takes place in the realm of Pendragon on the plains of Equus and is the only time when the feuding Dog Folk and Dark Folk Stonedwellers will meet without bloodshed. In the Vorean Republic in the realm of Vortigern this day is sacred to the Equines, who hold rituals in honour of the otherwise largely forgotten Ascended Epona.

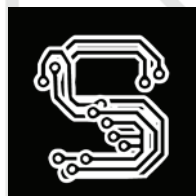
## The Testing



ocial advancement in Morganite society can be a brutal affair, since those who are not strong enough to keep what they possess by strength or cunning are not respected by

their peers or protected by an impartial system of law. Usually, however, an informal system of patronage and bribery limits truly naked power grabs, except on this day. The Testing, a day sacred to the crudest and most ignorantly brutal of all the Nephilim, is a day on which direct violence in the form of assassination, ambush and savage beatings soars, as every attack on this day is considered to be a religious act of devotion to Bathin. Cultists of Bathin hire themselves out to anyone who wants their assistance, asking in return not for monetary reward but for a single future act of violence or murder dedicated to Bathin with a target of their choice. Since the Testing occurs every year, thousands of pending 'payments' give the cult of Bathin a great and increasing deal of influence.

## Swordsworn



wordsworn celebrates the moment when Arthur claimed the magical sword Excalibar. It is considered the most propitious day on which to be knighted, and also a lucky

day for the forging of quality blades. The Swordsworn Tourney is a respected part of the tournament year, featuring the more established and reputable knights in contest against the winners of the lesser tourneys. Oaths taken on this day between knights are considered especially binding, with terrible repercussions for those who break them.



## Harvesthallows



arvesthallows represents the point in the year at which many of the main crops grown in the realm of Pendragon are harvested. Like many of the other festivals in Kingsland,

it marks a period of increased agricultural labour and the celebrations that follow from necessary tasks completed. A portion of each harvest is given to the local lord, who in turn gives a tithe to the lords above him. The first bundle of each harvest is however known as 'Kay's Keep' and is given to Seraphic monks of the Order of Kay (a group who often act as the seneschals and chamberlains of major monasteries). This 'hallows the harvest' or makes it sacred, ensuring that a bountiful crop will follow in the next year.

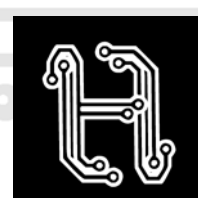
## Mageday



ageday is an annual event organised by the Wizard's Guild in an attempt to combat some of the wilder rumours and prejudices which circulate concerning their craft.

It is the only day of the year on which anything other than the entrance lobby of the towers of the Guild are open to the general public. Wizards circulate in public places and mock magical items dominate the markets whilst fire-breathers, fortune-tellers and illusionists perform their tricks. More serious Guild members detest the way in which those with only minor or non-existent talent tend to dominate the day and use it as an excuse to garner coin, but the Guild's leadership insist that without the effort to reach out to the public the inquisitions and tower burnings of the past would soon return. The Seraphic Church maintains its general suspicion and disapproval of the Wizard's Guild but also acknowledges that the month of Merlinen honours a major Seraphim who is due respect to the same degree as his fellow Ascended. Those wishing to embark on a career as Wizards may therefore apply to the Guild towers on this day to be taken on as apprentices, without being subject to any direct threat or censure from the Church.

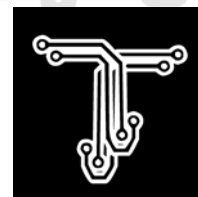
## Hidershold



idershold celebrates the Nephilim Garlon, a black knight who betrayed Arthur in return for the magical ability to turn invisible at will. As well as being a traitor, Garlon was an avaricious thief,

spy, blackmailer and a would-be magician interested in secret and forbidden lore. The Morganites acknowledge Garlon by engaging in acts of theft each of which is considered a prayer to Garlon provided that a tithe is handed to his Cult. Morganite 'law', such as it is, will not prosecute any theft committed on this day, provided that the theft is not from Morgan herself. Particularly devout cultists of Garlon will ambush travellers, strip them naked, and burn all their worldly goods on special mobile altars to Garlon.

## Sirens Calling

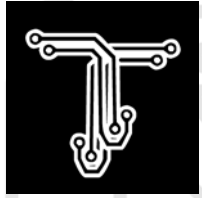


he Sirens Calling festival is unique to the Guinevites of the realm of Guinevere. It marks the point of the year at which the matriarchs of the Guinevite tribes are struck by

an overwhelming urge to procreate, which is thought to be yet another side-effect of the strange atmosphere of the realm. For days prior to the Calling there will be a heightening of sexual tension as the Guinevite males compete to be noticed by the females and the females in turn become ever-more flirtatious. Whilst intensely loyal throughout the rest of the year, normal partnerships are abandoned during the Calling and lengthy and anonymous encounters with random and multiple partners are commonplace on this day, something which the Guinevites themselves, deeply conservative in many ways, never acknowledge at any other point of the year. Daring females will even try to tempt Bathinities into the water, where they will be frenziedly attacked, slain and eaten by Guinevite males. It is the only time when the Bathinities are outdone in savagery and the wise and spiritual Guinevites become truly aggressive hunters.

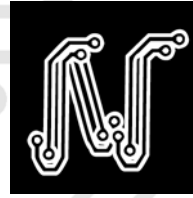


## Salter's Troth



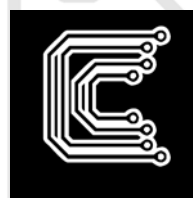
he Salter's Troth is an unusually happy time for the people of the haunted realm of Mordred, for it marks an ancient pact between Mordred and a now-legendary individual known only as The Great Salter. The Great Salter was a salt merchant of renowned persuasiveness who discovered some secret about Mordred that the Ascended is desperate not to have divulged (the nature of this secret is the subject of continuing and intense speculation). In return for a pledge of eternal secrecy The Great Salter obtained Mordred's pledge that salt would have the power to hold his minions at bay, at least temporarily. This is the cause of the efficacy of salt circles (when inscribed by the properly skilled magician) in blocking the attacks of Mordred's wraiths, although like their master all of the lesser immaterial spirits of the realm show great cunning in devising ways and means around such protections. On Salter's Troth itself, however, no spirit will seek to possess a living victim. Most Mordredders will immediately seek to take advantage of this by enjoying the freedom it entails to move out of their towns and villages for at least a few hours, so it is common to see large groups clogging the roads or setting up tents or picnics outside town walls. Salt merchants actually see a drop in trade on this day as nobody needs the protection their wares offer, so this is the best day to obtain salt at reduced prices (not greatly reduced, since everything returns to normal the next day).

## Nike Deo



ike Deo, or 'Victory Day', celebrates the power and past glories of the Legions of the realm of Old Rom. The 'Parade of the Standards' takes place in each Romish city as the local Legion marches past the Senate House and accepts coins and gifts pressed upon them by a grateful citizenry. A grim addition to the ceremony comes in the form of the 'black standards' which are representative of fallen or destroyed units. These are carried by veterans dressed in sackcloth and ashes who symbolise the dead legionaries of these lost units. Rather than money, poems of remembrance are attached to their cloaks as they walk, with citizens adding the names of their own lost ancestors and relatives as the black standards march at a slow pace behind the living Legion. The Parade takes an entire day to complete, and it is only at nightfall that Senators will appear on the balcony of the Senate House to address the crowd with short but moving speeches praising the Legions and people of Rom.

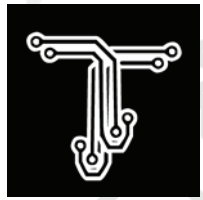
## Camlann's Eve



amlann's Eve is not marked by great public spectacles or displays, but is instead considered a time to spend with only the closest of family and friends. Public places in fact tend to be largely deserted on this night, with little business conducted. Throughout Kingsland and Queensland those who are able to do so stay at home, since to be abroad on this night signals that you have no-one close enough to spend Camlann's Eve with. Families will light black candles in memory of all those who died during the great First and Second battles of Camlann and offer thanks for the protection of whichever Ascended they most value. Those conducting nefarious business sometimes elect to do so on this night as they can be assured that the streets will be quiet and few will be paying attention to anything happening outside their immediate household.



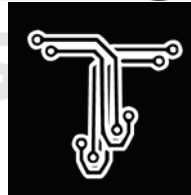
## Kingsfall Festival



he Kingsfall Festival honours the death of Arthur at the hands of Mordred after the first battle of Camlann. This is a celebration which mixes both pride and sadness, as

the very qualities most admired in Arthur are those which led to his fall. Large wicker effigies of a black knight representing Mordred are led through the streets of major towns before being set in place in public squares where they are beaten with sticks and rocks by excited crowds. Whilst this ceremony is officiated by priests of the Seraphim (particularly monks dedicated to Arthur) who try to ensure that the focus remains on the positive qualities of Arthur, the beating of the Mordred figure can become boisterous and tends to be a part of the festival attended mainly by youths rather than children or the elderly. During the day before the beating of the effigy the shortest and last tournament of the year takes place. At this festival however the 'peasant bouts' take priority, with melee and archery contests between the low-born taking precedence over knightly jousts. Those few nobles who attend are referred to as 'winter knights' and considered well past their prime.

## Irregular Festivals



he following festivals and events may take place at any point of the year depending on circumstances, although each Saint will have a specific day associated with him or

her as will every Guild and every Founder of a noble house.

## Founder's Day



ll of the Baronial Families of Pendragon celebrate a Founder's Day, which usually takes place on the birthday of whichever legendary ancestor founded the dynasty. In

some cases the noble house will actually claim descent from a Saint or even an Ascended, in which case their Founder's day will coincide with the day of the respective Saint or the day of the week associated with the Ascended they claim as an ancestor. There is an informal hierarchy at place here, with nobles claiming descent from an Ascended taking priority over those who claim a Saint as their founder and Saints taking priority over mortal statesmen or warriors. Allied noble families will either be invited to attend a thanksgiving ceremony in which the Founder's deeds are praised and recited or they will send messages and gifts of an appropriate nature (perhaps items that somehow reflect a legend associated with the Founder in question). Rivalries between noble houses have formed purely on the basis of undelivered, cheap or disrespectful gift-giving on a Founder's Day.



## Guildsday



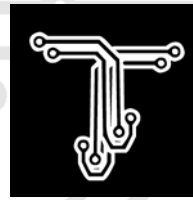
Whilst the Fairs are dominated by the Merchant's Guild, the Tourneys by the nobility and Mage's Day by the Wizard's Guild, each of the lesser Guilds also has one day in the year which is dedicated to them. These are not public holidays but are times when the type of product made by that Guild is easier to obtain and more widely and cheaply available than normal. Minor Guilds are keen to dominate markets and the Guildhouses of the Merchant's Guild on their special day and will resent those who try to sell other items in competition with them.

## Saintsday



Every Saint has a day associated with them, as do the so-called Black Saints of Queensland. On that day followers of the Saint honour their memory and recall their deeds, although the details can be obscure and the hagiography of these First Empire figures is much vaguer and more poorly understood than the legends surrounding the Ascended. Many Saints are now largely forgotten, but some Saints remain surprisingly popular. The most famous Saints Days in Kingland are the Newton Day Regatta that takes place on Lake Kernow in Tintagel and Saint Anselmus's Dy which is celebrated with a great pomp and ceremony at the Great Cathedral at Camelot.

## Coronation



The day on which a monarch ascends to the throne of Kingsland becomes a public holiday known as Coronation Day. It is celebrated each year, with the day associated with the previous monarch reverting to being an ordinary working day, although it is common for particularly beloved monarchs to still be remembered and have candles lit for them on their days by those who remember their reign with fondness (this has sometimes however been declared an act of treachery, particularly in times of turmoil or after an usurpation of power or in the midst of an unpopular reign).

## Presidium



Presidium is the Vorean Republic's equivalent of Coronation. It marks the ceremony by which an incoming President is conferred with the Water Key, which grants access to the hidden reservoir of holy Serpent River water hidden beneath the Presidential Palace in New Gernsville. Presidium comes a week after the results of the month-long Election has been finally counted and is supposed to mark the end to all feuds and rivalries of the Election period, but can just as likely be marked by a final flurry of assassinations and beatings.

## Scholasticarium



Scholasticarium marks the date on which clergy of the Seraphic Church (and many nobles who are also sent to receive religious instruction) complete their studies. The date varies by student as the three years of training is marked from the point at which a Monastery School accepts the pupil. Students receive a parchment scroll marking their achievement, but more importantly gain access to a career within the clergy should they choose to accept it, which for many might well be their only route to power and wealth. Those who happen to obtain their scroll on the same day are considered natural allies, and often behave as such.