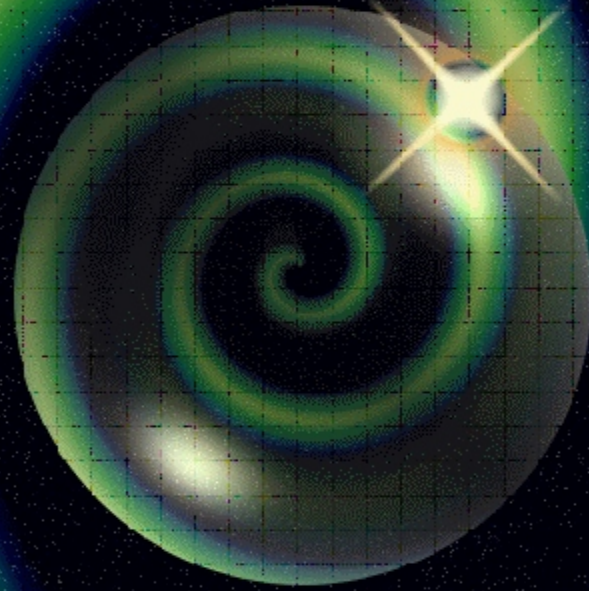


GENERAL FANTASY SERIES

FANTASY HOLIDAYS



VOLUME 2

Top Fashion games

FANTASY HOLIDAYS, VOL. 2: "Monstrous & Wicked"

Credits:

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UNIVERSALLY COMPATIBLE:

This product contains information that is designed to be universally compatible with most forms of paper and dice fantasy role playing games. Information regarding coinage, etc. has been explained within the text of the product to allow ease of conversion.

Upon Wicked Days:

Since the beginning of time the various civilizations of the known world have celebrated particular events through the observation of holidays. While holidays are loosely mentioned in the standard gaming system there is little amount of continuing information to better describe such significant markings of time.

In this electronically published, role playing product you'll find a variety of holidays that are suitable for days that are either held sacred by evil beings or involve the recognition and interest of certain creatures. While this information contains no new game rules the use of such holidays in an adventure helps set the pace for the visual surroundings that the exploring characters may see and/or experience.

THE FORMAT OF HOLIDAYS:

The following holidays are laid out in a specific format. The nature and information regarding the format listings are provided below...

Holiday Name: The name of the holiday is the popular title that is given to this event by a majority, usually human. Some holidays may be known as different things by different races.

Time Held: This is the general part of the year that the holiday might occur, assuming that the fantasy planet might have a nature of seasons and moon phases similar to that of Earth. In the manner that the time of the holiday is provided one can easily break down the likely occurrence of the holiday and assign a proper date for the holiday as based on their fantasy world's dating system.

Kingdom Expense: This listing is the expense per citizen that a kingdom, empire, nationality, or other such populous is liable to spend to celebrate the holiday, with figures based on the total number of citizens. This amount of money is not directly given to an individual citizen but rather reflects the cost of public entertainment, decorations, and merriment that a

kingdom might undertake.

Note: Not all holidays receive monetary recognition or expense by the ruling government. In fact, many of the monstrous holidays in this book are not held to expectations of national observance or funding.

The coinage system:

As this product is a universal format for any role playing game, the coinage system is defined in layman's terms as follows.

1copper= a small amount of money, equal in value to the purchase of a simple torch, a very small loaf of bread, or the petty offering to a beggar.

1silver= a staple monetary sum, equal to a poor, unskilled laborer's work for one day or a plain, simple meal at a small inn.

Racial Recognition: This statistic reflects upon which races mainly celebrate the holiday. Other races might also recognize a particular holiday as well, but often to a lesser degree than that of the ones listed in the racial recognition.

Length: This is the length in days (or

nights, or both) that the holiday is celebrated. The holiday begins at the day (or night) of the Time Held.

Description: This area covers the general description of the holiday.

THE HOLIDAYS:

Black Binding

Time: 1st Full Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Vampires

Length: 3 nights

Description: Upon the rise of the first full moon of winter one can sense an evil passing and gathering in the shadows. This is the time of the black binding, when vampires come together in a bleak, ghastly, celebration spanning three nights. Though quite vampires are often less than social towards one another, actually rather quite hostile when territorial boundaries are crossed, all differences are put aside for the purpose of the bleak holiday. During black binding information is traded as well as recent rites of passing into the undead state of vampirism are observed and recorded. Old feelings of hatred may also be patched up and occasionally strong alliances are formed during this blackened, shadowy holiday.

Blessed Slaughtering

Time: 2nd New Moon Of Spring

Kingdom Expense: 2 silvers per citizen

Racial Recognition: Human

Length: 5 days

Description: Upon the second new moon of spring many human villagers gather their brave young men together for a celebration of might and triumph over the creatures of evil. The “blessed slaughtering”, as the tradition has been

known to be called, involves the village providing a great feast upon the first day for these young men before sending them out into the wilderness for three days of the remaining four days of the celebration. During those three days and nights it is the purpose of the holiday to test the young men’s loyalty to bravery and goodness by making them overcome their fears and remain in the wild at all times. Upon the mere sight of any remotely evil looking creature the young men are instructed to approach the beast and demand that the creature surrender or otherwise be slaughtered. It is of no matter as to whether or not the creature can speak or understand the villagers’ language, the command must still be given and in a bold fashion.

While die hard elders will radically defend the holiday, many villagers have come to question the sincere goodness of the blessed slaughtering. Several individuals feel that the holiday is nothing more than a five day worship of brutality and bloodshed while others fear that the constant yearly slaughter is beginning to stir up bad blood between the communities of man and the fey folk of the wilderness. The druids of the forests are also highly opposed to blessed slaughter, and have often threatened to destroy the foundations of the village with powerful magic should the careless bloodshed of the villagers’ holiday continues.

The loss of life amongst the young men of the village has also raised concern about the continuation of this supposedly sacred holiday. Some villages have lost almost their entire population of able young men, leaving a trail of sorrowed widows and lost farming labor behind.

Dusk Of The Web

Time: 1st New Moon Of Autumn

Kingdom Expense: 5 coppers per citizen

Racial Recognition: Evil Humans, Humanoids, And Spider Like Creatures

Length: 1 night

Description: Upon the approaching dusk of the first new moon of autumn one can merely look at the hanging cobwebs and see the faint, purplish glow of evil. During this night vile forces spread out from the evil deities of arachnids through such webs and touch the very surface below. Typically mindless arachnid beasts rise up in command, setting out to slaughter, poison, and dine upon all that is good within the land. In the caverns below evil humans and humanoid creatures carry out vile rituals and sacrifices to their spider-like gods and goddesses. It is said that such sacrifices allow the return of the evil deities' powers through the webs and to the land again the following year.

Fairy Fall

Time: 1st Snowfall Of Winter

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: A holiday observed by the same simple folk that celebrate fairy rain, the gourds placed in trees from the celebration of fairy rain are replaced with newer, decorated dried gourds. In

these gourds the simple villagers stuff bits of cheese, dried fruit, preserved meats, and bread crusts along with small patches of brightly colored cloth. These rag-like pieces of cloth are intended to serve as blankets for the fey that the villagers believe inhabit the dried gourds.

Fairy fall is a newer tradition than the older fairy rain.

Fairy Rain

Time: 1st Rain Of Summer

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: A holiday most observed by simple, superstitious human villagers, fairy rain occurs on the first rainy day of the summer season. Dried, decorated gourds that were hollowed out and painted up from the winter previous are stuff with berries, bits of cheese, and other treats and hung by twine to tree branches in hopes of gaining a truce with the tiniest of fey in exchange for the offering of food and shelter.

Festival Of Dragons

Time: 2nd Full Moon Of Summer

Kingdom Expense: N/A

Racial Recognition: Dragon Kin

Length: 10 days

Description: If one happens to stare up into a clear night sky just days before the second full moon of summer it is possible that one might be able to see the passing shape of a dragon on its way to a great festival held at the peak of a remote, lonely mountain. One time each year dragons lift their territorial claims long enough to meet with one another and engage in a variety of discussions and events. Magical arts are examined and traded, and the choice items from

dragon treasure hoards are swapped around. Though an intermingling of good and evil dragons alike can be a bit hair raising, the festival of dragons is considered to be a time of truce (if not pleasantness) between such creatures, as all dragons involved are viewed as being more noble and worthy of companionship than the miserable, petty mortals that the dragons find themselves sharing their territories with the rest of the year.

Gathering Of Snakes

Time: 2nd Full Moon Of Summer

Kingdom Expense: N/A

Racial Recognition: Evil Humanoids And Reptilian Monsters

Length: 1 day

Description: During the second full moon of summer evil humanoids, particularly those that are of reptilian nature, gather amongst their kind to worship evil, snakelike deities. During the day long event of foul ceremonies poisonous vipers and hissing, winding constrictor snakes are gathered up and used in a variety of twisted, sinister rituals. In addition to the black reverence displayed upon serpents and entities of evil the worshippers of the gathering of snakes also sacrifice captured enemies and drink a mixture of heavily diluted venom and the sacrificial blood.

Goblin's Bluff

Time: 2nd Last Quarter Moon Of Spring

Kingdom Expense: N/A

Racial Recognition: Hobgoblins And Orcs

Length: 1 day

Description: Goblin's bluff is a terrible, cruel celebration that was started by the hobgoblins and later adopted by orcs. The evening before goblin's bluff the

celebrating participants gather together in an effort to raid a nearby goblin encampment. Slow, weak, and particularly unlucky goblins are captured, stripped of their weapons and other possessions, and tossed in a secure wooden cage. The next day these goblins, one by one, are plucked out of the cage throughout the day and tied to a tree by their ankles. Then the celebrating participants, whether they happen to be hobgoblin or orc, are blind folded and handed sturdy wooden poles by cheering witnesses. These individuals then roam about in circles and whack away at thin air with their wooden posts in an effort to hit the dangling, screaming goblin. Usually these cruel, blindfolded individuals whack each other quite often, but fights rarely break out as the participating brutes are usually too drunk to feel much pain. A round of goblin whacking is finished when one of the participants manages to lay the final killing blow to the screaming, terrified goblin, thus earning the right to dine upon the goblin's now well tenderized carcass later on as the meat and entrails are cooked over a roaring fire.

Howling Run

Time: 2nd Full Moon Of Summer

Kingdom Expense: N/A

Racial Recognition: Werewolves

Length: 1 night

Description: During the night of the second full moon of summer the werewolves gather together under the night sky for a night of unification. In this howling, snarling, unified state the werewolves trample their way throughout the territories, wrecking havoc and bloodshed to any civilized community that they may encounter. Villages are burnt to the ground, women

and children ripped to threads, and livestock taken down in the field as the minds of these creatures become feverish with a combination of vile hatred and savage instinct.

Ritual Of Drums

Time: 1st New Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Minotaurs

Length: 1 night

Description: Upon the dusk of the first new moon of winter one can hear the icy mountainous regions of the north echo with the pounding of primitive drums. Within the fire lit, monster inhabited caves of these mountains one can trace the echoes of the pounding to a vision of gathered, celebrating minotaurs and their tattoo ridden shaman performers. The ritual of drums is a yearly celebration where even the most antisocial of minotaurs gather together for an evening of mating, brawling, drinking, and dancing. Old rivalries are settled on this night while newer ones are formed. Information about the surrounding lands is exchanged amongst the boldest and most experienced of bulls while the elders pass on cultural traditions to younger participants.

Toady Day

Time: 2nd Waxing Gibbous Moon Of Spring

Kingdom Expense: 2 coppers per citizen

Racial Recognition: Goblins

Length: 1 day

Description: a surprisingly innocent and fun filled day of the goblins, toady day is celebrated in almost every known goblin kingdom, tribe, or community. It is on this day that the goblins hold friendly

toad races, observe marriage ceremonies, honor their clans or families, and have great feasts and gaming events.

Troll's Scythe

Time: 2nd Waxing Crescent Moon Of Autumn

Kingdom Expense: N/A

Racial Recognition: Trolls

Length: 1 night

Description: Whispered legends speak of a night in autumn when the moon is dim and crescent, a night where the warm blood of humans gurgle out throaty, panicked screams, a night where evil in its most brutal form reigns. This night in particular happens to be known as the night of the troll's scythe. Troll's scythe has been celebrated by the troll population for as nearly as long as these creatures have been in existence. It is upon this night that trolls are at their most evil of temper and express strong desires to eradicate the lesser of humanoid creatures, particularly the overpopulated humans. During troll's scythe trolls tend to show neither mercy or cowardice. The fields of small, remote human settlements often flow with a sea of blood and smoke as the trolls engage in a practice of pillaging, vandalism, and murder.

Unicorn's Blood Night

Time: 3rd Full Moon Of Summer

Kingdom Expense: N/A

Racial Recognition: Evil Humans And Humanoid Creatures

Length: 1 night

Description: Following the human and elven celebration of unicorn passing, evil humans and humanoids have learned to use this once innocent time to help them track down and eradicate the

presence of unicorns from their lands. Posing as passing travelers of good intent, wicked humans enter the villages of those celebrating unicorn passing in an effort to gain information about the potential sightings of unicorns. Then such human spies report back to their superiors, and with the gathering of assorted evil humanoids, particularly that of goblins, orcs, and hobgoblins, perform mystic rituals that these foul beings use in an attempt to locate the presence of the unicorns that were reported to them. This night of wicked ceremony is regarded as being the unicorn's blood night. Provided that the evil deities contacted were truthful, the evil creatures will set up the morning after the unicorn's blood night in an effort to kill the majestic unicorns before they can flee from their current location.

Unicorn Passing

Time: 2nd First Quarter Moon Of Summer

Kingdom Expense: 5 coppers per citizen

Racial Recognition: Humans, Elves

Length: 1 week

Description: During mid summer it is said that a human or elven community that is of pure and good heart might be able to entertain the chance of briefly gaining a passing unicorn's visit and friendship. In an effort to entice the presence of such noble, majestic beasts the human and elf communities gather together wild flowers, sweet clover, and freshly cut grains to lay out for the potential presence of a unicorn. Likewise, the young female virgins of the town adorn flowers and white linen dresses as a sign of purity. These virgin girls can often be witnessed, in groups from eight to twelve members, dancing

about in circles near the edge of meadows and light forests. While such displays are done with the intentions of attracting good, the festivities of unicorn passing, particularly in the interest of unprotected, dancing virgins, has stirred up the interests of creatures with more evil intent.

Wind Of Whispering Spirits

Time: 3rd New Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 night

Description: During the last of winter, just when the time of year seems to be at its coldest yet, the final new moon of the season brings a night of dreadful respect for the wandering, lost ghosts of the dead and damned. It is on this night that the wind of whispering spirits is celebrated with daring, decadent mockery by some and with trembling, respectful fear by others.

Some say that on this night the whispering winter wind is filled with the evil, never resting suggestions of vile, sinister ghosts doomed to a damnation of aimless wandering about. Other villagers believe that the strange whisperings often detected in the wind on this night come from those who have frozen and died in the winter cold, especially the restless ghosts of wandering, orphaned children. Whichever the case, the wind of whispering spirits is either met with a sober lighting of candles or with the tapping of foaming wine kegs and garish looking costumes.

