



FANTASY
HOLIDAYS
VOL. 4



TOP
FASHION
GAMES

OH THE HOLIDAYS OF FANTASY:

The real world that we live in is full of holidays, special dates, and occasions for celebration. While it may seem rather easy to incorporate such holidays into the fantasy campaign world, wouldn't it make more sense to allow such a unique realm a few holidays of its own?

This edition of Fantasy Holidays continues with Top Fashion Games' tradition of providing new, unique holidays for use in most high fantasy campaign worlds. While many of the holidays provided are for the interest of human settlements, there are quite few presented that are usable for demi-human or monstrous societies. Well over a dozen holidays are provided, giving the adventurer, villager, and monstrous encounter alike a reason to celebrate from time to time. Also included is an explanation to the holiday formats, which helps for easy conversion to the paper and dice fantasy role playing game of your choice.

THE FORMAT OF HOLIDAYS:

Below are the different structures and statistics that make up each holiday provided in this book.

Occurrence:

This is the time or time frame in which the holiday begins. Some holidays begin on a specific stated day (such as the third day of summer), while others rely on a particular moon phase. Some of the holidays begin on a particular sign of weather or environment, such as the second fog of autumn.

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This product contains information and ideas that may be used in many, if not most, high fantasy style, paper and dice format role playing games.



Length:

This is the amount of time that, starting at the occurrence, the holiday lasts. An example of such would be 3 days.

Attention:

This is the degree of observance that the community places upon such a holiday. The degrees of Attention are presented below.

Slight:

The holiday is recognized but little other steps are taken. The members of the community go about their daily business and observances of such holidays may involve little more than a bit of colorful decoration, a small speech, or an event lasting no more than an hour or so.

Major:

Holidays with a major degree of focus demand much, if not all of the attention of the community. Only the most vital of services, particularly inns and guard patrol, remain active as most of the community is with their family and friends celebrating the holiday.

Special:

In the event of holidays with special note of attention, the severity of the focus given towards the holiday is often dependent on who the holiday specifically includes. Holidays for individuals of a particular race or profession may be considered as moderate holidays while citizens outside of the affected trade or race show only the slightest attention towards the manner of the holiday, if any degree of notice at all.

Notoriety:

The notoriety of the holiday indicates the likelihood of a common outsider, with a normal degree of knowledge, being aware of the holiday in question. As such, the notoriety represents the universal knowledge of such a holiday throughout the realms of the known

Often, a slightly observed holiday might entail a special meal that is traditionally eaten only once per year.

Mild:

The holiday is recognized but only a portion of the day is set aside for its attention. Often, in such a case, businesses may close a bit early in the evening for night time holiday festivities.

Moderate:

During a holiday that receives a moderate degree of attention, one can expect to find many craftsmen and professionals closing up their shops for the duration of the event. Field laborers are often excused from their duties as well.

fantasy world. This does not exactly mean that other cultures may celebrate the particular holiday, however, only that the existence of the holiday in question is known by other cultures. The different levels of notoriety are presented below...

Extremely Popular:

Most, if not all, of the known lands are aware of the holiday, even if such a tradition does not happen to be practiced by all lands. As such, it is 90% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Popular:

Most of the known lands are aware of the holiday, even if such a tradition does not happen to be practiced by all lands. As such, it is 80% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Extremely Common:

Many of the known lands are aware of the holiday, even if such a tradition does not happen to be practiced by all lands. As such, it is 70% likely that a

wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Common:

Several of the known lands that exist within the realms of the fantasy world are aware of the holiday, even if such a tradition does not happen to be practiced by all lands. As such, it is 60% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Acknowledged:

Quite a few of the known lands are aware of the holiday, even if such a tradition does not happen to be practiced by all lands. As such, it is 50% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Uncommon:

Somewhat uncommon, not a great deal of the known lands of the fantasy world and their cultures are aware of the holiday. As such, it is 40% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Reclusive:

Fairly uncommon, not a great deal of the known lands of the fantasy world and their cultures are aware of the holiday. As such, it is 30% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Rare:

Quite rare, only a few of the known lands of the fantasy world and their cultures are aware of the holiday. As such, it is 20% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Obscure:

Virtually unheard of, only a very few degree of the known lands of the fantasy world and their cultures are aware of the holiday. As such, it is 10% likely that a wandering traveler will be aware of such a holiday and the most basic traditions and practices that the holiday includes.

Recognition:

The recognition of the holiday usually indicates a particular race, profession, or grouping of individuals. It is these individuals who are known to celebrate the particular holiday in question.

Community Cost:

In addition to expenses incurred by the individual when celebrating the holidays, the community that celebrates such an event also pays out a certain amount of material wealth in order to see that proper decoration and activities are allowed for the ruled members of the community. Usually the ruler of the land pays for such events through the collected taxes of the people. The community cost is presented in coinage per participant or community member. As such, if the community cost is stated as being 3 copper coins per citizen and the celebrating community has a total population of 500 villagers, then one can expect the community to pay a total sum of 1500 copper coins on decorations, food, and so forth.

The community cost uses a generic, universal system of currency that is common with many Top Fashion Games generic fantasy products. The values of the currency stated in this monetary system are reflected below.

Gold Coin:

The most valuable form of coin typically mentioned, the gold coin is the standard coinage of highly skilled craftsmen, council workers, aristocrats, merchants, and other respected individuals. A gold

coin is normally worth around 10 silver coins.

Silver Coin:

A staple form of coinage, the silver coin is usually the standard daily wages of the poor, unskilled laborer. The silver coin can usually also be a plain, simple meal at an inn or tavern. A silver coin is normally worth around 10 copper coins.

Copper Coin:

A petty form of coinage, a copper coin can normally buy a very small loaf of bread or a rumor from a bartender. A copper coin is normally worth around 10 steel coins.

Steel Coin:

The most petty and smallest of all coins, these crudely minted coins are primarily used to make change. A steel coin buys very little itself. Normally a small, plain roll can be purchased for 2 or 3 steel coins while a single steel coin may purchase a cup of fresh water at the tavern or 1 single piece of candy, such as a small, boiled sweet.

Ceremonial Colors:

Many, but not all, holidays have certain colors that are closely associated with the observance.

Description:

This is simply the description of the holiday.

THE HOLIDAYS:

Below are the assorted holidays presented in this volume of Fantasy Holidays.

ARROW'S PASSING:

Occurrence:

Fourteenth Night Of Autumn

Length:

One Night

Attention:

Special (See Description)

Notoriety:

Popular (80%)

Recognition:

Centaurs

Community Cost:

3 Copper Coins Per Centaur

Ceremonial Colors:

Red, Orange, And Brown

Description:

It is known that on the fourteenth night of autumn, the communities of centaurs gather around a large bonfire to recognize their youth's coming of age. The centaur maidens have their hair braided and ornamental tattoos placed upon their bodies while the young males, or braves, go through a special ceremony known as the arrow's passing. During this ceremony the braves that have come of age and are now considered to be young adults willingly allow the elder males of the tribe to take a sharp, flint arrowhead and make a long but light cut on the foreheads of the young males. The blood from this wound is then used to mark the braves' faces in a pattern that is similar to the painted decorations of war. Then the braves are allowed their first taste of strong drink, and encouraged to wrestle one another for selection of the finest of the females that have also come of age.

BARBER'S WANDERING

Occurrence:

Third Full Moon Of Summer

Length:

Fourteen Days

Attention:

Special (See Description)

Notoriety:

Acknowledged (50%)

Recognition:

Human Barbers Plus Neighboring Citizens

Community Cost:

None Noted

Ceremonial Colors:

None Noted

Description:

Having a rather important role in the village, the barber is expected to always be around in case someone of great importance suddenly needs a tooth wrenched, their blood leeches, or their hair merely trimmed up. While the barber usually enjoys the comforts of wealth due to the importance and diversity of their trade, the villagers' expectance for this professional to remain within the community typically cuts out much hope for a long deserved vacation or allowance for travel. As such, many nobles have designated fourteen days towards the end of summer as being a time for barbers to leave their communities or otherwise close up their business without fear of angering or disappointing the members of the community. It is advised that all villagers see to it that their needs of the community barber are met before the third full moon of summer, for after which the barber will be allowed to travel or rest without having to cater to customers for a full two weeks. Likewise, during the time of the Barber's Wandering, raising an objection to such a barber's absence is typically seen as being a minor crime.

BLUE FOOT DANCE

Occurrence:

Eighth Night Of Winter

Length:

One Night

Attention:

Moderate

Notoriety:

Common (60%)

Recognition:

Humans

Community Cost:

1 Silver Coin Per Citizen

Ceremonial Colors:

Blue, White, Gray

Description:

It is said that in order to protect one's self from the chilling, frosty bite of winter, one must face the season with bold courage, a drunken mind, and a set of bare feet. Thus, with yet another excuse for human villagers to get tanked up and perform entertaining stunts for one another, the eagerness to defy the chills of winter has offered yet another traditional holiday, known as the Blue Foot Dance. During the eighth evening of winter, the adults of the community gather together in the tavern for a night of heavy drinking and carousing. Once a neighbor has sufficiently numbed their bodies with the effects of strong drink, this individual takes off their shoes, paints the bottoms of their feet with a bit of provided dye, and walks out into the winter chill for a brief bit of barefoot dancing. It is said that by painting one's feet an icy bluish color and dancing about happily without the warmth and protection of footwear, one is defying the hazards of winter chill and frostbite. Many participants of Blue Foot Dance claim that magical elements of the holiday's traditions allow them to suffer no pain or discomfort from the rather cold bit of dancing. Most skeptics, however, simply believe that the consumption of alcohol hides all dangers and pain that the participants of this rather chilly bit of dancing would otherwise notice.

CHURNING DAYS

Occurrence:

Twenty Second Day Of Autumn

Length:

Four Days

Attention:

Moderate

Notoriety:

Extremely Common (60%)

Recognition:

Human

Community Cost:

4 Copper Coins Per Citizen

Ceremonial Colors:

Yellow And White

Description:

Once per year, for a period of four days, the members of small dairy communities get together for a vigorous, four day event of churning butter. This holiday, designated to both provide a worthy spread for the villager's bread throughout the coming winter, is also a means of earning extra income for the community.

COWARD DAY

Occurrence:

Second Waxing Crescent Moon Of Spring

Length:

One Day

Attention:

Mild

Notoriety:

Acknowledged (50%)

Recognition:

Humans

Community Cost:

5 Copper Coins Per Citizen

Ceremonial Colors:

Yellow

Description:

Though many human civilizations object to the "yearly praise of cowardly scum", there are scores more of such communities that embrace the light-hearted, gut honest holiday celebration of Coward Day. On this day the villagers of the community, particularly the grown men, dress up in bright, gaudy yellow outfits and parade the streets. During such public display the celebrators of Coward Day put on a mock display of melodramatic cowardice, which is often accented by children playfully waving wooden swords at "frightened" gentlemen or growling villagers dressed in monstrous costumes. In the evening of this celebrated holiday the bravest and boldest of the village gather at the taverns for drinking and discussion of their inner fears. Likewise, one can expect to hear these gentlemen open up

about times in the past where their own cowardice and inner fears got the best of them.

DANCE OF THE TUBERS

Occurrence:

Fifth Fog Of Autumn

Length:

One Day

Attention:

Mild

Notoriety:

Rare (20%)

Recognition:

Humans

Community Cost:

2 Silver Coins Per Citizen

Ceremonial Colors:

Brown, Tan, And Light Blue

Description:

While some scholars say that the origins of this holiday are little more than myth than true legend, commoners and craftsmen continue to hold the story of farmer Willas Hedgebottom dear and true through the autumn celebration known as the Dance Of The Tubers. According to peasant lore, drunken Willas Hedgebottom was stumbling home after a long evening at the tavern when he caught a rather curious sight in the fog of the night. According the rants and raves of the inebriated commoner, a single ray of moonlight shown upon a fairy ring of toadstools lying in a cow field. Within the center of this illuminated ring one could make out several dirty potatoes dancing about in an erratic fashion. So taken by the bizarre sight, Willas stumbled back in shock and fainted into a deep sleep. During his slumber the drunken farmer had several visions of these potatoes multiplying across the fields in rapid force. The next morning, as the fog lifted, Willas got up and ran to the village square where he began to tell everyone about what he saw and what visions were granted to the dreams of his drunken slumber. While most of Hedgebottom's neighbors

were rather quick to write off the farmer's claims as merely being the product of mad, intoxicated babbling, several of the local field workers were surprised to find the nearby meadows suddenly rich and overflowing with a ripened crop of potatoes. Curiously, these beige and brown mottled tubers had sprouted eyes of pale blue, much like the soft glow of moonlight.

Though Willas Hedgebottom has never quite been accepted as a prophet, and many of the more educated villagers even go as far as question the peasant's actual existence, the commoners of a handful of meadow communities honor the drunken farmer's vision once per year. It is known that those who pay homage to this legend gather during the evening of the fifth fog of autumn for a night of colorful dancing, drinking, and socializing. By doing such it is believed that the same gifts of Willas Hedgebottom's visions will benefit the potato crops.

LICH'S GATHERING

Occurrence:

First Full Moon Of Winter Once Every Five Years

Length:

Twelve Days

Attention:

Special (See Description)

Notoriety:

Obscure (10%)

Recognition:

Lich

Community Cost:

None

Ceremonial Colors:

None

Description:

It is said that deep within an ancient, forgotten cavern there is a bleak celebration of power that occurs once every ten years. Upon the first full moon of winter the most powerful of liches gather together within the bowels of this cursed cavern to meet, exchange

magical research, and plot their own goals of furthering power. While most of these liches could hardly be described as "friends", in fact many are mortal enemies, the Lich's Gathering is a time where dangerous, aggressive displays of might and power are forbidden. Each lich, though seemingly lacking in any other respect of law and order, agrees not to so much as contemplate aggression towards one another until they have returned to their respective lairs.

While it is questioned as to whether or not any mortal has ever managed to witness this horrid event, there are a few old, dusty accounts of the activities that have taken place during the Lich's Gathering. It is a foul and wicked time, according to such lore, an event where the most wicked and sinister of evil magicks are performed amongst the mad cackling of the undead. The most vile of plots are contemplated, and the instructions of hideous spells unknown to living mages are traded back and forth.

MINSTREL EVENING

Occurrence:

Twelfth Night Of Summer

Length:

1 Night

Attention:

Moderate

Notoriety:

Extremely Popular (90%)

Recognition:

Human

Community Cost:

5 Copper Coins Per Citizen

Ceremonial Colors:

Various Bright Tones And Patterns

Description:

On the twelfth night of summer it is quite popular to find the human settlements filled with the air of music, entertainment, and laughter. This night of mirth and song, known as Minstrel Evening or simply Minstrel Eve, has

remained a popular human tradition for a great many ages. During the night of Minstrel Evening, minstrels, bards, storytellers, and a wide variety of other performers are encouraged to fill the streets, taverns, and inns with their talent. Shops typically shut down a bit early so their workers and customers alike can wander the community in an effort to fill their eyes and ears with some of the finest entertainment that the lands have to offer.

While the purest nature of entertainment was the original focus of Minstrel Evening, the holiday has grown over the last couple of centuries, and now one can also expect to witness a great display of feasting, sugary treats, drinking, and dancing. Costumed attires are also encouraged in some lands, and it is said that on such evenings the nobles and wealthy members of society are encouraged to participate in a parade of glamour and generosity. It is such an event where one can find petty coins and small other tokens of wealth freely thrown about the street for the lesser folk to eagerly collect.

MOON OF TRADING

Occurrence:

First Full Moon Of Autumn

Length:

Three Days

Attention:

Major

Notoriety:

Common (60%)

Recognition:

Humans, Elves, Centaurs

Community Cost:

1 Silver Coin Per Citizen

Ceremonial Colors:

Silver, Gold, And Blue

Description:

Though centaurs and their elven and human neighbors have not always seen eye to eye on cultural differences, there is one holiday per year that these three cultures gather together to share. The

Moon Of Trading is a time of drinking, dancing, diplomacy, story telling, feasting, and, of course, trading, haggling, and bartering. It is said that the Moon Of Trading is held so sacred by the neighboring communities and tribes of these three races that all manners of conflicts, wars, and ex-communications are put to all a halt during this time. Even the most bitter of human and centaur enemies can be found trading amongst one another and even sharing a drink over the course of the moon. The general belief goes as such: "if one cannot put aside one another's differences long enough to respect the Moon Of Trading then one is not fit to be called civilized."

PARADE OF PIPES

Occurrence:

Second Full Moon Of Summer

Length:

3 Days

Attention:

Special (See Description)

Notoriety:

Extremely Common (70%)

Recognition:

Satyrs

Community Cost:

None

Ceremonial Colors:

Green And Lavender

Description:

During the second full moon of summer it is said that the deep, enchanted forests come alive with the sound of music, dancing, mirth, and gleeful, galloping hooves. If a traveler happens to stay long the trails of the deep forest there is a chance that they will find a parade of satyrs, complete with the melodies of pipes and ribbons of green and lavender in hair and beards. The parade of pipes is a time for satyrs to show their joy and laughter, and an event when these fey creatures hold no fear or reservations towards hiding away in the denseness of the woodlands. In

addition to the parades of fey that can be found working along the forest trails, one can also expect to see dancing rings of satyrs within openings of the woods, along with groups of storytellers and intoxicated singers. During the Parade Of Pipes young satyrs are also married, and distant families of these creatures gather back together to reflect upon older times and traditions.

POET DAYS

Occurrence:

Third Waning Crescent Moon Of Spring

Length:

Four Days

Attention:

Mild

Notoriety:

Uncommon (40%)

Recognition:

Humans, Elves, Gnomes

Community Cost:

2 Copper Coins Per Citizen

Ceremonial Colors:

Blue, Lavender, Burgundy, And White

Description:

While poets reading their works in the street are not too unusual of a sight, especially in the crowded urban areas of mankind, many cultures holds aside a special holiday where the verses of such talents can be better appreciated. This time, known as Poet Days, offers a moment where poets of all level of talent may freely gather in the open squares and fairgrounds and recite their work without fear of violent rebuttal. In fact, on such days it is traditionally unlawful for anyone to overly criticize the work of a poet, even in a peaceful and normally reasonable manner.

THE STEW MAKING

Occurrence:

Seventh Rain Of Autumn

Length:

Three Days

Attention:

Special (See Description)

Notoriety:

Uncommon (40%)

Recognition:

Ogres

Community Cost:

None Noted

Ceremonial Colors:

None Noted

Description:

Upon the seventh rain of autumn it is said that all neighboring ogres gather together in a large cave for three days of feast, drinking, and stewing. During this time it is not too surprising to find these creatures raiding the gardens and barns of mankind, for there is a great boiling that all ogres are expected to contribute to. In a huge, black cauldron the meats of domestic livestock and wild game alike is dumped in along with a variety of plants, vegetables, crude herbs, and wild onions. The fires below the giant cauldron are lit and for a full three days a horrific stew is kept up. While looked upon as being merely little more than a form of communal feast, ogre lore states that all who contribute and consume of the stew during the time of The Stew Making shall be stronger, more cunning, and resistant towards the magic and trickery of one's enemies.

TRAPPER'S GATHERING

Occurrence:

Twelfth Day Of Autumn

Length:

Five Days

Attention:

Moderate

Notoriety:

Acknowledged (50%)

Recognition:

Humans, Dwarves, Elves, Gnomes

Community Cost:

4 Copper Coins Per Citizen

Ceremonial Colors:

Tan, Brown, And Red

Description:

Within the forested mountain regions where pelt bearing animals flourish,

there is said to be a holiday that brings forth even the most reclusive of trappers into town. These five days of feasting, games, drinking, trading, story telling, and boasting, better known as Trapper's Gathering, is also regarded as a time when the most pampered of merchants and the scruffiest of forest dwelling hunters meet on common ground to handle the nature of business. During these days social castes are often put aside in the interest of valuable furs and pelts.

TURMOIL FEAST

Occurrence:

First Thunderstorm Of Summer

Length:

3 Days

Attention:

Major

Notoriety:

Reclusive (30%)

Recognition:

Hobgoblins

Community Cost:

5 Silver Coins Per Citizen

Ceremonial Colors:

Red, Black, Gold

Description:

While hobgoblins are known to be brutal, harsh, and excessively militant, there are a few brief moments where they show a bit of uncommon mercy towards their own, weaklings of the tribe included. Such a particular time in the hobgoblin culture is a three day holiday that is better known as the Turmoil Feast. Beginning during the first thunderstorm of summer, this three day event of feasting, entertainment, dancing, and coarse laughter holds importance over all hobgoblin activities. The most dedicated warring tribes, in fact, have been known to suddenly walk off the battlefield at the initial sign of the first summer lightning. Typically the Turmoil Feast is held in a great cavern, where some of the elite guardsmen have been responsible for hoarding and protecting a ransom of foodstuffs and

other goods in preparation for the sudden time of feasting.

While most of the feast is centered around a strange moment of good spirits and will for hobgoblins, the holiday did not receive its name lightly. During this time the combat worthy members of the hobgoblin community vow to uphold an iron fist against all enemies for the year to come. After such vows, it is considered shameful and cowardly for such a boasting hobgoblin to not make good with such a promise, even if the upholding of such vows results in the death of the hobgoblin warrior. For such a reason, the weaker, more timid members of the warring tribe greet this wondrous feast with a sense of dread that equals (if not surpasses) their delight.

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