



Carnivals & Festivals

by Jackdays

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Carnivals & Festivals

This document is for the different events (small and large) that happen in the Old World. This means carnivals, festivals and similar celebrations (many connected to the various religions). Also, the idea is to give dates, places and some information, when they actually take place and what happens. There isn't really much official information about some of the festivals so I have created more information about them.

This document is universal and serves all the editions of the Warhammer Fantasy Roleplay (WFRP1, WFRP2, WFRP3). Bonuses are always OPTIONAL rules and happen in GM decision. WFRP3 conditions (example *Feel of Fate*) are new and these cards can be found from the same site as this document.



Hexenstag ~ Witching Day

Place: Everywhere

Date: Eve of the New Year.

Lenght: One day and especially the night.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Warpstone Magazine Issue 15.

Origin: Unknown. Maybe since the coming of the moon Morrslieb.

Description: Witching Day (or actually Witching Night, the Hexensnacht), marks the eve of the New Year. It is considered an inauspicious night by most, for the moons cast an eerie light and the dead are said to stir. Especially Chaos Moon Morrslieb ("Beloved of Morr") is full and large, but also Mannslieb ("Beloved of Manann") gives it's light full. Ill luck befalls those who venture out of their homes. On these nights, the Priests of Morr hold solemn rites, for the gateways between the realms of the dead and the living and the sleeping and the waking are believed to stand wide open, aiding communion with the deceased and prophesy. Priest of Morr can be seen moving on the street with small lights after sunset. Sometimes initiates go door to door to collect money (common pay is 1p) and also visit any Inns and Taverns that are open.

People are commonly scared of this day and especially night, and usually stay home. It is common to burn lights and pray Morr. This is very humble and small celebration time hold in the homes. There many dark legends about this night and it is told that spirits of the dead wander the lands, the Restless Dead rise from their graves energised by the pale light of the moons and Vampires hunt for those that dare to venture out. Dwarf know this day (night) as Hekesdeg. In Bretonnia it is known as the Winter's Eve.

Note: Some of the text taken from WFRP2 Core Rulebook.

Special Events: Those who worship Morr pray and may take part of rituals in Morr's temples. For users of Dark Magic this is good time for any dark rituals. It is common that worshippers of Chaos Gods and users of Dark Magic perform their rituals during this night.

- ❖ **WFRP3 bonuses:** Those who are users of magic gain *Hexenstag - Witching Day* condition. Priests of Morr gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Those who are users of magic can benefit from this day (and night). Anybody with Magical Sense ("Witchsight") can sense the strong flow of *Aethyr*, the Winds of Magic. Users of any Arcane Magic gain +1 bonus to any Casting Rolls. Users of Dark Magic (*Dhar*) gain +2 bonus to any Casting Rolls. Also Priests of Morr gain +2 bonus to any Casting Rolls they make. But those who use Dark Lores of Necromancy (spells & rituals) truly feel the power and gain +4 bonus to any Casting Rolls they make. Another deadly effect of magical Winds is the weakening borders of between reality and the Realm of Chaos. Small rifts become large and large rifts become immense, allowing thousands of Daemons to walk the mortal world for night of mayhem and destruction. These effects also give +4 bonus to any Casting Rolls done to summon Daemons with magical rituals.
- ❖ **WFRP1 bonuses:** Those who are users of magic can benefit from this day (and night). Anybody with Magical Sense or Magical Awareness (the Sight or "Witchsight") can sense the strong flow of *Aethyr*, the Winds of Magic. Arcane Magic spells cost one point less. Dark Magic (*Dhar*) spells cost two points lesser. Also god Morr spells (divine magic) cost one point less. Necromancy users truly feel the power and their spell cost is halved. Another deadly effect of magical Winds is the weakening borders of between reality and the Realm of Chaos. Small rifts become large and large rifts become immense, allowing thousands of Daemons to walk the mortal world for night of mayhem and destruction. These effects also halve the spell cost for any rituals and spells to summon Daemons. In GM decision: Each spell has a percentile chance, equal to the number of Magic Points in total spent for casting that spell, of causing a Magical Disability as if the unlucky practitioner were an evil or chaotic spell caster. Also, Spell Failure results an automatic Magical Disability if the failing practitioner also fails a magic test.



Year Blessing

Place: Everywhere

Date: 1st Nachexen (1st month). Day after the dreaded Witching Night.

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook).

Origin: Unknown.

Description: 1st day of Nachexen, a day after the dreaded Witching Night people emerge from the safety of their homes to celebrate both the fact that they survived and to ask goddess Verena to bless the coming year with acts of justice and bursts of wisdom and knowledge.

In the ritual of Year Blessing, people sacrifice to Verena for justice and wisdom in the coming year. Her temples are filled with those petitioning her priests to settle legal grievances before the year begins. Witch Hunters are busy during Nachexen, hunting down those cursed by mutation during Hexensnacht.

Note: Some of the text taken from Signs of Fate and Tome of Salvation.

Special Events: This is a solemn time, with the reading of passages and offerings of incense, wine, and parchments inscribed with holy sayings burnt up in fires. Old grievances between neighbours are brought up before the Priests of Verena, in hopes to settling them.

- ❖ **WFRP3 bonuses:** Priests of Verena gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Verena gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Verena spells (divine magic) cost one point less.

First Day of the Spring

Place: Everywhere

Date: 17th Nachexen (1st month).

Lenght: One day.

Sources: Marienburg:Sold Down the River (WFRP2 sourcebook).

Origin: Unknown.

Description: In port towns, the first day of the spring is the start of sailing season.

Note: Some of the text taken from Marienburg:Sold Down the River.

Special Events: No special celebrations, except among the priest of Hændryk (or Handrich). Also this is traditionally a day to sacrifice to Hændryk (or Handrich), in expectation of a good year of trading.

- ❖ **WFRP3 bonuses:** Priests of Hændryk (or Handrich) gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Hændryk (or Handrich) gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Hændryk (or Handrich) spells (divine magic) cost one point less.

Day of the Spear

Place: Tilea and Estalia

Date: 8th Jahrdrung (2nd month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook).

Origin: Unknown.

Description: Myrmidia's main sacred day is called the Day of the Spear, a big event in Tilea and Estalia but a minor one in the Empire. Falling on 8th Jahrdrung, it commemorates Myrmidia's greatest victory, when she vanquished a great army of daemons. Her followers mark this day with solemn prayers and recitals from her holy books. The event culminates with displays of martial prowess by Myrmidia's most devout followers.

Note: Some of the text taken from Signs of Fate.

Special Events: Praying, martial shows and some celebration later in the night.

- ❖ **WFRP3 bonuses:** Priests of Myrmidia gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Myrmidia gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Myrmidia spells (divine magic) cost one point less.

Mitterfruhl ~ Start Growth (Spring Equinox)

Place: Everywhere

Date: Day between Jahrdrung (2nd month) and Pflugzeit (3rd month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Knights of the Grail (WFRP2 sourcebook), Sigmar's Heirs (WFRP2 sourcebook), Marienburg: Sold Down the River (WFRP1 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: This celebration is also called Campaigning Start. At Spring Equinox, peasants sacrifice a firstborn lamb to Taal and Rhya. Manann also receives sacrifice, so that he might calm the seas and spare the land from flooding rivers. The followers of Ulric ritually lament their god's passing and his priests remain in mourning until the autumn. Children born on Start Growth are thought to be quick-tempered and flighty, prone to wanderlust and adventure later in life. In Bretonnia this is called Lily Day and very popular day for weddings, and the young brides are decked in the white flowers. Most villages choose a Lady of Lilies, traditionally the most beautiful maiden, to preside over festivities. This is also major feast in the Dwarfholds and settlements called Materfran. To Halflings this is also major festival. Old Faith Druids consider this date also a major holy day as it marks the turning of the season. The cult of Stromfels held this day sacred and see it as the start of hunting season.

Note: Some of the text taken from Knights of the Grail, Signs of Fate and Tome of Salvation.

Special Events: Animal sacrifices both Manann (throw into the sea or drowned in a larger river) and Taal (buried in the woods). Dwarfs honor the Ancestor Gods, especially Valaya. Halflings honor their Gods, especially Esmeralda. Winter cloaks are laid aside, and boats re-caulked in preparations for warmer days. A notable custom in Altdorf is the offering of a painted griffon's egg to the Temple to Sigmar. Adventurers comb the mountains for a suitable egg in the preceding months. Few return, and only the largest egg is chosen. Military disaster is foretold for a year when no egg can be presented.

- ❖ **WFRP3 bonuses:** Priests of Ulric, Manann, Stromfels and Taal (& Rhya) gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Ulric, Manann, Stromfels and Taal (& Rhya) gain +2 bonus to any Casting Rolls they make. If you use Old Faith Druids they gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Ulric, Manann, Stromfels and Taal (& Rhya) spells (divine magic) cost one point less. Also Old Faith Druid spells cost one point less too.

Water's Turn

Place: Village of Dunkelbild (Middenland, the Empire)

Date: 1st week of Pflugzeit (3rd month)

Lenght: About week

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Unknown.

Description: Village of Dunkelbild sits on the edge of a large, boddy lake that provides the populace with their fresh water. A few days after the Spring Equinox, the lake "turns" - the cooler water at the bottom swaps with the warmer water on top. This churns up a tremendous amount of algae and scum from the bottom, giving to the top of the lake a sickly green colour and horrible smell. It is said that the waters of the lake have curative powers and the sick, lame, and elderly travel from miles around to have the priest anoint them with the blessed water. Those travelling into town can tell that the festival is underway by the pungent odour in the air, which can be smelled from miles away.

Note: Some of the text taken from Tome of Salvation.

Special Events: Bathing in the scum-filled waters. Scattering of the water over the newly planted crops and houses by the local priest of Taal.



First Quaff

Place: Dwarfholds and settlements

Date: 33rd Pflugzeit (3rd month; Durgzeit in Khazalid).

Length: One day.

Sources: WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Dwarfs: Stone and Steel (WFRP1 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: The Dwarf holiday of First Quaff is when the first kegs of new beer are tapped for an initial tasting. While this is a time of great celebration, it does take on a rather ominous tone, as the quality of beer is seen as a form of augury for the fortunes of the Dwarf holds for the next year. If the first keg of inferior taste or colour, it indicates bad luck for those tasting it. However, a fine brew points towards good and glorious times ahead. An entire system of divination has developed for this tasting, and thus, the hold's runelord and king are always the first to sample the year's yield.

Note: Some of the text taken from Tome of Salvation.

Special Events: Great festivities and tasting of the new beer. Dwarfs also honor the Ancestor Gods, especially Grungni.

Sigmar's Walk

Place: Altdorf (Reikland, the Empire)

Date: 15th of Sigmarzeit (4th month)

Length: One day

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Since the time of Sigmar (2500 years) and when he left the city last time.

Description: On this day, cultists of Sigmar take to the streets in a form of pilgrimage, walking from one end of the city to the other until they reach the Gate of the Emperor. During this walk, the cultists chant, pray, and strike their backs with chains, whips, and other painful scourges to cleanse their bodies and spirits of evil and to show their devotion to Sigmar. With thousands of cultists that participate in this rite, the streets often run red with the blood cascading from their backs. Those on the wayside throw flowers on the cultists as they progress and offer water for those that fall during the journey.

Note: Some of the text taken from Tome of Salvation.

Special Events: Either chanting prayers for Sigmar or participating on the "cleansing" walk.

First Day of Summer

Place: The Empire

Date: 18th Sigmarzeit (4th month).

Length: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook)

Origin: First centuries of the Empire. But Old Faith Beltain festival dates much older times.

Description: This festival celebrates Sigmar's ascension to the heavens as a god. It also marks the first day of summer. Throughout the Empire, work ceases and citizens feast, drink, and sing. Sigmar's exploits are recounted in tales and plays. Consumption of the intimidating "Sigmar's sausage" is central to the celebrations. Those who manage to eat a whole sausage in a single sitting are promised strength and vigour for the rest of the year.

The most magnificent celebrations take place at the High Temple of Sigmar, presided over by the Grand Theogonist, and attended by the Emperor. Thousands crowd outside the temple to partake in the holy liturgies. The festival culminates with spectacular pyromantics organised by the Bright College (though many priests of Sigmar boycott this display).

There are various holy days devoted to Sigmar throughout the year, marking events of Sigmar's life such as the rescue of King Kurgan, the Battle of Black Fire Pass, and his coronation. Dwarfs, as the allies of Sigmar, are honoured on such festival days with gifts of food or drink presented to them by passing strangers.

A major festival in Altdorf marks the accession of the first Grand Theogonist, Johann Helsturm. On the 33rd of Sigmarzeit (4th month), Sigmarite priests parade Helstrum's gilded skull and his sacred mace through the capital's crowded streets.

Lesser known celebration that uses this date also is Old Faith's Beltain festival celebrated by the Old Faith Druids.

Beltain is a minor festival for the Old Faith.

Note: Some of the text taken from Signs of Fate.

Special Events: Great festivities, with song, tales and plays about Sigmar. Time of legendary "Sigmar's Sausages" (each province boasts their own unique recipe).

- ❖ **WFRP3 bonuses:** Priests of Sigmar gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Sigmar gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Sigmar spells (divine magic) cost one point less.

Night of the Fire Arrows

Place: Town of Halstedt (Stirland, the Empire)

Date: 25th of Sigmarzeit (4th month)

Length: One day

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: 2015.

Description: Back in the year or 2015, hordes of Undead were mustered from the nearby land of Sylvania, bent on rampaging through the Empire. The town of Halstedt repelled wave after wave of Zombies, Skeletons, and worse abominations by erecting walls of felled trees and ramparts to keep the Undead out. On the second night of the siege, the town's Sheriff located a secret stash of alcohol that he "requisitioned" from the town's mayor. Using this potent brew, he ordered the many hunters and farmers of the town to make their arrows into flaming projectiles in order to reple the Undead horde. And the town survived (with heavy losses).

Note: Some of the text taken from Tome of Salvation.

Special Events: First there is heavy drinking of powerful moonshine in the day and then people make their way to the edge of town and launch flaming arrows at targets and effigies of the walking dead, all the while drinking and chanting prayers to ward against the return of the Undead. Accidents and errant arrows are common.



Run of the Antlers

Place: Talabecland (the Empire)

Date: 1st week of Sommerzeit (5th month)

Lenght: One week

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Unknown.

Description: The Run of Antlers, sometimes known as a "Stag Night" is performed in the villages and hamlets of Talabecland in honour of Taal. Young men adorn their heads with the largest set of antlers that they can find and wear the pelts of stags. Another group acts as the hunters, carrying weak bows and arrows with soft heads. The "stags" then take off into the woods, with the hunters following behind, blowing horns and raising a racket. The hunters shoot at the "stags" with their bows, and continue long into the morning until all the cultists are captured. This festival lasts for an entire week, and the daily "hunts" are punctuated by a tremendous amount of drinking and feasting.

Note: Some of the text taken from Tome of Salvation.

Special Events: "Stag Hunt", drinking and feasting, chanting prayers for Taal.

Day of Folly

Place: Everywhere

Date: 10th Sommerzeit (5th month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook).

Origin: Unknown.

Description: One of the few holidays recongnised in Ranald's name, commoners and nobles alike cherish the Day of Folly, though it is seriously frowned upon by the stern or ascetic. On this day, socila conventions are turned on their heads, and those in charge act as servants whilst servants are treted as lords of the manor. Revels occur in the streets, as people wear colourful outfits and outlandish masks to conceal their identities (often quite poorly). Drinking, sing, and harmless pranks are the norm. While this is an oppurtunity for authority figures to feel a bit of the sting that they often put others through. Few accept much in the way of abuse from their inferiors, who must be careful in what they say or do. As Cultists of Sigmar often say: "It's not the Day of Folly that matters, it's the day AFTER that does."

Note: Some of the text taken from Tome of Salvation.

Special Events: Huge festivals, pranks and masquerade.

- ❖ **WFRP3 bonuses:** Priests of Ranald gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Ranald gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Ranald spells (divine magic) cost one point less.

Sonnstill ~ Sun Still (Summer Solstice)

Place: Everywhere

Date: Day between Sommerzeit (5th month) and Vorgeheim (6th month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Knights of the Grail (WFRP2 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: Sunn Still is the common name for the Summer Solstice, so named because the sun seems to sit still on the horizon on this, the longest day of the year. It is an important date for farmers, sailors, wizards, and pilgrims; in short, for anyone dependent on the cycles of the sun and those keeping track of the remaining days of the year. Fertility rites are extremely common on this day, with young couples adorning themselves with flowers in their hair and dancing and drinking to songs dedicated to Taal and Rhya. Young couples dance around brightly decorated poles singing these bawdy songs, until the evening when they sneak away to cavort in fields and woods. Older folk take the opportunity to indulge in ale and song. Austere priests of Sigmar often rail against such frivolous immorality from their pulpit. Children born on Sun Still are considered blessed and are thought to become bright, energetic adults destined for great things. The mysterious Elves are sometimes seen giving thanks and honour to their own Gods on this day. This is major festival also in the Dwarfholds and settlements called Zhomerstikul by them. Old Faith Druids consider this date also a major holy day as it marks the turning of the season.

In the Bretonnia this day is called Peace Tide, day when Gilles de Breton had his final victory. Bretonnians celebrate with re-enacted battles, pledges of loyalty, and lots of eating and drinking. All quarrels within a community are supposed to be resolved by this day, though quarrels with other communities need not be. In some communities resolution is forced even this means a fight to the death.

Note: Some of the text taken from Knights of the Grail, Signs of Fate and Tome of Salvation.

Special Events: Huge festivals, dancing, singing and drinking. Rites of fertility. Dwarfs honor the Ancestor Gods (especially for the Morgrim this is major festival) and Elves their Gods. Also Halflings honor their Gods, especially Esmeralda.

- ❖ **WFRP3 bonuses:** Priests of Taal & Rhya gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Taal & Rhya gain +2 bonus to any Casting Rolls they make. If you use Old Faith Druids they gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Taal & Rhya spells (divine magic) cost one point less. Also Old Faith Druid spells cost one point less too.

Middenheim Carnival, the

Place: Middenheim (Middenland, the Empire)

Date: Carnival follows a 4-year cycle through the seasons. Winter celebration is small, more private celebration. It is not uncommon that the following times change if needed.

- ❖ **Spring Carnival:** 1st full week of Sigmarzeit (4th month)
- ❖ **Summer Carnival:** 1st full week of Vorgeheim (6th month)
- ❖ **Autumn Carnival:** 1st full week of Brauzeit (9th month)
- ❖ **Winter Carnival:** 1st full week of Ulriczeit (11th month)

Length: One full week (8 days).

Sources: City of Chaos (WFRP1 sourcebook).

Origin: Since the days of Artur himself, chief of the Teutognens, who said: "Long has been our wandering and long our suffering. This place will be our home - So, lets party!". OR if you dont believe that story then since 1812 to celebrate the ending of the siege by the Middenlanders. This long siege also caused the use of rats as food (which is still special cuisine during the Carneval). Later on a 4-year cycle was introduced.

Description: One of the oldest and greatest festivals in the Empire (and in the Old World). People flock to the Middenheim Carnival from all corners of the Empire, and visitors from further afield are a common sight: gaudy aristocrats from Bretonnia and swarthy merchants from Estalia, laconic, heavy-drinking Norsemen and quick-witted Wastelander traders. During Carnival Week, Middenheim's population swells by thousands and in many years there have been ten to twenty thousand visitors.

During the festival people are having fun 24 hours a day and outsiders are, and feel, equals in Middenheim (which is very uncommon in Middenland any other time). Merchants, entertainers, magisters, shows, pit-fighting, games of money, opera & theatre...etc. You find everything during the Carnival in Middenheim.

Special Events: Challenges to the Graf's Champions (few people are given chance to challenge the Champion in arena for his place); Jousting Tournament (there is reward); Snotball Tournament (semi-finals and finals); Minotaur and Beastmen Fights in arena (there is rewards for winners & betting); Blackpool Illuminations (great fireworks done partly by magisters who cast their spells).

YEAR:	CARNIVAL INFO:
2510	<ul style="list-style-type: none"> ❖ Spring Carnival. ❖ There are some troubles with a great goblin-hordes led by the infamous Night Goblin Warboss Spinny Backstab, that rampages through the farmsteads surrounding the Middenheim.
2511	<ul style="list-style-type: none"> ❖ Summer Carnival.
2512	<ul style="list-style-type: none"> ❖ Autumn Carnival. ❖ During the Carnival there are rumours of devious schemes at the court. In the following weeks, however, Graf Boris Todbringer seems to tighten his grip on the city-state.
2513	<ul style="list-style-type: none"> ❖ Winter Carnival. ❖ Because death of Prince Stefan Todbringer and Civil-War there is hardly any celebration.
2514	<ul style="list-style-type: none"> ❖ Spring Carnival.
2515	<ul style="list-style-type: none"> ❖ Summer Carnival. ❖ Celebration is smaller than normal. Event is shadowed by Chaos Incursions against the Ostland, Beastman raids and other attacks in the Empire.
2516	<ul style="list-style-type: none"> ❖ Autumn Carnival. ❖ Celebration is shadowed by tensions (almost civil-war) between the Nordland and the Hockland.
2517	<ul style="list-style-type: none"> ❖ Winter Carnival. ❖ Small celebration.
2518	<ul style="list-style-type: none"> ❖ Spring Carnival. ❖ Shadowed by constant raids of huge Beastmen Horde in Middenland (visitor numbers are very low), leaded by feared Khazrak "The One Eye" (gets his eye pierced by Graf Boris Todbringer in this same year).
2519	<ul style="list-style-type: none"> ❖ Summer Carnival.
2520	<ul style="list-style-type: none"> ❖ Autumn Carnival. ❖ Celebration is shadowed by Orc Warlord Vorgaz Ironjaws horde and <i>the Third Battle of Black Fire Pass</i>. This doesn't affect that much northern Empire, but there are fewer visitors from the south.
2521	<ul style="list-style-type: none"> ❖ Winter Carnival.



	❖ Cancelled because attack against Kislev and Northern Empire (Archaon's Horde), which marks the beginning of Storm of Chaos.
2522	❖ Spring Carnival. ❖ Cancelled because the war (Storm of Chaos).
2523	❖ Summer Carnival. ❖ There is huge celebration (to rise up the morale after terrible war and hard winter), but because recent hard war, famine, and plagues there are few visitors. Also part of army is still mobilized because Kurgan and Beastmen attacks in the Empire.
2524	❖ Autumn Carnival.
2525	❖ Winter Carnival. ❖ Small celebration.
2526	❖ Spring Carnival.
2527	❖ Summer Carnival.
2528	❖ Autumn Carnival.
2529	❖ Winter CarnivalSmall celebration.
2530	❖ Spring Carnival.

Saga

Place: Dwarfholds and settlements

Date: 33rd Vorgeheim (6th month; Fornskrak in Khazalid).

Lenght: One day.

Sources: WFRP2 Core Rulebook, Dwarfs:Stone and Steel (WFRP1 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: This second Dwarf celebration is given over tales of Troll Slayers, epic battle and the wisdom of the Ancestors.

Note: Some of the text taken from WFRP2 Core Rulebook.

Special Events: Great festivities and drinking of the beer (especially among the Slayers). Dwarfs also honor the Ancestor Gods.



Geheimnistag ~ Day of Mystery ("Geheimnis")

Place: Everywhere

Date: Day between Vorgeheim (6th month) and Nachgeheim (7th month).

Length: One day and especially the night.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Liber Mutatis (WFRP3 sourcebook), Knights of the Grail (WFRP2 sourcebook), Warpstone Magazine Issue 15, Warhammer Fantasy Battle:Daemons of Chaos (7th Edition).

Origin: Unknown. Maybe since the coming of moon Morrslieb.

Description: Day of Mystery, or Geheimnistag by the older folk of the Empire, marks the middle of the year (for some also the summer). The twin moons both shine full, Chaos Moon Morrslieb ("Beloved of Morr") and Mannslieb ("Beloved of Manann"), thinning the veil between the lands of the dead and the land of the living. A good time for a foretelling, this day is considered "safer" than Witching Night. Priest of Morr can be seen moving on the street all day. Sometimes initiates go door to door to collect money (common pay is 1p) and also visit any Inns and Taverns that are open. People are commonly little scared of this day and especially night, and usually stay home. It is said that spirits of the dead roam the land. It is common to burn large fires outside and pray Morr to ward the evil spirits. This is very humble and small celebration time hold commonly in the homes, but some people wander to local Inns and Taverns. In Bretonnia this commemorates the Lady's first appearance to Gilles le Breton and ist the holiest day of the year. The barriers between the normal world and the Lady's realm are thought to be thinner and most people gather in Grail Chapels to contemplate the Lady's works (but also take shelter in the castles and fortified inns). In the Ogre Kingdoms, cauldron after cauldron of bloody meat are sacrificed to appease the Great Maw and secure its protection for the faithful. Beneath Zhufbar, ill-famed caverns are sealed tight by Runesmiths, their exists guarded by dour Ironbreakers and eager Slayers. Across Ulthuan and in the depths of Athel Loren, prayers are whispered to Isha and Asuryan in th elight of the sacred phoenix flames.

This night is known by many names: Twilight's Tide (Elves), Ar'Uzkul (Dwarfs).

Note: Some of the text taken from WFRP Core Rulebook, WFB:Daemons of Chaos (7th Edition) and Knights of the Grail.

Special Events: Those who worship Morr pray and may take part of rituals in Morr's temples. Especially ancestors are membered this day. For users of Dark Magic this is good time for any dark rituals. It is common that worshippers of Chaos Gods and users of Dark Magic perform their rituals during this night. Auguries are commonly performed, sometimes with spectacular or terrifying results.

- ❖ **WFRP3 bonuses:** Those who are users of magic *Geheimnistag - Day of Mystery* condition. Priests of Morr gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Those who are users of magic can benefit from this day (and night). Anybody with Magical Sense ("Witchsight") can sense the strong flow of *Aethyr*, the Winds of Magic. Users of any Arcane Magic gain +1 bonus to any Casting Rolls. Also Priests of Morr gain +1 bonus to any Casting Rolls they make. Users of Dark Magic (*Dhar*) gain +2 bonus to any Casting Rolls. But those who use Wind of Azyr, Lore of Heavens (spells & rituals), truly feel the power and gain +4 bonus to any Casting Rolls they make. Future events are usually foreseen on this holy day. Another deadly effect of magical Winds is the weakening borders of between reality and the Realm of Chaos. Small rifts become large and large rifts become immense, allowing thousands of Daemons to walk the mortal world for night of mayhem and destruction. These effects also give +4 bonus to any Casting Rolls done to summon Daemons with magical rituals.
- ❖ **WFRP1 bonuses:** Those who are users of magic can benefit from this day (and night). Anybody with Magical Sense or Magical Awareness (the Sight or "Witchsight") can sense the strong flow of *Aethyr*, the Winds of Magic. Arcane Magic spells cost one point less. Dark Magic (*Dhar*) spells cost two points lesser. Also god Morr spells (divine magic) cost one point lesser. Wind of Azyr, Celestial Magic (Lore of Heavens), spell cost is halved. Future events are usually foreseen on this holy day. Tests made with Astronomy, Astrology or Divination gain a +20 bonus. Another deadly effect of magical Winds is the weakening borders of between reality and the Realm of Chaos. Small rifts become large and large rifts become immense, allowing thousands of Daemons to walk the mortal world for night of mayhem and destruction. These effects also halve the spell cost for any rituals and spells to summon Daemons. In GM decision: Each spell has a percentile chance, equal to the number of Magic Points in total spent for casting that spell, of causing a Magical Disability as if the unlucky practitioner were an evil or chaotic spell caster. Also, Spell Failure results an automatic Magical Disability if the failing practitioner also fails a magic test.



Pie Week

Place: The Empire

Date: 1st week of Erntezeit (8th month)

Lenght: 8 days

Sources: WFRP2 Core Rulebook, Signs of Faith (WFRP3 sourcebook), Sigmar's Heirs (WFRP2 sourcebook).

Origin: Unknown.

Description: This time of eating and indulgence is the Halfling's sole religious festival. Little sense can be got out of any Halfling during this week, as all their time is given over to baking and eating huge pies. Empire folk have enthusiastically adopted this halfling festival. Across the Empire, folk indulge in a week-long orgy of pie-eating and beer guzzling, during which all business effectively ceases. Each city vies to bake the most magnificent pie. The record is held by Averheim, where 420 live blackbirds were enclosed under the crust, trained to sing in chorus when the pie was opened.

Note: Some of the text taken from Signs of Fate and WFRP2 Core Rulebook.

Special Events: Pies, pies and even more pies. Halflings and humans also have celebrations and drinking all week long. Halflings also honor their own Gods, especially Esmeralda. During this week is also Sauerapfel's (Mootland) harvest festival. This is, naturally, with an apple theme. Their games include infamous "kiss-scrump" (this tag-like game is the cause of more than one child who doesn't look like his "father"). Sauerapfel celebration includes people to wear outlandish costumes as a way to poke fun at that which frightens them (Daemons, Orcs, Beastmen... And also Human political figures). In Averheim Wine Tasting Festival happens in the same week.

Wine Tasting Festival of Averheim

Place: Averheim (Averland, the Empire)

Date: Festival happens during the first week of Erntezeit (8th month), which is also Halfling "Pie Week".

Lenght: One full week (8 days).

Sources: Realms of Sorcery (WFRP2 sourcebook).

Origin: 2409. Traditionally, this is a lovely week for celebration, preparing for the oncoming harvest and, of course, drinking. Partly this week has been chosen to honor the halfling Pie Week.

Description: Wine Tasting Festival brings thousands of people to Averheim. It is also good time not only to bring wines, but also longhorn cattle for slaughter and export. During the festival cattle herds gather to the fields surrounding the city and this also creates huge tent villages in these fields (looks like small army is camped outside). Many merchants in the Old World make a point of being in Averheim during the festival. Festival is a lavish but surprisingly subdued celebration, as outright drunkenness is heavily frowned upon. After all, celebrants at the Festival are supposed to be tasting and comparing various vintages, whereas drunkards pretty much don't care what is in their tankards.

Festival starts early on the morning of the second day (even first day is full of tasting also). Master of Ceremonies opens last years Best wine with a gold-plated corkscrew or the "Worm" (screw has been used since the first festival). Master of Ceremonies is honorable rank given to one of the persons in the Panel of Experts. The Panel of Experts usually has Elector Count, Averland's Lector and few other people (usually persons chosen from the most notable families, like the Alptrauks and Leitdorfs). Festivalgoers, especially locals, speak very much "Winespeak" during this time. It is slang for tasting the wines. During the festival wine-prices should be about half normal (except maybe special wines). And it is Pie Week also, so there alot of pie!

Special Events: Auction of special wines; Declaring the years Best White, Best Red and Best at Festival -wines (this is done by the Panel of Experts).

Net Casting Day

Place: Coastline of the Empire.

Date: 20th Erntezeit (8th month)

Lenght: One day

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Unknown.

Description: Net Casting Day is a holiday when cultists of Manann create special, ornamental nets made from the rope of old ships, clothing, and hair. Special prayers are written on cloth and tied onto the nets. The priests then take them out onto the sea, sailing until they can no longer see the land. After a lengthy prayer, the net is then tossed into the sea three times. Each time it is dragged out of the water, the priests study what is captured in the net as a form of augury. If the nets pull out a solid catch of healthy fish, the signs are clear that there is a bounty to come in the following year.

Note: Some of the text taken from Tome of Salvation.

Special Events: Making of ornamental nets, chanting prayers for Manann, priests of Manann augury and local celebration.

Mittherbst ~ Less Growth (Autumn Equinox)

Place: Everywhere

Date: Day between Erntezeit (8th month) and Brauzeit (9th month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Knights of the Grail (WFRP2 sourcebook), Sigmar's Heirs (WFRP2 sourcebook), Marienburg: Sold Down the River (WFRP1 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: Weather is turning colder and the leaves are dropping from the trees. This time is also called Campaign's End. Taal and Rhya are offered the first fruits of harvest as thanks for a successful year. On bad years, peasants offer their own blood by flagellating themselves to appease the gods for next year. This festival also marks the return of winter, and great bonfires are burned to welcome back Ulric. Cattle and sheep are driven between these bonfires to cleanse them of evil spirits. The first few sheep through the fire are set free in the wilderness so that Ulric's wolves will sate their hunger and spare the rest of the flock. It is taught that children born on Less Growth become grim and fatalistic adults, with a penchant for looking towards the glory of the past rather than the promise of the future. Old Faith Druids consider this date also a major holy day as it marks the turning of the season. This day is also minor holy day for the cult of Stromfels. It is seen as the start of storm season when Stromfels' wrath lashes the oceans and coasts.

In Bretonnia this day is called th Grail Day. In origin, this festival honoured the Grail. It is now an occasion for sampling as much wine as possible. Traditionally, wine is drunk undiluted on this day, which makes many celebrations extremely raucous.

To halflings this is major holy day.

Note: Some of the text taken from Knights of the Grail and Signs of Fate and Tome of Salvation.

Special Events: Huge festivals and bonfires in the countryside. Wine drinking in the Bretonnia. Halflings honor their Gods, especially Esmeralda.

- ❖ **WFRP3 bonuses:** Priests of Taal & Rhya, Manann and Ulric gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Taal & Rhya, Manann and Ulric gain +2 bonus to any Casting Rolls they make. If you use Old Faith Druids they gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Taal & Rhya, Manann and Ulric spells (divine magic) cost one point less. Also Old Faith Druid spells cost one point less too.



March of the Greenskins

Place: Town of Heisenberg (Wissenland, the Empire).

Date: 19th of Brauzeit (9th month)

Lenght: One night

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Since Waaagh! Garruz Bloodskull.

Description: During the rise of the Orc Warlord Garruz Bloodskull, the town of Heisenberg was overrun by waves of Greenskins. Bloodskull was surprisingly far-sighted for an Orc, and decided to keep the town intact, along with its inhabitants. The town was held for nearly two months until a contingent of Knights of the White Wolf swept through the town and routed the horde with the help of the townsfolk.

Note: Some of the text taken from Tome of Salvation.

Special Events: Townsfolk make effigies of Orcs and Goblins, and beat them with colourful sticks and pitchforks.

Another group, dressed garishly in the "armour" of their saviours, come riding into town and order the townsfolk to haul the effigies to a pit outside the village and set it fire.

Second Breech (Brodag)

Place: Dwarfholds and settlements

Date: 33rd Brauzeit (9th month; Valdazet in Khazalid).

Lenght: One day.

Sources: Book of Grudges (WFRP3 sourcebook), WFRP2 Core Rulebook, Dwarfs:Stone and Steel (WFRP1 sourcebook), Tome of Salvation (WFRP2 sourcebook), Grudgelore (Black Library), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: The third major holiday of the Dwarf calender, Second Breech or Brodag, is the time when the family beer kegs are opened and tested once again. New Beers are uncasked and also judged by the karak's king. It is a festival sacred to Grungni. As before, songs and tales of Ancestors and heroic battle are the norm during this time. Few humans celebrate Second Breech, unless they happen to belong to families of brewers or distillers.

Note: Some of the text taken from Tome of Salvation.

Special Events: Beer tasting, reat festivities, tunnel fighting, heroic tales and drinking of the beer. Dwarfs also honor the Ancestor Gods and especially Grungni.

Two-Gifts Day

Place: Ostermark (the Empire)

Date: 8th of Kaldezeit (5th month)

Lenght: One day

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Unknown.

Description: Holiday dedicated to the God Ranald. Family members give gifts. The first is a silly gift that is presented in a grandiose, over-the-top manner, while the second is something precious. Once the gift has been handed over, it is then considered "fair game" for others to steal and present to someone else. While the holiday is done with a festive tone, there are times when fights can break out over the theft of particular gifts. Priests of Ranald claim that the holiday is meant to show that material objects are relatively meaningless, and that ownership is a fleeting thing.

Note: Some of the text taken from Tome of Salvation.

Special Events: Giving of gifts and then stealing them, chanting prayers for Ranald.

Samhain

Place: Everywhere

Date: 18th Kaldezeit (10th month).

Lenght: One day.

Sources: Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook).

Origin: Old Faith Samhain festival dates before the Empire.

Description: Lesser celebration of Old Faith. Samhain festival is celebrated by the Old Faith Druids.

Special Events: Bonfires and Old Faith rituals.



Black Powder Week

Place: Nuln (Wissenland, the Empire)

Date: Last full week of Kaldezeit (10th month). It is not uncommon to change this week if the time doesn't suit. This is still most important celebration in Nuln.

Lenght: Six days.

Sources: Forges of Nuln (WFRP2 sourcebook), Warhammer Companion (WFRP2 sourcebook).

Origin: The original idea was to burn all the old black powder before the winter. To use all this powder someone decided to create great fireworks, which eventually became huge celebration week.

Description: One of the most popular events in the city of Nuln is Black Powder Week. This festival marks the end of the full gunnery season. The Imperial Gunnery School gives away fireworks to common folks, and children and adults come out to set them off in the streets. Every day for Black Powder Week, the Sons come to the gates of teh Gunnery School at noon with baskets full of firecrackers, sparklers, and smoke bombs, and pass out handfuls of fireworks to anyone who asks. Although these are mostly noisemakers, those with money to spend can invest in displays that light up the night sky. this is always a big celebration and the villagers outside Nuln come to town for one or more days to take part in the celebration of Nuln's prosperity.

This festival usually brings thousands of visitors to Nuln. Many come from faraway (Estalia, Tilea, Border Princes, even Araby...). Number can be little lesser during the years when the Middenheim Carnival is held in the Autumn time (normal people don't have money to go both festivals), but many times visitors from faraway countries go to both festivals.

Merchants, entertainers, magisters, shows, pit-fighting, games of money, opera & theatre...etc. You find everything in the "Jewel of the Empire" during this week.

Note: Some of the text taken from Forges of Nuln.

Special Events: Great Masquerade in the Palace (in the last evening and for the high-society only); Great Fireworks (last night of the festival).

Von Alxber's Night

Place: Sylvania (the Empire)

Date: 18th of Ulriczeit (11th month)

Lenght: One night

Sources: Tome of Salvation (WFRP2 sourcebook)

Origin: Found about 150 years ago (late 2300 century).

Description: It is said that a Priest of Morr (only his last name, von Alxber, is known), upon watching display of fireworks (introduced into this area, much to the delight of the inhabitants), fell into a deep trance as the fireworks went off in teh cool, clear night sky. A vision came to him wherein he saw the town come under attack by marauding bands of Beastmen. The people, although frightened, took the vision seriously and prepared for the attack, which came a week later. Von Alxber perished during the height of the Skirmish and his body was laid to rest in the town's cemetery, where a shrine was erected in his honour.

Note: Some of the text taken from Tome of Salvation.

Special Events: Each year the townfolk scrape together as much money as they can to purchase the expensive fireworks that inspired the trance of Von Alxber.

Mondstille ~ World Still (Winter Solstice)

Place: Everywhere

Date: Day between Ulriczeit (11th month) and Vorhexen (12th month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Knights of the Grail (WFRP2 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook)

Origin: Unknown.

Description: This time is also called Hockwinter. This is the height of Ulric's time in the Old World, when his hungry wolves begin circling farms and villages in search of easy meals of livestock - And occasional human victim. During the bleak midwinter, bonfires are lit again, this time to guide Taal and Rhya back to the world. Peasants hang wolf pelts at the edge of their villages to ward away Ulric's wrath. The great festival of Ulric is held in Middenheim to celebrate the city's founding. Priests of the White Wolf meet in ritual combat around the god's sacred flame – the winner becomes the guardian of the sacred flame until the following Mondstille. Each combatant memorises a special prayer to Ulric beseeching him to protect the city, so that if a priest is accidentally killed during the fight he can personally deliver it to his god. Old Faith Druids consider this date also a major holy day as it marks the turning of the season.

In Bretonnia this day is called the King's Sleep. In the depths of winter, the people remember that Gilles le Breton, like the trees, is not dead, but merely sleeping. Plays depicting his departure and return are a common entertainment.

Note: Some of the text taken from Knights of the Grail and Signs of Fate and Tome of Salvation.

Special Events: Small festivals, bonfires, ritual combat, hanging of the wolf pelts. Halflings honor their Gods, especially Esmeralda.

- ❖ **WFRP3 bonuses:** Priests of Taal & Rhya and Ulric gain *Feel of Faith* condition.
- ❖ **WFRP2 bonuses:** Priests of Taal & Rhya and Ulric gain +2 bonus to any Casting Rolls they make. If you use Old Faith Druids they gain +2 bonus to any Casting Rolls they make.
- ❖ **WFRP1 bonuses:** Priests of Taal & Rhya and Ulric spells (divine magic) cost one point less. Also Old Faith Druid spells cost one point less too.

Keg End

Place: Dwarfholds and settlements. Also in the Empire.

Date: 33rd Vorhexen (12th month; Fornhekes in Khazalid).

Lenght: One day.

Sources: WFRP2 Core Rulebook, Dwarfs: Stone and Steel (WFRP1 sourcebook), Tome of Salvation (WFRP2 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: Keg End is the conclusion of the Dwarfen calender. It is a time in which Dwarf families must empty the last of their kegs in anticipation of the coming year. Copious amounts of beer are consumed during this celebration, and songs are sung that describe the previous year. Humans of the Empire have also taken up this tradition, though not nearly with the same fervour as their Dwarf brethren. Laws dealing with public drunkenness are either ignored during this time in liberal areas or tightened to excruciating levels in places that are more conservative. Excess beer is often given to those in need, although spilling even a drop during this festival ensures bad luck for the coming year.

Note: Some of the text taken from Tome of Salvation.

Special Events: Great festivities, songs and drinking of the beer. Dwarfs also honor the Ancestor Gods, especially Grungni and Smednir.