THE APPEARANCE OF MORRSLIEB

Morrslieb is the mysterious second moon that goes by many names: Beloved of Morr, Blood Moon, Chaos Moon, Dark Star, Dead Moon, Eye of Morr, Harbinger Moon, Pestilent Moon, Tempest Moon, Wandering Moon, and so on. Its orbit is erratic and no seer or man of science has yet to understand its patterns, except to observe that Morrslieb is always full on two nights each year, Hexensnacht and Geheimnisnacht. For unknown reasons, it is rarely seen during the months of Sommerzeit and Nachgeheim, but seems to dwell in the northern skies in autumn (from Erntezeit through Ulriczeit), and in the western sky in spring (from Nachexen through Pflugzeit).

During the peak months, there's a 10% each night that this moon will be visible in the sky. Morrslieb sometimes stays visible over the course of several nights, or only on every other night (or greater, stranger intervals). Use the table below to create memorable sightings of Morrslieb. Roll 1d10 for each column and combine the characteristics.

| Roll | Phase | Color | Movement or Event | Portent or Superstition |
|------|-------|-----------------|------------------------------|---|
| I | | Brownish orange | Accompanied by falling stars | A great flood will come the following spring |
| 2 | | Dark green | Changes color | A mutant child will be born this night |
| 3 | | Gray | Changes luminosity | Famine for eight years |
| 4 | | Grayish brown | Crosses north to south | Forces of Chaos conspire on this night |
| 5 | | Grayish green | Crosses west to east | Keep your hat on after dark and do not look up |
| 6 | | Luminous green | Eclipse | Only the dead dare walk under this moon |
| 7 | | Luminous pink | Fast moving | Plague will spread within one month |
| 8 | | Luminous yellow | Hangs low on the horizon | Prick your thumb and pray to Morr |
| 9 | (6) | Mulberry | Passes behind Mannslieb | The meat of fish and game is tainted this night |
| 10 | 0 | Yellowish green | Passes in front of Mannslieb | Wear no black clothes on this night |

DETERMINING BIRTHDATE

Use these tables to determine birthdates for characters, or to randomly generate any calendar date. Roll percentile on the Month or Holiday table. Roll again on the Intercalary Days table if needed. Otherwise, each month includes a note of the number of days it contains. Roll percentile again on the Date table. If you are rolling for a date in a 32-day month and your result is '33rd or Intercalary Day' you should roll on the Intercalary Day table instead.

| Roll | Intercalary Day | | |
|--------|-----------------|--|--|
| 1-16 | Hexenstag | | |
| 17-34 | Mitterfruhl | | |
| 35-5I | Sonnstill | | |
| 52-67 | Geheimnistag | | |
| 68-83 | Mittherbst | | |
| 84-100 | Monstille | | |

| Roll | Month or Holiday | Roll | Date | 49-51 | 17 th |
|--------|---------------------------------------|-------|-----------------------------|--------|-------------------------------------|
| I | Intercalary Day | I-3 | I st | 52-54 | 18 th |
| 2-9 | I. Nachexen (32 days) | 4-6 | 2 nd | 55-57 | 19 th |
| | | 7-9 | 3 rd | 58-60 | 20 th |
| 10-18 | 2. Jardrung (33 days) | 10-12 | 4^{th} | 61-63 | 21 st |
| 19-26 | 3. Pflugzeit (33 days) | 13-15 | 5 th | 64-66 | 22 nd |
| 27-34 | 4. Sigmarzeit (33 days) | 17-18 | 6 th | 67-69 | 23 rd |
| 35-42 | 5. Sommerzeit (33 days) | 20-2I | 7^{th} | 70-72 | 24 th |
| 43-51 | 6. Vorgeheim (33 days) | 22-24 | 8 th | 73-75 | 25 th |
| 52-59 | 7. Nachgeheim (32 days) | 25-27 | 9 th | 76-78 | 26 th |
| 60-67 | 8. Erntezeit (33 days) | 28-30 | IO th | 79-81 | 27 th |
| - | | 31-33 | $\mathtt{II}^{\mathtt{th}}$ | 82-84 | 28 th |
| 68-75 | 9. Brauzeit (33 days) | 34-36 | 12 th | 85-87 | 29 th |
| 76-83 | 10. Kaldezeit (33 days) | 37-39 | 13 th | 88-90 | 30 th |
| 84-91 | II. Ulriczeit (33 days) | 40-42 | I4 th | 91-93 | 31 st |
| 92-100 | 12. Vorhexen (33 days) | 43-45 | 15 th | 94-96 | 32 nd |
| | · · · · · · · · · · · · · · · · · · · | 46-48 | 16 th | 97-100 | 33 rd or Intercalary Day |

Disclaimer: This document and its content are completely unofficial and in no way endorsed by Games Workshop Limited. Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, WFRP, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Darkblade, "Eavy Metal, Forge Workl, Games Workshop, Games Workshop, Iong, Chaolen Demon, Graz Unclean One, GW, the Hammer of Sigmar Jogo, Horned Rat Jogo, Keeper of Secrets, Khernit, Khorne, the Khome Jogo, Lord of Change, Nage, the Nage Jogo, Slaven, the Skaven symbol device, Slannesh, the Slaanesh logo, Tomb Kings, Tzeentch, the Tzeentch Jogo, Warkhop Limiter, Wurklammer World Jogo, White Dwarf, the White Dwarf (bgo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, artefacts, illustrations and images from the Warhammer world are either #, TM and/or © Copyright Games Workshop Lt 2000-2009, variably registred in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.