

DOLMENWOOD

The Dolmenwood Calendar



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Version 3.0



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The Dolmenwood Calendar

The reckoning by which the people of Dolmenwood track the passing of time.

LENGTH OF THE YEAR

The most common reckoning of time in Dolmenwood divides the year into twelve months of seven-day weeks and a total of 352 days. The lunar cycle is $29\frac{1}{2}$ days, yielding precisely 12 lunar months per year.

DAYS OF THE WEEK

Each week has seven days, named as follows: Colly, Chime, Hayme, Moot, Frisk, Eggfast, Sunning.

MONTHS OF THE YEAR

Each month has four weeks with the days mentioned above, the first day of the month always being Colly.

Following the four standard weeks, many months have additional days, bringing the total length of the month to more than 28 days. These additional days—known as *wysendays*—have their own unique names and are not regarded as being part of a week.

The table below shows the months, their place in the procession of the seasons, their lengths, and the names of their wysendays.

MONTHS OF THE YEAR

#	Month	Season	# of Days	Wysendays
1	Grimvold	The onset of winter	30	Hanglemas, Dyboll's Day
2	Lymewald	Deep winter	28	–
3	Haggryme	The fading of winter	30	Yarl's Day, The Day of Virgins
4	Symswald	The onset of spring	29	Hopfast
5	Harchment	High spring	29	Smithing
6	Iggwyld	The fading of spring	30	Shortening, Longshank's Day
7	Chysting	The onset of summer	31	Bradging, Copsewallow, Chalice
8	Lillipythe	High summer	29	Old Dobe's Day
9	Haelhold	The fading of summer	28	–
10	Reedwryme	The onset of autumn	30	Shub's Eve, Druden Day
11	Obthryme	Deep autumn	28	–
12	Braghold	The fading of autumn	30	The Day of Doors, Dolmenday (the last day of the year)



ASTROLOGICAL HIGH-DAYS

Primarily of note to workers of the occult.

- ▶ **Winter solstice:** 19th of Grimvold.
- ▶ **Spring equinox:** 20th of Symswald.
- ▶ **Summer solstice:** 18th of Chysting.
- ▶ **Autumnal equinox:** 19th of Reedwryme.

FEAST DAYS

Many local festivities are celebrated in the obscure hamlets and out-of-the-way villages of Dolmenwood, but the following dates are observed throughout the region.

The Feast of Cats (2nd of Symswald): For reasons lost to the vagaries of time, the people of Dolmenwood associate cats with the first blossoms of spring. Thus, their spring dances are accompanied by screeching fiddle tunes and all are masked as cats.

The Feast of St Clewyd (25th of Reedwryme): The patron saint of Dolmenwood, in whose honour unicorn-effigies are burned atop bonfires and pheasants and partridges baked into spiced pies.

Festival of the Green Man (30th of Reedwryme, Druden Day): A relic of ancient pagan worship in Dolmenwood. The Green Man was at one time honoured as King of the Wood. In modern times, that title is given to another, who is believed to have slain the Green Man and brought woe to Dolmenwood. This festival pays memorial to the slain king through the hanging of manikins of moss and wood by their ankles in the branches around villages.

The Hunting of the Winter Hart (30th of Braghold, Dolmen-day): On this night, a white fairy stag of great nobility and beauty rushes through Dolmenwood. Villagers throughout the forest ride into the woods and return at the twilight of dawn. If the Winter Hart is caught, it is said that winter will be banished for a year.

SAINTS' DAYS

According to tradition, precisely one hundred saints are revered within Dolmenwood and are venerated on a particular day of the year. The days associated with each of the hundred saints are indicated on the calendar found later in this document.

For the most part, the feast days of the saints are observed only by the clergy and by common folk who live in the vicinity of a shrine to the corresponding saint.

ROLLING A RANDOM DATE

It is sometimes useful to be able to randomly determine a day of the year. The following procedure may be used:

1. **Month:** Roll 1d12 and consult the table below.
2. **Day of month:** Roll the die indicated in the table for the rolled month (not all months have the same number of days).

RANDOM DATE

d12	Month	Day
1	Grimvold	d30
2	Lymewald	d30, reroll results of 29–30
3	Haggryme	d30
4	Symswald	d30, reroll results of 30
5	Harchment	d30, reroll results of 30
6	Iggwyld	d30
7	Chysting	d36, reroll results of 32–36
8	Lillipythe	d30, reroll results of 30
9	Haelhold	d30, reroll results of 29–30
10	Reedwryme	d30
11	Obthryme	d30, reroll 29–30
12	Braghold	d30

Don't Have a d30 / d36?

These weird dice can be mimicked as follows:

d30: Roll a d6 and a d10: if the d6 comes up 3–4, add 10 to the d10 roll, if the d6 comes up 5–6, add 20 to the d10 roll.

d36: Roll a d6 and a d12: if the d6 comes up 3–4, add 12 to the d12 roll, if the d6 comes up 5–6, add 24 to the d12 roll.

PRINTABLE CALENDAR

The last 12 pages of this document contain a calendar designed for use by the referee in tracking events and the passage of time in Dolmenwood campaigns.

Each page of the calendar shows the days of a single month, along with annotated high days and space for referee's notes. The layout is designed for home printing, either with one month per page or using the printing software's "multiple pages per sheet" option for more compact calendars of two or four months per page.

The Moon in Dolmenwood

The influences of the moon at the time of a person's birth may twist their fate.

THE 12 MOONS OF THE YEAR

The folk of Dolmenwood name the twelve full moons of the year, as follows.

MOONS OF THE YEAR

Moon	New Moon	Full Moon
Grinning moon	4th Grimvold	19th Grimvold
Dead moon	4th Lymewald	18th Lymewald
Beast moon	5th Haggryme	20th Haggryme
Squamous moon	4th Symswald	19th Symswald
Knight's moon	5th Harchment	19th Harchment
Rotting moon	5th Iggwyld	20th Iggwyld
Maiden's moon	4th Chyusting	19th Chyusting
Witch's moon	3rd Lillipythe	17th Lillipythe
Robber's moon	3rd Haelhold	18th Haelhold
Goat moon	4th Reedwryme	19th Reedwryme
Narrow moon	4th Obthryme	19th Obthryme
Black moon	5th Braghhold	20th Braghhold

MOON SIGNS [OPTIONAL RULE]

Characters born in the mortal world (i.e. mortal and demi-fey races—excluding fairy races such as elves and grimalkins) come inevitably under the sway of the moon's potent influences.

Waxing, Full, and Waning Moon Signs

Each moon of the year has different effects during its waxing phase (around 13 days), its full phase (around 3 days), and its waning phase (around 13 days). Therefore there are 36 moon signs in the year.

Determining a Character's Moon Sign

At character creation, follow these steps:

- **Roll birthday:** The character's moon sign is determined by the date of their birth. This may be rolled randomly (see *Rolling a Random Date*, p3).
- **Look up moon sign:** The table opposite shows the moon sign that had influence at the time of the character's birth.
- **Look up moon sign's effects:** The effects of the being born under the influence of each moon sign are listed opposite. Unless noted, effects due to a character's moon sign are permanent and unalterable.



MOON SIGN BY DATE OF BIRTH

Moon	Waxing Moon Sign	Full Moon Sign	Waning Moon Sign
Grinning moon	4th–17th Grimvold	18th–20th Grimvold	21st Grimvold – 3rd Lymewald
Dead moon	4th–16th Lymewald	17th–19th Lymewald	20th Lymewald – 4th Haggryme
Beast moon	5th–18th Haggryme	19th–21st Haggryme	22nd Haggryme – 3rd Symswald
Squamous moon	4th–17th Symswald	18th–20th Symswald	21st Symswald – 4th Harchment
Knight's moon	5th–17th Harchment	18th–20th Harchment	21st Harchment – 4th Iggwyld
Rotting moon	5th–18th Iggwyld	19th–21st Iggwyld	22nd Iggwyld – 3rd Chysting
Maiden's moon	4th–17th Chysting	18th–20th Chysting	21st Chysting – 2nd Lillipythe
Witch's moon	3rd–15th Lillipythe	16th–18th Lillipythe	19th Lillipythe – 2nd Haelhold
Robber's moon	3rd–16th Haelhold	17th–19th Haelhold	20th Haelhold – 3rd Reedwryme
Goat moon	4th–17th Reedwryme	18th–20th Reedwryme	21st Reedwryme – 3rd Obthryme
Narrow moon	4th–17th Obthryme	18th–20th Obthryme	21st Obthryme – 4th Braghold
Black moon	5th–18th Braghold	19th–21st Braghold	22nd Braghold – 3rd Grimvold

MOON SIGN EFFECTS

Moon	Phase	Effect
Grinning	Waxing	There is a 50% chance that guardian undead will ignore your presence. (Though they act normally if you provoke them.)
Grinning	Full	+1 bonus to saving throws against the powers of undead monsters.
Grinning	Waning	+1 bonus to attack rolls against undead monsters.
Dead	Waxing	+1 bonus to attack and damage rolls the round after killing a foe.
Dead	Full	If killed by non-magical means, you return to life in 1 turn with 1 hit point. Your CON and WIS are permanently reduced by 50% (minimum 3). This supernatural ability to avoid death only takes effect once ever.
Dead	Waning	Undead monsters attack all others in your party before attacking you.
Beast	Waxing	+1 reaction bonus when interacting with dogs and horses.
Beast	Full	Wild animals attack all others in your party before attacking you.
Beast	Waning	+1 bonus to attack rolls against wolves and bears.
Squamous	Waxing	If you are afflicted by poison, its effects are delayed by one turn.
Squamous	Full	+2 bonus to saving throws against the powers of dragons and wyrms. This includes their breath attacks and magical powers.
Squamous	Waning	+1 bonus to attack rolls against serpents and wyrms.
Knight's	Waxing	+1 reaction bonus when interacting with nobles.
Knight's	Full	+1 AC bonus against metal weapons.
Knight's	Waning	In melee with knights or soldiers, you act first on a tied initiative, as if you had won initiative.
Rotting	Waxing	+1 reaction bonus when interacting with sentient fungi.
Rotting	Full	+2 bonus to AC against attacks by fungal monsters.
Rotting	Waning	In your presence, fungal monsters suffer a –1 penalty to attacks and damage.
Maiden's	Waxing	+1 reaction bonus when interacting with demi-fey.
Maiden's	Full	+2 bonus to saving throws against charms and glamours.
Maiden's	Waning	+1 bonus to attack and damage rolls against shape-changers and those cloaked with illusions.
Witch's	Waxing	When you receive healing magic, the number of hit points you gain is increased by one.
Witch's	Full	+1 bonus to saving throws against divine magic.
Witch's	Waning	+1 bonus to attack rolls against witches and divine spell casters.
Robber's	Waxing	+1 reaction bonus when interacting with Chaotic persons.
Robber's	Full	+1 bonus to AC against attacks by Chaotic persons.
Robber's	Waning	+1 bonus to attack rolls against Chaotic persons.
Goat	Waxing	+1 reaction bonus when interacting with goat-people.
Goat	Full	Goat-people attack all others in your party before attacking you.
Goat	Waning	+1 bonus to attack rolls against goat-people.
Narrow	Waxing	+1 reaction bonus when interacting with fairies, but suffer a –1 penalty to all saving throws against fairy magic.
Narrow	Full	If you are afflicted by a curse or geas, there is a 1-in-4 chance of the caster also being affected by their own magic.
Narrow	Waning	+1 bonus to attack rolls against fairies and demi-fey.
Black	Waxing	Your chance of detecting secret doors when searching is increased by 1-in-6.
Black	Full	+2 bonus to AC and saving throw when surprised.
Black	Waning	+2 bonus to saving throws versus illusions or glamours.

Seasons in Dolmenwood

The turning of the year's wheel and how the climate of the Wood fluctuates.

WINTER

According to folklore, Dolmenwood once fell within the dominion of the wicked fairy known as the Cold Prince, and was clad in ice all year round. The Cold Prince was vanquished and winter's hold over Dolmenwood is now light. The waters of the Wood seldom freeze and the fecund growth of moss and fern forms a gentle blanket that fends off the worst of the cold. Snowfall is common in the months of Lymewald and Haggryme, but it seldom piles deep.

SPRING

Dolmenwood is regarded by many as being at its most beautiful in the springtime. The cold, dark nights of winter withdraw, and the carpets of soft, sparkling snow melt away to reveal dainty flowers. Spring in Dolmenwood is sunny and clement, and animals and people alike skip gaily through the glades of the Wood.

SUMMER

Dolmenwood is hot and humid in the summertime, abuzz with foraging and biting insects. A syrupy stillness hangs among the trees and an atmosphere of reverie pervades, punctuated by brooding thunderstorms. Summer is sprite season—in the month of Lillipythe, the place is awash with the fey pests, who visit the mortal world to cavort.

AUTUMN

In the month of Reedwryme, the heady stillness of summer is abruptly banished by the onset of biting winds from the northeast. It is as if the Wood has awoken from an enchanting dream and must now busy itself with preparations for the coming cold. The shivering winds are accompanied by chill mists, interminable drizzle, and merciless downpours.



UNSEASONS

The standard procession of the seasons described previously does not always turn unhindered. At certain specific points in the year, rarer environmental conditions—known as *unseasons*—may take hold, as follows.

Hitching

Following the Day of Doors in late autumn, there sometimes occurs an unseason known as *Hitching*. During this time, the trees drip with dew, the woods are filled with balmy mists, and the eternal night of Fairy encroaches upon the mortal world. In this unseason, the fey moon shines at night, alongside the true moon, which the witches pray to.

Chame

During the first five days of Haelhold, it is known that *Chame*—an unseason of snakes and unease—may take hold. Chame lasts for roughly two weeks, during which serpents of all sizes fill the wood, creeping from underneath rocks and slithering out of holes in trees. Some are venomous and deadly, others are possessed of oracular powers. Travel in this unseason is perilous and mortals hide restlessly within doors.

Colliggwyld

Every three to five years, the month of Iggwyld sees the blooming of particularly beautiful and fecund fungus throughout the Wood. These blossoms last for the entire month and grow to fantastic proportions, dwarfing humans as they go about their way. Then, upon the last eve of Iggwyld, the fungi dissolve into a rainbow-hued sludge which drains into the rivers and washes away. The unseason of the giant fungi is known as *Colliggwyld*.

Vague

In the latter months of winter (Lymewald and Haggryme), a dangerous unseason known as a *Vague* may come about. In these times, lasting several days, a thick, sinister fog emerges from the earth and rolls in great clouds through the forest. In addition to the normal hazards of fog, the coming of a *Vague* is accompanied by a rising of the dead. Ghosts, phantoms, and ghouls roam with the fogs, ensuring that only the desperate venture out of doors.



Grimvold

The Onset of Winter, 1st Month of the Year _____

1. Colly <i>Feast of St Vinicus</i>	2. Chime	3. Hayme	4. Moot <i>Feast of St Albert</i> ●	5. Frisk <i>Feast of St Offrid</i>	6. Eggfast	7. Sunning
8. Colly	9. Chime <i>Feast of St Choad</i>	10. Hayme	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly	16. Chime	17. Hayme <i>Feast of St Clyde</i>	18. Moot	19. Frisk † <i>Winter Solstice</i> <i>Feast of St Elsa</i> ○	20. Eggfast	21. Sunning <i>Feast of St Baldric</i>
22. Colly	23. Chime	24. Hayme	25. Moot	26. Frisk	27. Eggfast <i>Feast of St Cantius</i>	28. Sunning
29. Hanglemas <i>Feast of St Joane</i>	30. Dyboll's Day	† <i>End of Hitching (if begun, see 30th of Braghold)</i>				

Lymewald

Deep Winter, 2nd Month of the Year _____

1. Colly †	2. Chime <i>Feast of St Waylord</i>	3. Hayme <i>Feast of St Gondyw</i>	4. Moot ●	5. Frisk	6. Eggfast	7. Sunning
8. Colly †	9. Chime <i>Feast of St Calafredus</i>	10. Hayme	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly † <i>Feast of St Wynne</i>	16. Chime	17. Hayme	18. Moot ○	19. Frisk <i>Feast of St Albrith</i>	20. Eggfast	21. Sunning
22. Colly †	23. Chime <i>Feast of St Fredulus</i>	24. Hayme	25. Moot	26. Frisk	27. Eggfast	28. Sunning <i>Feast of St Eggort</i>

† 1-in-10 chance of a Vague beginning

Haðǫryme

The Fading of Winter, 3rd Month of the Year _____

1. Colly †	2. Chime	3. Hayme	4. Moot	5. Frisk <i>Feast of St Clister</i>	6. Eggfast <i>Feast of St Ponch</i>	7. Sunning
8. Colly †	9. Chime	10. Hayme	11. Moot <i>Feast of St Flatius</i>	12. Frisk <i>Feast of St Quister</i>	13. Eggfast <i>Feast of St Aeynid</i>	14. Sunning
15. Colly †	16. Chime	17. Hayme	18. Moot <i>Feast of St Visyg</i>	19. Frisk	20. Eggfast	21. Sunning
22. Colly † <i>Feast of St Pannard</i>	23. Chime <i>Feast of St Simone</i>	24. Hayme	25. Moot <i>Feast of St Sortia</i>	26. Frisk	27. Eggfast <i>Feast of St Pastery</i>	28. Sunning <i>Feast of St Bethany</i>
29. Yarl's Day <i>Feast of St Tumbel</i>	30. The Day of Virgins <i>Feast of St Lillibeth</i>	† 1-in-10 chance of a Vague beginning				

Symswald

The Onset of Spring, 4th Month of the Year _____

1. Colly <i>Feast of St Gwigh</i>	2. Chime <i>The Feast of Cats</i>	3. Hayme <i>Feast of St Medigor</i>	4. Moot ●	5. Frisk <i>Feast of St Ingrid</i>	6. Eggfast	7. Sunning <i>Feast of St Neblit</i>
8. Colly <i>Feast of St Dullard</i>	9. Chime	10. Hayme <i>Feast of St Whittery</i>	11. Moot	12. Frisk <i>Feast of St Pious</i>	13. Eggfast	14. Sunning <i>Feast of St Thorm</i>
15. Colly	16. Chime	17. Hayme	18. Moot <i>Feast of St Goodenough</i>	19. Frisk ○	20. Eggfast <i>Vernal Equinox</i>	21. Sunning
22. Colly	23. Chime	24. Hayme	25. Moot	26. Frisk	27. Eggfast	28. Sunning
29. Hopfast						

Harchment

High Spring, 5th Month of the Year _____

1. Colly	2. Chime	3. Hayme	4. Moot	5. Frisk	6. Eggfast	7. Sunning <i>Feast of St Craven</i>
8. Colly	9. Chime <i>Feast of St Rhilma</i>	10. Hayme <i>Feast of St Talambeth</i>	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly	16. Chime <i>Feast of St Jorrael</i>	17. Hayme	18. Moot	19. Frisk <i>Feast of St Hoargrime</i>	20. Eggfast	21. Sunning
22. Colly <i>Feast of St Abthius</i>	23. Chime	24. Hayme <i>Feast of St Primace</i>	25. Moot	26. Frisk <i>Feast of St Knock</i>	27. Eggfast	28. Sunning
29. Smithing <i>Feast of St Wilbranch</i>						

Iḡḡwyld

The Fading of Spring, 6th Month of the Year _____

1. Colly †	2. Chime	3. Hayme <i>Feast of St Gripe</i>	4. Moot	5. Frisk	6. Eggfast	7. Sunning
8. Colly	9. Chime <i>Feast of St Puriphon</i>	10. Hayme	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly	16. Chime	17. Hayme	18. Moot	19. Frisk <i>Feast of St Hildace</i>	20. Eggfast	21. Sunning
22. Colly	23. Chime <i>Feast of St Signis</i>	24. Hayme	25. Moot	26. Frisk	27. Eggfast <i>Feast of St Maternis</i>	28. Sunning
29. Shortening	30. Long-shank's Day ‡ <i>Feast of St Waylaine</i>	<p style="text-align: right;">† 1-in-4 chance of Colliggwyld beginning ‡ End of Colliggwyld (if begun, see 1st of Iggwyld)</p>				

Chyſting

The Onset of Summer, 7th Month of the Year _____

1. Colly	2. Chime	3. Hayme	4. Moot ●	5. Frisk	6. Eggfast <i>Feast of St Nuncy</i>	7. Sunning
8. Colly	9. Chime	10. Hayme <i>Feast of St Apoplect</i>	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly	16. Chime <i>Feast of St Comice</i>	17. Hayme	18. Moot <i>Summer Solstice</i>	19. Frisk ○	20. Eggfast <i>Feast of St Dougan</i>	21. Sunning
22. Colly	23. Chime	24. Hayme	25. Moot	26. Frisk	27. Eggfast <i>Feast of St Sabian</i>	28. Sunning
29. Bradging	30. Copsewal- low	31. Chalice <i>Feast of St Jubilant</i>				

Lillipythe

High Summer, 8th Month of the Year _____

1. Colly	2. Chime	3. Hayme	4. Moot <i>Feast of St Foggarty</i>	5. Frisk <i>Feast of St Keye</i>	6. Eggfast	7. Sunning
8. Colly	9. Chime <i>Feast of St Primula</i>	10. Hayme	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly	16. Chime <i>Feast of St Dillage</i>	17. Hayme	18. Moot	19. Frisk	20. Eggfast <i>Feast of St Torphia</i>	21. Sunning
22. Colly	23. Chime	24. Hayme	25. Moot <i>Feast of St Esther</i>	26. Frisk	27. Eggfast <i>Feast of St Philodeus</i>	28. Sunning <i>Feast of St Lummox</i>
29. Old Dobey's Day <i>Feast of St Capernott</i>						

Haelhold

The Fading of Summer, 9th Month of the Year _____

1. Colly †	2. Chime †	3. Hayme † ●	4. Moot †	5. Frisk † <i>Feast of St Willibart</i>	6. Eggfast	7. Sunning
8. Colly <i>Feast of St Sanguine</i>	9. Chime	10. Hayme <i>Feast of St Benester</i>	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly <i>Feast of St Faxis</i>	16. Chime	17. Hayme	18. Moot ○	19. Frisk	20. Eggfast	21. Sunning
22. Colly	23. Chime	24. Hayme	25. Moot <i>Feast of St Gretchen</i>	26. Frisk	27. Eggfast	28. Sunning <i>Feast of St Galaunt</i>

† Chime may begin (1-in-20 chance)

Reedwryme

The Onset of Autumn, 10th Month of the Year _____

1. Colly <i>Feast of St Dextre</i>	2. Chime	3. Hayme <i>Feast of St Wick</i>	4. Moot <i>Feast of St Elephantine</i> ●	5. Frisk	6. Eggfast	7. Sunning
8. Colly <i>Feast of St Moribund</i>	9. Chime	10. Hayme	11. Moot	12. Frisk	13. Eggfast <i>Feast of St Loame</i>	14. Sunning
15. Colly	16. Chime	17. Hayme	18. Moot <i>Feast of St Shank</i>	19. Frisk <i>Autumnal Equinox</i> ○	20. Eggfast	21. Sunning <i>Feast of St Hollyhock</i>
22. Colly <i>Feast of St Egbert</i>	23. Chime	24. Hayme	25. Moot <i>Feast of St Clewyd</i>	26. Frisk <i>Feast of St Howarth</i>	27. Eggfast <i>Feast of St Howdych</i>	28. Sunning
29. Shub's Eve <i>Feast of St Signis</i>	30. Druden Day <i>Festival of the Green Man</i>					

Obthryme

Deep Autumn, 11th Month of the Year _____

1. Colly	2. Chime	3. Hayme	4. Moot ●	5. Frisk	6. Eggfast	7. Sunning <i>Feast of St Horace</i>
8. Colly	9. Chime <i>Feast of St Hamfast</i>	10. Hayme	11. Moot	12. Frisk	13. Eggfast <i>Feast of St Woad</i>	14. Sunning
15. Colly	16. Chime	17. Hayme	18. Moot	19. Frisk ○	20. Eggfast	21. Sunning
22. Colly <i>Feast of St Hodwich</i>	23. Chime	24. Hayme <i>Feast of St Wort</i>	25. Moot	26. Frisk	27. Eggfast <i>Feast of St Godfrey</i>	28. Sunning <i>Feast of St Dank</i>

Brağhold

The Fading of Autumn, 12th Month of the Year _____

1. Colly	2. Chime	3. Hayme	4. Moot	5. Frisk	6. Eggfast	7. Sunning
8. Colly	9. Chime <i>Feast of St Poltry</i>	10. Hayme <i>Feast of St Sedge</i>	11. Moot	12. Frisk	13. Eggfast	14. Sunning
15. Colly <i>Feast of St Clyve</i>	16. Chime	17. Hayme	18. Moot	19. Frisk	20. Eggfast	21. Sunning <i>Feast of St Gawain</i>
22. Colly	23. Chime	24. Hayme	25. Moot <i>Feast of St Thridgold</i>	26. Frisk	27. Eggfast	28. Sunning <i>Feast of St Therese</i>
29. The Day of Doors <i>Feast of St Habicus</i>	30. Dolmen-day † <i>The Hunting of the Winter Hart</i> <i>Feast of St Willofrith</i>	† (1-in-4 chance of Hitching beginning)				

DOLMENWOOD

Want More Dolmenwood?

The complete Dolmenwood setting will be published as a 3 book set packed with fairy tale magic and eerie folk horror.

Book 1: The Dolmenwood Player's Book: A complete player's guide to Dolmenwood, including an easy-to-digest setting intro, new classes and races, new equipment, and reams of random tables and rules to bring a fairy tale flavour to life in your games.

Book 2: The Dolmenwood Campaign Book: The essential referee's guide to running campaigns in Dolmenwood, including full info on history, secrets, and factions, plus detailed write-ups of the 180+ hexes that make up the Dolmenwood campaign map!

Book 3: The Dolmenwood Monster Book: The companion to the Campaign Book, this tome details a host of weird fairy tale inspired monsters that lurk in Dolmenwood.

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