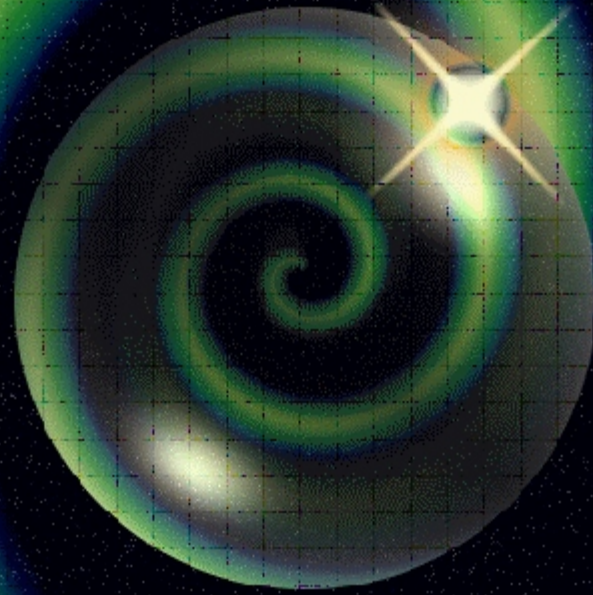


GENERAL FANTASY SERIES

FANTASY HOLIDAYS



VOLUME 1

Top Fashion Games

FANTASY HOLIDAYS, VOL. 1: “For All Occasions”

Credits:

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UNIVERSALLY COMPATIBLE:

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

SOMETHING TO CELEBRATE:

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

In this electronic role playing product you'll find a variety of holidays that are suitable for the different seasons of the year. While this information contains no new game rules the use of such holidays in an adventure helps set the pace for the visual surroundings that the exploring characters may see and/or experience.

THE FORMAT OF HOLIDAYS:

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

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

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

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

kingdom might undertake.

Note: Not all holidays receive monetary recognition or expense by the ruling government.

The coinage system:

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

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

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

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

Length: This is the length in days (or nights, or both) that the holiday is celebrated. The holiday begins at the day (or night) of the Time Held.

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

THE HOLIDAYS:

Ale Days

Time: 2nd First Quarter Moon Of Autumn

Kingdom Expense: 8 coppers per citizen

Racial Recognition: Dwarves, Gnomes, Halflings, Humans

Length: 5 days

Description: An extremely popular holiday centered around the heavy drinking of various brews, ale days is celebrated by dwarves, gnomes, halflings, and humans alike. Kingdoms and local governments are usually expected to provide foaming kegs of ale and beer for the enjoyment of all citizens, poor and rich alike. Also during this time one is likely to find an array of performers, dancing, great feasts, and story telling.

The deities of luck and trickery are usually toasted during ale days.

Apple Night

Time: 2nd Cloudy Night Of Autumn

Kingdom Expense: N/A

Racial Recognition: Kobolds

Length: 1 night

Description: An annual holiday of the kobolds, apple night always occurs on the second cloudy night of autumn. While kobolds are normally a bit more timid as far as openly taking on human settlements it is on apple night that these creatures are in their prime of bold mischief. During apple night bands of male kobolds gather together to pelt the houses and buildings of human

settlements with piles of rotten fruit and vegetables, particularly apples gathered from trees growing in the wild. Some degrees of larceny and vandalism can also be expected, but for the most part it is in the tradition of this kobold holiday to simply insult humankind and put such folk “in their place”. In recent generations the activities of apple night have also extended to kobolds raiding Halfling and gnome settlements as well.

Blood Roast

Time: 2nd New Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Evil humanoids

Length: 2 days/nights

Description: During the 2nd new moon of winter a wide variety of evil humanoids set out to slay any form of living, edible creatures that can be found over a duration of one night. The following morning the bodies of these creatures are stripped clean of flesh, hair, feathers, and so forth and the meat is dumped into an enormous cauldron. Wild vegetation is added and the contents are boiled up into a great stew. The night following the vile, bloody hunt the contents of the stew are eaten as the humanoids sit around telling ghastly stories to one another.

Ciderfest

Time: 1st Waxing Crescent Moon Of Winter

Kingdom Expense: 8 coppers per citizen

Racial Recognition: Gnomes, Halflings, Humans

Length: 2 days

Description: Very similar to ale days, but much chillier, cider fest is a time when individuals gather around warm hearths to drink, celebrate, exchange gifts, and reflect upon old stories and legends. Originally a holiday of the halflings, gnomes and humans have long since adopted ciderfest as well.

Dread Night

Time: 2nd Full Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Elves, Humans

Length: 1 night

Description: Dread night is a quiet, almost ghostly holiday where celebrators remain indoors and prepare quiet, holiday rituals in an effort to ward off the evils brought on by the winter season. Though a holiday originally established by the elves, humans were quick to adopt dread night and expand upon it. During dread night it is nearly impossible for an individual to find a shop, tavern, or inn keeper to open their doors to the presence of an unknown stranger.

Faire Pole Days

Time: 1st Full Moon Of Summer

Kingdom Expense: 3 coppers per citizen

Racial Recognition: Humans

Length: 3 days

Description: During faire pole days one can expect the fairgrounds of human villages to be filled with traveling musicians, skillful dancers, jesters, carnival workers, romantic poets, and young lovers searching to find a future mate or to be married by a cloth striped, ceremonial pole. A holiday of love,

human villagers often offer their prayers to the goddesses and gods of life, health, love, and fertility while the young adult members of the community offer each other's hands in marriage to one another. For others this is considered to be a holiday of dancing, feasting, entertainment, and games of luck and chance.

Flower Gathering

Time: 3rd Waning Crescent Moon Of Spring

Kingdom Expense: 2 coppers per citizen

Racial Recognition: Elves, Humans

Length: 1 day

Description: Originally an elven holiday, flower gathering has gained some degree of popularity within a few human settlements. On this day the communities of flower day celebrators are decorated with a variety of freshly picked wildflowers. Paid musicians perform in the fairground and the ladies and children of the community parade up and down the streets of the community. Flower gathering is traditionally viewed as a holiday marking the passing of nature from spring into early summer.

Founder's Days

Time: 2nd Last Quarter Moon Of Summer

Kingdom Expense: 5 coppers per citizen

Racial Recognition: Dwarves, Humans

Length: 3 days

Description: Originally an exclusively dwarven holiday, quite a few human cultures have adopted founder's days into their holiday schedule. In its origin founder's days was a time where founders, casters, smelters, and other

metal workers were given time off from their sweaty, difficult labors for a three day event of feasting, dancing, drinking, and revelry. When brought into the circle of humans, founder's days became a holiday when one could take time away from any sort of hard labor for celebration.

Frost's Leaving

Time: 3rd Full Moon Of Spring

Kingdom Expense: 5 coppers per citizen

Racial Recognition: Humans

Length: 4 days

Description: A holiday recognizing the end of morning frost these four days of celebration are filled with barefoot dancing, drinking, and general revelry. It is also during frost's leaving that the human villagers gather together to trade winter constructed crafts, seeds saved over from autumn's harvest, and so forth.

The deities of health and life are usually held with high reverence during frost's leaving.

Harpy Night

Time: 1st Full Moon Of Autumn

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 night

Description: On harpy night an assortment of adult human males, young and old, gather up their torches, lanterns, sacks, and weapons and set out into the dangerous and untamed surroundings in search of harpies to stalk out, kill, and/or nab. While the mortality rate from such a holiday far outweigh the success

stories too many humans regard harpy night as being too important of a holiday to ban or end outright. For these human males harpy night is considered to be either a claim to potential bragging rights or a confirmed rite of passage into masculine adulthood.

Leaf Fast

Time: 1st Waning Crescent Moon Of Autumn

Kingdom Expense: N/A

Racial Recognition: Elves

Length: 1 day

Description: Leaf fast is a sacred day of the elves where one observes the onset of falling leaves from the trees of the wilderness. As the trees loose the vital food production that these leaves once provided them during the summer, tradition respecting elves also fast on this day.

Witches' Harvest

Time: 2nd Full Moon Of Autumn

Kingdom Expense: 2 silvers per citizen

Racial Recognition: Halflings, Humans

Length: 5 nights

Description: Originally a holiday of dread and fear directed towards the arts of witchcraft, undead passing, and evil, witches' harvest has grown into a holiday of revelry, costume balls, pranks, ghost stories, and sugary treats. Witches' harvest was originally a celebrated holiday of humans only but the more superstitious of halflings were quick to find shivering, spine tingling delight into adopting the holiday as their own as well.

