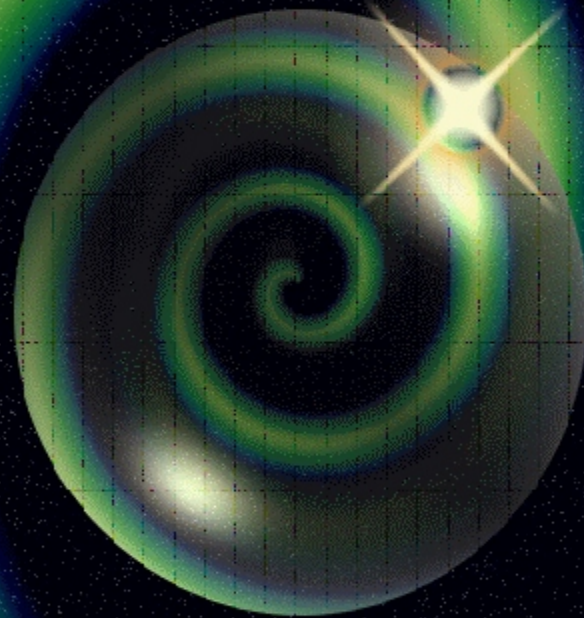


GENERAL FANTASY SERIES

FANTASY HOLIDAYS



VOLUME 3

top fashion games

FANTASY HOLIDAYS, VOL. 3: "Commoner's Celebrations"

Credits:

Written And Edited By David Woodrum
Published By Top Fashion Games
www.topfashiongames.com

CONTACT:

Game Label:

Top Fashion Games
594 Stoney Battery Road
Marion, VA 24354

Author:

David (Dave) Woodrum
davewoodrum@comcast.net

About The Author:

Dave Woodrum has worked in the role playing game industry for over seven years. Most of his success, however, has been over the last two years writing on various related products. Dave lives in the Eastern part of the United States.

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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.

Commoner's Celebrations:

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 electronically published, role playing product you'll find a variety of holidays that are suitable for days that would be most celebrated by the common villagers. 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. In fact, many of the monstrous holidays in this book are not held to expectations of national observance or funding.

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:

Apple Days

Time: 1st Waxing Gibbous Moon Of Autumn

Kingdom Expense: 1 silver per citizen

Racial Recognition: Dwarves, Elves, Gnomes, Halflings, Humans

Length: 3 days

Description: A celebration that originate mutually amongst the humans and elves but now celebrated by the dwarves, halflings, and gnomes alike Apple Days marks three full days honoring the harvest of this popular form of fruit. During this time a great number of apple based pies and other such dishes are consumed.

Beggering Day

Time: 1st First Quarter Moon Of Winter

Kingdom Expense: 2 copper per citizen

Racial Recognition: Humans

Length: 1 day

Description: On beggering day the poor and destitute of the community are invited into the banquet halls for a great feast. Beggering day is formed from a superstitious belief that if one does not entertain and feed the destitute on the first quarter moon of winter then one shall see terrible fortune the following year.

Cardinal Day

Time: 2nd First Quarter Moon Of Winter

Kingdom Expense: N/A

Racial Recognition: Elves, Humans

Length: 1 day

Description: A rare and reasonably quiet sort of holiday that is popular with the elves and humans, cardinal day celebrates the winter hardiness of the bird that it is named after. It is considered to be lucky to wear red on this day.

Clover Day

Time: 1st Last Quarter Moon Of Spring

Kingdom Expense: N/A

Racial Recognition: Elves, Humans

Length: 1 day

Description: Clover day was originally established by druid elves as an honor to wild clover, a simple, staple plant in nature that offers a vital food source to a great many animal. Humans and elves that celebrate clover day consume this food source as well, mixing freshly plucked clover with wild onions and boiling the ingredients as a form of pot herb. Clover, as the humans in particular note, is especially delicious when cooked with a bit of fat back and then treated with a sprinkling of cider vinegar.

Clover day, though once a widely recognized holiday, has slipped somewhat into obscurity. It is not uncommon however to find many a remote human village or a more traditional elven colony still celebrating this event.

Hatter's Day

Time: 3rd Waxing Crescent Moon Of Spring

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: On this day villagers traditionally observed the craftsmanship of the hatter. Due to the popular belief that all hatters eventually become insane, hatter's day has turned into a novel celebration of silly costumes, harmless pranks, and good humor. On this day villagers wear an assortment of hats, many of which are often either brilliantly colored or outrageously silly in design or construction.

For adventurers and citizens interested in celebrating hatter's day the prices and information for hats are presented below.

Hat, Simple: Such simple hats may be either plain and serious in design or colorful and/or silly in appearance.

Price: 2 copper

Hat, Fancy: Such fancy hats may be either plain and serious in design or colorful and/or silly in appearance. Either way, they are made of finer materials and construction than simple hats.

Price: 1 silver

Hat, Elaborate: Elaborate hats are very fine in craftsmanship and materials.

These may be of a serious or comical nature.

Price: 1 gold

Kissing Day

Time: 2nd Waning Crescent Moon Of Spring

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: A day observing the love of youth kissing day is an old, almost forgotten day where all the young, unwed gentlemen and ladies all meet in the center of the village and exchange a brief but sufficient kiss. Granted, not a single kissing partner is selected but rather all gentlemen are required to kiss all of the ladies, and vice versa. Such a rule was put into place as a means of making sure that these lads and lasses had selected who was to truly be appropriate as their courting suitor. There are several reasons for the decline of kissing day. While originating in small villages that had a more or less equal caste system, kissing day was not well received and quite difficult to carry out in larger urban environments where the population was much greater and the caste systems much more demanding. Also, the outbreak of numerous diseases, including ones that could be transmitted through one's saliva or spittle has caused kissing day to be declared unsafe by the better educated. Still, in small villages where such worries are relatively unknown and most folks in the community are on equal turf when it comes to being poor and struggling, kissing day is still celebrated during that second, waning crescent moon of spring each year.

Night Of Glowing Spirits

Time: 2nd Thunderstorm Of Summer

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 night

Description: During the 2nd thunderstorm of summer human

villagers that live near marshy areas often take up their lanterns and torches and trudge through the thundering downpour in order to gather in the wild of the swamp lands. It seems that according to legend that during the second thunderstorm of summer the innocent souls of lost and murdered children may be put to proper rest if one can lead them by torch light or lantern light out of the entrapping evils of the swamps.

Poor Glutton Day

Time: 1st Last Quarter Moon Of Summer

Kingdom Expense: 2 copper per citizen

Racial Recognition: Halflings, Humans

Length: 1 day

Description: A holiday first celebrated exclusively by the humans and then later adopted by the halflings, poor glutton day is a whimsical mockery of the great feasts of the rich. As this celebration is viewed as being trite and in poor taste by the “better folk” of the community poor glutton day is usually celebrated only by the poor, adventurous, or fun loving. During this day individuals drink and eat their selves sick on a variety of cheap ales and ciders, simple soups, freshly picked fruits and vegetables, common breads, and any variety of simple dishes that a poor commoner might be able to make or otherwise acquire. This whole event takes place on the fairgrounds, where bouts of vomiting and passing out from intoxication are recorded and prizes are given to whoever are deemed to be the greatest gluttons of the day.

Rain Of Mourning

Time: 5th Rain Of Spring

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: Upon the 5th rain of spring human villagers close up their shops for a full day as a sign of mourning and respect for those who were slaughtered in a great battle many centuries ago. According to legend this battle was against invading hobgoblin hordes and occurred during the 5th rain of spring. While the armies of man were ultimately successful and able to win the battle it is said that over twelve thousand human lives were lost during the great battle.

Rabbit Day

Time: 1st Waxing Crescent Moon Of Spring

Kingdom Expense: 2 copper per citizen

Racial Recognition: Humans

Length: 1 day

Description: On this day humans observe the rabbit as well as the hunters and trappers that hunt this creature. Great rabbit stews are made by the ladies of the village and small bowels of this stew is offered to the passing poor and hungry. Rabbit pelts and garments made by such materials are sold on the open market places. For those who raise and tame these animals, rabbit races are also held, offering prizes to the winners of such animals.

Walking Demon Days

Time: 1st Full Moon Of Autumn

Kingdom Expense: 2 silver per citizen

Racial Recognition: Humans

Length: 3 days

Description: Though becoming a rather rare and obscure holiday as of late those who have witnessed Walking Demon Days are not too quick to forget this daring holiday. During this time human villagers dress up in garish, demonic costumes and walk up and down the

streets, wishing friends and well meaning strangers protection from evil and occasionally sputtering out a curse or insult towards those that the costumed individual cares no to well about.

Traveling performers put on various shows with themes centered around demonic elements and puppeteers travel up and down the streets while animating puppets that resemble walking demons. Walking demon days is also a time of great feasting, drinking, and meager offerings in hopes of gaining peace with evil deities normally shunned and avoided.

Item Purchase Notes:

As many adventurers might wish to properly celebrate this devilish holiday in proper style the following items are priced and described below.

Demon Costume, Simple: A simple, full body costume that may be of any color though red is the most popular. Though a bit thin these simple costumes are constructed in a manner sufficient enough to allow them to be worn for quite a few years.

Price: 5 silver,

Demon Costume, Fancy: A well made full body costume that may be of any color though red, as with simple demon costumes, is the most popular of color choices. Though costumes are constructed in a manner sufficient enough to allow them to be worn for several years.

Price: 3 gold.

Demon Mask: A well made face mask, constructed from leather or decorated cloth. This item is perfect for the individual who cannot otherwise afford to pay for a full costume.

Price: 1 silver.

Demon Puppet: A string controlled, wooden puppet with multiple joints.

Price: 2 gold.

Wine Trampling Days

Time: 3rd Waning Gibbous Moon Of Summer

Kingdom Expense: 1 silver per citizen

Racial Recognition: Humans

Length: 5 days

Description: At the later point of the harvesting of the vineyards the gathered grapes are placed in large open tubs and trampled with the bare feet of workers in order to squeeze out the juices that will become a variety of wines. In celebration of this time the villagers honor the hard working trampers by entertaining them with fine dining, intoxicating drink, dancing, and ceremonial displays upon the conclusion of the trampers' work. Such events include a parade where villagers gather together and walk up and down the streets of the village with their feet stained purple.

Wolf Day

Time: 2nd Waning Gibbous Moon Of Summer

Kingdom Expense: N/A

Racial Recognition: Humans

Length: 1 day

Description: A simple holiday celebrated by herdsman, wolf day signifies a time when such an individual plays against fate and the supernatural in hopes of gaining protection for their herds for the following year. One of the celebration activities include individuals dressed in the hides of a sheep chasing around another, volunteer individual dressed in the hide of a wolf. The

individuals dressed in sheep's clothing strike out at and beat the herdsman in wolf's clothing with padded sticks.

Wreath Of Winter

Time: 2nd Snowfall Of Winter

Kingdom Expense: 2 copper per citizen

Racial Recognition: Humans

Length: 5 days

Description: Upon the first few flakes arriving during the second snowfall of winter the villagers of human communities place decorated wreaths on their doors and window shutters as an observance of the cold days ahead. Quite often these wreaths are decorated with dried fruits, nuts, and seed, which allow the small critters and birds a meal during the cold howl of the windy, winter days. In equal observance of this modest, sober holiday the governing body of the community also decorates various places about the town with such wreaths.

For adventurers and citizens interested in celebrating the wreath of winter the prices and information for wreaths are

presented below.

Winter Wreath, Simple: Such small, simple wreaths are the common selection of the poor community. These wreaths are typically between 4 inches to 8 inches in diameter.

Price: 3 copper

Winter Wreath, Fancy: Larger and more elaborate than the simple wreaths, these wreaths are the common selection of the middle caste community. Such wreaths are typically between 8 inches to 12 inches in diameter.

Price: 2 silver

Winter Wreath, Elaborate: The largest of winter wreaths tend to be between 12 inches to 16 inches in diameter and are heavily decorated with fruits, nuts, seeds, and colorful ribbons.

Price: 8 silver