

UNIVERSITY
A Preview of
Gods of Gloranthan

Gloranthan Calendar

THE THEY ALAN CALENDAR

The Theydon Calendar begins measuring time at the Dawning, when Yelm rose into the sky. One Gloranthan day equals the time needed for Yelm (the sun) to now traverse the sky from east to west. A night is the time needed for Yelm to traverse the underworld from west to east. Seven days make up one week. Eight weeks (56 days) make up one Season. Five seasons (plus a 74-day interim called Sacred Time) make up one year. Thus a year is 294 days long. The season names are based on the weather patterns of Peloria and Dragon Pass, but they have been generally adopted in most regions of the world.

SEA SEASON: is comparable to spring. This season opens the new year and is a time for planting, birth, and gentle rains.

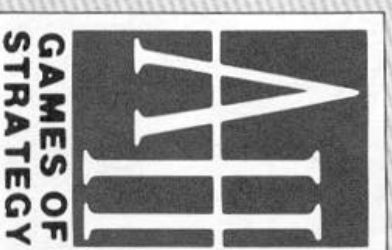
FIRE SEASON: is a hot, dry period comparable to summer. This is the time of warming, ripening, and growing. It is also the time of war when men are free from the toils of the soil.

EARTH SEASON: is the time of harvest, and the time when animals are slaughtered to prepare for the coming cold.

DARK SEASON: night and ice demons wander about the land bringing snow and storm upon hapless humans. Trolls are their most active during this time, while many elves sleep.

STORM SEASON: is the last season of the year, when life and darkness splits wage battle. Sometimes the darkness splits with the battle and the ice, cold, and snow of winter drag on for weeks. Sometimes the spirits of life win and springlike weather comes early, with new shoots and buds. While the battle rages, the weather of this season is violent.

SACRED TIME: a period of rebirth during which many great ceremonies are held to celebrate the coming of spring. Oracles are sought and spells are cast to protect the land. Many nations put aside strife, briefly. All religious persons participate in re-enactments of their creation myths. The massive release of energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts results in the seep of chaos into the world.





Sea Season

	Freeze day	Water day	Clay day	Windsday	Fire day	Wild day	Godday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10 4← / →5	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22	23	24	25	26	27	28
Stasis Week	29	30	31	32	33	34 ← /	35 5← /
Movement Week	36 1→6	37	38	39	40	41 X	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53	54	55	56

Void

• Goddess

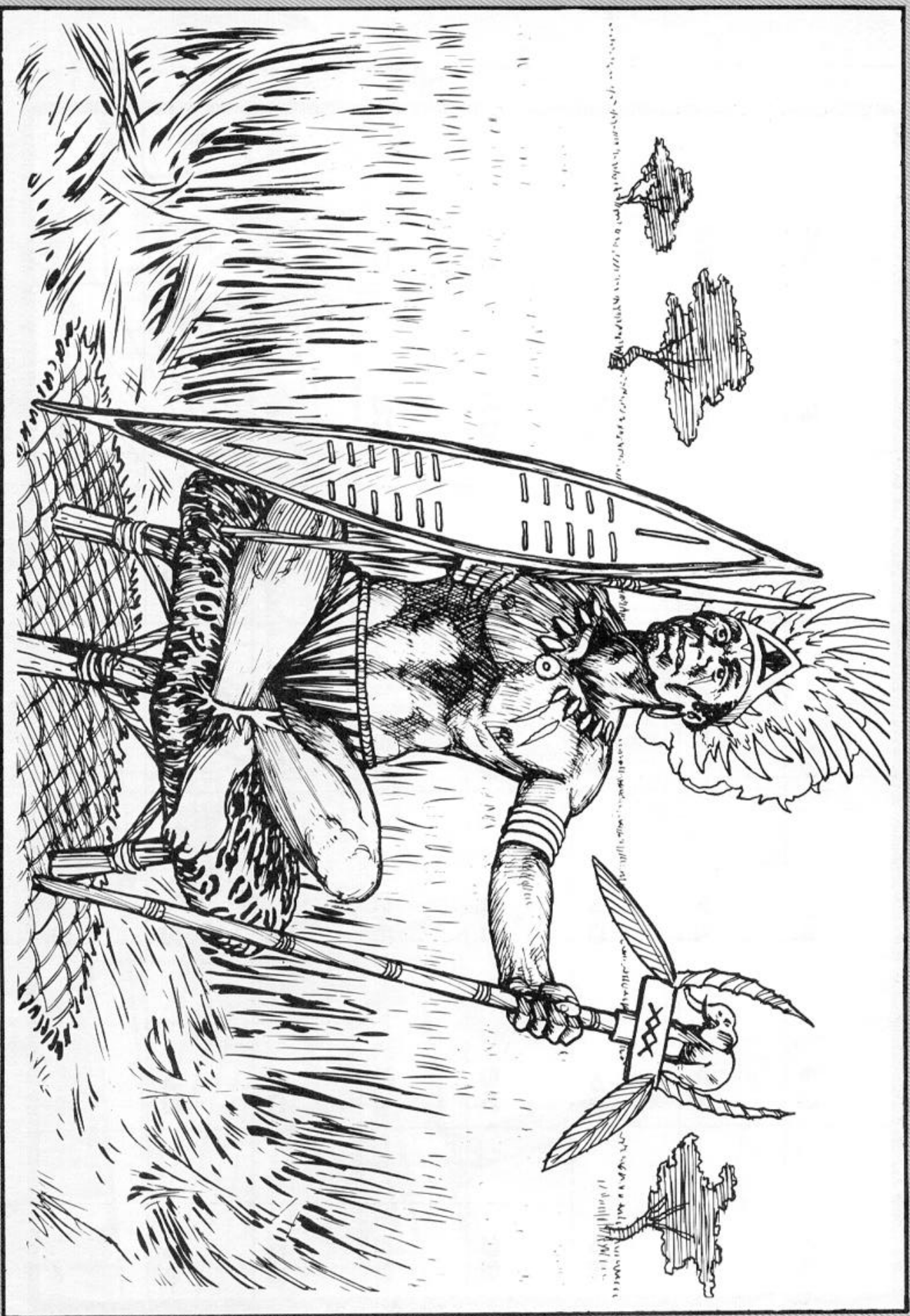
Utter

Floral

Troika

Domini

• Baron



A Doraddi chieftain presides over a meeting with tribal elders as they prepare to disperse across the endless Pamoitlan plains for the summer hunting season.

fire season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Widday	Godday
Disorder Week	1	2	3 <i>6<1/77</i>	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22	23	24	25	26	27	28 <i>7<1</i>
Stasis Week	29 <i>1-8</i>	30	31	32	33	34	35
Movement Week	36	37	38	39	40	41	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53 <i>8<1</i>	54 <i>1-97</i>	55	56

Invisible God

Yelm

Red Goddies

Yelm

A diamond dwarf studies his aeolipile, a device used underground to mark the passage of time with split-minute accuracy.



earth season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Willday	Godday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22 *Babette's Goo 9<1	23 /710	24	25	26	27	28 Dendara Emerald Maze Goo
Stasis Week	29	30	31	32	33	34	35
Movement Week	36	37	38	39	40	41	42
Illusion Week	43	44	45	46	47 10<1	48 / > 11	49
Truth Week	50	51	52	53	54	55	56

*Aveilla Emerald

Dendara Emerald

Adrya Dendara Emerald Grain Goddess

Dendara Emerald

Dendara Emerald Lodii

Dendara Emerald Maze Goo

Dendara Emerald

Panath

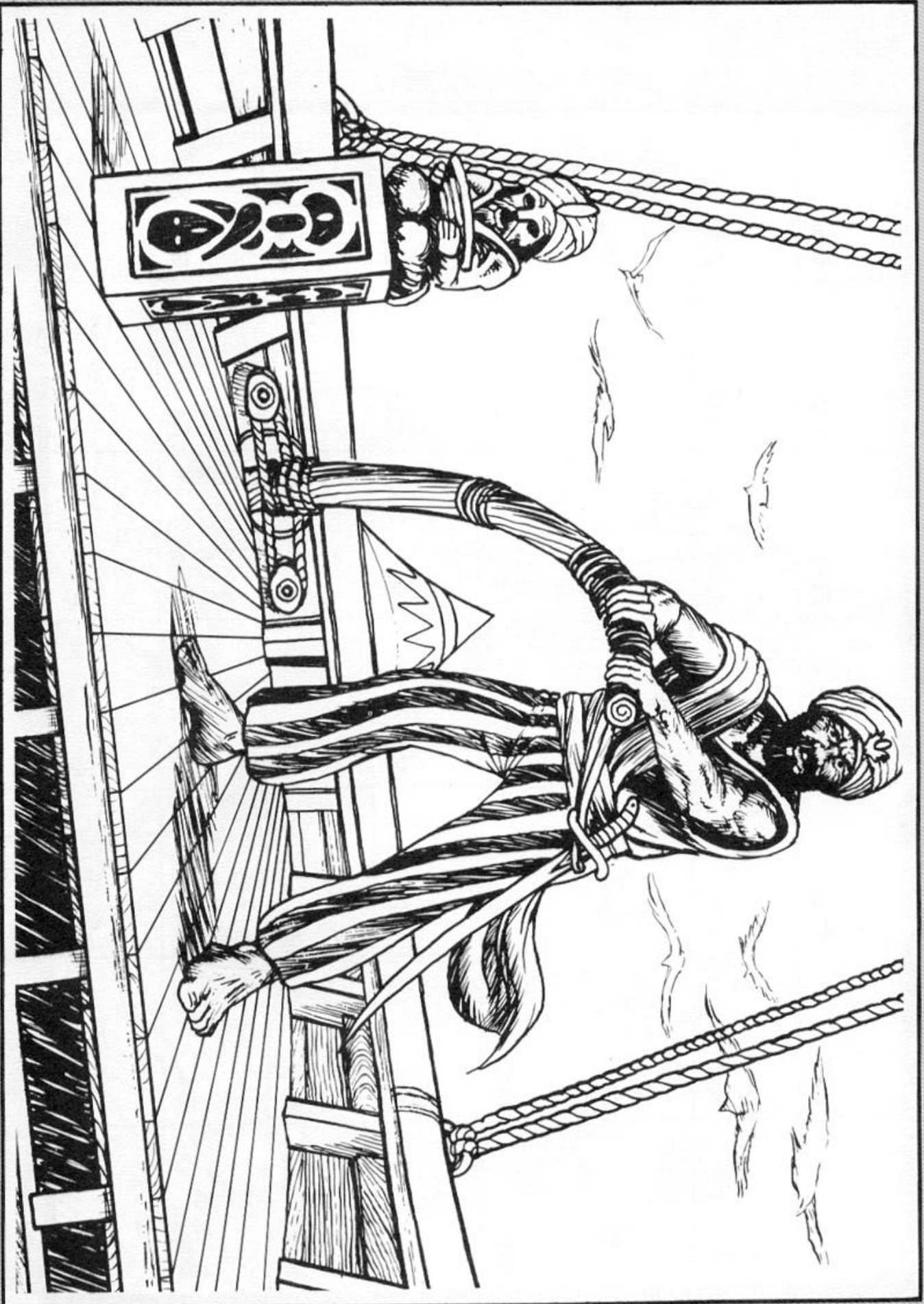
Lokarinos



A Krieger Litor priestess glares over the heads of foes captured this season, when trolls are their most active.

dark season

	Freezeday	Waterday	Clayday	Windsday	Fireday	Widday	Godday
Disorder Week	1	2	3	4	5	6	7
							• Kyzer Lili Seven Mothers
Harmony Week	8	9	10	11	12	13	14
		• Nigen Ateci					
Death Week	15 11 ← /	16 / → 12	17	18	19	20	21
	• Lank Forin						• Wili
Fertility Week	22	23	24	25	26	27	28
	• Xolli Limbur			Vilind			• Wili • Mupia
Stasis Week	29	30	31	32	33	34	35
	• Godunya • Subere	Godunya	Godunya	Godunya	Godunya • Immanent Mystery	Godunya	Godunya
Movement Week	36	37	38	39 12 ← /	40 / → 1	41	42
Illusion Week	43	44	45	46	47	48	49
			• Ty Kora Tok				
Truth Week	50	51	52	53	54	55	56



A Forttitan ship captain sets sail in Storm season, hoping to reach his trading ports well in advance of his competitors. Storm season is much more calm a time in Pamatela than it is along the northern continent of Genereid.

Storm Season

	Freezeday	Waterday	Clayday	Windday	Fireday	Willday	Godday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15	16	17	18	19	20	21
Fertility Week	22	23	24	25	26	27	28
Stasis Week	29	30	31	32	33	34	35
Movement Week	36	37	38	39	40	41	42
Illusion Week	43	44	45	46	47	48	49
Truth Week	50	51	52	53	54	55	56

1-72

Donor

Harmon

25/1-73

• KARATI
Storm Ball

TAKATO

MANGATO
Ondato

1-71



Sacred time

First Week/Day/Hour							Second Week/Day/Hour						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
Mulu Moral Fred	Moral	Moral	Moral	Moral	Elvies Isares Moral	Lunakor Mby Moral	Chalana Arroy Moral	Chalana Arroy Moral	Chalana Arroy Moral	Chalana Arroy Moral	Chalana Arroy Moral	Chalana Arroy Isares Moral	Chalana Arroy Lunakor Mby Moral

GLORANTHAN CALENDAR NOTES

Celebration of the High Holy Day for cults marked with • begins at dusk of the indicated day and continues until dawn of the following day.

ANCESTOR CULTS: each Ancestor cult High Holy Day is constant, but the exact day differs for different families. Typically this day commemorates the birth or the death of an important ancestor, or it memorializes a significant event in the family's history.

CITY GODS: there are too many city gods to provide the High Holy Day for each one. Like the holy days for Ancestor cults, this day commemorates an important event in the city's history (typically its founding).

GODUNYA: according to the Kralori calendar, this is the week of Assured Credence, during the Month of Thought.

HORNMAN: this god has no High Holy Day.

HUNTER/HYKIM: there are too many hunter gods to provide High Holy Days for each.

POCHARNGO THE MUTATOR: he once had a High Holy Day, but it changed (and is now lost).

PRIMAL CHAOS: it does not matter which is the High Holy Day.

RIVER GODS: there are too many River gods to provide High Holy Days for each.

THIEF GODS: there are too many Thief gods to provide High Holy Days for each.

TRICKSTER: his High Holy Day is randomly determined by a process unknown to both priests and worshipers.

TSANKTH: according to the Kralori calendar, this is the week of Unpathed Waters, in the Month of Spirit.

ULERIA: that Uleria's High Holy Day does not fall on a Fertility week caused consternation among the God Learners.

A priest of Godunya reviews his congregation. His draconic guards are not dragonewts but humans who have advanced along the Path of Immanent Mastery, and have now assumed the form of dragons.