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Introduction to this Scroll

***Calendar of Nirn***

The cosmology of Nirn is a strange and magical thing. Detailed here are the months, days, and celebration dates across the realms of Tamriel.

* ***Days of the Week***

| ***Tamrielic*** | ***Gregorian*** |
| --- | --- |
| Morndas | Monday |
| Tirdas | Tuesday |
| Middas | Wednesday |
| Turdas | Thursday |
| Fredas | Friday |
| Loredas | Saturday |
| Sundas | Sunday |

* ***Months of the Year***

| ***Tamrielic*** | ***Gregorian*** | ***Length*** | ***Birthsign*** |
| --- | --- | --- | --- |
| Morning Star | January | 31 | Ritual |
| Sun’s Dawn | February | 28 | Lover |
| First Seed | March | 31 | Lord |
| Rain’s Hand | April | 30 | Mage |
| Second Seed | May | 31 | Shadow |
| Midyear | June | 30 | Steed |
| Sun’s Height | July | 31 | Apprentice |
| Last Seed | August | 31 | Warrior |
| Hearthfire | September | 30 | Lady |
| Frostfall | October | 31 | Tower |
| Sun’s Dusk | November | 30 | Atronach |
| Evening Star | December | 31 | Thief |

***Historical Events of Tamriel***

Detailed here are various key events that occurred during the history of Tamriel, noting some interesting times that any GM can use to spark their imaginations.

* The Akaviri Potentate
* The Alliance War/Planemeld
* The Interregnum
* The Tiber Wars
* The War of the Diamond
* The Reign of Morihatha
* The Imperial Simulacrum
* The Warp in the West
* The Blight/Fall of the Tribunal
* The Oblivion Crisis
* The Second Interregnum
* The Great War
* The Return of Alduin

***Experience Table***

To use the table below, at the end of a session tally up all of the events your players have completed and reward them accordingly.

* You may only be rewarded for an Activity once per session
* S = The player that performed the act gets the reward
* P = The entire party gets the reward

| ***Activity*** | ***Reward*** | ***S/P*** |
| --- | --- | --- |
| *Achieved a Campaign or Major Party Objective* | *30xp* | *P1* |
| *Successfully Resolved a Social Encounter* | *20xp* | *S* |
| *Dealt with at least one lock or trap* | *15xp* | *S* |
| *Engaged in Roleplay, with party and NPCs* | *20xp* | *S2* |
| *Had a particularly good idea* | *15xp* | *S* |
| *Crafted at least one item* | *10xp* | *S* |
| *Successfully used an untrained skill* | *10xp* | *S* |
| *Travelled to a new place* | *10xp* | *P* |
| *Was a team player, working together* | *10xp* | *P* |
| *Defeated a Minor Threat* | *10xp* | *P* |
| *Defeated a Major Threat* | *20xp* | *P* |
| *Defeated a Deadly Threat* | *30xp* | *P* |

* **1:** This activity can be rewarded multiple times per session.
* **2:** Applies to all parties involved in the Roleplay

***Note****: Combat centric campaigns are advised to allows for multiple applications of the “Defeat a Threat” rewards*