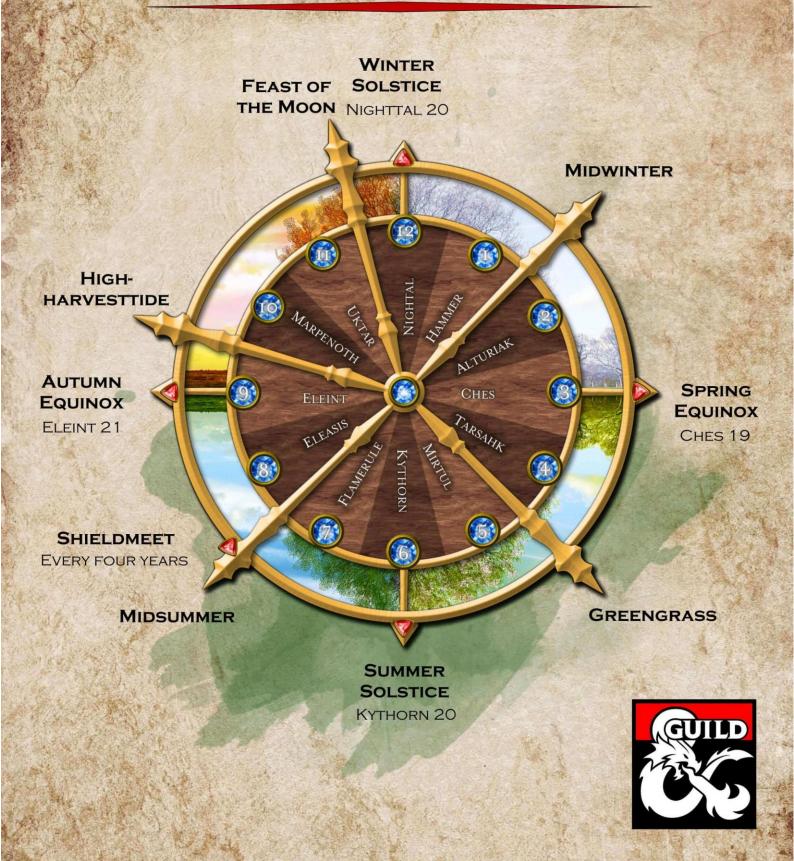
CALENDAR OF WATERDEEP



A stylized calendar with all details for Waterdeep, the city of splendors.



HAMMER



1 WINTER- SHIELD	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

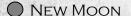
WINTERSHIELD: NEW YEAR. STAYING INSIDE AND DRINKING WARM CIDER.

MAKING PLANS FOR THE FUTURE AND DISCUSSING POLITICS.

MIDWINTER: RENEWING ALLIANCES AND BEING TOGETHER WITH FAMILY

IN THE HARD TIMES OF THE WINTER.







ALTURIAK

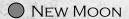


1	2	3	4	C1	9	7	8	9	10
11	12	13	14 THE GRAND REVEL	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

THE GRAND REVEL: WORSHIP OF SUNE, SHARESS AND LLIIRA.

FESTIVAL OF MUSIC AND DANCING. COUPLES TRADE GIFTS.







CHES



1 RHYESTER- TIDE	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19 * Fey Day	20
21	22 F	23	24 E E	25 T	26 5 W	27 A	28 K E	29	30

RHYESTERTIDE: WORSHIP OF LATHANDER AND HIS FIRST APOSTLE RHYESTER, DRESSING

IN SUNRISE COLORS AND KEEPING ONE EYE CLOSED UNTIL NEXT DAWN.

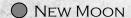
FEY DAY: BORDER TO FEY WILD WEAKENS. DRINKING, MASKED BALLS AND COSTUMES.

*SPRING EQUINOX.

FLEETSWAKE: CELEBRATION OF MARINE TRADE AND SEA GODS (ESPECIALLY UMBERLEE).

BOAT RACES, SHIPWRIGHT'S BALL AND GALAS, FAIR SEAS FESTIVAL.







TARSAHK



1 Caravance	2 M	3 / A	4 U K	5 GOLDENIGHT	6 E N	7 GUILDSMEET	8 D E	9	10 LEIRUIN
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

WAUKEENTIDE: HOLIDAYS AND FESTIVALS IN HONOR OF WAUKEEN.

CARAVANCE: GIFT-GIVING, "OLD CARVAS" THE MYTHICAL PEDDLER.

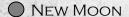
GOLDENIGHT: CELEBRATION OF COIN AND GOLD, SHOPS OPEN ALL NIGHT.

GUILDSMEET: GUILD ANNOUNCEMENTS, GALAS AND DANCES ALL OVER MARKETS.

LEIRUIN: PAYING DUES AND GUILD MASTERS RENEWING CHARTERS.

GREENGRAS: DRINKING AND EATING. WEALTHY PEOPLE GIFT FLOWERS TO THE POOR.







MIRTUL



10 To	1	2	3	4	5	6 TH	7 E P L	8 O W I I	7 G	10
	\circ					AN	DRL	INNI	NG	
	11	12	13	14	15	16	17	18	19	20
										32 34
	21	22	23	24	25	26	27	28	29	30
										0

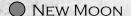
THE PLOWING AND RUNNING:

PLOWING FIELDS AND RUNNING LIVESTOCK TO THE PASTURES. CART, HORSE AND FOOT RACE COMPETITIONS IN THE WARDS.

AFTERWARDS FINAL COMPETITIONS BETWEEN WARD CHAMPIONS

AT THE FIELD OF TRIUMPH.







KYTHORN



1 TROLL- TIDE	2	3	4	Б	6	7	8	9	10
11	12	13	14 GUILDHALL DAY	15	16	17	18	19	20 * Dragon- Down
21	22	23	24	25	26	27	28	29	30

TROLLTIDE: CELEBRATION OF THE VICTORY IN SECOND TROLL WAR.

CHILDREN WEAR TROLL MASKS AND PLAY "TRICK OR TREAT".

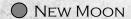
GUILDHALL DAY: GUILDS CLOSE SHOPS TO CELEBRATE AND RECRUIT WORKERS.

DRAGONDOWN: CELEBRATION OF THE VICTORY AGAINST THE DRAGONS.

WOODEN EFFIGIES ARE BURNED.

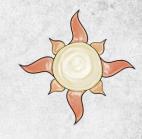
*SUMMER SOLSTICE.







FLAMERULE



1 FOUNDERS' DAY	2	3 S C	4 RN	5 Y N	6	7 LLIIRA'S NIGHT	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

FOUNDERS' DAY: CELEBRATION OF THE FOUNDING OF WATERDEEP.

MARTIAL EXHIBITIONS BY THE GUARDS. ILLUSION ON CASTLE WATERDEEP.

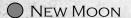
SORNYN: WORSHIP OF WAUKEEN AND LATHANDER. PLANNING BUSINESS, SIGNING

TREATIES AND AGREEMENTS. DRINKING WINE EVEN WITH YOUR ENEMY.

LLIIRA'S NIGHT: PINK BEVERAGES AND NIGHTLONG FIREWORKS FOR THE LADY OF JOY.

MIDSUMMER: FESTIVAL OF MUSIC AND LOVE.







ELEASIS



1 AHGHAI- RON'S DAY	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

(SHIELDMEET): ONLY IN LEAP YEARS, EVERY FOUR YEARS.

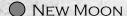
PERFORMANCES AND TOURNAMENTS OF SKILL.

AHGHAIRON'S DAY: SMALL RITUALS AND TOASTS ACROSS WATERDEEP IN CELEBRATION OF

THEIR FIRST OPEN LORD ANGHAIRON AND THE WATCHFUL ORDER.
THE RULING OPEN LORD VISITS TAVERNS AND INNS GIVING SHORT

SPEECHES AND BUYING DRINKS.







ELEINT



1	2	3	4	5	6	7	8	9	10
0							5		
11	12	13	14	15	16	17	18	19	20
									32 80
21 * BRIGHT- SWORDS	22	23	24	25	26	27	28	29	30

BRIGHTSWORDS: MILITARY PARADES OF CITY WATCH, CITY GUARD AND CITY NAVY.

MOCK BATTLES, CONTESTS AGAINST VETERANS, WEAPON SELLING AND

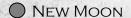
GRIFFON RIDER PERFORMANCES.

*AUTUMN EQUINOX.

HIGHHARVESTTIDE: FESTIVAL WITH FOOD RELATED CONTESTS.

PEOPLE START THEIR JOURNEYS BEFORE WINTER.







MARPENOTH



1	2	3 Day of Wonders	4	CI	6	7 STONE- SHAR	8	9	10 REIGN OF MISRULE
11	12	13	14	15 Gods' Day	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30 Liar's Night

DAY OF WONDERS: REVELATION AND PARADING OF NEW INVENTIONS.

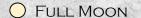
STONESHAR: DAY OF NOT-IDLING, STARTING PROJECTS AND HOUSE BUILDING.

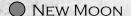
REIGN OF MISRULE: WORSHIP OF BESHABA. LYING, PRANKS AND OPPOSITES OF NORMALS.

GODS' DAY: REMEMBERING OF TIME OF TROUBLES. PRAYING AND GIANT BONFIRE.

LIAR'S NIGHT: TRIBUTE TO LEIRA AND MASK. LIES AND FRIENDLY PICKPOCKET BEHIND

COSTUMES AND MASKS AS LONG AS A CANDLE BURNS IN THEIR PUMPKIN







UKTAR



1 SELÛLNE'S HALLOWING	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20 Last Sheaf
21	22	23	24	25	26	27	28	29	30

SELÛNE'S WORSHIP OF SELÛNE AT THE DAY OF THE FULL MOON.

HALLOWING: HOUSE OF MOON BLESSES PEOPLE WITH WAND OF THE FOUR MOONS.

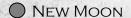
LAST SHEAF: CELEBRATION OF NEIGHBOURHOOD AND FRIENDSHIP.

SMALL GIFTS EXCHANGED.

MOONFEAST: HONORING THE ANCESTORS, TELLING STORIES AND RECOUNTING

THEIR DEEDS.







NIGHTAL



1 0	2	W	4	CT.	0	7	8	0	10
11 Howl- Down	12	13	14	15	16	17	18	19	20 * SIMRIL
21	22	23	24	25	26	27	28	29	30

HOWLDOWN: WORSHIP OF MALAR.

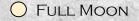
CITY GUARD AND CITY WATCH HUNT DOWN THREATS AND MALEFACTORS.

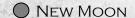
CHILDREN ENGAGE IN MOCK BATTLES OR DRESS AS MONSTERS.

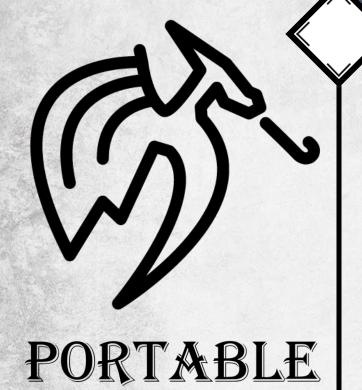
SIMRIL: GOING OUTSIDE TO LOCATE STARS. CELEBRATION ALL NIGHT WITH BONFIRES,

WARM DRINKS AND FOOD.

*WINTER SOLSTICE.







DRAGON

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