

IMPERIAL CALENDAR

Series 3: For years ending in 02, 06, 10, 14, 18, 22, 26, 30, 34, 38, 42, 46, 50, 54, 58, 62, 66, 70, 74, 78, 82, 86, 90, 94 and 98.

YEAR

 Hexenstag – Witching Day
Start of the New Year

I. NACHEXEN

Wellentag		5	●13	21	29
Aubentag		6	14	22	30
Marktag		7	15	23	31
Backertag		8	16	24	32
Bezahltag	1	9	17*	○25	
Konistag	2	10	18	26	
Angestag	3	11	19	27	
Festag	4	12	20	28	

* First Day of Spring

2. JAHRDRUNG

Wellentag		5	13	21	29
Aubentag		●6	14	22	30
Marktag		7	15	23	●31
Backertag		8	16	24	32
Bezahltag	1	9	17	25	33
Konistag	2	10	○18	26	
Angestag	3	11	19	27	
Festag	4	12	20	28	

Mitterfruhl – Spring Equinox

3. PFLUGZEIT

Wellentag		4	12	20	28
Aubentag		5	13	21	29
Marktag		6	14	●22	30
Backertag		7	15	23	31
Bezahltag		8	16	24	32
Konistag	1	○9	17	25	33
Angestag	2	10	18	26	
Festag	3	11	19	27	

4. SIGMARZEIT

Wellentag		3	11	19	27
Aubentag		4	12	20	28
Marktag		5	13	21	29
Backertag		6	●14	22	30
Bezahltag		7	15	23	31
Konistag		8	16	24	32
Angestag	1	9	17	25	33
Festag	○2	10	18*	○26	

* First Day of Summer

5. SOMMERZEIT

Wellentag		2	10	○18	26
Aubentag		3	11	19	27
Marktag		4	12	20	28
Backertag		5	13	21	29
Bezahltag		●6	14	22	30
Konistag		7	15	23	●31
Angestag		8	16	24	32
Festag	1	9	17	25	33

Sonnstill – Summer Solstice

6. VORGEHEIM

Wellentag	1	○9	17	25	33
Aubentag	2	10	18	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	●22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

 Geheimnistag – Day of Mystery

7. NACHGEHEIM

Wellentag		8	16	24	32
Aubentag	1	9	17*	25	
Marktag	2	10	18	○26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	●13	21	29	
Angestag	6	14	22	30	
Festag	7	15	23	31	

* First Day of Autumn

8. ERNTEZEIT

Wellentag		8	16	24	32
Aubentag	1	9	17	25	33
Marktag	2	10	○18	26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	●6	14	22	30	
Festag	7	15	23	●31	

Mittherbst – Autumn Equinox

9. BRAUZEIT

Wellentag		7	15	23	31
Aubentag		8	16	24	32
Marktag	1	○9	17	25	33
Backertag	2	10	18	26	
Bezahltag	3	11	19	27	
Konistag	4	12	20	28	
Angestag	5	13	21	29	
Festag	6	14	●22	30	

10. KALDEZEIT

Wellentag		6	●14	22	30
Aubentag		7	15	23	31
Marktag		8	16	24	32
Backertag	○1	9	17	25	33
Bezahltag	2	10	18*	○26	
Konistag	3	11	19	27	
Angestag	4	12	20	28	
Festag	5	13	21	29	

* First Day of Winter

II. ULRICZEIT

Wellentag		5	13	21	29
Aubentag		●6	14	22	30
Marktag		7	15	23	●31
Backertag		8	16	24	32
Bezahltag	1	9	17	25	33
Konistag	2	10	○18	26	
Angestag	3	11	19	27	
Festag	4	12	20	28	

Monstille – Winter Solstice

12. VORHEXEN

Wellentag		4	12	20	28
Aubentag		5	13	21	29
Marktag		6	14	●22	30
Backertag		7	15	23	31
Bezahltag		8	16	24	32
Konistag	1	○9	17	25	33
Angestag	2	10	18	26	
Festag	3	11	19	27	

CALENDAR NOTES

The Imperial calendar year is 400 days, consisting of twelve months of 32 or 33 days each and six intercalary holidays. These holidays exist outside of the normal sequence of weekdays and months.

The names of the months can be translated as After-Witching, Year-Turn, Plough-Tide, Sigmar-Tide, Summer-Tide, Fore-Mystery, After-Mystery, Harvest-Tide, Brew-Month, Chill Month, Ulric-Tide and Fore-Witching.

The days of the week translate to Workday, Levyday, Marketday, Bakeday, Taxday, Kingday, Startweek and Holiday. However, in current usage these names are largely meaningless.

IMPORTANT DATES

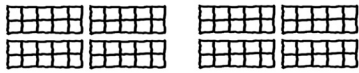
Hexenstag – Morr, Witching Day
Nachexen 1 – Verena, Year Blessing
Mitterfruhl – Manaen, Taal, Ulric
Pflugzeit 33 – Dwarf Gods, First Quaff
Sigmarzeit 18 – Sigmar, Sigmarfest
Sonnstill – Taal, Rhya, Elf Gods
Vorgeheim 33 – Dwarf Gods, Saga
Geheimnistag – Morr, Day of Mystery
Erntezeit 1-8 – Halfling Gods, Pie Week
Mittherbst – Rhya, Taal, Ulric
Brauzeit 33 – Dwarf Gods, Second Breech
Monstille – Ulric, Taal, Rhya
Vorhexen 33 – Dwarf Gods, Keg End

Month I: After-Witching

Series 3: For years ending in 02, 06, 10, 14, 18, 22, 26, 30, 34, 38, 42, 46, 50, 54, 58, 62, 66, 70, 74, 78, 82, 86, 90, 94 and 98.

NACHEXEN

Year

 Holy Day: Morr Hexentag Witching Day Start of the New Year	 Konistag 18
 Holy Day: Verena Bezahltag 1 Year Blessing	 Angestag 19
 Konistag 2	 Festag 20
 Angestag 3	 Wellentag 21
 Festag 4	 Aubentag 22
 Wellentag 5	 Marktag 23
 Aubentag 6	 Backertag 24
 Marktag 7	 Bezahltag 25
 Backertag 8	 Konistag 26
 Bezahltag 9	 Angestag 27
 Konistag 10	 Festag 28
 Angestag 11	 Wellentag 29
 Festag 12	 Aubentag 30
 Wellentag 13	 Marktag 31
 Aubentag 14	 Backertag 32
 Marktag 15	
 Backertag 16	
 Bezahltag 17 First Day of Spring	

9. Brauzeit

10. Kaldezeit

11. Ulriczeit

12. Vorhexen

1. Nachexen

2. Jarhdrung

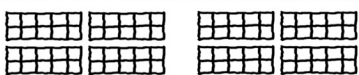
3. Pflugzeit

4. Sigmarzeit

5. Sommerzeit

JAHRDRUNG

Year

 Bezahltag 1	 Angestag 19
 Konistag 2	 Festag 20
 Angestag 3	 Wellentag 21
 Festag 4	 Aubentag 22
 Wellentag 5	 Marktag 23
 Aubentag 6	 Backertag 24
 Marktag 7	 Bezahltag 25
 Backertag 8	 Konistag 26
 Bezahltag 9	 Angestag 27
 Konistag 10	 Festag 28
 Angestag 11	 Wellentag 29
 Festag 12	 Aubentag 30
 Wellentag 13	 Marktag 31
 Aubentag 14	 Backertag 32
 Marktag 15	 Bezahltag 33
 Backertag 16	
 Bezahltag 17	
 Konistag 18	

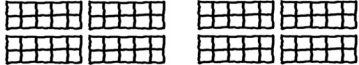
PFLUGZEIT

Year

 Holy Days: Manaen, Taal, Ulric	Mitterfruhl Spring Equinox		Angestag	18																																																																																																					
	Konistag	1		Festag	19																																																																																																				
	Angestag	2		Wellentag	20																																																																																																				
	Festag	3		Aubentag	21																																																																																																				
	Wellentag	4		Marktag	22																																																																																																				
	Aubentag	5		Backertag	23																																																																																																				
	Marktag	6		Bezahltag	24																																																																																																				
	Backertag	7		Konistag	25																																																																																																				
	Bezahltag	8		Angestag	26																																																																																																				
	Konistag	9		Festag	27																																																																																																				
	Angestag	10		Wellentag	28																																																																																																				
	Festag	11		Aubentag	29																																																																																																				
	Wellentag	12		Marktag	30																																																																																																				
	Aubentag	13		Backertag	31																																																																																																				
	Marktag	14		Bezahltag	32																																																																																																				
	Backertag	15		Holy Day: Dwarf Gods	Konistag	33																																																																																																			
	Bezahltag	16	First Quaff																																																																																																						
	Konistag	17	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td>78</td><td>79</td><td>80</td><td>81</td><td>82</td><td>83</td><td>84</td><td>85</td><td>86</td><td>87</td><td>88</td><td>89</td><td>90</td><td>91</td><td>92</td><td>93</td><td>94</td><td>95</td><td>96</td><td>97</td><td>98</td><td>99</td><td>100</td> </tr> </table>			1	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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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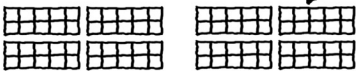
SIGMARZEIT

Year

 Angestag 1	 Wellentag 19
 Festag 2	 Aubentag 20
 Wellentag 3	 Marktag 21
 Aubentag 4	 Backertag 22
 Marktag 5	 Bezahltag 23
 Backertag 6	 Konistag 24
 Bezahltag 7	 Angestag 25
 Konistag 8	 Festag 26
 Angestag 9	 Wellentag 27
 Festag 10	 Aubentag 28
 Wellentag 11	 Marktag 29
 Aubentag 12	 Backertag 30
 Marktag 13	 Bezahltag 31
 Backertag 14	 Konistag 32
 Bezahltag 15	 Angestag 33
 Konistag 16	
 Angestag 17	
 Holy Day: Sigmar Festag 18 First Day of Summer Sigmarfest	

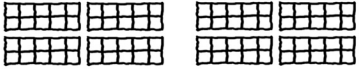
SOMMERZEIT

Year

 Festtag 1	 Aubentag 19
 Wellentag 2	 Marktag 20
 Aubentag 3	 Backertag 21
 Marktag 4	 Bezahltag 22
 Backertag 5	 Konistag 23
 Bezahltag 6	 Angestag 24
 Konistag 7	 Festtag 25
 Angestag 8	 Wellentag 26
 Festtag 9	 Aubentag 27
 Wellentag 10	 Marktag 28
 Aubentag 11	 Backertag 29
 Marktag 12	 Bezahltag 30
 Backertag 13	 Konistag 31
 Bezahltag 14	 Angestag 32
 Konistag 15	 Festtag 33
 Angestag 16	
 Festtag 17	
 Wellentag 18	

VORGEHEIM

Year

 Holy Days: Taal, Rhya, Elf Gods	Sonnstill Summer Solstice		Aubentag 18
	Wellentag 1		Marktag 19
	Aubentag 2		Backertag 20
	Marktag 3		Bezahltag 21
	Backertag 4		Konistag 22
	Bezahltag 5		Angestag 23
	Konistag 6		Festag 24
	Angestag 7		Wellentag 25
	Festag 8		Aubentag 26
	Wellentag 9		Marktag 27
	Aubentag 10		Backertag 28
	Marktag 11		Bezahltag 29
	Backertag 12		Konistag 30
	Bezahltag 13		Angestag 31
	Konistag 14		Festag 32
	Angestag 15		Wellentag 33
	Festag 16	Holy Day: Dwarf Gods Saga	
	Wellentag 17		

NACHGEHEIM

Year

 Holy Day: Morr	Geheimnisnacht Day of Mystery		Marktag 18
	Aubentag 1		Backertag 19
	Marktag 2		Bezahltag 20
	Backertag 3		Konistag 21
	Bezahltag 4		Angestag 22
	Konistag 5		Festag 23
	Angestag 6		Wellentag 24
	Festag 7		Aubentag 25
	Wellentag 8		Marktag 26
	Aubentag 9		Backertag 27
	Marktag 10		Bezahltag 28
	Backertag 11		Konistag 29
	Bezahltag 12		Angestag 30
	Konistag 13		Festag 31
	Angestag 14		Wellentag 32
	Festag 15		
	Wellentag 16		
	Aubentag 17 First Day of Autumn		

1. Flugzeit

4. Sigmarzeit

5. Sommerzeit

6. Vorgeheim

7. Nachgeheim

8. Erntezeit

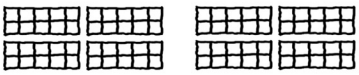
9. Brauzeit

10. Kaldezeit

11. Ulriczeit

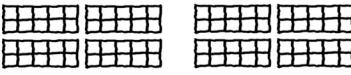
ERNTEZEIT

Year

 Holy Day: Halfling Gods	Aubentag 1 First Day of Pie Week		Backertag 19
 Holy Day: Halfling Gods	Marktag 2		Bezahltag 20
 Holy Day: Halfling Gods	Backertag 3		Konistag 21
 Holy Day: Halfling Gods	Bezahltag 4		Angestag 22
 Holy Day: Halfling Gods	Konistag 5		Festag 23
 Holy Day: Halfling Gods	Angestag 6		Wellentag 24
 Holy Day: Halfling Gods	Festag 7		Aubentag 25
 Holy Day: Halfling Gods	Wellentag 8 Last Day of Pie Week		Marktag 26
	Aubentag 9		Backertag 27
	Marktag 10		Bezahltag 28
	Backertag 11		Konistag 29
	Bezahltag 12		Angestag 30
	Konistag 13		Festag 31
	Angestag 14		Wellentag 32
	Festag 15		Aubentag 33
	Wellentag 16		
	Aubentag 17		
	Marktag 18		

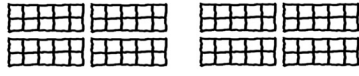
BRAUZEIT

Year

 Holy Days: Rhya, Taal, Ulric Mittherbst Autumn Equinox	 Backertag 18
 Marktag 1	 Bezahltag 19
 Backertag 2	 Konistag 20
 Bezahltag 3	 Angestag 21
 Konistag 4	 Festag 22
 Angestag 5	 Wellentag 23
 Festag 6	 Aubentag 24
 Wellentag 7	 Marktag 25
 Aubentag 8	 Backertag 26
 Marktag 9	 Bezahltag 27
 Backertag 10	 Konistag 28
 Bezahltag 11	 Angestag 29
 Konistag 12	 Festag 30
 Angestag 13	 Wellentag 31
 Festag 14	 Aubentag 32
 Wellentag 15	 Holy Day: Dwarf Gods Marktag 33 Second Breech
 Aubentag 16	
 Marktag 17	

KALDEZEIT

Year

 Backertag 1	 Konistag 19
 Bezahltag 2	 Angestag 20
 Konistag 3	 Festag 21
 Angestag 4	 Wellentag 22
 Festag 5	 Aubentag 23
 Wellentag 6	 Marktag 24
 Aubentag 7	 Backertag 25
 Marktag 8	 Bezahltag 26
 Backertag 9	 Konistag 27
 Bezahltag 10	 Angestag 28
 Konistag 11	 Festag 29
 Angestag 12	 Wellentag 30
 Festag 13	 Aubentag 31
 Wellentag 14	 Marktag 32
 Aubentag 15	 Backertag 33
 Marktag 16	
 Backertag 17	
 Bezahltag 18 First Day of Winter	

Vorgeheim

7. Nachgeheim

8. Erntezeit

9. Brauzeit

10. Kaldezeit

11. Ulriczeit

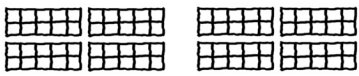
12. Vorhexen

1. Nachhexen

2. Jarhduung

ULRICZEIT

Year

 Bezahltag 1	 Angestag 19
 Konistag 2	 Festag 20
 Angestag 3	 Wellentag 21
 Festag 4	 Aubentag 22
 Wellentag 5	 Marktag 23
 Aubentag 6	 Backertag 24
 Marktag 7	 Bezahltag 25
 Backertag 8	 Konistag 26
 Bezahltag 9	 Angestag 27
 Konistag 10	 Festag 28
 Angestag 11	 Wellentag 29
 Festag 12	 Aubentag 30
 Wellentag 13	 Marktag 31
 Aubentag 14	 Backertag 32
 Marktag 15	 Bezahltag 33
 Backertag 16	
 Bezahltag 17	
 Konistag 18	

VORHEXEN

Year

 Holy Days: Ulric, Taal, Rhya Monstille Winter Solstice	 Angestag 18
 Konistag 1	 Festag 19
 Angestag 2	 Wellentag 20
 Festag 3	 Aubentag 21
 Wellentag 4	 Marktag 22
 Aubentag 5	 Backertag 23
 Marktag 6	 Bezahltag 24
 Backertag 7	 Konistag 25
 Bezahltag 8	 Angestag 26
 Konistag 9	 Festag 27
 Angestag 10	 Wellentag 28
 Festag 11	 Aubentag 29
 Wellentag 12	 Marktag 30
 Aubentag 13	 Backertag 31
 Marktag 14	 Bezahltag 32
 Backertag 15	 Holy Days: Dwarf Gods Konistag 33 Keg End
 Bezahltag 16	   
 Konistag 17	

8. Erntezeit

9. Brauzeit

10. Kaldezeit

11. Ulriczeit

12. Vorhexen

1. Nachexen

2. Jarhdrung

3. Pflugzeit

4. Sigmarzeit

EMPIRE ROAD CONDITIONS

Simply traveling the Empire's roads is an adventure fraught with dangers and challenges. This may explain the fact that coaching lines do not keep strict schedules, since a journey between cities can take anywhere from weeks to months, depending on the weather, road conditions and thieves. To add some variety your party's travels, roll percentile on the table below. The conditions indicated should be tailored to your environment: While on a coach ride through the forest, you're more likely to be hampered by a fallen tree than a boulder, an obstacle you'd expect while moving over hills or mountains. As always, use careful judgment when applying the results.

Roll	Road Condition
01-30	Fair – Dirt path, deep ruts or loose cobbles
31-60	Fair – Uneven ground or shallow grade
61-65	Good – Cobbled or paved, well-maintained road
66-70	Good – Gravel road, tough on hooves and wheels
71-75	Hampered – Boulder, fallen tree or other obstacle
76-80	Hampered – Frozen, muddy, narrow or swampy
81-85	Hampered – River ford, rocky or steep hills
86-90	Hampered – Road being repaired or rerouted
91-92	Hampered – Traffic, animal herd or pilgrimage
93-94	Hazard – Broken wheel, horse shoe or other repair
95-96	Hazard – Highwayman, outlaws or beasts attack
97-98	Impassable – Bridge broken for 1d10 months
99-100	Impassable – Flooded for 1d10 days

Fair – Typical Imperial road, generally in a state of disrepair but just good enough to be passable.

Good – Good roads are uncommon but well appreciated. While it lasts, wagons and coaches may add +1 Movement.

Hampered – Unfavorable terrain, breakage, obstacle requiring extra care, or other delay. Use the hampered movement rates.

Hazard – Travel is dangerous in the Empire! This can be fleshed out into a full encounter, or simply a one-day delay, or roll again.

Impassable – Conditions are so poor that you'll simply have to wait them out. Attempting a detour will take the party at least 1d10 miles out of the way, over difficult terrain. Use hampered movement rates while attempting a detour (unless there is a road, of course). In some instances an alternate route may not be possible, forcing the party to backtrack or go many, many miles out of their way.

EMPIRE RIVER CONDITIONS

The mighty rivers of the Empire are conveyances for boats of all sizes. Adventurers frequently find themselves aboard riverboats in their quests for glory, and few of them can swim. Use this table whenever you want to add some excitement to 'just another day on the river.' Roll percentile, and modify the results as appropriate for your particular river and playing circumstances.

Roll	River Condition
01-25	Fair – River has more bends than you'd like
26-55	Fair – Slow but steady current, infrequent obstacles
56-60	Good – Quick current, easy navigation
61-65	Good – Well-known waters, clearly marked
66-70	Hampered – Slower ship stands in your path
71-75	Hampered – Landslide or fallen trees clog river
76-80	Hampered – River lock, nosy patrol boat or traffic
81-90	Hampered – Sluggish current, unknown area
91-92	Hazard – Waterfall, flood or ice
93-94	Hazard – Cavern, rapids, rocks, or shallows
95-96	Hazard – Wreckers, pirates or beasts attack
97-98	Impassable – Blocked by fallen trees for 1d10 hours
99-100	Impassable – River lock broken for 1d10 days

Fair – Typical river conditions. Use standard Movement rates.

Good – Easy going. Requires nearly no effort on the part of the boat crew. Add +1 Movement for this stretch of river.

Hampered – Delays on the river may be due to heavy traffic, river locks, bad weather, torn sails or countless other factors. The examples given cover but a few possibilities. Use the hampered movement rates.

Hazard – These encounters may be developed into full scenarios, or handled simply as a one-day delay, or roll again.

Impassable – There's only one way up or down a river, and it's blocked. You may have to take it upon yourself to clear a blockage if you're far from the nearest settlement. For a broken river lock, there's not much for it but to wait of the lock-keeper to repair it. Floods and violent weather may make the river impassable for hours or days.