

Holidays of Circadia

DESCRIPTIONS OF THE MOST
COMMON HOLIDAYS OBSERVED
BY THE GODS AND THEIR
FOLLOWERS



MAGISTER AGATHE GIBBON

Holidays of Beodhen

PRACTICES OF THE KING OF THE
BEASTS AND HIS FOLLOWERS



THE REVEL OF BEASTS



IN CELEBRATION OF THE ANIMAL

A day of sport, games, and feasting, the Revel of Beasts is one of the most popular in the Realm. Held in the warm summer months, the Revel is a time for celebration and indulgence. Families of all rank hold local competitions, from sporting events to bardic contests.

While Beodhen himself is often associated with martial matters, his followers equally frequently hold week long county fairs where farmers and artisans compete to show off their best livestock, crops, crafts, and goods. The best of Circadia's common folk is on display and, for this reason, the holiday is very popular among followers of Nephheris, T'Rer, and Kasamei.

Followers of Hyrnedhna also observe the day of Beasts and even Beodhen himself recognizes their right to do so. Of course, for those Devout of Hyrnedhna, the celebrations are somewhat more raucous and revelry often devolves into debauched drinking, fighting, and related activities. It is one of the holidays when the remaining Hyrnedhnai will drink among the Devout, and it is said, very rarely, the Hyrnedhnai will offer Blood Bonding to the Devout.

KING'S DAY



IN CELEBRATION OF LEADERS

King's Day is not only Beodhen's primary feast day, but one of the most universally celebrated in all of Circadia. King's Day celebrates the powers of leaders across Circadia, Mortal and Immortal alike.

King's Day generally occurs in the Winter months and is marked by feasts, toasting, and large public parades and celebrations. While King's Day celebrates leadership, it is almost universally used as a time when leaders announce major initiatives in service of their constituents. Very commonly, prominent politicians will perform significant acts of charity, and it is understood as a time of universal giving and generosity.

Common folk generally see King's Day as a raucous day off from work where they might eat, drink, and be merry. Folk particularly dedicated to their own local leaders might offer small gifts or commendations. However, most commoners see King's Day as a holiday where their leaders scramble to provide for them.

The Devout, particularly Devout of Beodhen, take the holiday somewhat more seriously. After all, they are usually leaders in their own communities and use the time to re-commit themselves to their own service. Very frequently, Devout of Beodhen take the holiday as an opportunity to announce new undertakings in service to the Pantheon.

Of course, more unsettled individuals bristle at King's Day. Dissidents and usurpers are known to make their animosity known.

NIGHT'S WATCH



IN MEMORIAL OF THE FALLEN

Beodhen's most somber holiday, Night's Watch commemorates those lost to the Blood War and other battles.

Night's Watch is observed in the Autumn months. Even the least pious of homes hangs a lantern outside their home and places candles in their windows. In larger towns and cities, central squares and populous neighborhoods are wreathed with memorial garlands, temporary shrines to the dead, and bright burning lanterns of many colors. In many townships, local worship leaders will hold a great banquet where stories of the Blood War, as well as its fallen combatants, are shared. Such feasts also serve as places to raise toasts to those more recently lost.

While the colors of Night's Watch might suggest merriment, it is a subdued affair. Particularly for those who have recently lost a loved one, mourners are left to their own grief and comforted only carefully by friends.

Devout of Mynair recognize Night's Watch as a holiday, in part, dedicated to their fallen Goddess. On Night's Watch, Devout of Mynair will typically make a pilgrimage to the sea where, as a community, they will congregate on beaches. During the day, they craft memorial lanterns and, at night, join together in quiet song and memorial. Onlookers who have seen such commemoration say that, however tinged by grief, the celebrations are among the most beautiful in Circadia: along the coastline, sad, lilting voices raise above the nighttime surf, the singers lit by hundreds of lanterns.

THE DAY OF THE FAMILY



IN CELEBRATION OF DIVINITY

While nominally a holiday to celebrate the importance of family, the Day of the Family is in fact a celebration of Beodhen's own bloodline, both Divine and Mortal--it is a holiday generally unobserved by common folk but deeply important to the larger bureaucratic and administrative structures that govern Circadia. It is a declaration, first and foremost, of history, and great theatrical and bardic events are held that perform the history of Divine Blood.

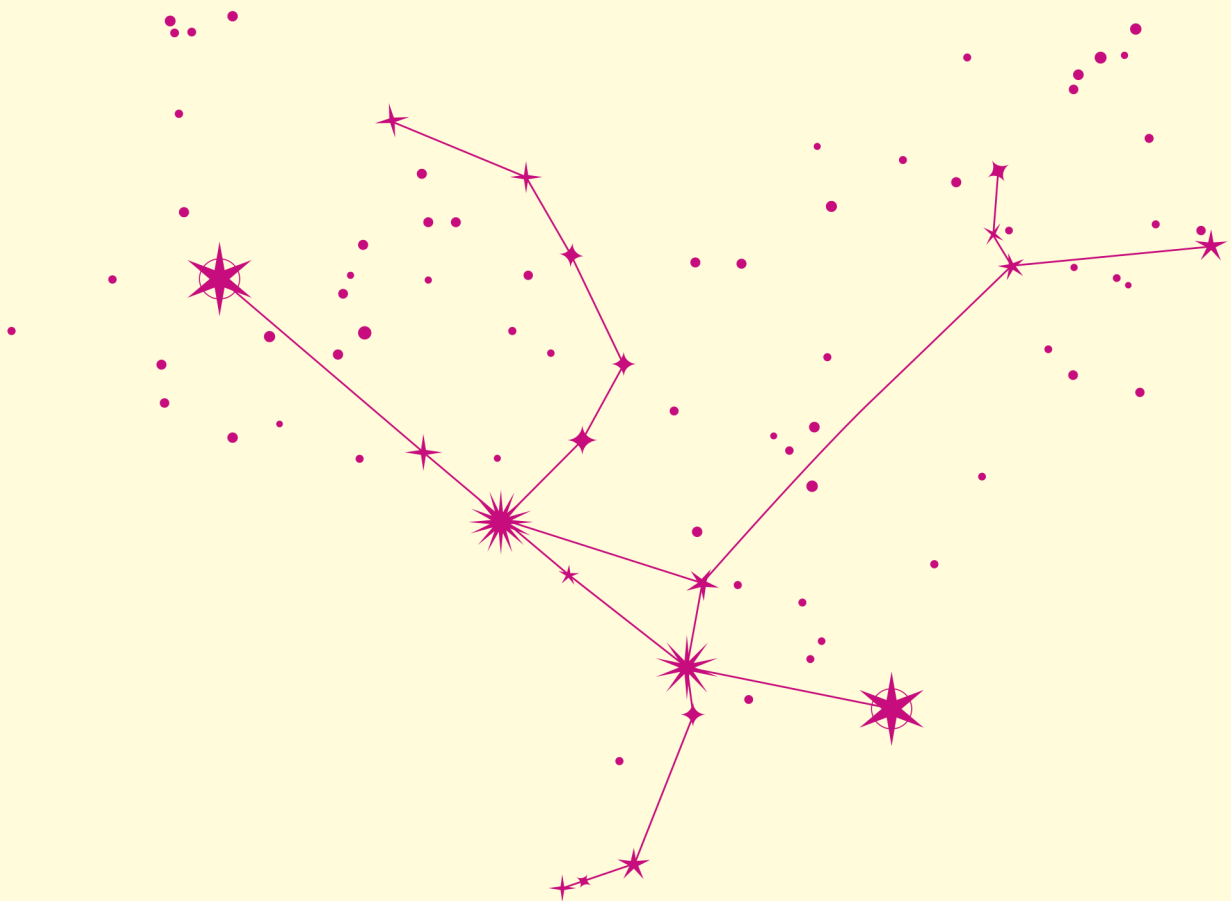
The Day of the Family is of course important to Beodhen's own family, Verine and Nopheris. Towns with substantial followings of Verine, in particular, often are benefited with lavish feasts and theater. Because of the coincidental centering of the arts during the holiday, many playwrights debut new works, and it is, if nothing else, considered a time of high art.

As the Day of the Family is held in the spring, many families use it as an opportunity to celebrate their own changes. Matchmakers and wedding planners are often particularly busy as unions, particularly among Beodhen Devout, are arranged and planned.

It is popular among followers of the Sisters, Steramestei and Kasamei, to join together to conduct tea leaf and tarot readings. Specifically, these readings look into an individual's future and, more particularly, their lifeline. Beodhen scoffs at such practices, assuming it was Steramestei's idea.

Holidays of Steramestei

PRACTICES OF THE STAR LADY
AND HER FOLLOWERS



THE PARADE OF STARS



A TIME OF MAJESTY

The most beautiful of the summer holidays, the Parade of Stars is a night of true splendor. Observed by nearly everyone in Circadia, the Parade of Stars is a week-long celebration where Steramestei paints her true sight into all corners of the world—and particularly upon the night sky.

For those who are not devotees of Steramestei but are nevertheless pious, the Parade of Stars is a week of late night parties where large groups gather to watch the stars and engage in a range of festivities. For towns, this may involve communal feasts, dancing, and general revelry. In large cities, such celebrations are grander still and may involve fireworks shows, pageants and competitions, and large-scale night markets. It is a time of economic abundance and one of the most eagerly anticipated of the High Holy Days.

For Devout of the Goddess, the Parade of Stars is a time of searching and meaning. It is known that, during the Parade, Steramestei etches hidden messages into not just the stars themselves, but the larger natural world. Seekers of Steramestei's knowledge search deeply for indications of the Goddess's wisdom. They search most carefully in the dark, ignored corners of the world, wondering if Steramestei has cast light upon her sister's shadows. Of course, divination of all forms is considered particularly powerful during this time.

Finally, a very special group of creatures, the Toto, often make themselves known during the Parade of Stars. During the Blood War, Steramestei hid the Toto from harm during the Parade. For this reason, the Toto will often, in their own procession, visit devotees of Steramestei to offer their own small thanks.

SISTERS' DAY



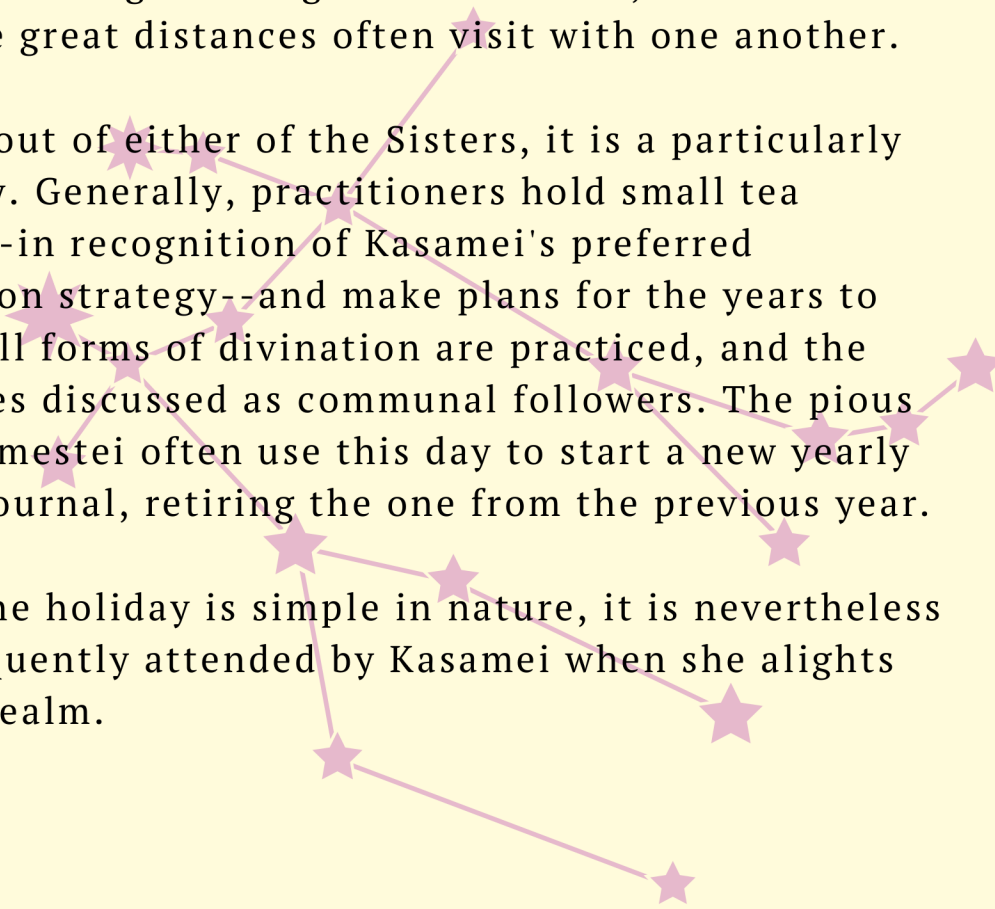
A TESTAMENT TO SISTERHOOD

A humble autumn holiday, Sisters' Day is a cozy celebration observed by both followers of Kasamei and Steramestei. While not particularly widespread, it is nevertheless treasured by its adherents.

For common folk, the holiday is an observation of sisterhood--whatever that may mean to individuals. People exchange small gifts with others, and sisters who live great distances often visit with one another.

For Devout of either of the Sisters, it is a particularly holy day. Generally, practitioners hold small tea parties--in recognition of Kasamei's preferred divination strategy--and make plans for the years to come. All forms of divination are practiced, and the outcomes discussed as communal followers. The pious of Steramestei often use this day to start a new yearly dream journal, retiring the one from the previous year.

While the holiday is simple in nature, it is nevertheless one frequently attended by Kasamei when she alights to the Realm.



STARSHINE



THE NIGHT OF PUNISHMENT

Despite its name, Starshine is one of the most foreboding of all the High Holy Days.

Only recognized by specific Steramestei sects, Starshine happens on the coldest Winter night of the year. Individuals who have hurt children are bound in the outdoors and left to the freezing night. It is said, on these nights, Steramestei's justice is swift and bleak. Some say that the Goddess commands her razor-edged constellations to fall to the earth, brutally shredding the bodies of the offenders. Others say that the sky itself consumes them. Still some say that Steramestei herself, unflinching in her violence, delivers justice. All that is known is that, come the morning after a successful Starshine, only blood and white feathers remain where the bodies once were.

Those who have cast out the offender spend the night in deep conversation, blacking out their windows with curtains so as not to inadvertently spy on the Goddess's justice.

During T'Rer's reign on the Pantheon, Starshine was outlawed. While the practice continued, the punishment of individuals was not formally condoned, and observants could be punished. When Beodhen took power, Starshine's traditional practices were reinstated, but they have mostly fallen out of favor. The stigma of ages past worries even pious Steramestei devotees, and Starshine is often observed by faithful enclaves or in secret.

Perhaps unsurprisingly, Starshine is one of the rare holidays wherein Hyrnedhna and Steramestei's perspectives align, and some Hyrnedhna followers are known to pay respects.

STARFALL



TOWARDS MEANING FROM THE DARK

For many in the Realm, Starfall is a holiday both strange and mundane. Occurring during the Spring, when the rains are at their heaviest, Starfall observations command that followers take the week to set out rain basins. These basins, often beautifully ornate, are placed to catch rainfall so that, in the dryer summer months, families may easily irrigate their fields, tend their homes, and water themselves and their livestock. While the initial setting occurs during Starfall, the rain basins remain outside for the duration of the growing season.

However, true Devout of Steramestei see the holiday as an opportunity to connect more deeply with the often distant Goddess. It is said that, during Starfall, those offered Steramestei's Blessing might look into their basins and see something quite magnificent: the stars writ wrong. It is believed that, during Starfall, the stars reflected in rain basin waters may actually appear differently than those same constellations the water reflects. In these instances, when the stars in the sky do not match the stars in the waters, it is said Steramestei offers her most ardent Devout a glimpse into her true sight.

Due to the importance of weather and water alike, Opix and Mynair followers often observe this holiday. Some particularly generous Opix followers might actually put out a basin of wine or spirits, rather than water, and offer it to their fellows. Followers of Nopheris dutifully observe this holiday--not for the astrology components, of course, but for the practicality of collecting rainwater for droughts.

Holidays of Nepheris

PRACTICES OF THE BOUND GOD
AND HIS FOLLOWERS



VEILTIDE



THE DANCE OF MASKS

Veiltide, occurring in the summer, is perhaps the most arcane of Nepheris's holiday. Nevertheless, it is beloved by even his stuffiest followers.

Veiltide is a night of secrets and secret sharing. One of Nepheris's lesser domains is secrecy, though, unlike T'Zyri, he does not truck in deception. On Veiltide, the Devout of Nepheris share their deepest secrets--the manner of doing so varies, though many followers prepare secluded spots in which to impart their secrets.

Veiltide also has a somewhat extravagant tradition: The Masquerade. During this time, followers of various Gods attend large balls, wearing fancy dress and masks. The Masquerade is little more than an excuse for finery and company, but it offers the opportunity for intrigue and, of course, romance.

Most T'Zyri Devout generally find this holiday offensive and refuse to recognize it unless their presence is necessitated at a celebration; conversely, Kasamei followers embrace it fully. Followers of Verine, of course, relish in its celebration.

THE DAY OF NEGOTIATION



IN OBSERVATION OF STRATEGY

Nepheris is the diplomat of the Gods, and his most popular holiday, occurring during the brisk cold of autumn, is the Day of Negotiation. It is a largely self-explanatory holiday, though marked by unique customs.

The Day of Negotiation is a time when all potential alliances, contracts, and relationships are welcomed. Devout of Nepheris often present their riskiest and most controversial ideas before colleagues, particularly their superiors. While such interactions might invite strife, civility and calm are the mandated interactions. Many newly minted lawyers and students of law, therefore, use this holiday to hold mock trials to hone their skills.

Nepheris followers often revisit their interpersonal relationships during this time. Marriage proposals are common as are conversations about wills, divorces, finances, and adoption of children. While those who do not follow Nepheris regard this as a clinical approach to such matters, practitioners see it as a way to have difficult conversations under the Blessing of their God.

RELIQUARY EVE



AN INVESTIGATION OF HISTORY

Reliquary Eve is a meditative winter holiday dedicated to, unsurprisingly, relics and their maintenance. Nepheris followers see this as a matter of sacred duty: after all, the relics of Circadia hold the history and magic of the Gods. While few Mortals have visited the personal estate Nepheris keeps when he alights, it is said that his personal Reliquary houses some thousand relics. The significance of such items aside, the holiday is a bit mundane for many: tasks involve the care of Reliquaries, including taking stock of assets, general conservation, and cleaning.

However, the Blood War left many Reliquaries destroyed or, in some cases, hidden away. Devout of Nepheris will often put together interfaith scouting parties to seek these places out. Particularly for those interested in the ancient lore of Circadia, this is an exciting time of year.

The actual celebration takes place in the evening. Most Devout of Nepheris have at least one minor Relic, and they gather together telling stories that illuminate the import of the item. As is customary for most of Nepheris's celebrations, wine flows freely, and understated toasts are common.

Reliquary Eve, more recently, has become popular with those looking for adventure. It is as good an excuse as any to look for the forgotten histories of Circadia, and Devout of all Faiths take the opportunity to search the Realm.

THE DAY OF THE FAMILY



AN OPPORTUNITY FOR CHARITY

Like Beodhen, Nepherris observes the Day of the Family as a springtime celebration of his own bloodline, both Divine and Mortal. However, Nepherris is somewhat different in his approach. Whereas Beodhen followers hold large revels and fetes, Nepherris followers tend to be more pragmatic, focusing on family in a more systemic way.

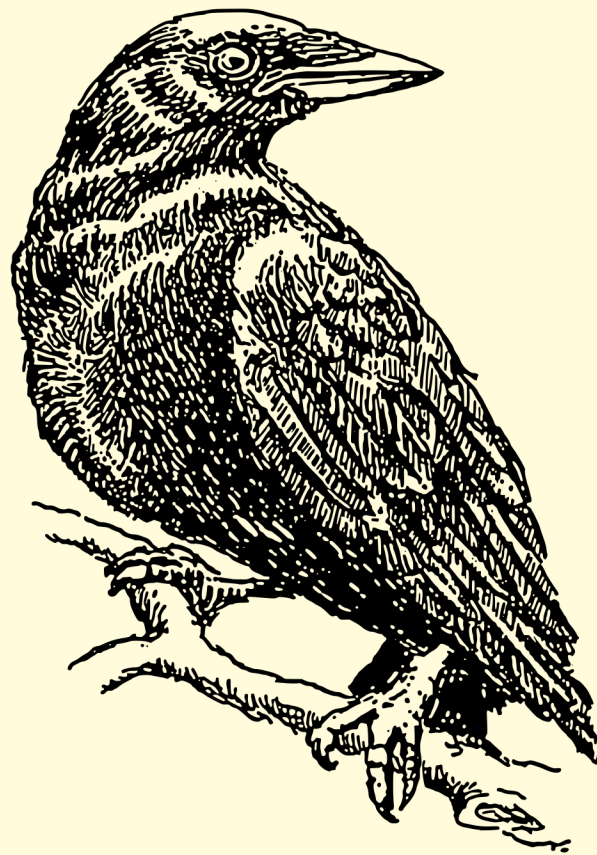
As most towns and cities have at least a modest group of Nepherris followers, small celebrations are ubiquitous, even if they are not well attended by the common folk. Like his brother, Nepherris emphasizes the leadership of the Pantheon and the Mortal leaders who keep their values. However, Nepherris also commands larger acts of charity and communal giving.

It is very popular among Nepherris followers to conduct large acts of service and charity on the Day of the Family. Many particularly prioritize venues that serve children, such as schools, libraries, and similar institutions. Through this practice, the Day of the Family has become an inadvertent celebration of teachers and similar individuals who help muster the proverbial village.



Holidays of Kasamei

PRACTICES OF THE LADY DEATH
AND HER FOLLOWERS



THE COURT OF KEYS



A CHANCE FOR CONNECTION

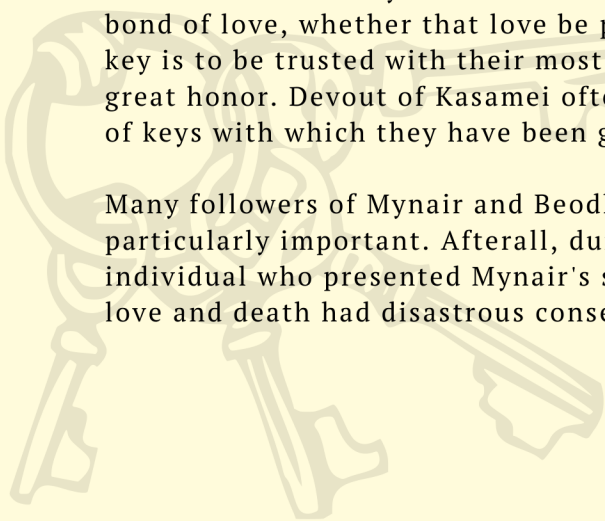
One of Kasamei's lesser known purviews is of love and romance more specifically. After all, Kasamei's other realms--such as death, age, and travel--work to sharpen Mortals' understanding of how love, challenging and unpredictable, weaves itself throughout Mortal lives. The Court of Keys, Kasamei's summer festival, recognizes this part of the Goddess's power.

The Court of Keys has observances both joyous and difficult. In general, the holiday is a time to deepen connections and explore how bonds with others might be expanded and explored. Small gatherings are held where conversation is purposefully intense: deep, difficult questions are asked, and participants are encouraged to meaningfully dive into debate and discourse. Such events, of course, are marked by fine food, drink, and an expectation of comfort and hospitality.

The Court of Keys is also a time to acknowledge the inseparable intimacy of love and death: vigils are frequently held, particularly for those mourning a recently deceased loved one. It is very common for Devout of Kasamei to visit the homes of those who have recently lost someone and simply sit together with them in silence.

The holiday is named for a particular tradition: the exchanging of Keys. Devout of Kasamei will often offer small, intricately wrought keys to individuals that they trust with their secrets. The offered Key symbolizes a bond of love, whether that love be platonic or otherwise: to carry someone's key is to be trusted with their most intimate, difficult secrets, and it is a great honor. Devout of Kasamei often wear chatelaines that hold the variety of keys with which they have been gifted.

Many followers of Mynair and Beodhen also recognize this holiday as particularly important. After all, during the Blood War, Kasamei was the individual who presented Mynair's slain body to Beodhen--a moment wherein love and death had disastrous consequences for all of Circadia.



SISTERS' DAY



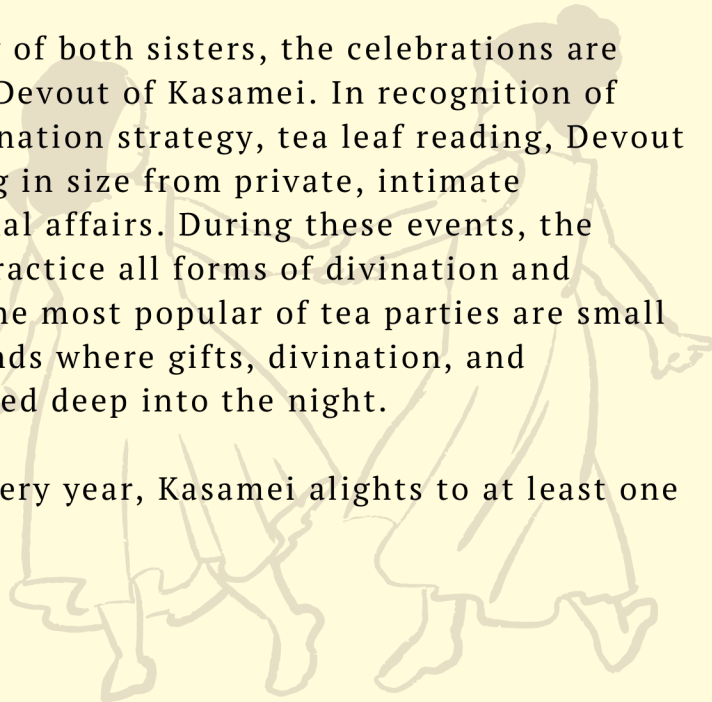
IN CELEBRATION OF KINSHIP

Like Devout of Steramestei, Devout of Kasamei also observe the cozy autumn holiday, Sisters' Day. Kasamei followers take particular pride in this holiday: it is time when they can come together with loved ones and share stories, secrets, and hopes for the future.

Kasamei's observance of Sisters' Day is largely the same as her sister's: it is a celebration of sisterhood, however broadly conceived that may be. Traveling, visiting, and gift giving remain common. While Devout of Steramestei might offer as gifts small fineries—such as jewelry, textiles, perfume, or cut flowers—Kasamei followers prefer small homemade gifts and cards.

While the High Holy Day of both sisters, the celebrations are particularly relevant to Devout of Kasamei. In recognition of Kasamei's preferred divination strategy, tea leaf reading, Devout hold tea services ranging in size from private, intimate exchanges to large, formal affairs. During these events, the Devout of both sisters practice all forms of divination and discuss the outcomes. The most popular of tea parties are small gatherings between friends where gifts, divination, and information are exchanged deep into the night.

It is said that, almost every year, Kasamei alights to at least one gathering.



DEATHWALK



A TIME FOR HEALING

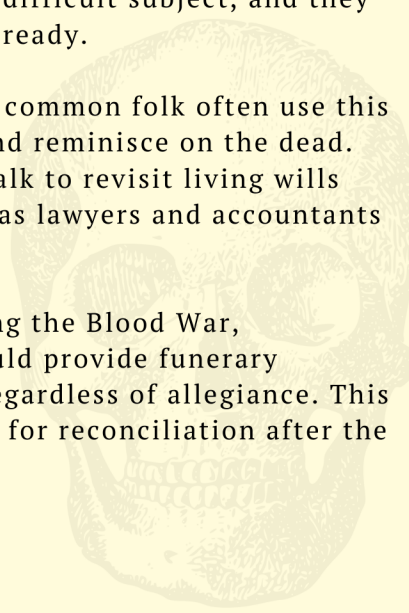
Deathwalk has a grim name, but the winter holiday is one of care, contemplation, and journey. Deathwalk is the holiday where Kasamei and her Devout help those around them understand Death.

Unlike other holidays, Deathwalk is a unique experience that differs from follower-to-follower. Kasamei followers are expected to, as individuals, develop their own rituals and practices to better deepen their faith. For instance, for some Kasamei followers, private maintenance and cleaning of the local burial ground may provide meaningful time for reflection. Another Kasamei follower may wish to partner with like minded fellows to provide company for medical workers serving grieving individuals and families. Still others might want to lead sermons on the natural cycle of death. There is no wrong answer in terms of how this holiday is celebrated as long as it is celebrated with the appropriate respect.

Devout of Kasamei often wear skeletal masks and skull jewelry on Deathwalk. It is an indication of their loyalty to not only the Goddess but the larger cycle of life and death, and such adornment indicates to the broader public that the Devout are available for counsel. This last part is important: Kasamei followers know that, for many, death is a difficult subject, and they try to only welcome into their work those who are ready.

Deathwalk is observed by others in the realm. The common folk often use this time to visit burial sites, tend personal shrines, and reminisce on the dead. Nopheris followers almost universally use Deathwalk to revisit living wills and funeral arrangements. Often, those who work as lawyers and accountants will offer such services for free.

Finally, Deathwalk is important historically. During the Blood War, Deathwalk was a time when Kasamei followers would provide funerary services for all those affected by the Blood War, regardless of allegiance. This is one of the early political instances that allowed for reconciliation after the Blood War.



LIMINA



THE NIGHT OF PROPHECY

Limina is perhaps the most important of Kasamei's holidays as, for her followers, it is the Day of Prophecy. Occurring in the spring, Limina is a time when Kasamei's faithful

Limina occurs during the late night, when Kasamei Devout gather together, generally under the midnight sky. (It is considered particularly auspicious if the sky is starless.) During this time, the Devout share the Prophecies, if any, they have received and attempt to make communal sense of them. While outsiders may view this as mere discussion among the faithful, many Kasamei followers see this time as Kasamei's "new year" when information is shared and new plans are set. Since discussion can go long into the night, it is common for food, drink, and other comforts to be provided.

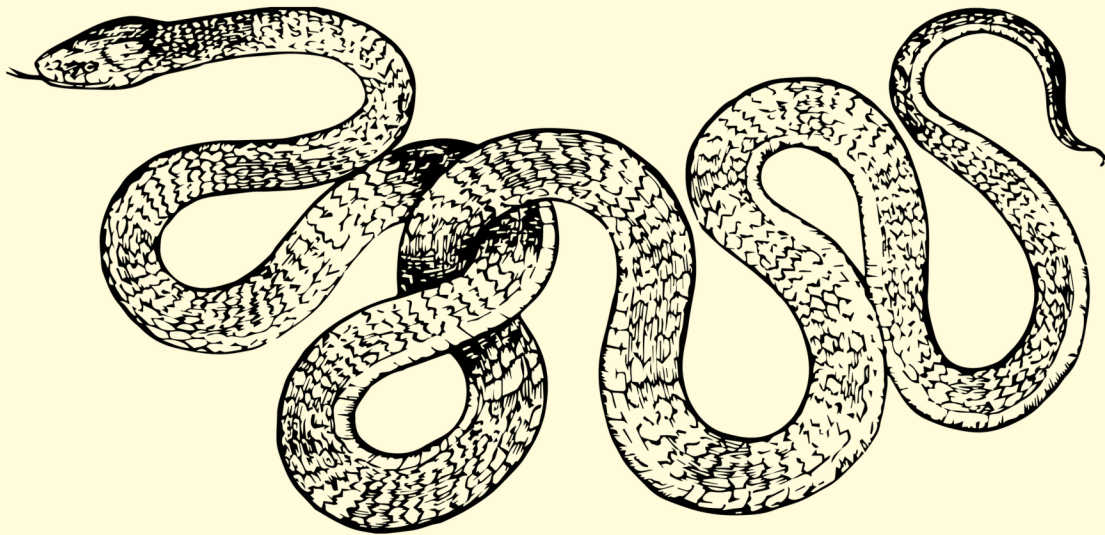
Limina gatherings are considered sacred and private. Kasamei followers, on Limina, mark their conversation by setting out a ring of lanterns. Everyone in Circadia knows that to enter without invitation is an affront to the Pantheon itself. However, so too is it considered an affront to the Pantheon if any Kasamei follower is excluded.

Unlike other holidays, Limina is not celebrated in small, private groups. Instead, Limina mandates the joining of all local Kasamei followers together, and it is often how Devout meet fellow practitioners.

Finally, Limina is one of the few holidays kept exclusive to a God. Generally speaking, only Kasamei followers attend the Limina ceremony. However, Steramestei followers are sometimes invited to provide clarity on a particularly complicated Prophecy. Similarly, if there are individuals, regardless of Faith, who seem somehow connected to the Prophecy, they may be invited to the discussion.

Holidays of T'Zyri

PRACTICES OF THE USURPER AND
HER FOLLOWERS



DAY OF THE OUTCAST



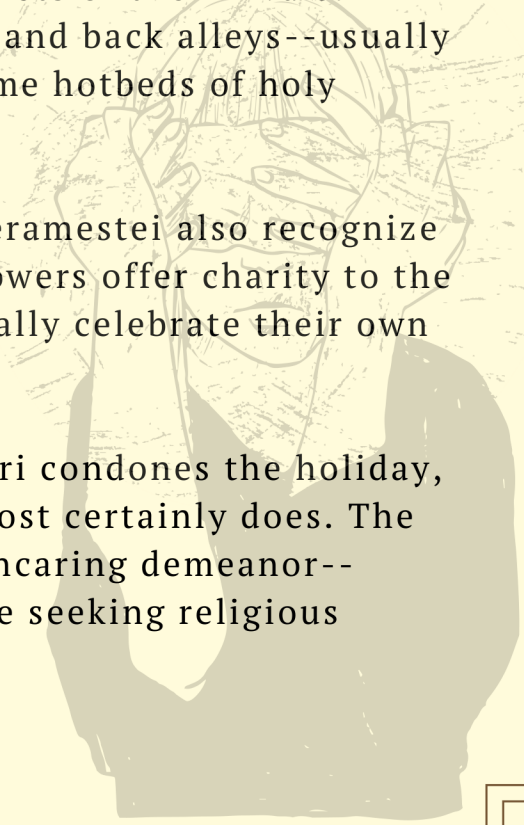
EMPOWERING THE POWERLESS

Celebrated in the summer, Day of the Outcast is an informal holiday constructed entirely by Mortals. It is not known if T'Zyri offers it her Blessing, but it is nonetheless an important celebration for Devout and lay followers alike.

On Day of the Outcast, the downtrodden, scorned, and unloved often come together to break bread and exchange information. While this is often a day of simple camaraderie, it is also a day where the "ears and eyes" of the Goddess come together to discuss strategies, hypotheses, and, of course, the secrets of their rivals. Brothels, seedy pubs, alms houses, and back alleys--usually disdained by the other Gods--become hotbeds of holy activity.

Many followers of Nopheris and Steramestei also recognize this holiday. While Nopheris's followers offer charity to the less fortunate, Steramestei's generally celebrate their own Madness among the Mortal world.

Finally, while it is unknown if T'Zyri condones the holiday, her High Priest, Sincerity Locke, most certainly does. The High Priest--known for his grim, uncaring demeanor--nonetheless opens his door to those seeking religious counsel.



ESKRINÈRYARA

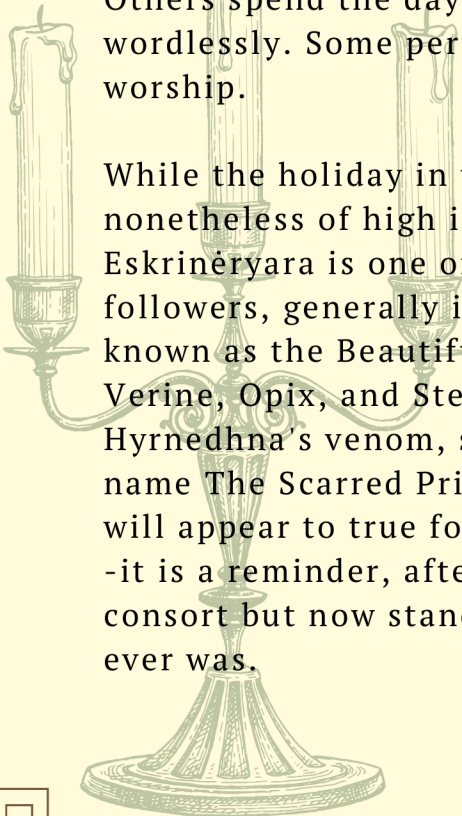


THE RETURN OF BEAUTY

Held in the fall, Eskrinèryara is an ancient holiday of the elder (and long dead) Gods. T'Zyri and her brother T'Rer's parents, T'Myrim and Zyr'Zane, first introduced the autumnal holiday to Mortals when they presented their newborn twins--T'Zyri and T'Rer--to the Mortal world.

The Old Ways of the elder Gods have mostly faded, but followers of T'Zyri and T'Rer alike observe it. Generally, each sect of the Gods interpret the holy day differently, reflecting the mysterious nature of T'Zyri's worship. Many sects offer the final bounty of the Harvest season before shrines to the Goddess. Others spend the day in silence, going about their business wordlessly. Some perform rituals secret and unique to their own worship.

While the holiday in the larger realm is mostly ignored, it is nonetheless of high import to Devout of T'Zyri. It is said that Eskrinèryara is one of the rare times T'Zyri appears to her followers, generally in her form from older times: previously known as the Beautiful One, T'Zyri rivaled the beauty of even Verine, Opix, and Steramestei. When she was afflicted by Hyrnedhna's venom, she lost her countenance, offering her the name The Scarred Princess. It is said that, once a year, T'Zyri will appear to true followers in an illusion of her previous form--it is a reminder, after all, that she might have been Beodhen's consort but now stands, in her opinion, more powerful than she ever was.



THE NIGHT OF KNIVES



IN CELEBRATION OF BETRAYAL

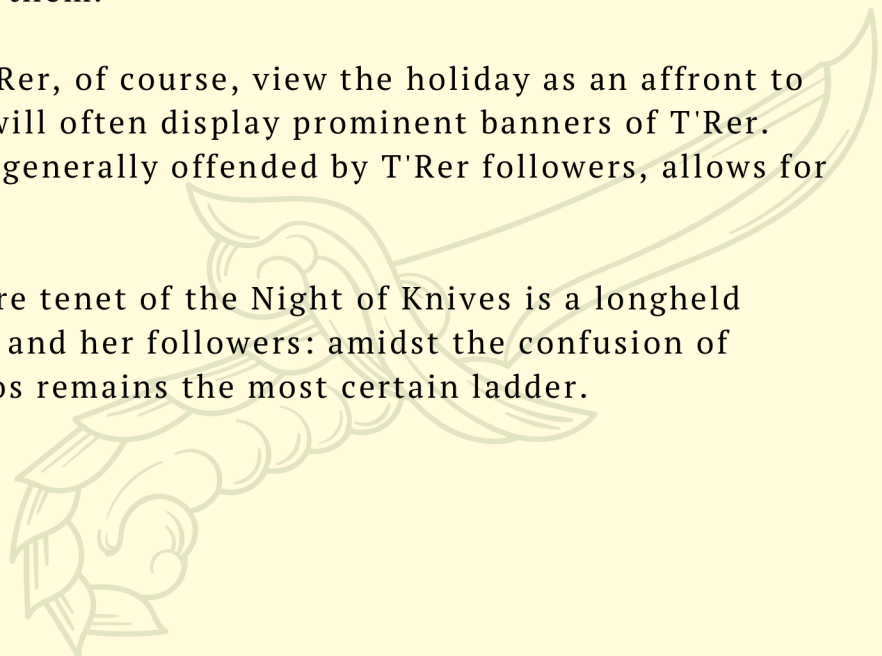
The Night of Knives occurs in the winter and is celebrated by only the most ardent of T'Zyri's followers.

T'Zyri is an Usurper and a Betrayer and to follow her is to believe in the importance and righteousness of her acts. After all, T'Zyri not only betrayed a God but betrayed her brother. To the truly Devout, T'Zyri's willingness to betray her kin, in the interest of the realm, is an action of only pure faith. Faith in what, of course, is up for debate.

Most T'Zyri followers simply retell the story of the Blood War-- uncharacteristic of T'Zyri's Devout, many Worship Leaders hold public sermons, reminding those who find T'Zyri distasteful that she is nonetheless a key figure of the Blood War. Some followers, however, enact long held strategies, hoping that their goddess guides them.

Followers of T'Rer, of course, view the holiday as an affront to their God and will often display prominent banners of T'Rer. Even Beodhen, generally offended by T'Rer followers, allows for such acts.

Of course, a core tenet of the Night of Knives is a longheld belief of T'Zyri and her followers: amidst the confusion of Mortality, Chaos remains the most certain ladder.



WEBWEAVE



IN RECOGNITION OF MYSTERY

T'Zyri is often heralded by spiders and Webweave, observed in the spring, is a day of both symbolic and practical nature.

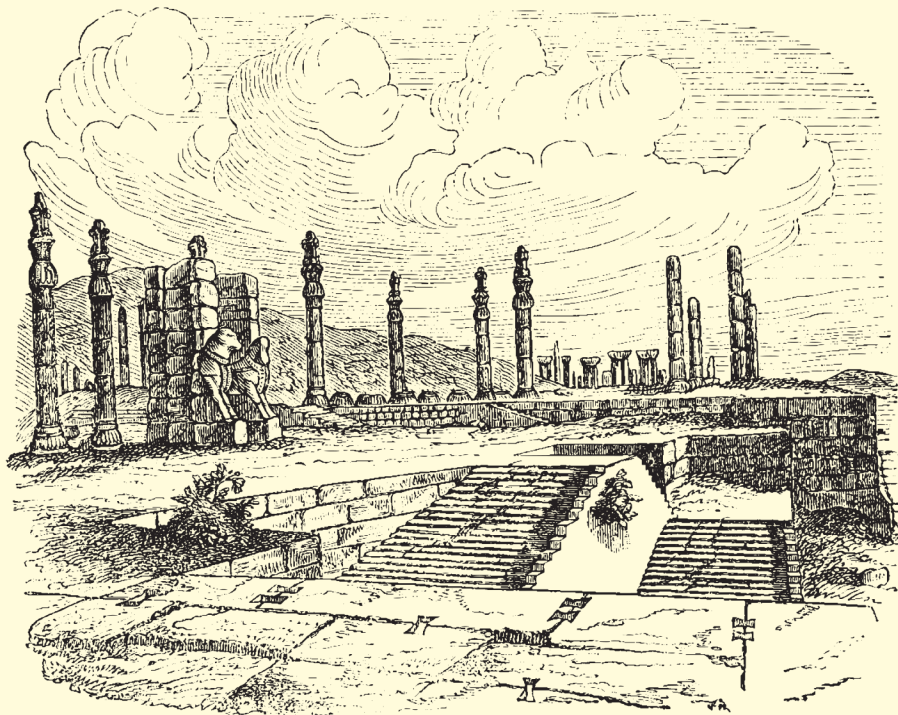
On Webweave, followers of T'Zyri spend days weaving webs of spun silk in various corners of the realm. Many of these webs are decorative but many more, cloaked in concealing magic, are pragmatic. Secret notes are tied into various webs allowing followers to leave discrete messages, allowing for the many hidden channels of T'Zyri to conduct their business.

Webweave is also a day of recognizing the mystery of T'Zyri. One of the most important magics that T'Zyri controls is the realm of Mystery: rivaled but not exceeded by Steramestei and Kasamei, T'Zyri is said to know the true secrets of the world. It is understood that, if a Devout weaves in earnest reflection of their Faith, they might observe these mysteries in the web.

Often, Webweave becomes something of a competition as followers of particular skill attempt to weave and embroider the most beautiful web.

Holidays of The Fallen Gods

PRACTICES OF T'RER,
HYRNEDHNA, GU'LABIR, VERINE,
OPIX, MYNAIR, AND THEIR
FOLLOWERS



ESKRINÈRYARA

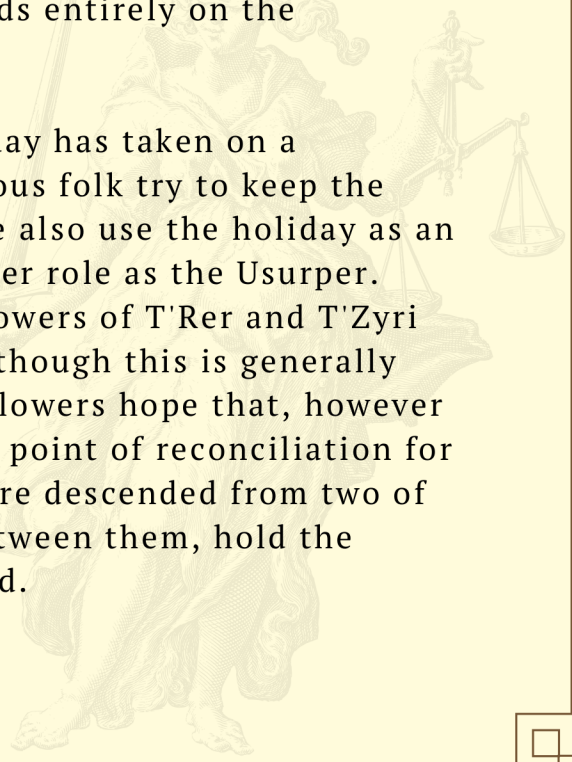


T'RER'S RETURN OF RIGHTEOUSNESS

Like his sister, T'Zyri, T'Rer's most sacred holiday is Eskrinèryara, the ancient holiday of the elder Gods, T'Myrim and Zyr'Zane. This autumnal holiday commemorates the introduction of the Gods T'Zyri and T'Rer to the Mortal world. Even as a Fallen God, T'Rer commands his followers to hold observances fast.

Whereas followers of T'Zyri spend the day in contemplation of T'Zyri and her various manifestations, followers of T'Rer observe the day as an opportunity to act meaningfully on their God's purview of justice and honesty. T'Rer followers spend the day enacting justice. Sometimes this is as mundane as helping with clerical work for local civil services. Other times it is as extraordinary as campaigning against known villains. As with various holidays in Circadia, it depends entirely on the individual follower.

Of course, since T'Rer's fall, the holiday has taken on a somewhat bitter twist. While most pious folk try to keep the spirit of justice at the forefront, some also use the holiday as an opportunity to reflect on T'Zyri and her role as the Usurper. This is one of the rare days when followers of T'Rer and T'Zyri come into conflict with one another, though this is generally frowned upon heavily. Many T'Rer followers hope that, however unlikely, the holiday might serve as a point of reconciliation for the pious. Afterall, T'Rer and T'Zyri are descended from two of the most powerful elder Gods and, between them, hold the deepest magics of the terrestrial world.



EARTHSCAR



HYRNEDHNA'S PRAISE OF FEROCITY

Hyrnedhna's followers observe a range of different holidays, but the celebration considered truly sacred to the Goddess is Earthscar--a newer practice that commemorates the Blood War and Hyrnedhna's own victory within it.

On Earthscar, which is celebrated in the autumn, Hyrnedhna followers spend the day and evening in the wilds. Even those who live in cities far from the wilderness make pilgrimages to remote mountains and deep woods. During this time, as individuals or in small groups, Hyrnedhna followers reflect on the role their Goddess played in the Blood War. Reflection, and how that manifests, depends on the individual. Some spend hours forest bathing and reconnecting with the natural world. Others go on arduous hunts, and still others keep secretive, less savory practices.

Some particularly pious followers will make the pilgrimage to Godroad, seeking what is now considered Hyrnedhna's most sacred site. When Hyrnedhna fell from the Pantheon, her followers created a memorial to the Goddess's former power. Far in the outlying woods surrounding Godroad, three deep gashes have been scarred into the ground. On Earthscar, Hyrnedhna followers visit this location--it is considered dangerous as, on the night of Earthscar, the Hyrnedhnai are particularly ferocious.

DEEP MAW



GU'LABIR'S PURSUIT OF EXCHANGE

Of all the Fallen Gods, Gu'labir has the most sinister reputation. For this reason, Deep Maw is celebrated by very few people in Circadia. Nevertheless, this autumnal holiday is of great significance to Gu'labir's followers.

Deep Maw is celebrated along a guiding tenet rather than a specific ritual or rite: followers of Gu'labir help consume something another person wishes to purge from their life.

Sometimes, this is simply and even wholesomely performed: a Gu'labir follower looking to clean out their closet will offer the old clothes for free, and their fellows in faith will gladly take the belongings for their own use. Similarly, a person wishing to discard an overabundance of food might hold a feast for other practitioners.

There are, of course, more nefarious celebrations. It is generally said that the bodies of those who go missing on Deep Maw are never found.

DAY OF THE FAMILY



VERINE'S UPLIFTING OF THE DYNASTY

Like her nephews Nopheris and Beodhen, Verine observes the Day of the Family. Unlike her nephews, however, Verine focuses almost entirely on the dynastic bloodline and Nopheris and Beodhen's rightful claim to the Pantheon.

Verine's followers exercise little to no restraint in their celebration of the day: lavish parties are held, and galas go late into the night. Matriarchs, in particular, are celebrated, and it is common for mothers, aunts, and grandmothers to receive gifts in recognition of their importance in the family. Even among poor followers of Verine, aunts, at the very least, are given small tokens of affection.

There are, of course, rumors that Verine's followers celebrate the Day of the Family in a more wicked manner than mere feasts. While it is assumed to be only hearsay and foul gossip, it is nevertheless whispered that the Day of the Family is a time when Verine followers bring "just desserts" to those who have wronged them.

IR REVES



OPIX'S REVELRY OF CONFUSION

Ir Reves, Opix's only high holy day, is a day of joy, merriment, and, some might say, utter delirium.

To those who are not followers of Opix, Ir Reves appears as simply a vibrant week of summer carnivals. However, for those faithful to the trickster God, Ir Reves is a week of reveling in confusion, delight, and mess.

Even though Opix is a Fallen God, most people celebrate Ir Reves as, above all, it is a week of partying and festivity. During the week of Ir Reves, towns and cities alike set up carnival fairgrounds where daytime and nighttime entertainment alike can be found.

Ir Reves is most famous for the elaborate costumes that celebrants wear. Many dress in imitation of a friend, loved one, or even rival. Almost all followers of Opix, however, costume themselves as butterflies, the God's favored symbol. These butterfly costumes are considered some of the greatest artworks in Circadia.

For followers of Opix, Ir Reves is a time for delighting in life and the mysteries of change. Amidst the merrymaking, Opix followers meditate on the winds of metamorphosis their God offers.

SALYS'MYR



ALL RETURN TO THE TIDES

One of the ancient holidays, this quiet springtime affair is considered one of the most beautiful celebrations in all of Circadia. It is a time of reckoning with loss and letting go of things that no longer serve.

Over the course of the week leading up to Salys' Myr, layfolk and the pious alike spend time in quiet reflection. They muse on the things that they still hold near that are better off discarded. These things are written on tiny slips of paper and kept close throughout the week.

On the evening of Salys' Myr, hundreds of paper lanterns are set along the beaches and lit aflame. People drop their slips of paper into the flames and, after they have burned, set the paper lanterns into the ocean. The tides take away the lanterns, and observants pray on a good return.

Between Mortal followers of Mynair and the Mynaira, this is a time of exchange. Often, the Mynaira will take the Mynair's discarded hopes as their own and, occasionally, offer a treasure from the sea in return. Those Mynair followers who wear pearls of the Mynaira have been offered these rare gifts.

Since Mynair's slaying, it is quite common for the Mynaira and Mynair followers to visit the Goddess's corpse, which floats in the waves to this day. Prayers are said as observants acknowledge that, since the tides have not yet taken their Goddess's body, they might someday return her spirit.