

# Alphatian Imperial Calendar

## Alphamir (Early Spring)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Cyprimir (Early Autumn)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Sulamir (Mid Spring)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Hastmir (Mid Autumn)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Sudmir (Late Spring)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Eimir (Late Autumn)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Vertmir (Early Summer)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Burymir (Early Winter)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Tslamir (Mid Summer)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Nyxmir (Mid Winter)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Andrumir (Late Summer)

Majhur	1	●	8	○	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Amphimir (Late Winter)

Majhur	1	●	8	●	15	○	22	○
Tijhur	2		9		16		23	
Wojhur	3		10		17		24	
Thajhur	4		11		18		25	
Flajhur	5	●	12	○	19	○	26	●
Sejhur	6		13		20		27	
Lajhur	7		14		21		28	

## Moon Phases (Matera)

- New Moon
- Full Moon
- Waxing Crescent
- Waning Gibbous
- First Quarter
- Last Quarter
- Waxing Gibbous
- Waning Crescent

## Calendar Overview

The Alphatian Imperial Calendar is based on an older Thothian calendar, which the Alphatians adopted after Landfall. They found the structure of the calendar — twelve months of 28 days, with each month broken down into four weeks of seven days — to be accurate, but gave the months and days new names derived from their original calendar.

Since the Alphatians made Landfall early in the month of Alphamir, they celebrate New Year on Alphamir 1, while Thyatians consider Nyxmir 1 to mark the New Year. Thus, Alphatian and Thyatian years are two months out of sync with each other. Year 0 of the Alphatian calendar corresponds with 1000 BC in the Thyatian, but it begins two months in, and ends two months into 999 BC.

## Festivals and Holidays

**Alphamir 1: New Year's Day; Spring Equinox.** Art demonstrations, parades, and celebrations take place throughout the empire. Day and night are equal; officially the first day of spring.

**Alphamir 7: Landfall Day.** This is the anniversary of the date the Alphatians arrived on Mystara from their original homeworld. It is a solemn day celebrated with feasts, and it ends a week of New Year's celebrations.

**Alphamir 15: Opening Day.** Schools and universities begin their nine-month academic year.

**Sulamir 13: Empress Eriadna's Birthday.** Nobles send presents to the Empress or give a coin to a beggar in her name.

**Vertmir 1: Summer Solstice.** The longest day of the year, officially the first day of summer.

**Sudmir 15: Howling Day.** On this day of the full moon, Alphatians celebrate with no restraint — they abandon work, run amok, have fun, howl at the moon, and generally give in to mad passions. It is a day of high romance in the Empire.

**Tslamir 15-21: Doggerel Days.** In the heat of high summer, schools, theatrical companies and scholarly guilds sponsor competitions of music, drama, recitation, jokes and puns, poetry and cheap verse (doggerel).

**Cyprimir 1: Ancestors' Day; Autumn Equinox.** Alphatians visit the graves of ancestors and invite them home for the day — every table has an extra place setting for a ghost who might care to visit. Alphatians sing about the dead and tell stories of their ancestors. At midnight, they open their doors and usher the ghosts out. Day and night are equal; officially the first day of autumn.

**Hastmir 8-15: Wine Festivals.** This is a week-long celebration of wine tasting and drinking festivals. Vineyards judged as having produced the finest wines are assured of good sales throughout the year.

**Burymir 1: Winter Solstice.** The shortest day of the year; officially the first day of winter.

**Burymir 15: Closing Day.** Alphatian schools and universities following the nine-month academic year close, and the students return home for the winter months. This is also a minor feast holiday — an acknowledgement of the arrival of winter.

**Burymir 28: The Day of Dread.** The Day When Magic Fails. No magic works in the Empire. Magical barriers fall, gates open, imprisoned beings rush free. Magicians prefer to stay indoors, powerless, protected by loyal commoners when possible, while horrible things may be out there roaming the streets.

**Amphimir 28: The Extra Day.** Though the calendar shows Amphimir 28 as part of the regular year, Alphatians actually calculate the year as ending with Amphimir 27. The next day is regarded as being “between the years.”

## Sources

- Dawn of the Emperors* (1989) by Aaron Allston, Book 3, pages 19-20
- Poor Wizard's Almanac II* (1993) by Ann Dupuis, pages 155-161
- Poor Wizard's Almanac III* (1994) by Ann Dupuis, pages 133-139