

The Théan Calendar

The most used calendar format in Théah begins mid-winter and lasts for 12 months followed by five days of holy ceremonies and feasts known as The Prophet's Mass. Each month lasts for 30 days and is broken into four seven-day weeks. An additional "feasting day" follows the end of the second and fourth weeks of each month; these feasting days are not considered part of the week.*

**Note, the original resource incorrectly stated that the feasting days are considered part of the week; this conflicts with Compendium pg 17 and has been corrected below.*

Other Calendar Systems

*Editor's Note: The following marked as ** are unofficial suggested additions from the editor. They are attempts to rectify conflicts between the original resource with the various historic and cultural differences mentioned throughout other publications.*

Avalon and the Filid**

While the Triple Kingdoms have adopted the Théan Calendar, however the *filid* (Druids) still follow the traditional lunar-solar calendar; this has little impact on most Avalons.

Cathay and the Zodiac

The Empire of Cathay's calendar is made of a complex combination of lunar cycles and movement of other celestial bodies. See *Cathay*™ pg 44,45, 48.

Crescent Empire**

The tribes of the Crescent Empire use a lunar-based calendar. A year is twelve months with each month beginning and ending with the new moon. They do not adjust or re-align their months with the seasons, so the months that seasons fall on shift from year-to-year.

The Théan Calendar Months

Month Name	Season
Primus	Winter
Secundus	Winter
Tertius	Winter - Spring
Quartus	Spring
Quintus	Spring
Sextus	Spring - Summer
Julius	Summer
Corintine	Summer
Septimus	Summer - Autum
Octivus	Autum
Nonus	Autum
Decimus	Autum - Winter
The Prophet's Mass ¹	Winter

1: The Prophet's Mass is not a "real" month. It is a five-day festival period celebrating the First Prophet; the winter solstice falls during The Prophet's Mass.

Standard Théan Month

Soldi	Veldi	Amordi	Terdi	Guerdi	Voltadi	Redi
1	2	3	4	5	6	7
8	9	19	11	12	13	14 15 ²
16	17	18	19	20	21	22
23	24	25	26	27	28	29 30 ²

2: The Feasting Days, the 15th and 30th, are not considered "real" days and are not included as part of the week.

The Prophet's Mass

The Prophet's Mass begins immediatly following 30 Decimus.

Day	Day	Day	Day	Day
1	2	3	4	5

Natives of the Midnight Archipelago**

Most of the native peoples of the Midnight Archipelago do not use a formal calendar system. Typically, they track the seasons and the lunar cycles within each season into, roughly, a thirteen cycles of 28 days, but outside of the equinoxes

and soltices they do not assign much significance to individual days. Although, some native groups, yet to interact with Théah explorers, may have much more complex methods of keeping time.

Ussura and the Orthodox Church**

Orthodoxy, having stemmed from the Vaticine, follows roughly the same calendar cycle, however, Ussurans do not observe The Prophet's Mass, instead celebrating the 12-day Theustide beginning on Primus 1 (see *Ussura*™ pg 58;) the The Prophet's Mass is instead called Pered Theustide. As almost all business shuts down during Theustide, Ussurans spend these five days in hurried preparation for the new year celebrations.

Vestenmannavnjar*

The Vestenmannavnjar use a lunar calendar, which begins with the first full moon on or following the Spring Equinox. This causes the Vesten year to fluctuate between 12 and 13 months and the months to vary between 29 and 31 days from year-to-year. Vesten days are tracked from sunset-to-sunset.

Credits

Editing and Formatting

K.C. Krupp

Line Development

Mark Stanton Woodward

7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

7th Sea™ and Swashbuckling Adventures™ are properties of
Alderac Entertainment © 2004. All rights reserved.

