Almanac for the 2522nd year of Sigmar's Glorious Empire detailing the Vilgrims' Temple of Ahlenhof, Middenland

Dexenstag Mitterfruhl Sonnstill Midspring Throng Midspring Throng Midspring Throng D								
	1	Rachexen	Jahrdrung	Ptlugzeit	Sigmarzeit	Sommerzeit	Borgeheim	Manut & Wis
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	(br	3 0	3	3 "Of Man and Bear"	3	3 Muner	3 0	
1	7	4 "The Empire is born" 5	4 "The young man of Nuts" 5	5 Maser	4 Moner O	5	5	1
	1	6 Master 0	6 Master	ė C	16		6 Evening Throng O	Mount to Fol
	(8	8	8	S Evening Throng	7 Evening Theory	8 "Assofen Bridge"	FLAST
	-	9 0		9 Evening Theory C	10 "The World's Edge"	9 "The Breckmunisch"	0 O	71
	is Ct	10 Evening Throng	10 Exercing Throng	11 "Moratk's Tours"	10 "The World's Edge" 11	11 Muner	11 Moster	117
	35.	12 "Putr Silks and Whispered Lies"	12 "The open mind" 13	12 O	12 Moner	12 O	12 0	VIL
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1	1	18 Evening Throng	16 Evening Theory O	18 "The Lord of the Dead"	19 "Accorden" Signaring	18 O	19 Moster ()	
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			26 Evening Throng	26	20 "Holy Holstrum" O	26	26 Muser	X
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		28 O 29 Evening Throng	28 29 Evening Throng	28 Evening Throng C	28 "The Clienting Flame" O	28 "The Final Berte"	28 O	-
J. A.	1	30	30	30 "They could do much more"	30	30 Muser	30	1
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- Bhases of Manuelieb - This, the fifth of this year's Sigmar's Exedus's Almanacs, details the Pilgrim's Temple in Ablenhof. As always, all the								
K	Phones making making pre-planned Festag Sermons are included, with the weekends marked in red. The Prigrim's Temple is famed for							
	Ghoss O Outwith this remit (typically upon the first Holiday after Sigmarday); although, the temple also holds evening services							
	Helf	0 0					/E3.L/83	CONTRACTOR IN
	Crease	. 0 0	is the day sigmar tast passes	a the site where the a emple i	iow stands, and there is a great	it deal of celebration in the	COACT COACTON	100 miles
	New		area to commemorate the et	vent. Also of note is the week	dy "Aubentag Muster"—white local militia and Hammer B	th starts at the fifth afterno	оп Янгини	



often relied upon obscure rituals and the alignments of ancient standing stones to do even this. Unsurprisingly, most Humans did not even know how old they were.

Sigmar aimed to resolve this. As he was unable to draw upon established Human calendars and knowledgeable scholars, he turned to his strongest allies, the wise and ancient Dwarfs, and asked for their counsel.

The calendar reputedly created by Sigmar and his advisers drew almost all of its inspiration from the millennia-old Dwarfen calendar. The six Dwarfen festivals—which were already celebrated in most corners of the new Empire under different names—were kept unchanged, and the months were simply renamed, where necessary, to be more applicable to Human life.

Not only was this seen as a simple and convenient solution, but it also ensured that Imperial Dwarf and Imperial Human would forever be bound together in a mutual understanding of the passage of time, strengthening their growing relationship into the future.

However, just because a calendar was centrally created, this did not mean that everyone immediately used it. Indeed, in those early times very few did. Instead, they continued practising their local, and oftentimes inaccurate, traditions. To this day, over 2,500 years later, it is still common to find isolated communities that use only variations of the official Imperial calendar, or even ignore it completely.

THE MAKING OF A WEEK

The Dwarfs had no smaller division of their months, barring each day. They referred to each day by its number (from the 1st to the 33rd), and that was that. However, most Human tribes grouped days together in short clumps to help organise their short, busy lives, most commonly to plan their frequent market days. Further, many could not count as high as 33. Sigmar realised he would have to go further than the Dwarfen calendar alone.

Sigmar had the cults and noble bloodlines of the tribes report to him the methods used by their peoples to record the short passage of days. He was overwhelmed by the diversity of the responses.

The most common grouping for days was the 'week:' a number of days, typically from 3 to 12, between one local market day and the next. However, there were many other groupings. These included the 'Fünftage' (a five-day period generated from the solar cycle—*i.e.* five weeks of five days in one full passage of Mannslieb), the 'Vierzehnnacht' (a 14-day period supposedly based upon the time the Endals believed they could withstand a siege), and the 'Sennight' (a seven-day period with each day assigned to a different God, although the Gods whose names were used would vary), and many more.

So, rather than embroil himself with months of debate and pointless conflict about how to best split the months, Sigmar fell

THE IMPERIAL YEAR

Name	Reikspiel	Special Festival	Number of Days	Dwarfen Equivalent
Witching Day	Hexentag	New Year's Day	1	(Hekesdeg)
After-Witching	Nachexen		32	(Adderhekes)
Year-Turn	Jahrdrung		33	Sowing Month (Verzet)
Start Growth	Mitterfruhl	Spring Equinox	1	(Materfran)
Ploughtide	Pflugzeit		33	Preparation Month (Durgzet)
Sigmartide	Sigmarzeit		33	War Month (Kazakzet)
Summertide	Sommerzeit		33	Sun Month (Zhomerzet)
Sun Still	Sonnstill	Summer Solstice	1	Sun-Stay (Zhomerstikul)
Fore-Mystery	Vorgeheim		33	(Fornskrak)
Mystery Day	Geheimnistag	Day of Mystery	1	(Skraksdreg)
After-Mystery	Nachgeheim		32	(Adderskrak)
Harvest-Tide	Erntezeit		33	Harvest Month (Egrizet)
Less Growth	Mittherbst	Autumn Equinox	1	(Materhazt)
Brewmonth	Brauzeit		33	Brew Month (Valdazet)
Chillmonth	Kaldezeit		33	Need-Heat Month (Kulkelzet)
Ulric-Tide	Ulriczeit		33	Ice Month (Wyrzet)
World Still	Mondstille	Winter Equinox	Ī	Ice-Stay (Wyrstikul)
Fore-Witching	Vorhexen		33	(Fornhekes)