

Mistrites

Lá Saoire na Éadaoin

A little-known holiday celebrated only in the sylph community. It celebrates a heroine from sylphan mythology (Eadaoin). In various libraries and private homes throughout the city, the many stories of Eadaoin are read from old, well-preserved books.

Medic's Day

Similar to Chemic's Day, this secular sylphan holiday celebrates a profession important to sylphs - doctors. Though many doctors do not take the entire day off, most refuse to tend to anyone but critical patients. Many sylphs leave small gifts by the front door of their favorite doctors.

Honorgreen

When the last local deciduous leaf falls, oreads in the area spend the next day honoring the evergreens, who get no such vacation from the winter weather. *Siphithiphithi* matches are held continuously for an entire day to celebrate the endurance of the winter trees.

Witchrites (begin Winter)

Turning of the Seasons in the Great Marketplace

On the first day of Witchrites, the beginning of winter is celebrated with a great festival of free food by dozens of vendors throughout the Marketplace. Popular refreshments include: hot chocolate made of cocoa beans harvested downRiver, and piping-hot oread teas made from moss. A few barrels of whiskey are passed around the various slums in the city.

Crow Watch

Leading up to the bitter end of the year, families and towns put out "watchers". A crow watcher is a large bird skull, placed in a field or on a porch. Vulture skulls are most common, though in Light emu skulls are favored. Rural communities do this to keep birds away from the crops; urban communities do it for tradition's sake. Despite the seemingly grotesque nature of this celebration, most ifrits and sylphs in the Hearth and Forge areas celebrate it.

Winter Meet

In Great Forest, the Winter Meet is held in a predetermined location for eight days, ending on the last day of the year. All tribes send at least one representative, but tens of thousands of others come as well - all are welcome to the Meet. Rare rocks from all over the land are brought to Meets for the many feasts. Outsiders are welcome. Telling tales, intense competition, and trade.

--A brave few warriors choose to hunt far and wide in forest, trying to find an earthen predator worthy of combat. They hunt and kill their earthen foe, and bring it as a trophy as they arrive to the Meet.

"The games? Ha!" He takes a deep breath before he starts laughing again. "Well! There are three categories - the physical trials, the magical trials, and the hunting trials."

"The hunting is self-evident, I trust, haha! The physical trials include spear throwing, wrestling, and climbing."

"The magical trials are duels between magicians - not to harm each other, just to outdo one another's spells. Quite a show, I'll tell you!"

He snaps his fingers. "Oh! And I forgot! There is also a grand tshala tournament going for all eight days. Ha! Never played the game much myself." He takes another deep breath, slightly winded from the long speech.

End of the Year

All elens and religions celebrate the end (and beginning) of the year in unique ways.

Giantrites

Southern Pilgrimage

During Giantrites, the faithful travel downRiver as far as they can, no matter what business or personal obligations they may have. A lantern festival takes place at the beginning of the rite to celebrate the many departures from Hearth. IceFall holds a huge festival during the last three days of Giantrites, to celebrate those who do make it all the way to the undine capital.

Most undine along River that live in fishing and farming villages stay put for the holiday, but make special preparations for any visitors/travelers that happen to come by throughout the week. This is an especially happy occasion for a family visit.

Festivities vary locally, but throughout the last two weeks of the rite often include: bamboo-walking; sacred singing; long dances into the night, a family exchange of small gifts; and painting/decorating a large ice statue of the Lonely Frost Giant.

Ice Rise

This marks the day that IceFall was officially completed. Celebrations include iced drinks (despite being held in winter) and contests of ice-sculpting by hand and water-singing.

Revelation

The very last day of Giantrites is a celebration among the ifrit for the gift of oracles. Although the precious few “true” oracles are sequestered in the Temple and never seen by the public at large, many minor fortune tellers give free readings throughout the day.

Snowrites

Sky's Mourning

On the third Fallenday of Snowrites, all sylphs with even a sliver of piety don their black clothing and spend the day in somber contemplation.

Warrites (begin Spring)

The Wargames (Guerragioco)

All throughout ifrit lands, the Wargames are a time to measure skill, strength, and cunning. Soldiers and guards take place in fighting tournaments. Contests of climbing, archery, pogona-riding, acrobatics, speed, and wrestling are held. On the final day, physical prowess is set aside as tactical drills, riddles, and a grand Eite tournament all take place.

During the festivities, there is heavy recruitment for the Army. Bonuses are given to those who enlist. A great deal of gambling takes place during the Wargames, and those who get too deep in debt often end up drafted by the Army (rather than rotting away in debtor's prison)

Teacher's Day

Teachers hold a very important place in undine society. The beginning of spring, a time of rebirth and growth, is when undines celebrate the teachers and mentors that have shaped their lives. This often includes students cooking dinner for their teachers after the normal schoolday is done.

Rainrites

Welcomeleaf

After a long winter without deciduous leaves, the oreads of Great Forest celebrate the return of life with dancing and games of *Tshala*. Throughout the festivities, holymen perform ritual dances to help bring back spring.

Founding Day in New Light

The original city of Light was destroyed when the Dark first came. (see "Lost City" on world map) The new city was completed approximately 800 years ago. This is a day where all sylphs stay home from work, school, etc and spend the day in quiet contemplation as a family.

Whirlrites

Northern Pilgrimage

The faithful of River greet spring by heading north on watersung iceboats to Hearth, where the underground source of River is located. Celebrations take place in the undine slums and ports of the city. Southern undines visit their families in Hearth for three to five days.

Elemental Day

A celebration of the minor water elementals that are an integral part of undine life in the remote stretches of River. Rarely observed outside of River communities. Long ritual dances take place in River, lakes, ponds, etc to observe different elementals.

Bullrites (begin Summer)

Summer Meet

In Great Forest, the Summer Meet is held in a predetermined location for eight days, ending on the middle of the year - the last day of Bullrites. All tribes send at least one representative, but tens of thousands of others come as well - all are welcome to the Meet. More outdoor activities take place during the Summer Meet - tournaments, *Siphithiphithi*, olean wrestling, marathons, etc.

Naming Day

As children, many sylphs receive a bird nickname (such as Egret, or Hawk). The child spends the earlier part of the day with younger relatives, but after the brief ceremony they are expected to visit with adults.

As adults, this is the day a sylph will choose their surname (or confirm they are keeping the family name)

Deeprites

Hush

Within the three great cities, everyone stays indoors all day. Superstitions abound about the cause of Hush, but one thing is certain - stay indoors, or you will die.

Cauldronrites

Bloodtithe

Every ifrit in the great cities buy something for the Cauldron Lady - a goat, a pig, almost anything. At a designated hour, everyone makes a sacrifice at the same time, all across the land. Feasting and wine afterwards.

Pentola Botta ("Pot Banging")

In Hearth, there is another two days and nights of additional celebration after Bloodtithe. This includes jubilant noise making, such as fireworks, music and raucous singing, as well as many banging pots. Pots used in this way are considered good luck in the weeks after the celebration.

Fatherrites (begin Fall)

Standing

Within each tribe, three oread are chosen (to represent each aspect of Great Forest). The chosen three must stand in a public square, not eating or speaking. Water is kept to an absolute minimum. After bright comes, signaling a new day, a moderate celebration is held where the three victorious elens are treated to food and drink.

Harvestshare

Within a given tribe, it is a universally observed ceremony to bring all of one's rocks to Harvestshare, so that everyone in the tribe gets an equal share of food for the upcoming winter. Afterward, individual families share dinner together in their private homes.

Silverrites

Chemic's Day

Most sylph alchemists take the day off. The Mithril Makers Guild in any given city is usually closed on this holiday (except in Light)

Frost Fight

In northerly Forge, the first frost of the year inevitably falls somewhere during Silverrites. After the first truly cold night of the season, all the forges keep their flames open all day, and small gatherings are held all around town, usually accompanied by ale. First *brutbreve* game of Forge's play season is played at bright the following day.