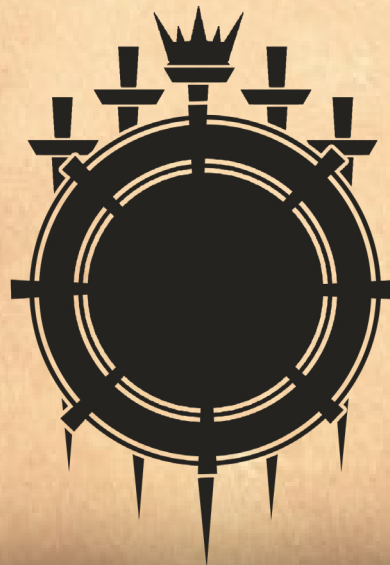


# THE CALENDAR OF HARPTOS

as observed by the Waterdhavian citizens who thrive under the Thesnian Protectorate

MIRTUL 1672 DR- TARSAKH 1673 DR



V

- Travel
- =====□ Downtime
- .....○ Waiting

# MIRTUL

The Melting - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Greengrass  	<b>2</b>	<b>3</b>  	<b>4</b>	<b>5</b>  	<b>6</b>	<b>7</b> <i>Vyncent Arrives at Moonlock</i>
<b>8</b> <i>The Party is Formed</i>  	<b>9</b>	<b>10</b> <i>First Case!</i>  	<b>11</b>	<b>12</b> <i>Case Solved! The Night Hag</i>  	<b>13</b>  	<b>14</b> <i>Found! Astral Vault: Observatory Murder! at Pinewood</i>
<b>15</b>  	<b>16</b>  	<b>17</b> <i>Another Murder! at Pinewood</i>  	<b>18</b> <i>Met Zagkmeyer the Crazy</i>  <i>Murderer Found! Virion (Subject V)</i>	<b>19</b> <i>Case Solved! The Pinewood Murders</i>  <i>Opened! Astral Vault: Memorium</i>  	<b>20</b> <i>Memory Entered: Assault on Grudd Haug</i>  <i>Case Solved! The Bondeaux Letters</i>	<b>21</b>
<b>22</b> Syd's Birthday  	<b>23</b> <i>Oculus Retrieved</i> <i>Enter Summit's Rest</i>	<b>24</b>	<b>25</b>	<b>26</b> <i>Oculus Delivered</i>  	<b>27</b>  	<b>28</b>  

- Travel
- ====□ Downtime
- .....○ Waiting

# KYTHORN

The Time of Flowers - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Trolltide  	<b>2</b>  	<b>3</b>  	<b>4</b> Enter Troutswater  	<b>5</b>  	<b>6</b> Night on the Dragon's Fortune  Murder! at The Dragon's Fortune  Murderer Found! ??? (Part of The Mask)  	<b>7</b>  
<b>8</b> Journey into the Sewers  	<b>9</b> Found! Troutswater's Astral Vault  Found! Greshmir Holborn  Contract Signed Enlistment w/ The Mask	<b>10</b>  	<b>11</b> Opened! Astral Vault: Heraldry  Contract Ended	<b>12</b>  	<b>13</b> Firearm Training Sashura + Rin Start  	<b>14</b> Guildhall Day  
<b>15</b> Case Solved! The Rats of Pinewood	<b>16</b>  	<b>17</b>  	<b>18</b>  	<b>19</b>  	<b>20</b> Summer Solstice  	<b>21</b> Dragondown  
<b>22</b>  	<b>23</b>  	<b>24</b>  	<b>25</b>  	<b>26</b>  	<b>27</b> Firearm Training Sashura + Rin Complete  Osh Breakout  Vyncent Taken  	<b>28</b> Sashura Departs to find Vyncent  Waiting for Candlerod  

- Travel
- =====□ Downtime
- .....○ Waiting

# FLAMERULE

Summertide - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Swordsmeet 	<b>2</b>	<b>3</b> Sornyn 	<b>4</b> Sornyn 	<b>5</b> Sornyn 	<b>6</b>	<b>7</b> Beast's End 
<b>8</b> 	<b>9</b>	<b>10</b> <i>Arranis Arrives at Moonlock</i> <i>Candlerod Arrives</i> 	<b>11</b>	<b>12</b> <i>Mickey Arrives at Moonlock</i>	<b>13</b> <i>The Journey to Waterdeep</i> 	<b>14</b>
<b>15</b>	<b>16</b>	<b>17</b> <i>Enter Mirabar</i>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b> <i>Enter Waterdeep</i> <i>Raided a Crypt to gain Jarlaxle's Trust</i> 	<b>23</b> <i>Fighting Contest at the Yawning Portal</i> <i>Enter Undermountain</i> <i>First Floor Cleared!</i>	<b>24</b> <i>Second Floor Cleared!</i> <i>Third Floor Cleared!</i> <i>Enter Skullport</i>	<b>25</b> <i>Enter Deephold</i> <i>Blew up Deephold!</i> <i>Lysidias Freed!</i> 	<b>26</b> <i>New Raslove Born</i> <i>Mckenzie Alexander's Birthday</i> 	<b>27</b> <i>Search Begins</i> 	<b>28</b> Midsummer 

- Travel  
 =====□ Downtime  
 .....○ Waiting

# ELEASIS

Highsun - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Midsummer <i>Vyncent Found!</i> <i>Osh Defeated?</i>  -----●	<b>2</b> <i>Mickey Departs</i> <i>to Waterdeep</i> <i>The Journey Ends</i> -----●	<b>3</b>	<b>4</b>	<b>5</b> <i>Ceremony</i> <i>at Candlerod</i>	<b>6</b> -----●	<b>7</b> Sylaquis Birthday -----● 
<b>8</b> <i>Enter Luskan</i> <i>Took Submersible</i> <i>to Substation Tri</i>  -----●	<b>9</b> Aeon's Day <i>Sashura Rejoins</i> <i>Arranis Stays</i> <i>with Jarlaxle</i>  -----●	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b> <i>Timbren is Rescued</i> <i>Vyncent Arrives</i> <i>in Waterdeep for Vacation</i>	<b>14</b> <i>Returned Home</i> <i>at Pinewood</i> -----●
<b>15</b> <i>Enter Tor Vallarhir</i> -----●	<b>16</b> <i>Investigating</i> <i>the city of Tor Vallarhir</i>	<b>17</b> -----●	<b>18</b> <i>Construction Begins</i> <i>on Moonlock Manor</i> -----□	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>

- Travel
- ===== Downtime
- .....○ Waiting

# ELEINT

The Fading - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20 Brightswords 	21 Autumn Equinox 
22	23	24	25	26	27	28 Highharvestide 

- Travel
- ===== Downtime
- .....○ Waiting

# MARPENOTH

Leaffall - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Highharvestide 	<b>2</b>	<b>3</b> Day of Wonders 	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b> Stoneshar 
<b>8</b>	<b>9</b>	<b>10</b> Reign of Misrule 	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>
<b>15</b> God's Day 	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b> Liar's Night 

- Travel
- ===== Downtime
- .....○ Waiting

# UKTAR

The Rotting - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
1	2	3	4	5	6	7
8	9	10 Elia's Birthday 	11	12	13	14
15	16	17	18	19	20 Last Sheaf 	21
22	23	24	25	26 <i>Found!</i> <i>Astral Vault in Alder Pocket</i>	27	28 Feast of the Moon 



- Travel
- ===== Downtime
- .....○ Waiting

# NIGHTAL

The Drawing Down - 1672 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Feast of the Moon 	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b> Howldoon 	<b>12</b>	<b>13</b>	<b>14</b>
<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b> Rin's Birthday <i>Construction Ends on Moonlock Manor</i> 	<b>19</b>	<b>20</b> Winter Solstice Sashura's Birthday 	<b>21</b>
<b>22</b>	<b>23</b> Simril 	<b>24</b> <i>Case Solved!</i> <i>The Growth in Pinewood</i>	<b>25</b>	<b>26</b>	<b>27</b> <i>Signed Contract With Obidiah Odall</i>	<b>28</b> <i>Expedition Begins To Astral Vault</i> 

- Travel
- =====□ Downtime
- .....○ Waiting

# HAMMER

Deepwinter - 1673 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> <b>Wintershield</b>  	<b>2</b> <b>Opened!</b> <i>Astral Vault: Paradism</i>	<b>3</b>	<b>4</b>	<b>5</b> <i>Expedition Ends from Astral Vault</i>	<b>6</b>	<b>7</b>
<b>8</b> <i>Travel to Yartar from Moonlock Manor</i>	<b>9</b>	<b>10</b>	<b>11</b> <i>Enter Yartar</i>  <i>Enter the Violet Penthouse</i> <i>Met with Alexander!</i>	<b>12</b> <i>Enter Chult</i> <ul style="list-style-type: none"> <li>• <i>Abyssal Ape Slain!</i></li> </ul>	<b>13</b>	<b>14</b> <i>Enter City of Brass</i> <ul style="list-style-type: none"> <li>• <i>Met Aurum, the "Original Syd"</i></li> </ul> <i>Enter Waterdeep</i> <ul style="list-style-type: none"> <li>• <i>Attempt to spy on Leodina Thesnar</i></li> <li>• <i>Rin gets into trouble</i></li> </ul>
<b>15</b> <i>Enter Anauroch</i>	<b>16</b> <ul style="list-style-type: none"> <li>• <i>Purple Worm Poison Extracted!</i></li> </ul>	<b>17</b> <i>Enter Alexanderland</i> <ul style="list-style-type: none"> <li>• <i>Cards Recovered!</i></li> </ul>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b> <i>Enter Icewind Dale</i> <ul style="list-style-type: none"> <li>• <i>Duergar King's Immortality discovered!</i></li> </ul> <i>Sashura Departs with his family</i>	<b>27</b>	<b>28</b> <b>Midwinter</b>  <i>Enter Waterdeep</i> <ul style="list-style-type: none"> <li>• <i>Enacted Alexander's Grand Scheme</i></li> </ul> 

- Travel
- ====□ Downtime
- .....○ Waiting

# ALTURIAK

The Claw of Winter - 1673 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<p><b>1</b> Midwinter</p> <p><i>Returned Home at Pinewood</i></p> 	<p><b>2</b> <i>Koltuk is Hired</i></p>	<p><b>3</b> <i>Found!</i> <i>Astral Vault in Tor Vallarhir</i></p> 	<p><b>4</b> <i>Found!</i> <i>shortcut door in Tor Vallarhir</i></p>	<p><b>5</b> <i>Opened!</i> <i>Astral Vault: Quantrolabe</i></p>	<p><b>6</b> <i>Enter Vallar Pass</i></p> 	<p><b>7</b> <i>Found!</i> <i>Elder Brain in Vallar Lake / Maze Entry</i></p>
<p><b>8</b> <i>Children Taken from Camp Timberglen</i></p> <p><i>Journey to the Mires</i></p> 	<p><b>9</b></p> 	<p><b>10</b></p>	<p><b>11</b> <i>Met Dolmuk</i> <i>Koltuck's packmate</i></p> <p><i>Enter The Ilur Mires</i></p> 	<p><b>12</b></p>	<p><b>13</b> <i>Found!</i> <i>Maze Entry in The Ilur Mires</i></p>	<p><b>14</b> The Grand Revel</p> 
<p><b>15</b></p>	<p><b>16</b> <i>Found!</i> <i>Nautaloid in The Ilur Mires</i></p> <p><i>Found!</i> <i>"Oshithon" statue</i></p>	<p><b>17</b></p>	<p><b>18</b> <i>Found!</i> <i>Astral Vault in The Ilur Mires</i></p> <p><i>Case Solved!</i> <i>The Witches of the Mires</i></p>	<p><b>19</b> <i>Met the Overcroaker</i> <i>"King" of the croakers</i></p> <p><i>Case Solved!</i> <i>Koltuk's feral friend</i></p> 	<p><b>20</b></p> 	<p><b>21</b> <i>Returned Home at Pinewood</i></p>
<p><b>22</b> <i>Travel to Reverie via the Nautaloid</i></p> 	<p><b>23</b> <i>Enter Reverie</i></p> <p><i>Met Andronithus</i> <i>Director of Advancement</i></p>	<p><b>24</b> <i>Investigating the city of Reverie</i></p> <p><i>Recovered!</i> <i>Planar disk needed for dive</i></p> 	<p><b>25</b> <i>Sylaquis Reveal!</i> <i>a changeling all along</i></p> <p><i>Dive Begun!</i> <i>into the Plane of Water</i></p>	<p><b>26</b> <i>Virion Found!</i> <i>information gathered!</i></p> <p><i>Leaving Reverie</i> <i>headed back home</i></p> 	<p><b>27</b></p> 	<p><b>28</b></p>

- Travel
- =====□ Downtime
- .....○ Waiting

# CHES

The Claw of Sunsets - 1673 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Rhyestertide  	<b>2</b>	<b>3</b> <i>Returned Home at Pinewood</i>	<b>4</b>	<b>5</b> <i>Alexander Heist!</i> <i>Crond Willowbell taken</i>	<b>6</b>	<b>7</b> <i>Opened!</i> <i>Astral Vault: Vivarium</i>
<b>8</b>	<b>9</b> <i>Sashura Returns!</i>  <i>Expedition Begins To Jaw of Vonin</i>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>
<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b> Spring Equinox  Fey Day  	<b>20</b>	<b>21</b>
<b>22</b> Fleetswake  	<b>23</b> Fleetswake  	<b>24</b> Fleetswake  	<b>25</b> Fleetswake  	<b>26</b> Fleetswake  	<b>27</b> Fleetswake  	<b>28</b> Fleetswake  

- Travel
- ===== Downtime
- .....○ Waiting

# TARSAKH

The Claw of Storms - 1673 DR



First Day	Second Day	Third Day	Fourth Day	Fifth Day	Sixth Day	Seventh Day
<b>1</b> Waukeentide (Caravance)  	<b>2</b> Waukeentide  	<b>3</b> Waukeentide (Goldenight)  	<b>4</b> Waukeentide  	<b>5</b> Waukeentide (Guildsmeet)  	<b>6</b> Waukeentide  	<b>7</b> Waukeentide (Leiruin)  
<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b> Vyncent's Birth- day  
<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b> Greengrass  

# INFORMATION REFERENCE

## Day Comparison Reference

First Day	Monday
Second Day	Tuesday
Third Day	Wednesday
Fourth Day	Thursday
Fifth Day	Friday
Sixth Day	Saturday
Seventh Day	Sunday

## Month Comparison Reference

Hammer	January
Alturiak	February
Ches	March
Tarsakh	April
Mirtul	May
Kythorn	June
Flamerule	July
Eleasis	August
Eleint	September
Marpenoth	October
Uktar	November
Nightal	December

*Note: This Calendar begins in the month of Mirtul. This is done due to the fact the campaign began in Mirtul.*

---● Travel

—□ Downtime

.....○ Waiting

## Color-Coding Reference



Yellow Blocks indicate Paydays, set by the current manager of the Eye of the Beholder



Red Blocks indicate **Holidays** and **Events**, whether set by the party or the Northern Swords



Grey Blocks indicate days that have passed by. This will update as the campaign goes on.



Dark Grey Blocks indicate days that were not played **in-session**.

## Icon & Holiday Reference



**Payday** *Payday for the investigators of the Eye of the Beholder*



**Music Performance** *Sylaquis' performance dates at the Longhouse*



**Seasonal Festival** *A festival held to commemorate a shift in seasons*



**Birthday** *A party member's day of birth*



**War Holiday** *Commemorates the end of a long-fought war or battle*



**Sornyn** *A Waterdhavian holiday where the gates are open to foreigners for free trade and business deals*



**Protectorate Holiday** *A holiday formed and observed by the Protectorate*



**Guildhall Day** *A Waterdhavian holiday celebrating labor, services, and new products*



**Day of Wonders** *A Waterdhavian holiday showcasing bewildering inventions and innovations*