

A BIT ABOUT RELIGION

There are, at the moment, no gods on Urnod (or more broadly on Erkonin). That doesn't mean that there are no religions, or that people don't believe in anything, or that people don't believe in anything larger than themselves. It just means that there are no gods; it turns out that naming something, personifying it (such as calling the Sun Helios), makes whatever magic one gets from it go away.

What there are, are powerful monsters (dragons, krakens, what have you) that insist on being treated as gods by weaker creatures around them. Some of them might be able to empower warlocks, or sire sorcerers. They are not able to grant spells to clerics.

There are also ... systems of beliefs. Ancestor worship. Animism. Superstition. Whatever. Whether these systems can be said objectively to work is hard to say, but *post hoc ergo propter hoc* is a thing, and people do develop weird habits. Some of those systems might well have communities around them, and there may be figures of worship that are almost like pantheons, such as in Voodoo or Santeria.

Clerics, and most paladins, draw on the same energy as they did while there were still gods. Their experience is probably a little different, in that there's nothing really for them to pray to for them. They ponder and reflect and probably meditate on their relationship with the universe at large and their relationship to it, and how their understanding of that relationship is shaped by their domain; and they get their spells. Instead of petitioning a deity to intervene, they try to encourage the universe to do so, with the same chance of success. (Basically, I'm not trying to have the class or the rules work any differently in spite of the nature of my setting.)

Then there are the Druids. They worship nature as a primal thing, something beyond personification or naming. Their magic works just that slightest bit differently, and is therefore as described in the rules.

There's a calendar in use on Urnod:

The year is 749 Current Reckoning (They didn't start exactly at the end of the war, because they weren't sure it was the end. They arbitrarily started at Year One, because they had to start sometime.)

Erkonin has a single sun (called The Sun) and a single moon (called The Moon). Erkonin's year is about the same length as Earth's, and its moon takes about as long to orbit as Earth's.

There are twelve months of thirty days each. There are festivals on the solstices and the equinoxes; one of these festivals each year has two days, the others have one. Each year the two-day festival advances by a season (winter to spring, spring to summer, etc.); when the two-day festival advances to summer, the festival has three days.

The Festival of Stars (Winter Solstice)

Marroin

Blizzarin

Dorrinin

The Festival of Rain (Spring Equinox)

Plantarin

Kalavin

Bluzzimin

The Festival of Sky (Summer Solstice)

Sunnin

Sicklin

Rippenin

The Festival of Firstfruit (Autumn Equinox)

Harfastin

Slowterin

Slipperin

Each month is broken into five weeks of six days each. The days of the week are named for the non-fixed stars (counting the moon as one), and are: Toggamun, Toggatarish, Toggashiel, Toggabled, Toggaboller, and Toggasher. Most people work five days a week, and take either Toggamun or Toggasher off. The Festivals are not only outside the months, they're outside the weeks.