



*Poor
Tallowmere's
Almanac*





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This book is set down the way we tend the land at Tallowmere, steady. Tallowmere is the oldest of The Four Farms, the first ground broken when Birchfell was young.

This almanac was created with help from Barrow's Reach with its orchards, from Bramblehold with its herds, and from Woolfoot Fen with its grains.

You will find in these pages

The seasons of the valley

Predictions of weather and moon

Notes on planting, harvest, and keeping of stock

Festivals and gatherings

Customs, practices, and superstitions

An appendix with a glossary, conversion tables, and a weekly calendar

This Almanac is written in 512th year since Birchfell's founding. We do not claim it is perfect. The Valley changes, and so do we.

- *The Tallowmere Family*

I. CALENDAR OF THE VALLEY

The year as kept in The Valley, by season and month.



NEW BLOOM

Planting & renewal



Seedrise

Sprourrise

Week 1 - Sow root crops;
community planting begins

Week 1 - Sow leafy greens
Week 4, Day 6 - *Naming Watch



LIGHT BLOOM

Growth & glow/fog storms



Greentide

Greendusk

Week 1 - Sow Grains

Week 4, Day 7 - *Farmshare
Week 3 - Plant Legumes



HARVEST

Gathering, transition, and community



Leafturn

Glowdusk

Week 1, Day 2 - *Harvest Festival
Week 5 - Storage Season Starts

Week 2 - Harvest Grains



QUIET SEASON

Rest, stillness, and frost



Snowtide

Frostwane

Week 5 - *Glimmerhold

Week 1 - First Snow*

II. FESTIVALS & HOLIDAYS

NAMING WATCH

Sproutrise, Week 4, Day 6



Families and neighbors gather near the hearth as each child is given a planting-name. These are often drawn from the crops, herbs, or trees that thrive that year. The name is spoken aloud and entered into the records by the family (typically in their almanac) and the Council.

This ceremony brings the child into the community of Birchfell. A community celebration follows, with neighbors bringing gifts and food.

Since the plague years, Marigold is thanked for keeping Birchfell whole; she is often asked to host.

II. FESTIVALS & HOLIDAYS

FARM SHARE

Greendusk, Week 4, Day 7



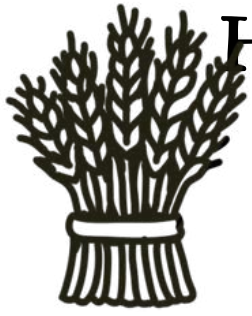
Each family from the community brings their surplus of whatever goods they produce, crops, produce, crafts, or goods. The families trade across the long tables. Afterwards the community shares a celebratory meal. The feasts are timed with the glowfog storms of Lightbloom.

During the sunny season of Lightbloom, The Valley receives cooling storms of glowing fog lit by three kinds of pollinating insects. Chasing star-bugs is a common pastime for children.

Although named Farmshare from the time when Birchfell was largely agrarian all are welcome to attend and participate.

Note: Thistlebur, one of the deepfolk and welcome guests, attends every year without fail, trading maps for cider and tea.

II. FESTIVALS & HOLIDAYS



HARVEST FESTIVAL

** Leafturn, Week 1 **

The first sheaf of grain is cut and carried to the Council hearth. Bonfires are lit, music is played, and children dress in masks and collect baked goods and confections from the community members.



GLIMMERHOLD

** Snowtide, Week 5 **



For an entire week The Valley glows and the sky is in a permanent state of twilight. Stars can be seen by day. Lanterns are lit throughout the community, and families share stories.

III. CUSTOMS & OBSERVATIONS

PLANTING & HARVESTING

IRONROOT - said to be strongest if harvested during
Lightbloom storms.

STARFALL SPORES - gathered in Harvest season;
strongest when collected after a clear frost.

BARLEY - Grows tallest if planted under full moon

COMMUNITY PRACTICES

GIFTS OF RETURN: Though uncommon, any
Birchfell citizen gone longer than a season is welcomed
back with a hand-carved instrument

MEDICAL CARE: The rule holds that if the lantern
on the bridge is lit, the healer is home

FOREST SILENCE: Be still as this means
Amberwind is nearby

IV. THE USEFUL TRADES



FORGE - Old Thomel is the blacksmith.

Among many items he produces nails, plow-heads, and hinges.



CARPENTER - Tana's yard makes many things but primarily gates and furniture.



COOPER - Gurren makes large and small barrels. He is able to build waterproof barrels as well. Each barrel is marked with the season it was made so ask before you fill.



KILN - Brusen makes pottery, bowls, and crocks. He does not take orders, the inventory is determined by inspiration and intuition so visit frequently if you need a specific item.



WEAVER - Yra and Bette weave many types of fabrics. They are both known to be generous in their trades.

IV. THE USEFUL TRADES



KNIFE KEEPER - Tressa's shop next to specializes in small pocket knives for children but can make and maintain any type of blade or shear.



TANNER - Hedda's tannery is near the stream. You can find it by following your nose.



SOAP & CANDLE - Lysa and daughters are essential for the community for both their soaps and candles.



BREWERY - Braen's stone house brewery produces cider, ale, vinegar, and pickled foods.



CARTWRIGHT - Orren fits wheels near the edge of the craft quarter.



GLASSIER - Damian at Kilnlight Glassworks makes panes, lenses, and glass vessels. He keeps late hours and is eager to help.



THE FOUR FARMS

The Four Farms, Tallowmere, Barrow's Reach, Bramblehold, and Woolfoot Fen. are the largest farms in the Valley. Together they supply nearly all of Birchfell's food, setting the rhythm of the community year.



Tallowmere Farms

The oldest farm, focused on grains and root crops. The Tallowmeres are long-practiced. Others often follow their lead.



Barrow's Reach

Known for orchards and herbs, the Barrows supply fruit, teas, and medicines. The Barrows are both careful and reliable.



Bramblehold

The Brambles keep goats and cattle. They are plain-spoken and firm. The farm is well known for its milk, cheeses, and hides.



Woolfoot Fen

The farm of Woolfoot Fen is built on wet ground. Because of this the quiet and dependable Woolfoot family raise marshgrain and hardy vegetables. They are known for their marshbread.

V. APPENDICES

BARTERING TABLES

Item	Measure	Common Trades
Herbs	bundle	1 herbs = 1 greens
Greens	bundle	1 greens = 1 herbs
Apples	basket	1 apples = 1 bowl or 1 candle
Bowl	each	1 bowl = 1 apples or 2 herbs
Candle	pair	1 candle = 1 apples or 2 herbs
Soap	bar	1 soap = 1 apples or 2 herbs
Fence Post	each	1 post = 1 apples + 1 herbs
Nails	dozen	1 dozen nails = 2 candles or 2 bowls
Milk/Beer/Cider	jug	1 jug = 2 soap or 2 bowls
Root Vegetables	sack	1 sack = 1 jug or 2 bowls
Grain	bushel	1 bushel = 1 crock or 1 dozen nails + 1 herbs
Crock	each	1 crock = 1 bushel grain or 1 pickles
Pickles	small crock	1 pickles = 1 bushel grain or 1 jug + 1 herbs
Goat Hide	each	1 hide = 1 crock + 1 apples
Hinges	pair	1 hinges = 1 crock + 1 apples
Small Barrel	each	1 small barrel = 2 crocks
Large Barrel	each	1 large barrel = 2 small barrels
Bolt of Cloth	bolt	1 bolt cloth = 1 large barrel + 1 jug
Goat	each	1 goat = 1 bolt cloth + 1 jug + 1 bowl
Plow Head	each	1 plow head = 2 goats
Potion/Tincture	vial/bottle	1 potion = 3 goats or 1 plow head + 1 goat
Cattle	each	1 cattle = 8 goats

VALLEY TIMEKEEPING

1 Month ∴ 5 weeks

1 Season ∴ 2 months (10 weeks)

1 Year ∴ 4 seasons (40 weeks)

Seedrise (early Newbloom)

Sproutrise (late Newbloom)



Greentide (early Lightbloom)

Greendusk (late Lightbloom)

Leafturn (early Harvest)

Glowdusk (late Harvest)

Snowtide (early Quiet Season)

Frostwane (late Quiet Season)

⊙ SEASONAL DAYLIGHT ⊙

Newbloom: 11 to 13 hours

Lightbloom: 14 to 16 hours

Harvest: 9 to 11 hours

Quiet Season: 7 to 9 hours



G L O S S A R Y

Cartwright - Builder of wheels and wagons, keeping Valley trade and farm work moving.

The Four Farms - Tallowmere, Barrow's Reach, Bramblehold, and Woolfoot Fen. The four largest farms in the Valley; together they supply nearly all of Birchfell's food.

Planting Name - A secondary name given to a child at Naming Watch, often tied to a plant or season; rarely used day-to-day, but remembered at rites and records.

Naming Watch - Vigil held in Sproutrise, Week 4. Families keep hearth fires lit, and children are given their planting names.

Glimmerhold - Held in Snowtide, Week 5. The Valley glows with twilight light.

Lightbloom Storms - Lightbloom fogs that roll through the fields during Lightbloom.

Harvest Sheaf - The first bundle of grain cut at Leaftern. It is carried to the Council hearth in Birchfell as a sign of thanks.

Council Hearth - The central fire in Birchfell's hall, where offerings like the Harvest Sheaf are brought, and community matters are settled.

Amberwind - A figure of Valley lore; when the woods fall silent, people say she is passing unseen.

Furrow - A row cut in the soil for planting. Old saying: "A crooked furrow makes a crooked year."

Starloom Week - Name for Glimmerhold used by the Deepfolk. See Glimmerhold.

Cooper - Barrel-maker, essential for storing grain, honey, and cider.

Tanner - Leather-worker, curing hides for boots, gloves, and tack.

WEEKLY ALMANAC TABLE

Season	Month	Week	Moon Phase	Daylight	Weather	Notes
NEW BLOOM	SEEDRISE	Week 1		☉ 11h52m - 12h04m	Clear, warming	Sow root crops; community planting begins
		Week 2	☾ (dark)	☉ 12h05m - 12h16m	Showers	Glowmoss faint; grafting best
		Week 3		☉ 12h17m - 12h25m	Mild winds	Silverfern shimmers
		Week 4		☉ 12h26m - 12h30m	Rain likely	Ceremonial plantings continue
		Week 5		☉ 12h31m - 12h32m	Clouded	Avoid herb harvest
	SPROUTRISE	Week 1		☉ 12h33m - 12h40m	Showers	Sow leafy greens
		Week 2	☾ (dark)	☉ 12h41m - 12h48m	Clear, breezy	Bristlewort blooms
		Week 3		☉ 12h49m - 12h55m	Fair	Grafting favored
		Week 4		☉ 12h56m - 12h59m	Light rain	Naming Watch - Planting-names
		Week 5		☉ 13h00m - 13h01m	Cloudy	Fish run upstream
LIGHT BLOOM	GREENTIDE	Week 1		☉ 13h02m - 13h09m	Fair	Sow grains
		Week 2	☾ (dark)	☉ 13h10m - 13h18m	Warm, breezy	Dyes take well
		Week 3		☉ 13h19m - 13h25m	Showers	Ironroot strongest
		Week 4		☉ 13h26m - 13h29m	Thunderheads	Fields glow faintly
		Week 5		☉ 13h30m - 13h31m	Clear, cool	Avoid logging
	GREENDUSK	Week 1		☉ 13h32m - 13h38m	Showers	Irrigation begins
		Week 2	☾ (dark)	☉ 13h39m - 13h46m	Warm nights	Bristlewort at peak
		Week 3		☉ 13h47m - 13h52m	Clear, hot	Plant legumes
		Week 4		☉ 13h53m - 13h56m	Storms	Farmshare - Communal feast across farms
		Week 5		☉ 13h57m - 13h58m	Heavy rains	Storm omens

WEEKLY ALMANAC TABLE

Season	Month	Week	Moon Phase	Daylight	Weather	Notes
H A R V E S T	L E A F T U R N	Week 1	●	☉ 11h52m - 12h04m '1	Cool mornings	Harvest Festival
		Week 2	☾ (dark)	☉ 12h05m - 12h16m '1	Breezy	Dyeing season begins
		Week 3	☾	☉ 12h17m - 12h25m '1	Showers	Gravemoss potent
		Week 4	○	☉ 12h26m - 12h30m '1	Storms	Leaves fall red
		Week 5	☾	☉ 12h31m - 12h32m '1	Early frost	Storage season starts
	G L O W D U S K	Week 1	●	☉ 12h33m - 12h40m '1	Cool nights	Cider brewing begins
		Week 2	☾ (dark)	☉ 12h41m - 12h48m '1	Breezy	Harvest grains
		Week 3	☾	☉ 12h49m - 12h55m '1	Showers	Starfall spores rise
		Week 4	○	☉ 12h56m - 12h59m '1	Cold winds	-
		Week 5	☾	☉ 13h00m - 13h01m '1	Frost arrives	-
Q U I E T S E A S O N	S N O W T I D E	Week 1	●	☉ 13h02m - 13h09m '1	Snowfall	First snows
		Week 2	☾ (dark)	☉ 13h10m - 13h18m '1	Cold winds	Lantern vigils
		Week 3	☾	☉ 13h19m - 13h25m '1	Frosty nights	Whisperpetal blooms faint
		Week 4	○	☉ 13h26m - 13h29m '1	Storms	Nights longest
		Week 5	☾	☉ 13h30m - 13h31m '1	Twilight glow	Glimmerhold - Stars by day; lanterns kept
	F R O S T W A N E	Week 1	●	☉ 13h32m - 13h38m '1	Bitter winds	Deep frost
		Week 2	☾ (dark)	☉ 13h39m - 13h46m '1	Clear, icy	Dream-brews crafted
		Week 3	☾	☉ 13h47m - 13h52m '1	Storms	Thunderroot hums
		Week 4	○	☉ 13h53m - 13h56m '1	Clear skies	Larders inventoried
		Week 5	☾	☉ 13h57m - 13h58m '1	Crisp, bright	First thaws at noon

FAMILY NOTES & OBSERVATIONS

*(For weather signs, planting luck, dreams, and all else
worth keeping.)*

Newbloom:

Lightbloom:

Harvest:

The Quiet Season:

Dreams:

Births:

Deaths:

◆
The Heritage
These words were inked and set
by Deepfolk hands
Year 512
◆

