2026

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Intro

Calendar

The world of Hiraeth has been around for more than a decade, as I grow and gain better skills in the world change and grow with me. Sometimes things I wrote in a math classroom when I should have been working on schoolwork in May 13 years ago is one of them. The calendar is one of the many things that have changed over the years, and I hope for the better. This is a small change but I think will have a good impact on play at the table. Renaming the days of the week and months to be less alien and forced, the goal is to make days and months titles feel more special and also have some holidays be.

operates on a mathematically perfect 360-day solar year. Every day represents exactly one degree of planetary rotation around the sun.

For the common folk, scholars, and adventurers, the calendar is a blend of ancient divine reverence and practical, everyday terminology.

Days of the Week

A standard week in Hiraeth now consists of a 10-day cycle, commonly referred to as a "tenday." While scholars and the devout use the ancient divine names, commoners use simplified, modern terms that closely mirror the real world. The weekend consists of the final two days, dedicated to hearth, home, and sunlight.

Day #	Ancient Name	Common Name	Origin / Meaning
1	Pythda	Lyday	Named for Pythia, Goddess of Life. The start of the work week.
2	Loronda	Moonday	Named for Loron, Goddess of the Moon. A day transitioning out of the weekend's rest.
3	Minda	Minday	Named for Minos, God of Time.
4	Voida	Wanesday	Named for Voidos, God of Space (the waning void).
5	Giada	Earthday	Named for Gia, Guardian of the Land. The peak of the agricultural workweek.
6	Matda	Forgeday	Named for Matrix, the Anvil of Destiny. A day of heavy labor, crafting, and industry.
7	Ethearda	Starday	Named for Etherea, Goddess of the Stars.
8	Nyda	Freeday	Named for Nyx, Goddess of Night. The final workday.

Day #	Ancient Name	Common Name	Origin / Meaning
9	Hestda	Hearthday	Named for Hesta, Goddess of the Hearth. A day of rest and family.
10	Bethda	Sunday	Named for Bethtox, God of the Sun. A day of celebration and worship.

The Calendar Year: Seasons and Months

The calendar is built around a 364-day year. This is divided into exactly **360 standard days** (organized into 12 months) and **4 Quarter Days** that mark the shifting of the seasons.

Together, solstices and equinoxes are traditionally known as Quarter Days. To fit the 360-degree rotation and these 4 Quarter Days, each season operates on an identical 91-day structure:

1. It begins with **1 Day Outside a Month** (the seasonal Quarter Day).
2. It is followed by **two 30-day months** (exactly three tendays each).
3. It concludes with **one 29-day month**.

Months vs. Zodiacs

It is important to note that **the calendar months are not the Zodiacs**. The months are simply the periods of time used to track the year.

The Zodiacs (often referred to in different cultures as "The Sky Signs" or "The Ascendants") are the dominant celestial constellations that happen to be visible in the night sky during those specific months. For example, a person born in the month of *Novnus* is born under the *Zodiac of The Matrix*, but the month itself is distinct from the stars overhead. Zodiacs are a possible mechanic in PC creation we are still expiremented with.

Winter (The Stillness)

Quarter Day (Day Outside a Month): The Nadir

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
1	Novnus	Deepwinter	30	The Matrix (The Hero)
2	Ultcicero	Dawning	30	The Son (The Prince)
3	Concis	The Thaw	29	The Phoenix

Spring (The Growth)

Quarter Day (Day Outside a Month): The Vernal Awakening

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
4	Rifis	Springtide	30	The Frog
5	Inder	Monsoon	30	The Hammer

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
6	Gradum	Greengrass	29	The Leaf

Summer (The Heat)

Quarter Day (Day Outside a Month): The Zenith

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
7	Tristis	Highsun	30	The Horse
8	Mutare	The Turn	30	The Ship
9	The Watcher	The Harvest	29	The Iris

Fall (The Fading)

Quarter Day (Day Outside a Month): The Autumnal Balance

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
10	Umbra	Leaf-fall	30	The Cart
11	Galious	First Frost	30	The Snow Wolf
12	Nocturum	Year's End	29	The Knights

Map Changes

The Map has undergone some massive changes over the last year. New countries added, coastlines refined, and the map fleshed out. You can see the changes here.

Harold Ford is an island now?

RoseWin's coast is more sweeping and mashy.

New Level Up Word

In order to build out the rites of our D&D group I put forward an anitive to come up with what we say and so dor level up Scott choose the word "**Bojangles**" and Wicke choose the sound from Final Fantasy.

The BIBLE **2.0**!

What started off as a collection of google docs moved to a Obsidan folder syned via git has balloned to include charecter options, out dated world lore, and so much more. It is time for a soft reset. This might mean I ask for more info sometimes or help filling in some details.

I plan for this not be a shadow wiki but more of a more advanced stratchpad without the granulare details.

New Game Style Done

Some of you know that I have been engaging with a 1:1 diplomacy style game where you were a head of state. Surprise, that was actually a group game! The other states were played by other players. I thought it would be in good fun and some of you in my Friday game have already seen these conflicts really cause a trickling effect.

Spells Added

Bello in the drop down is a list of all the new spells added, their levels, school, people that can use them and a short discription.

2026-07-01 - Spell Search, and the Mid-Summer Wiki Refresh

The Hiraeth wiki has a lot more to work with this summer. The biggest update is the spell library: the *Athenaeum Aetherius* now has **1,842 spell pages** live across cantrips and 1st-9th level magic, backed by a standalone spell-search tool, broader tags, and a few rounds of cleanup. If you have not checked the spell tools in a while, start here:

- Spell Search
- Athenaeum Aetherius spell book

Spell Library Snapshot

The current spell-book snapshot includes:

- **169** cantrips
- **234** 1st-level spells
- **342** 2nd-level spells
- **301** 3rd-level spells
- **240** 4th-level spells
- **188** 5th-level spells
- **130** 6th-level spells
- **99** 7th-level spells
- **70** 8th-level spells
- **69** 9th-level spells

Most of that work landed in June, with **1,214 documented spell-page creates**, **219 existing spell pages confirmed instead of duplicated**, **85 existing-page content refreshes**, **151 metadata/tag fixes**, and **66 legacy duplicate pages removed**.

Spell Search Is Now A Front Door

The point of adding this much spell content is not just to make the wiki bigger. It should be faster to answer table questions like:

- What can I cast with a bonus action?
- Which spells deal fire, force, radiant, or psychic damage?
- Which options are concentration, ritual, teleportation, summoning, or resurrection spells?
- What can a class list actually access at a specific level?
- Which spells force a Dexterity, Wisdom, Constitution, or Intelligence save?

The new search work supports normal text searches plus structured filters for spell level, school, class/list, source, role, damage type, condition, save, attack, action, duration, range, area, component, and mechanic tags.

Tags and Table Review

The June tagging pass covered the full spell book. These tags are meant to make spells easier to find by use at the table: damage, healing, control, movement, protection, teleportation, summoning, upcasting, costly components, concentration, and similar practical buckets.

There is also a new cantrip review to help with table safety. The audit reviewed **169 cantrips** and sorted them into:

- **74** official or partner baseline cantrips
- **37** likely-fine cantrips
- **40** watch/review cantrips
- **18** potentially too-strong cantrips

That is not an automatic ban list. It is a review tool, we are slowly working on reviewing these potentially too-strong cantrips - shockingly they mostly come from Kobold Press books which I felt historically their content was fairly balanced.`

A Recent Timeline

The wiki existed well before this update window, but I wanted to make announcements like more regular and in late 2025 is a useful marker for the current wave of work. *Rebels of Eschatia* setup started around November and December. Since then, the spell library and campaign-reference tools have grown quickly.

- **November-December:** useful recap marker for Rebels setup and pre-game material. The wiki itself predates this.
- **January:** early 2026 page work, spell/chapter cleanup, and the start of the active Rebels session archive.
- **February:** 33 documented local spell-page creates, plus more early Rebels session summaries.
- **March-April:** continued setting, lore, cantrip, and spell-reference work.
- **May:** more campaign-summary cleanup, including the Jade Creek and Blight stretch.
- **June:** the major spell-library sprint, high-level spell verification, duplicate cleanup, tag verification, and spell-search work.

Campaign Catch-Up

For Rebels of Eschatia players, the session archive is also easier to use now. The exported archive currently runs from **s01: The Silence of the Thorn** on January 16 through **s15: The Soul-Pull in the Deep** on June 20.

Start with the full arc index, or jump into the most recent Underdark sessions:

- Rebels of Eschatia - Arc One
- s13: The Unfiled Witness
- s14: The Mirror-Salt Road
- s15: The Soul-Pull in the Deep

The story links now give players a faster way to catch up on Aelion Thorne's execution, Eleni's rescue, the flight from Stomion, the Silver Branch Circus rescue, the Cat and Hound, Cato's Oathblade trouble, Jade Creek and The Static, the corrupted mine, the myconid refuge, Thara, Selen Von, and the turn toward the Ossuarian dig.

Other Useful Links

- Interactive Hiraeth map
- Main wiki
- Spell Search

If you have been away from the wiki for a bit, the best way back in is simple: try the spell search, skim the recent Rebels summaries if you need campaign context, and use the map when locations start stacking up. The recent work is about making the wiki easier to use during play, not just larger.

HAG launches Watch site & continued cleanup

Aug. 4, 2026

> **Recordings will move to watch.hiraeth.wiki as spells, subclasses and other resources receive setting-focused updates.**

The Hiraeth Adventuring Guild is moving its video and audio recordings from a third-party hosting service to its own PeerTube instance at watch.hiraeth.wiki.

PeerTube is an open-source video platform. Operating our own instance gives HAG greater control over how campaign recordings are organized, presented and preserved.

The main *Rebels of Eschatia* recording archive is now available on the new instance. A small number of remaining recording fragments will be recovered and added as they become available. New campaign recordings will be added to PeerTube moving forward.

The previous host will remain available, but new recordings will not be stored there long term.

Recording access and privacy

Recordings are available only to people with accounts on the HAG PeerTube instance. The instance is not federated, meaning its recordings are not shared with or distributed through other PeerTube servers.

Players can request an account through their private One-on-One Discord channel.

The PeerTube player provides an audio-only playback option for listeners who do not need video. Captions and chapter markers will be added as our recording and publication process develops.

HAG Video Libary

Search videos, channels...

jaxsnjohnson
@jaxsnjohnson





VIDEO CHANNEL

Rebels of Eschatia

Manage channel

@rebels.of.eschatia

No subscribers • 13 videos

Videos Playlists

Recently added | Trending

Sensitive content: **hidden** More filters

Sort by: Recently Added



Session 13 - The Unfiled Witness

6 hours ago • 0 views



Session 03 - Flight by Yellow Caron

13 hours ago • 0 views



Session 06 - The Black Rose and the Slow Eagle

13 hours ago • 0 views



Session 07 - The Scion and the Sword

14 hours ago • 0 views



Session 10 - The Blight of Jade Creek

14 hours ago • 0 views



Session 09 - The Roots of Confusion

14 hours ago • 0 views



Session 08 - The Famine Forecast

14 hours ago • 0 views



Rebels of Eschatia - Session Seven ? LOST?

15 hours ago • 0 views



Session 05 - The Commissar and the Clowns

15 hours ago • 0 views



Session 04 - A Vow, a Cow, and a Circus Show

16 hours ago • 0 views



Session 02 - The Rescue of Eleni

23 hours ago • 1 view



Session 01 - The Silence of the Thorn

1 day ago • 2 views

Bringing spell lore home to Hiraeth

We are also preparing a naming and flavor-text review of the **Athenaeum Aetherius: Compendium of Arcane Grimoires**.

The review identified 93 entries containing names or descriptions inherited from settings outside Hiraeth, more might be out there. These include character names associated with Greyhawk and the Forgotten Realms, places from Eberron, references to other D&D worlds and creatures from the Cthulhu Mythos.

The proposed changes would give those spells descriptive or Hiraeth-specific identities. The full proposal appears below.

> **These changes are not final.** The proposed spell names are being shared for player review and have not yet been published. This is a lore and presentation project; spell mechanics are not expected to change.

Proposed spell-title changes

Full List Here

Names inherited from other D&D settings

Current title	Proposed title
Abi-Dalzim's Horrid Wilting	Wrog's Horrid Wilting
Aganazzar's Scorcher	Flamore's Scorcher
Alustriel's Mooncloak	Simetra's Mooncloak
Ashardalon's Stride	Burning Stride
Bigby's Hand	Arcana's Hand
Drawmij's Instant Summons	Guin's Instant Summons
Elminster's Effulgent Spheres	Bethtox's Effulgent Spheres
Evard's Black Tentacles	Narfars' Black Tentacles
Fizban's Platinum Shield	Dragonward Shield
Galder's Speedy Courier	Origin's Speedy Courier
Galder's Tower	Flamore's Field Tower
Holy Star of Mystra	Holy Star of Arcana
Hunger of Hadar	Hunger of the Dark Between

Jallarzi's Storm of Radiance	Bethtox's Storm of Radiance
Jaran's Prismatic Blade	Arcana's Prismatic Blade
Leomund's Secret Chest	Logos' Secret Chest
Leomund's Tiny Hut	Hesta's Tiny Hearth
Maximilian's Earthen Grasp	Pythia's Earthen Grasp
Melf's Acid Arrow	Flamore's Acid Arrow
Melf's Minute Meteors	Bethtox's Minute Suns
Mordenkainen's Faithful Hound	Hesta's Faithful Hound
Mordenkainen's Magnificent Mansion	Hesta's Hearth-Hall
Mordenkainen's Private Sanctum	Hesta's Private Sanctum
Mordenkainen's Sword	Arcana's Sword
Nathair's Mischief	Circe's Mischief
Nystul's Magic Aura	Circe's False Aura
Otiluke's Freezing Sphere	Morana's Freezing Sphere
Otiluke's Resilient Sphere	Guin's Resilient Sphere
Otto's Irresistible Dance	Irresistible Festival Dance
Rary's Mnemonic Enhancer	Zabyl's Mnemonic Enhancer
Rary's Superior Spell Enhancer	Arcana's Superior Spell Enhancer
Rary's Telepathic Bond	Zabyl's Telepathic Bond
Raulothim's Psychic Lance	Eve's Psychic Lance
Simbul's Synostodweomer	Arcana's Blood Renewal
Snilloc's Snowball Swarm	Morana's Snowball Swarm
Songal's Elemental Suffusion	Dragonblood Suffusion
Tasha's Bubbling Cauldron	Eve's Bubbling Cauldron
Tasha's Mind Whip	Eve's Mind Whip
Tasha's Otherworldly Guise	Circe's Otherworldly Guise
Tenser's Transformation	Arcana's Battle Transformation
Yolande's Regal Presence	Sovereign Presence

Third-party and mythological names

Current title	Proposed title
Althea's Travel Tent	Hesta's Travel Tent
Avronin's Astral Assembly	Logos' Astral Assembly
Carmello-Volta's Irksome Preserves	Irksome Preserves
Densini's Radiance	Bethtox's Radiance
Gordolay's Pleasant Aroma	Distracting Aroma
Hedren's Birds of Clay	Claybird Guard
Hirvsth's Call	The Running Herd
Hod's Gift	Logos' Second Sight
Jim's Glowing Coin	Glowing Coin
Kareef's Entreaty	Last Entreaty
Leiloch's Irritating Kazoo	Irritating Kazoo
Shamal's Grasp	Grasping Wind
Sir Mittinz's Move Curse	Transfer Curse
Weiler's Ward	Faerie Ward
Boreas's Breath	Morana's Breath
Curse of Boreas	Morana's Curse
Jotun's Jest	Giant's Jest
Khamsin's Chariot	Desert Wind Chariot
Loki's Gift	Simetra's Gift
Mammon's Due	Evelesco's Due
Molech's Blessing	Evelesco's Blessing
Nidhogg's Blessing	Wrog's Serpent Blessing
Perun's Doom	Nut's Doom
Shadow of Moil	Shadow of Narfars
Sign of Koth	Sign of the Dark Between
Stigmata of the Red Goddess	Stigmata of Evelesco
Wotan's Rede	Logos' Rede

Eberron references

Current title	Proposed title

Aundair's Silent Sanctum	Delphic Silent Sanctum
Devourer's Teeth	Wrog's Teeth
Fury's Chorus	Thala's Chorus
Keeper's Vault	Logos' Unredacted Vault
Mockery's Snare	Evelesco's Snare
Shadow's Echo	Simetra's Echo
Traveler's Enigma	Origin's Enigma

Cthulhu Mythos references

Current title	Proposed title
Avatar of Cthulhu	Avatar of the Drowned Star
Avatar of Nyarlathotep	Avatar of Waymaker
Avatar of Shub-Niggurath	Avatar of Wrog
Avatar of Yog-Sothoth	Avatar of Voidos
Black Goat's Blessing	Blessing of the Blighted Wild
Curse of Yig	Serpent's Curse
Emanation of Yoth	Emanation of Narfars
Ghast of Leng	Narfars Ghast
Hound of Tindalos	Chronal Hound
Hunger of Leng	Hunger of Narfars
Yellow Sign	Sign of Narfars
Sigil in Yellow	Narfars' Binding Sigil

Proposed flavor-text revisions

The following spells would retain their current titles, but references to outside settings in their descriptions would be replaced:

- **Blade of Disaster:** Remove its reference to Faerûn.
- **Dream of the Blue Veil:** Replace Oerth, Toril, Krynn and Eberron with "another mortal world known to the caster."
- **Plane Shift:** Replace the City of Brass and Dispater with Hiraeth-compatible planar examples.
- **Semblance of Dread:** Replace Nyarlathotep with imagery associated with Waymaker or Narfars.

- **Summon Avatar:** Replace its four Cthulhu Mythos avatars with the proposed Hiraeth versions.
- **Wish:** Replace Sigil and the Lady of Pain with a limit grounded in Hiraeth's cosmology.

Names such as Hecate, Nyx, Morana, Bethtox, Guin, Hypatia, Winrich and Gaer are not included in this cleanup because they already have established places in Hiraeth's lore.

Spell levels, casting times, ranges, damage, saving throws and other mechanics are not expected to change as part of this pass.

The proposed names remain under review. Players will have an opportunity to share their thoughts before any changes are published.

Subclass titles updated

Several subclass titles have already been revised to remove setting-specific terminology or distinguish options that previously shared a title.

Previous title	Current title
Purple Dragon Knight	Banneret
Watcher on the Wall	Frontier Watcher
Way of the Cobalt Soul	Way of the Inquiring Hand
Smuggler — vehicle-focused subclass	Arcane Smuggler
Oath of the Magistrati	Oath of the Sacred Ars

The separate, non-vehicle **Smuggler** subclass retains the title **Smuggler**.

These are catalog and lore changes. The subclasses' game mechanics remain unchanged.

The Banneret page also received new Hiraeth-focused lore. "Banneret" is a catalog term rather than a universal title within the setting. Depending on their culture and position, someone filling that role might instead be called a knight-captain, standard-bearer, marshal, proxy, envoy or another appropriate title.

Other recent updates

The past two months have also brought several additions to HAG's player resources:

- The spell library now provides searchable access to 1,842 spells through the Spell Search page. The library also received improved tags and a completed first-pass cantrip review.
- Two creature-reference appendices now provide 115 familiar and summoned-creature stat blocks. Links have been added to 55 spells that use those creatures.
- The HAG Ancestry System v4 is available for playtesting, with expanded ancestry, lineage and regional heritage options. It is not complete, and we are looking for feedback on its overall shape and approach.
- The *Rebels of Eschatia* archive now includes sessions through Session 19, "Silver in the Drain."

- The interactive Hiraeth map received additional artwork and location updates, including refreshed artwork for Astrousia.

These projects share a common goal: making HAG's resources easier to find, easier to understand and more firmly grounded in Hiraeth.

Share your thoughts

Players are invited to review the proposed spell names and tell us:

- Which replacements feel right?
- Which names need more work?
- Which spells would benefit from descriptive titles instead of connections to Hiraeth figures?
- Are any familiar names worth retaining as table shorthand?

General feedback can be replied to in the comments of this post. Players may also share feedback privately through their One-on-One Discord channel.

PeerTube account requests should be made through your One-on-One channel.

Visit the Hiraeth wiki, explore the spell search or watch campaign recordings at watch.hiraeth.wiki.

2026-09-30 - Missing Spells Added

Some spells were missed in the original wiki import. All 46 spells below have now been copied over from D&D Beyond and added to the spellbook!

- Alarm
- Animal Friendship
- Bane
- Burning Hands
- Charm Person
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Compulsion
- Create or Destroy Water
- Cure Wounds
- Death Ward
- Detect Evil and Good
- Disguise Self
- Dissonant Whispers
- Divine Favor
- Divine Smite
- Ensnaring Strike
- Entangle
- Expeditious Retreat
- Faerie Fire
- False Life
- Feather Fall
- Floating Disk
- Fog Cloud
- Goodberry
- Grease
- Guiding Bolt
- Healing Word
- Hellish Rebuke
- Hex
- Hunter's Mark
- Ice Knife
- Illusory Script
- Jump
- Longstrider
- Protection from Evil and Good

- Purify Food and Drink
- Ray of Sickness
- Searing Smite
- Shield of Faith
- Silent Image
- Sleep
- Speak with Animals
- Thunderwave
- Unseen Servant