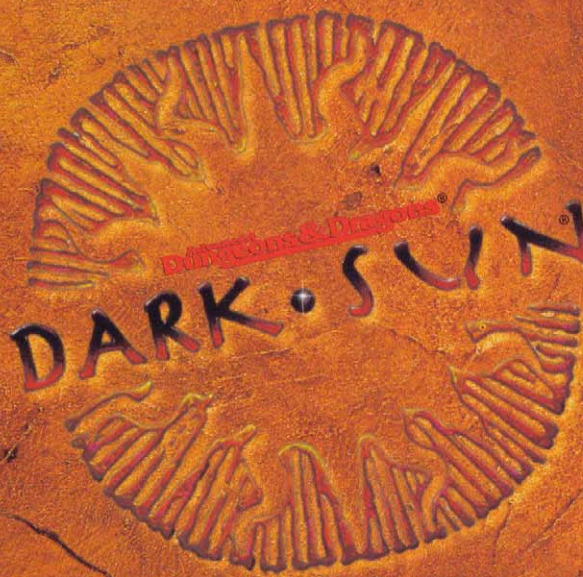


The New DARK SUN Has Dawned



For heroes, beneath the Dark Sun, it is a new age—a time for the best and bravest to step forward to shape the destiny of Athas and help save our dying world. After a decade of turmoil, even nature seems to revile us. Earthquakes tear the land asunder. Revolution rages like wildfire across the Tyr Region. Far to the north, the alien thri-kreen empire rises, ready to invade. To the south, in the obsidian wasteland, the ground trembles with the emergence of the undead. With the coming of each day, new and more terrible dangers appear. But I see these as merely the pangs of birth, for a new Athas looms on the horizon. With weapons of bone and obsidian, shields of reptile scales, armor of mchillot hide, and the powers of our minds, we heroes of the new age must stop the chaos. We must defeat the threats once thought to be nothing more than legends—and we must seek quarters not dreamed of in the past. This new age may be a time of darkness, but our hope springs from the well of victory, for the Dragon and his sorcerer-kings have been destroyed, showing us that we can make a difference in our savage world beneath

the Dark Sun. The salvation of Athas promises to be no easy task.



DARK SUN CONSPICUOUS

Scanned by Asgorath





Dungeons & Dragons

DARK • SUN

From the Designer

The DARK SUN® campaign world enters an exciting new age with the release of the Expanded and Revised Campaign Setting for Athas, a land of savage adventure where the most powerful AD&D® player characters battle to survive and prosper against overwhelming odds. It's a dynamic world of unfolding stories and ancient mysteries, full of explosive new role-playing challenges and brutal action. From its volatile political atmosphere to unyielding natural disasters, from terrible new villains to unexpected new allies, from vast stretches of unexplored territory beyond the Tyr Region to unparalleled opportunities to forge a more promising future for the world, never has the DARK SUN setting been more spectacular or thrilling for loyal players—or more accessible to new players daring enough to enter the burning land. With new areas to explore, a streamlined, complete-in-the-box psionics system, new rules, and more, Dark Sun continues to demonstrate its alien and fierce nature. • Open the box and see why adventures set beneath the crimson sun are different from those in any other AD&D setting. And watch upcoming products for revelations that point toward Athas's ultimate restoration—or its ultimate destruction. Now, more than ever, the fate of the world depends on the actions of its heroes."

B.D. Jensen



A DECADE OF DARK SUN

I live in a world where blistering heat is the companion of days long and cold, where fear-filled darkness rules the night. I am the Wanderer, traveling far and wide to learn the secrets of Athas so that I may write them down and share them with the world.

I have much to tell for change is brewing in this harsh wasteland. But before one can understand the here and now, one must learn well of the past. For it is from the past that Athas's dark secrets were first born....

Ten years have come and gone since the start of the great change...ten years since King Kalak attempted to cheat nature much like Borys had done two millennia past. His plan was to perform the entire ten-stage


metamorphosis process to become a full dragon in one grand ritual. To stop his ruthless design, a new decade was born. I call it the Decade of Heroism, because heroes stepped forward to save our city of Tyr. Led by Rikus, the gladiator, these heroes were able to kill Kalak and save the lives of thousands. There was another significant and hopefully far-reaching result of their great feat: Tyr became the first city-state to free its slaves.

As the decade progressed, others tried to gain the mantle of sorcerer-king or sought power from other venues. The Dark Lens was recovered. Sadira of Tyr found the power to oppose the Dragon in the Pristine Tower. Tithian, who took Kalak's place as king of Tyr, looked to ancient Rajaat as a source of immortality. The Dragon was destroyed, and two sorcerer-kings and a sorcerer-queen fell. Ancient Rajaat, the

First Sorcerer, the Warbringer, escaped from prison. Yet that was but a short-lived victory for evil. Soon forced back into the Hollow that had contained him for two thousand years, Rajaat lives there still, and, hopefully, for all eternity. The results of this decade are all around us. The Tyr Region is in turmoil as the power-hungry and ambitious vie to fill the vacuum left by the deaths of the sorcerer-kings. Rajaat's defeat formed the

Cerulean Storm, a huge rainstorm that continues to rage over the Sea of Silt. About the same time as Rajaat was confined, a great earthquake thundered from the west. Aftershocks still threaten the Tyr Region, and a gaping rift was opened by the quake that leads to parts of Athas that were once sealed from the lands of the sorcerer-kings. Will this age of heroes continue? I fervently hope so, for Athas needs heroes if it is going to survive.




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A DECADE OF

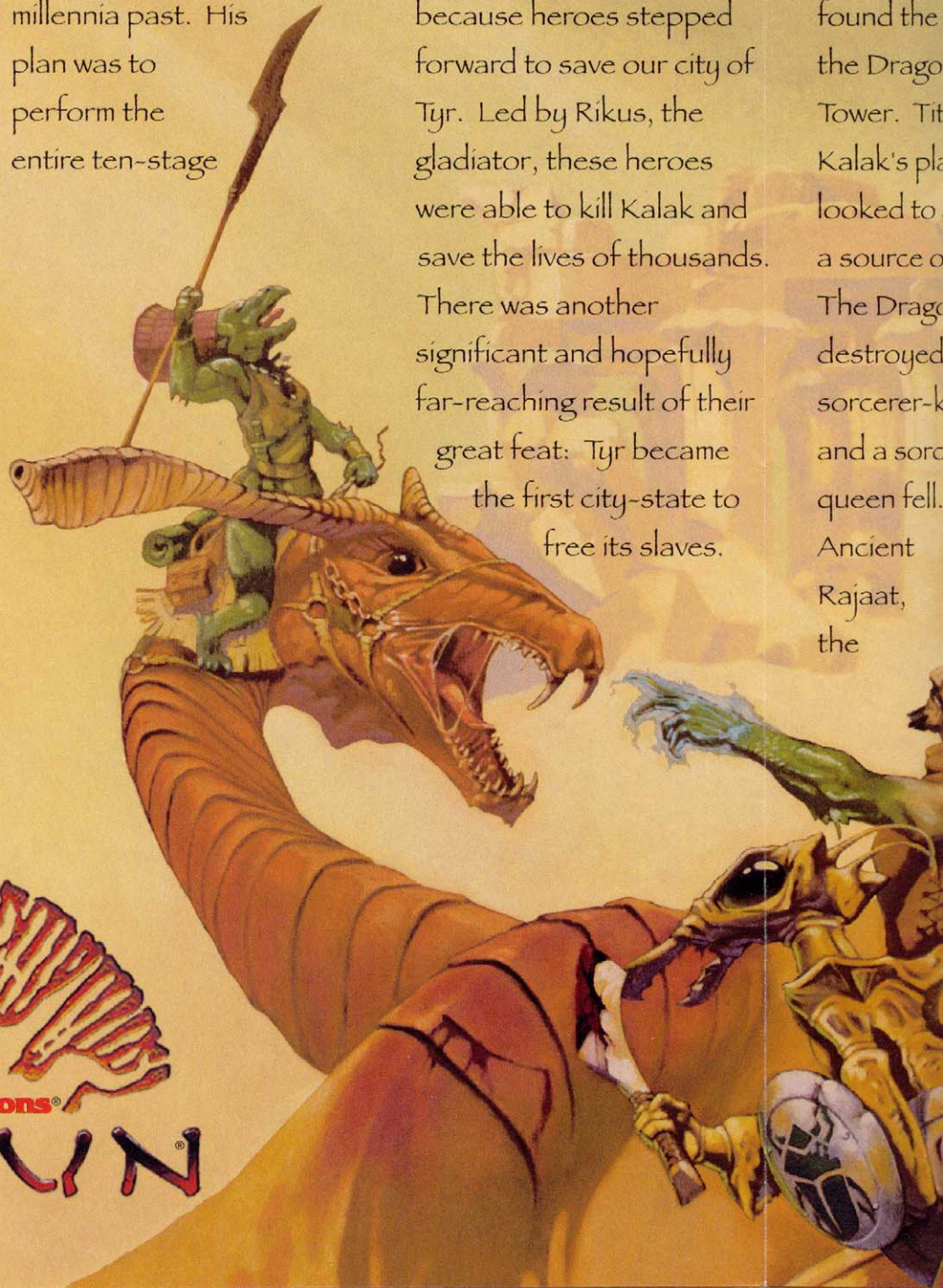
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As the decade passed, others tried to take the mantle of savior. They sought political venues. They recovered the ruins, found the secrets of the Dragon Tower. They tried to stop Kalak's plan, but they looked to the wrong source of power. The Dragon was destroyed, the sorcerer-king fell, and a sorceress queen fell. Ancient Rajaat, the




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OF DARK SUN

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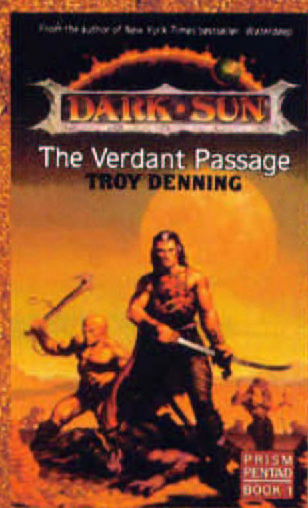


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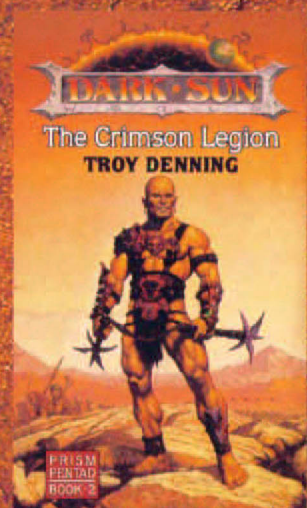


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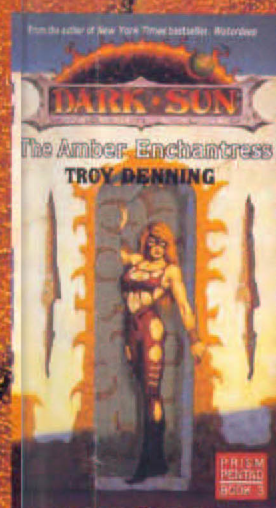
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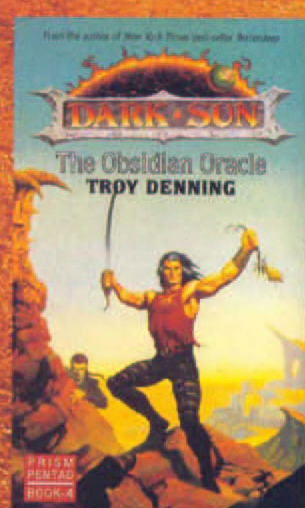
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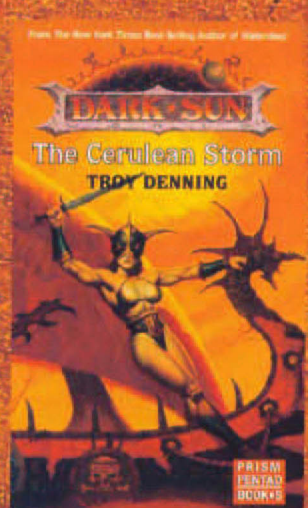
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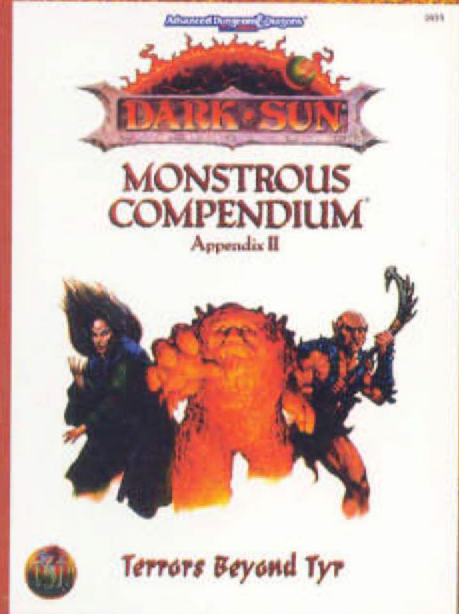
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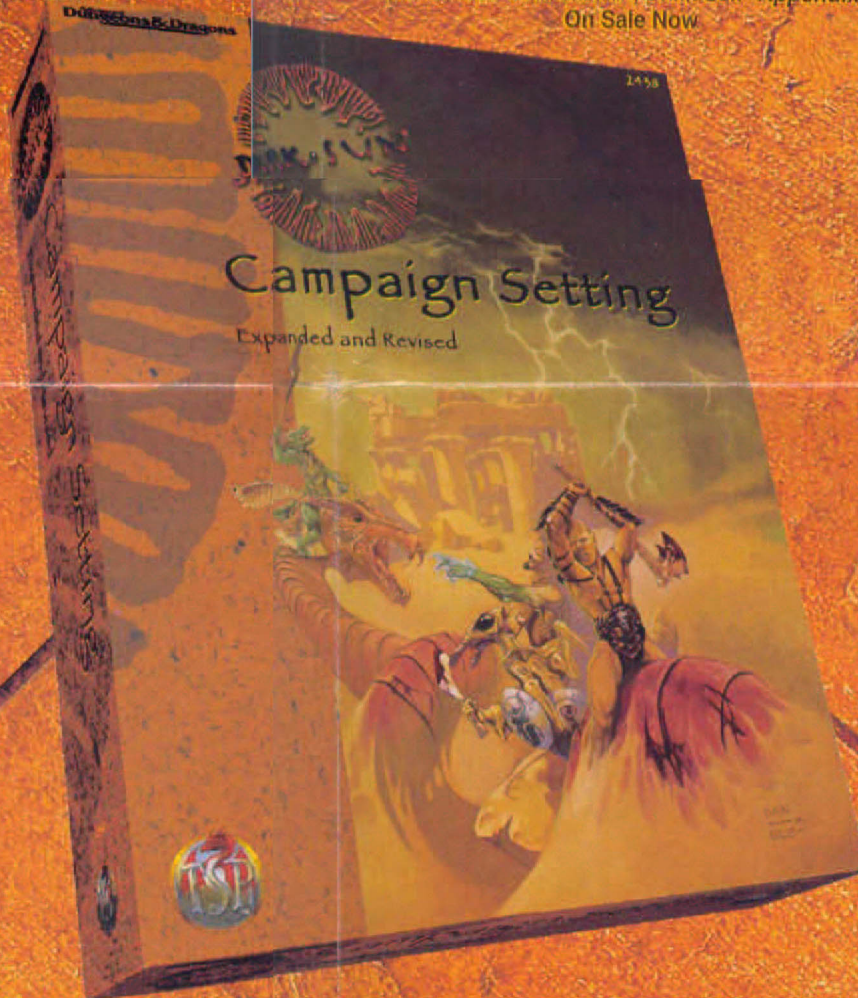
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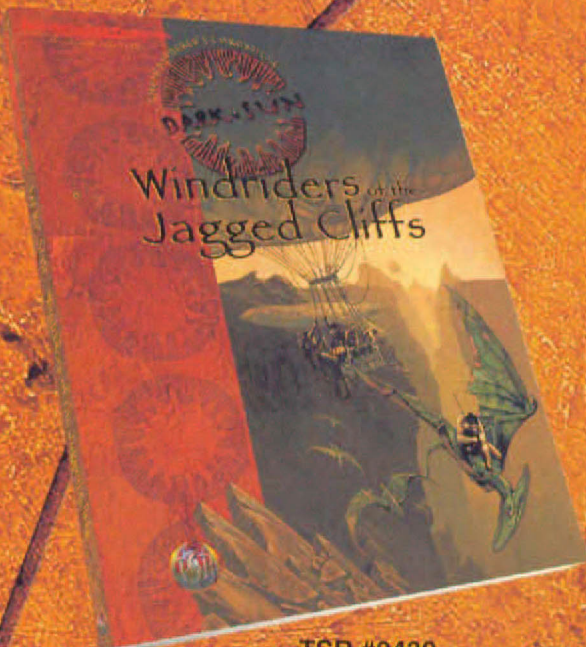
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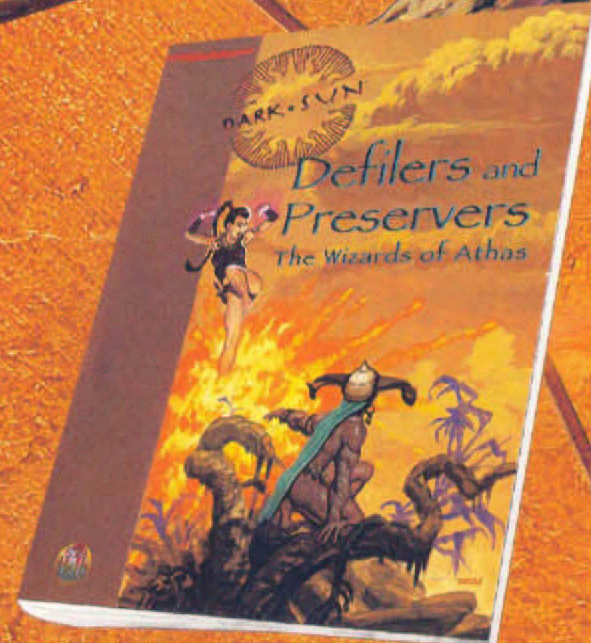
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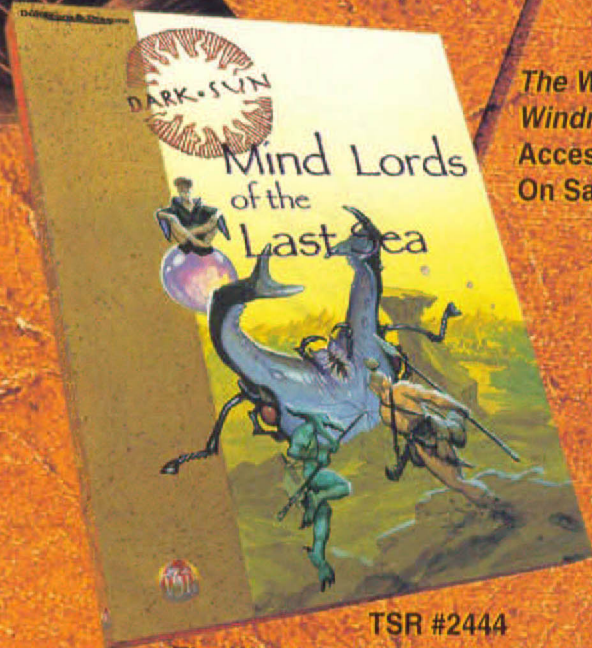
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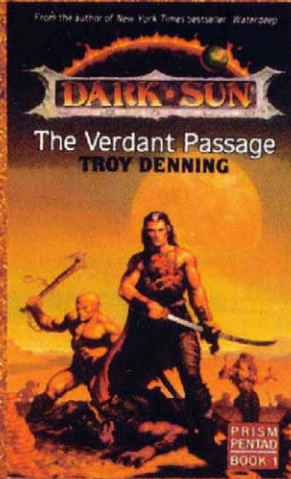
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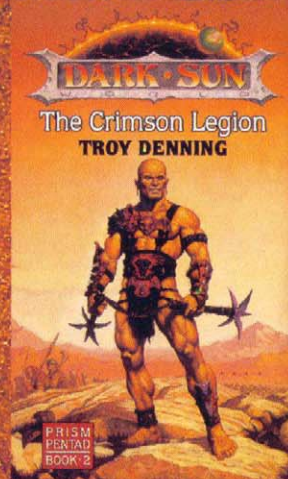


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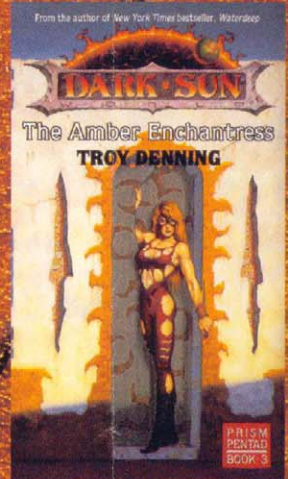
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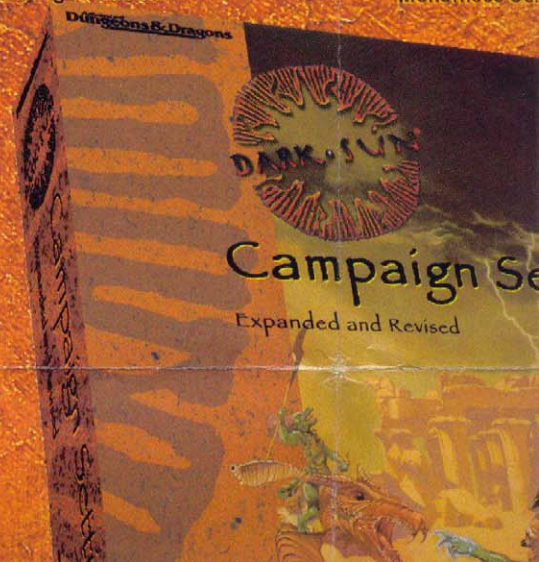
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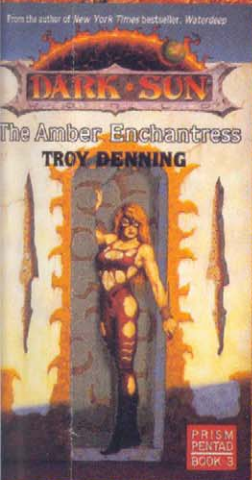


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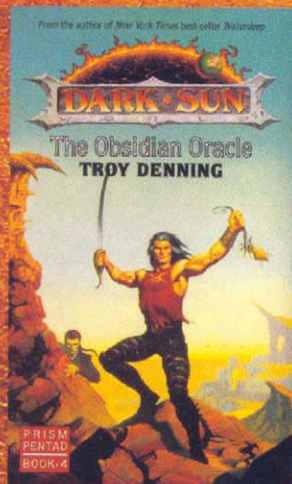


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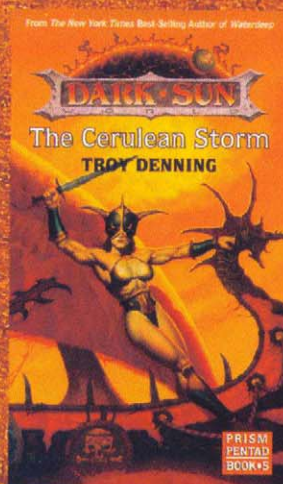
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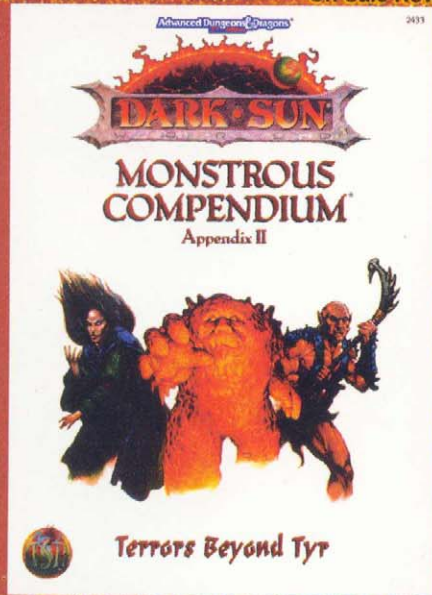
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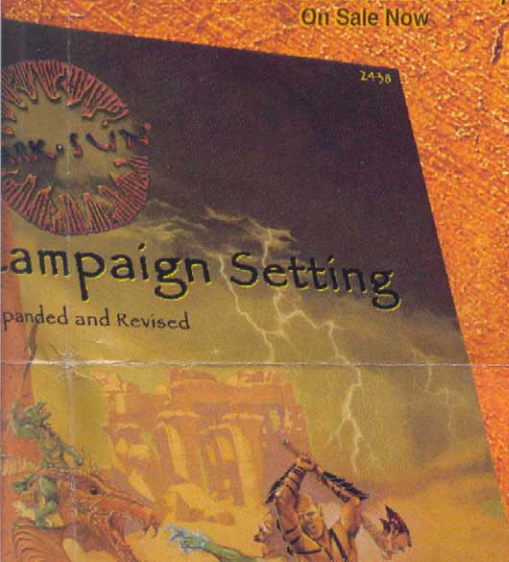
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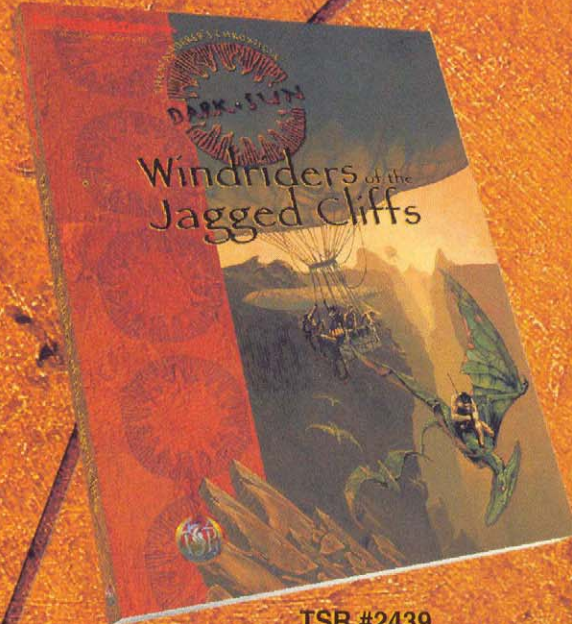
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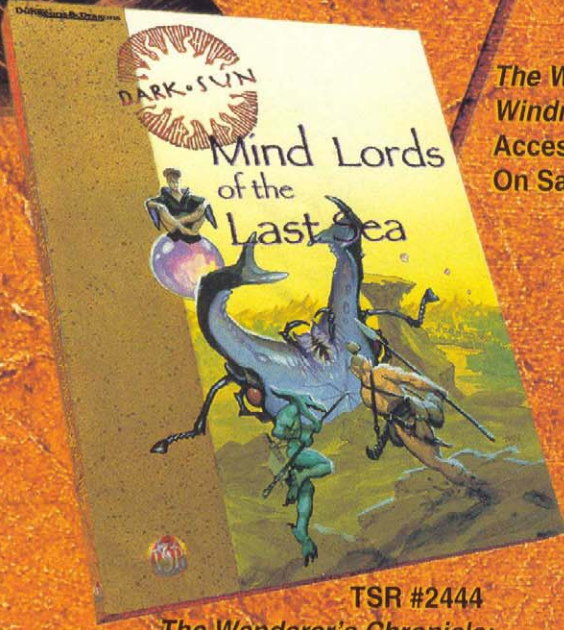
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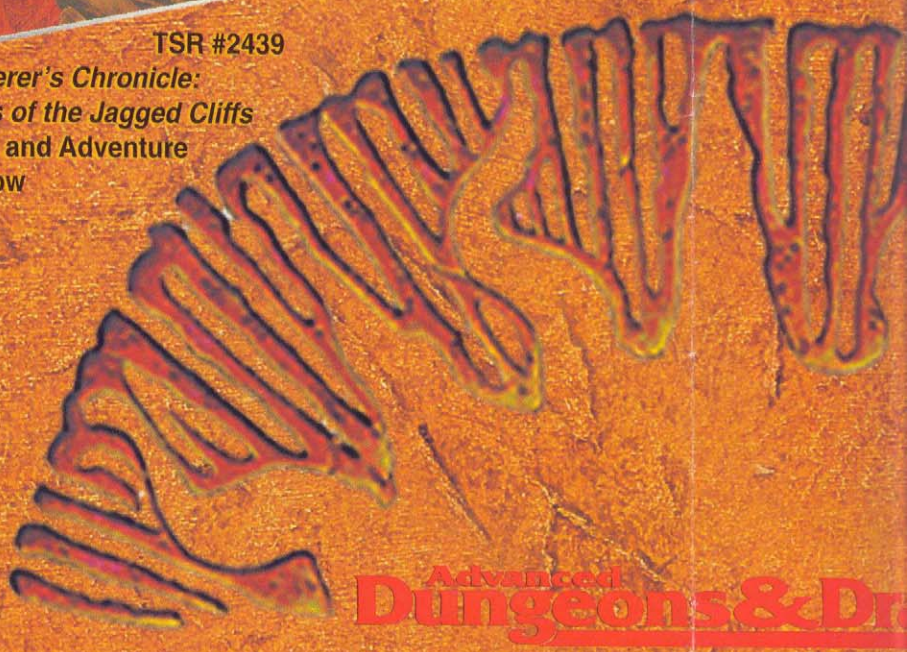
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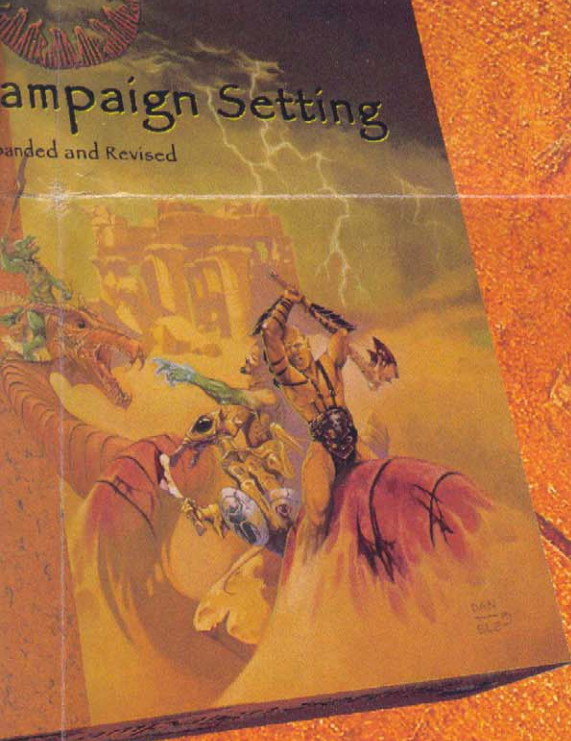
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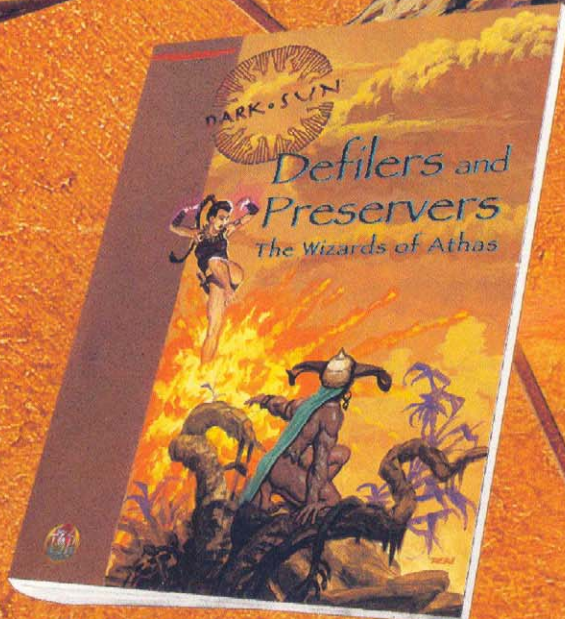
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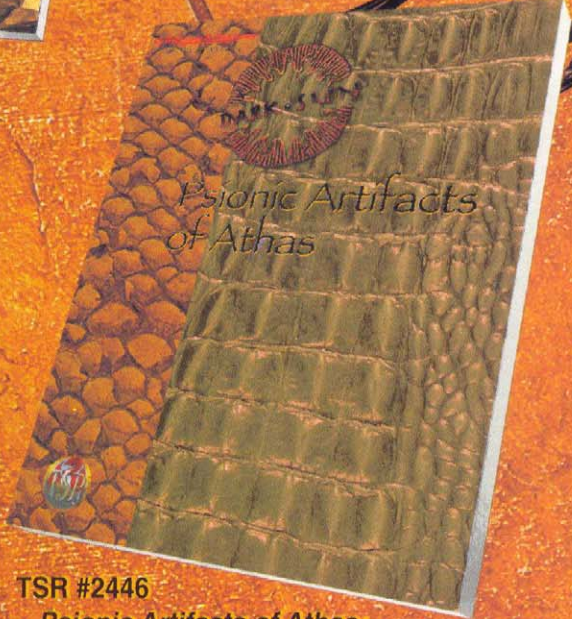
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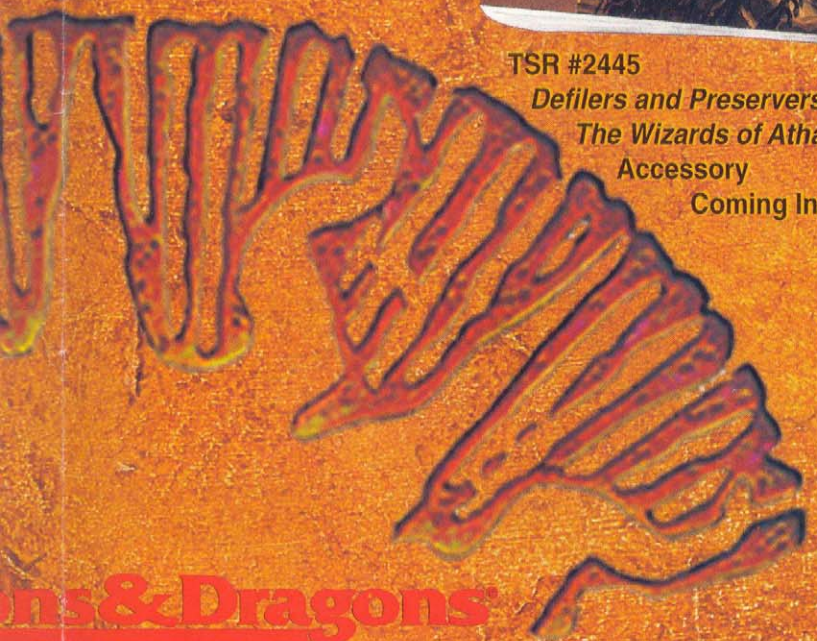
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 This is my home, and its chronicle
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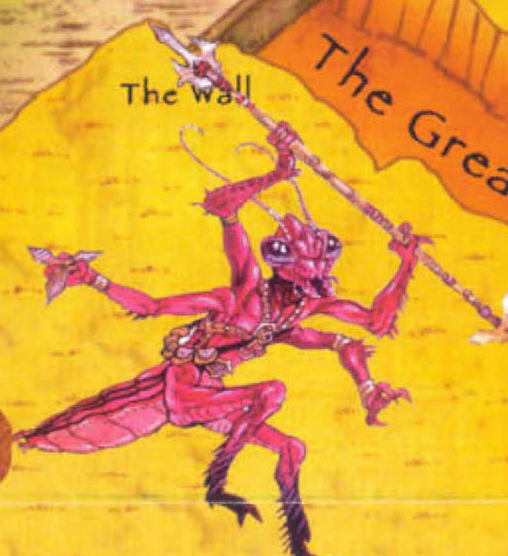
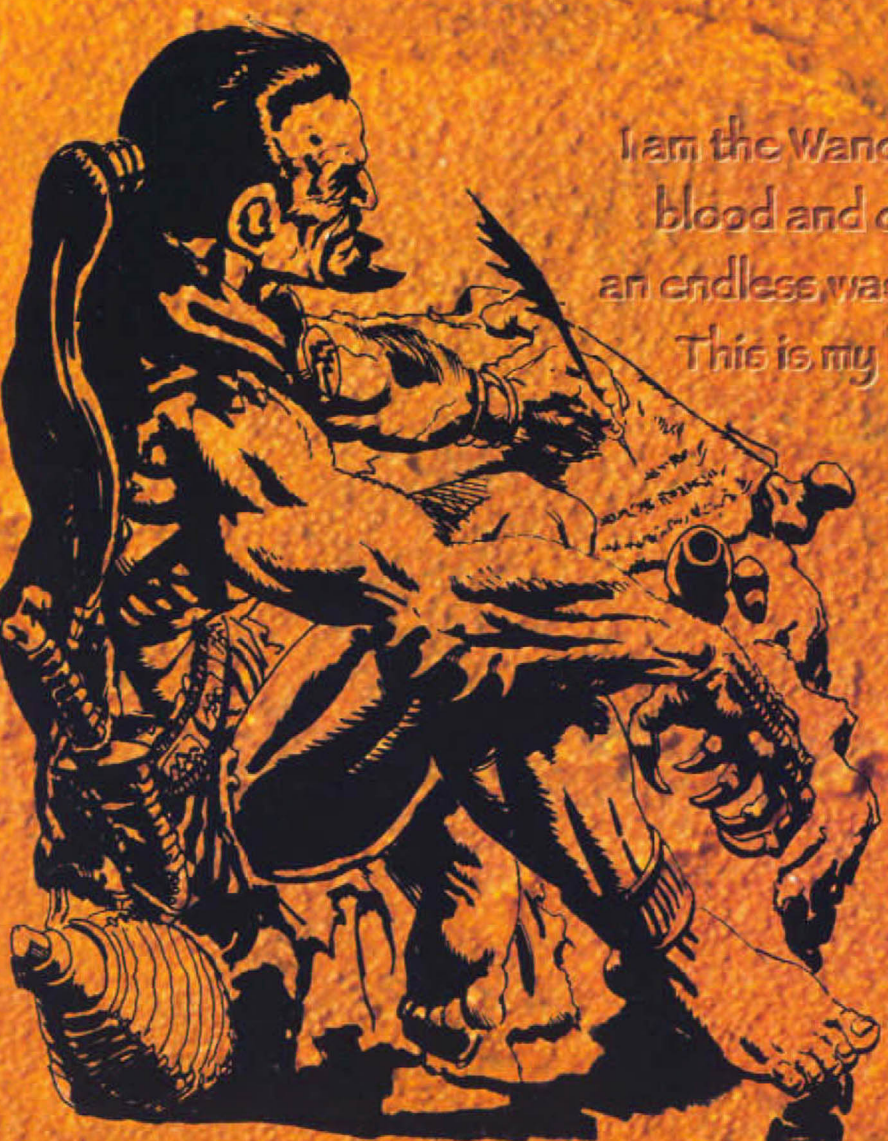
Far to the north of Tyr, past great
 canyons of molten lava, in the shadows of the
 Thunder Mountains, sits a valley ripped
 from the long-vanished Green Age.

Here, travelers will find the Last Sea,

a gigantic
 body of water
 surrounded
 by fertile
 grasslands
 and, controlled by
 the mysterious
 Mind Lords.

The place
 looks safe and
 peaceful, but
 looks can be
 deceiving . . .

Dungeons & Dragons DARK SUN



Born of an earthquake
 whose lingering
 tremors continue
 to rock

the land,
 the Great Rift
 cuts a deep
 scar across the
 Hinterlands. The
 natural devastation
 is terrible, but the
 repercussions could be
 even worse, for the
 Great Rift
 opens the Tablelands
 to the western
 savannah—the lands
 of the Kreen
 Empire. Once the
 Jagged Cliffs separated
 one from the other,
 but now a path exists.

It is only a
 matter of time
 before the
 mantle-warriors
 begin
 to swarm . . .

Beware the
 terrain of the
 Tyr Region.
 From the
 Silt Sea
 to the
 Tablelands
 to the
 Ringing
 Mountains—
 all are
 treacherous.

It is
 an arid wasteland with a handful of bleak cities clinging to a few scattered
 oases. With these words and maps, you must find your own way through
 the many dangers Athas sets before you . . .

The Misty Border

Hinterlands

The Wall
 The Great Rift

Lost Scale

Serran Vale

Malika
 Uruk
 Yaramuke
 Dragon's Bowl
 Lake Pit
 Shazlin
 Fort Sandol
 Fort Isus
 Fort Ianto
 Fort Skonz
 Fort Amber
 Lost Oasis
 Kalidnay

The Tablelands

Great Ivory Plain

Estuary of the Forked Tongue



Thunder Mountains

Last Sea

Saragar

Burning Plains

Fort Holtz

South Guard

Eldbarich

Sea of Silt

Avegdaar

Dhuurghaz

Morgh

Haaka

Sea of Silt

Valley of t.
 Cerulean St

The Black Isle

Tarolon

Great Salt Flat

The Silt Archipelago

Eurp

Vanishing

The Road Land

Great Salt Flat



Icons & Dragons

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Burning

Winter Nest

Fort Holtz

South Guard

Eldaarich

Sea of Silt

Sea of Silt

The Crimson Savannah

The Scorched Plateau

Scorpion Plains

Troll Grave Chasm

The Barren Wastes

Glowing Desert

Sea of Silt

Avegdaar

Dhuurghaz

Morgh

The Sea of Silt is more than a vast basin of dust. Islands and mountains rise from the silt, and various cultures cling to them so as not to drown in the powdery expanse.



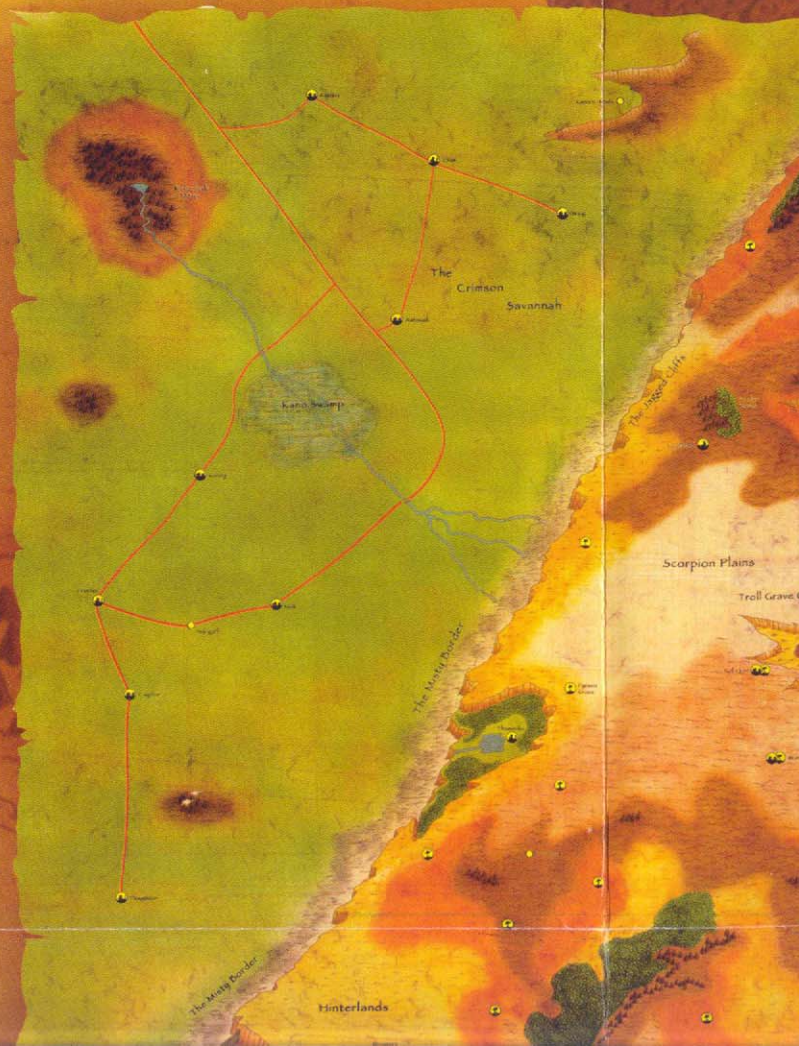
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The Misty Border

Hinterlands

The wall

The Great Rift



is terrible, but the repercussions could be even worse, for the Great Rift opens the Tablelands to the western savannah—the lands of the Kreen Empire. Once the Jagged Cliffs separated one from the other, but now a path exists.

It is only a matter of time before the mantis-warriors begin to swarm . . .





Giustenal



Isle of Bones

Tarelon



Vanishing L

Wine Tower



Eurip

Great Salt Flat

The Silt Archipelago

Arkhold

The Mud Palace

Bleak Tower



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