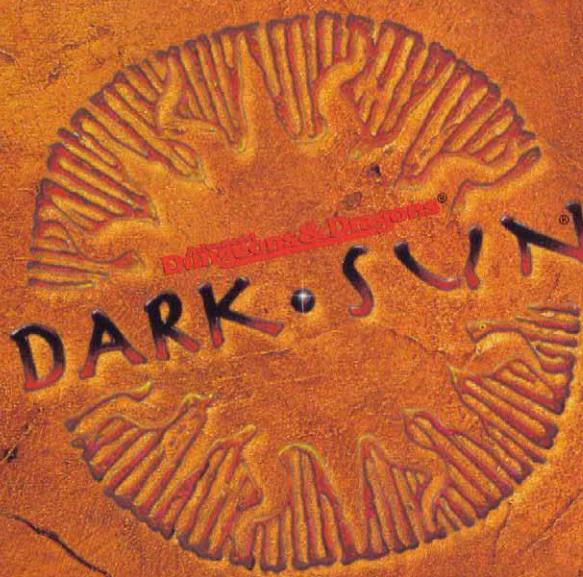


The New DARK SUN Has Dawned



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 dark, 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





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

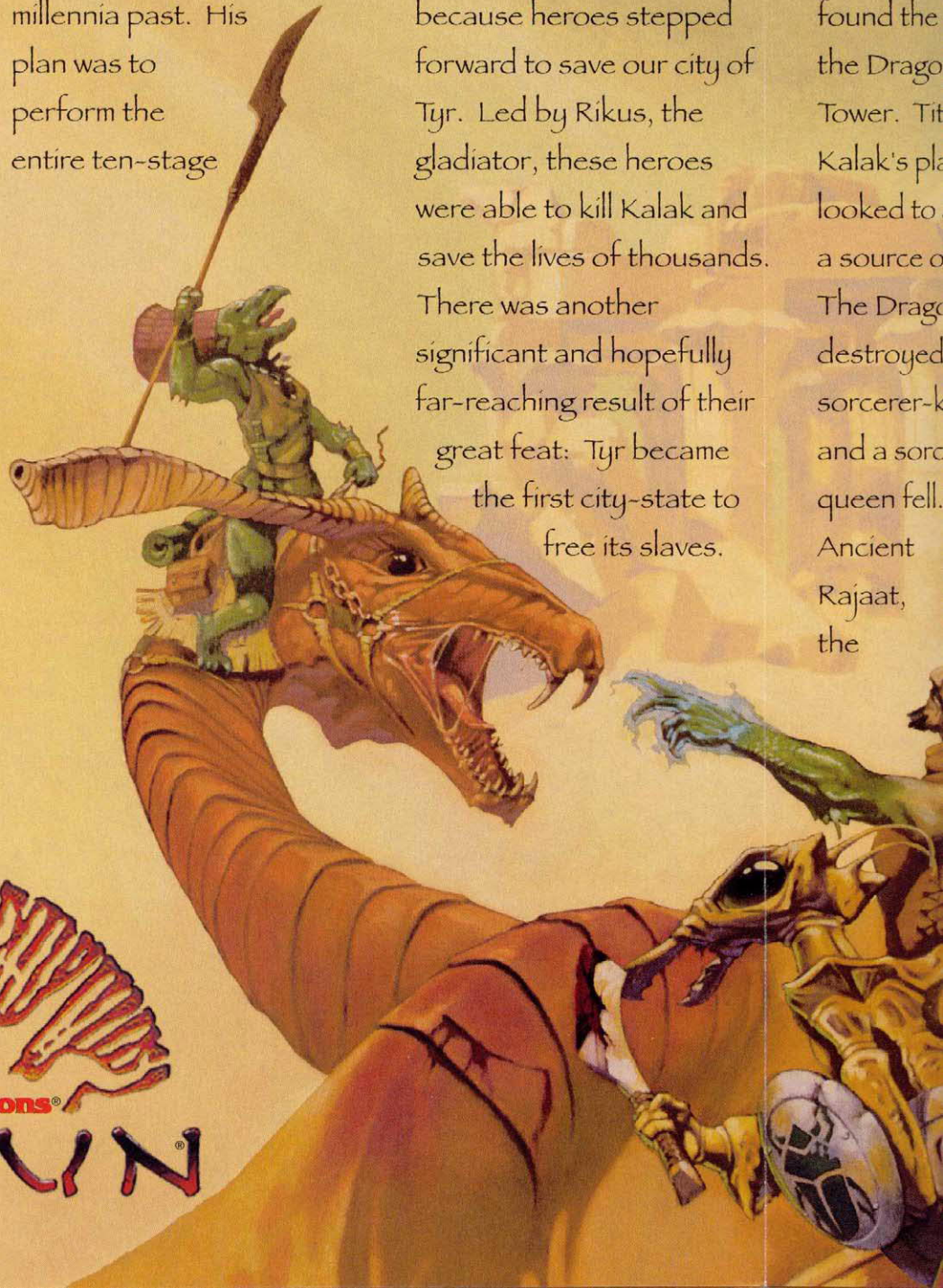
I live in a world where blistering heat is the companion of days long and cold, where fear-filled darkness rules the night. I am the Wanderer, traveling far and wide to learn the secrets of Athas so that I may write them down and share them with the world.

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 passed, others tried to take the mantle of s... sought po... venues. Th... recovered... found the... the Drago... Tower. Tit... Kalak's pla... looked to... a source o... The Drago... destroyed... sorcerer-k... and a sorc... queen fell... Ancient... Rajaat, the




Dungeons & Dragons®
DARK SUN®

OF DARK SUN

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

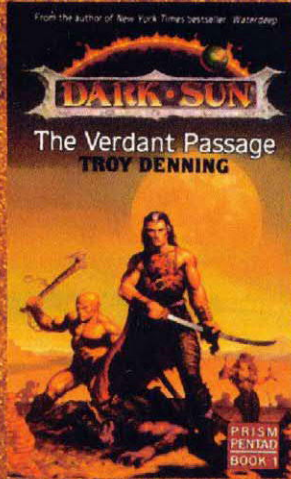
Cerulean Storm, a huge rainstorm that continues to rage over the Sea of Silt. About the same time as Rajaat was confined, a great earthquake thundered from the west. Aftershocks still threaten the Tyr Region, and a gaping rift was opened by the quake that leads to parts of Athas that were once sealed 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.

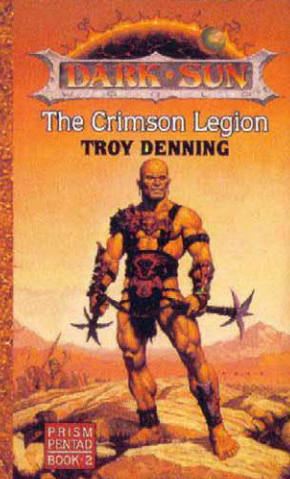


DARK SUN

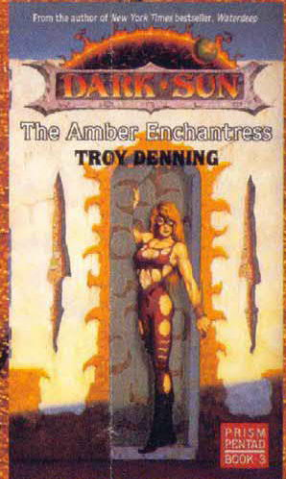
W O R L D



TSR #2402
The Verdant Passage
On Sale Now



TSR #2403
The Crimson Legion
On Sale Now



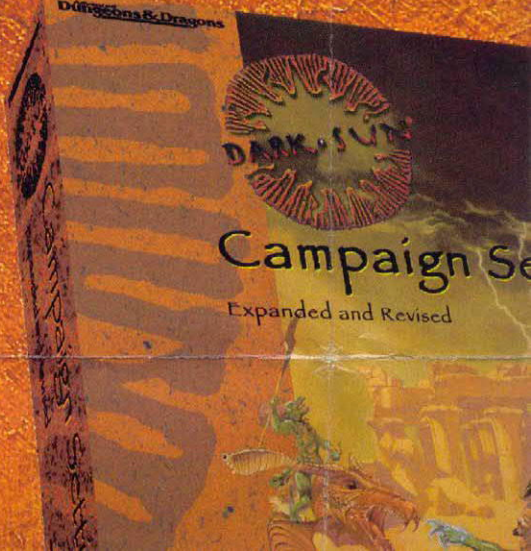
TSR #2409
The Amber Enchantress
On Sale Now



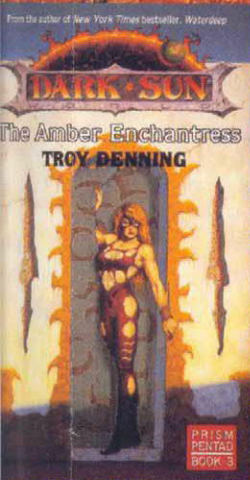
TSR #2442
The Rise and Fall of a Dragon King
Novel
Coming in March



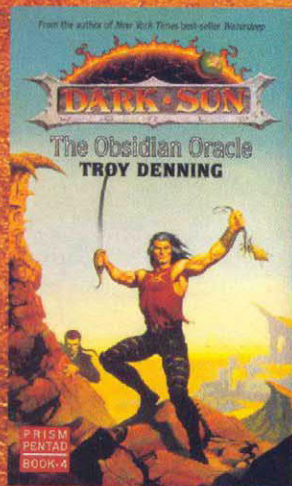
MONSTROUS COM



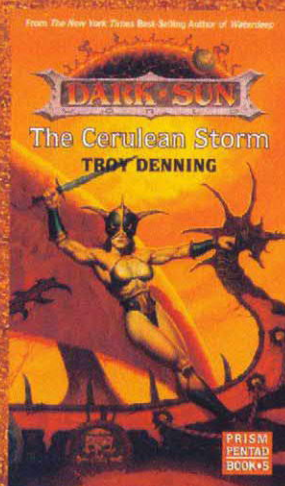
DARK SUN



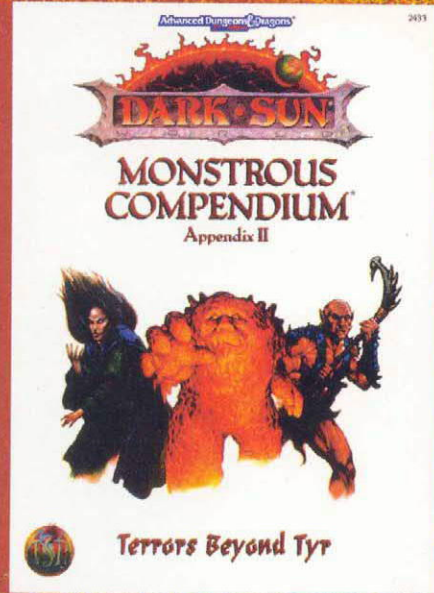
TSR #2409
The Amber Enchantress
On Sale Now



TSR #2414
The Obsidian Oracle
On Sale Now



TSR #2415
The Cerulean Storm
On Sale Now



TSR #2433
MONSTROUS COMPENDIUM[®], DARK SUN[®] Appendix II
On Sale Now



Campaign Setting

Expanded and Revised





Campaign Set

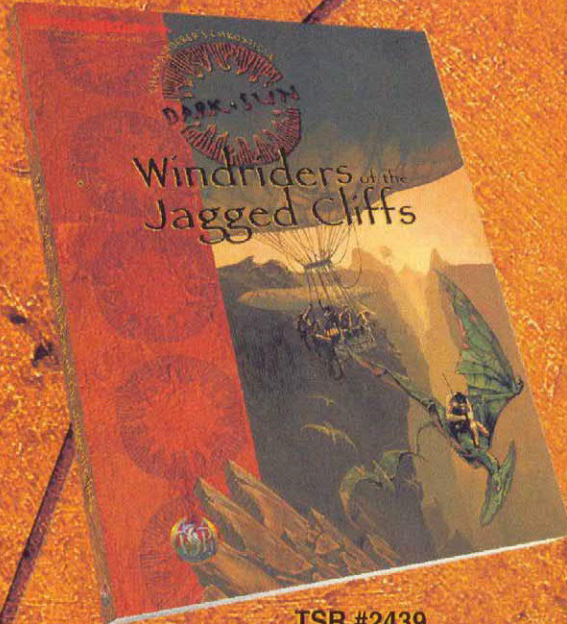
Expanded and Revised



TSR #2438

DARK SUN

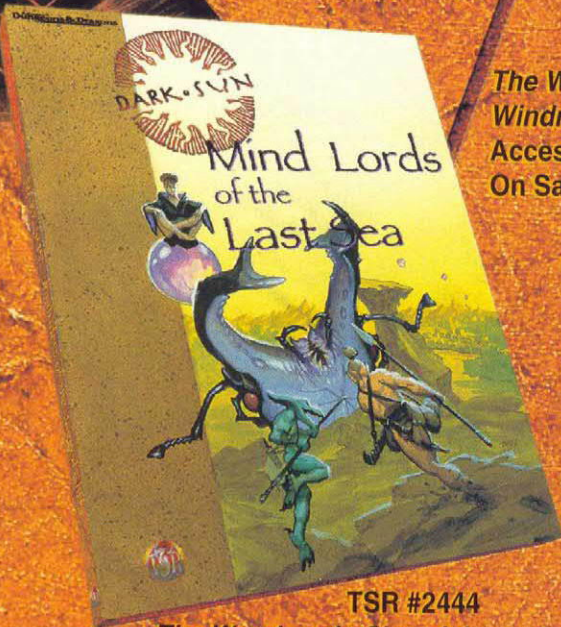
Expanded and Revised Campaign
On Sale Now



Windriders of the
Jagged Cliffs

TSR #2439

The Wanderer's Chronicle:
Windriders of the Jagged Cliffs
Accessory and Adventure
On Sale Now

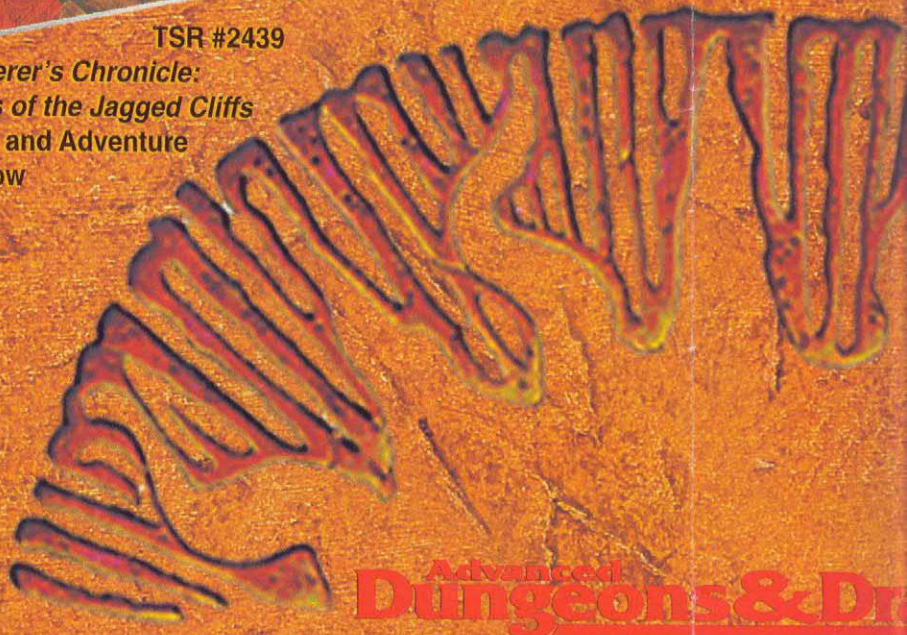


DARK SUN

Mind Lords
of the
Last Sea

TSR #2444

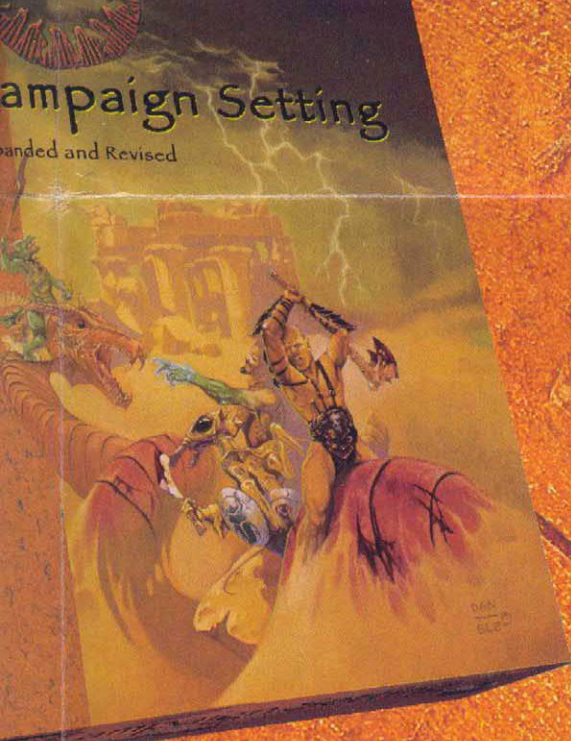
The Wanderer's Chronicle:
Mind Lords of the Last Sea
Accessory and Adventure
Coming in February



Advanced
Dungeons & Dragons

DARK • S

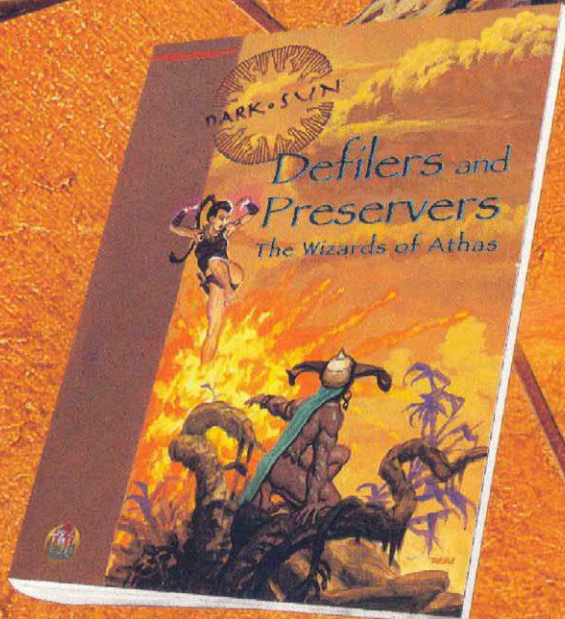
Discover all that's new under the Dark Sun. Look for these DARK SUN® products
or for a location near you call toll-free 1-800-384-4TSR. Questions



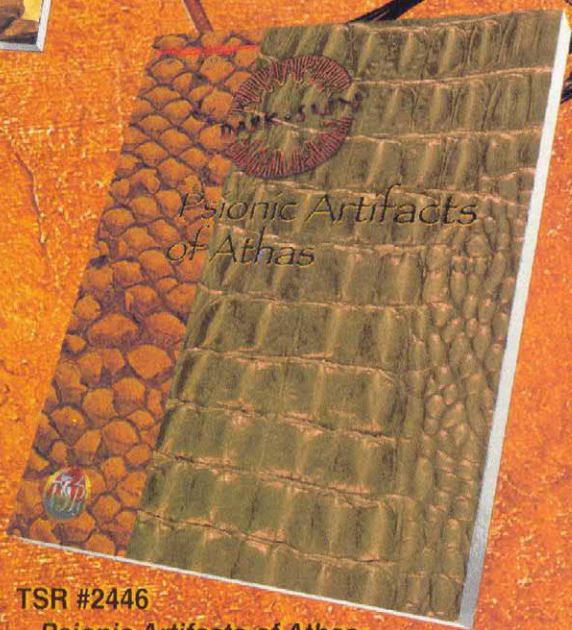
Campaign Setting

Expanded and Revised

TSR #2438
DARK SUN
Expanded and Revised Campaign Setting
On Sale Now



TSR #2445
*Defilers and Preservers:
The Wizards of Athas*
Accessory
Coming In July



TSR #2446
Psionic Artifacts of Athas
Accessory
Coming In October

ons & Dragons

DARK SUN

TSR products at your favorite store where TSR Products are sold,
1-4-TSR. Questions? Call Rob Taylor at 1-414-248-2902.



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...

DRAGONS & MONSTERS

Dragons & Monsters



I am the wanderer, I live in a world of fire and sand,
blood and dust. I write of Athas,
an endless wasteland beneath a crimson sun.
This is my home, and its chronicle
I share with you . . .



DARK SUN

Dungeons & Dragons



Burning



Fort Holtz



South Guard



Eldarich

Sea of Silt



Avegdaar

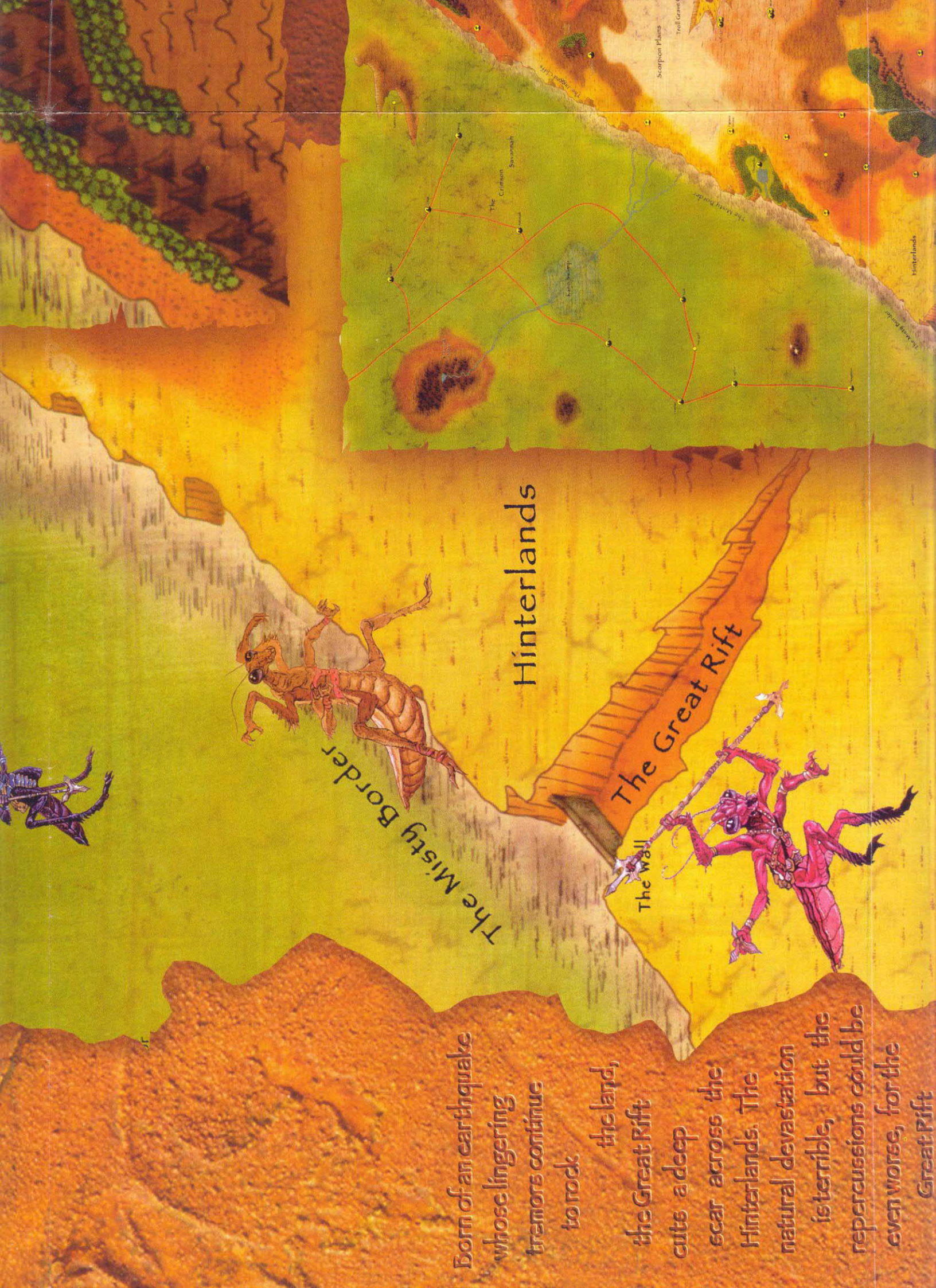
Dhuurghaz

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.



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



Hinterlands

The Misty Border

The Great Rift

The wall

Scorpion Plains

Troll Grove

Hinterlands



of Silt

Avegdaar

Dhuurghaz

Morgh

Haaka

Sea of Silt

Valley of the
Cerulean Storm

The Black Isle

Shault

Drax

Bitter Well

Lake
Island

Firstwatch

Tarelon

Giustenal

clinging to them so as not to drown in the powdery expanse. Far to the east of the Tablelands, hidden behind great clouds of dust, the Cerulean Storm rages like a living beast. It exploded over the Valley of Dust and Fire about the same time as the Great Earthquake struck, and it shows no sign of relenting any time soon. Rain, thunder, wind, and lightning fill the valley, as nature puts on another deadly show...

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 . . .



Hinterlands

The Tur Region and Beyond

The Tablelands

The Dead Land

Lost Scale

erran Vale

Malka

Urlik

Dragon's Bowl

Lake Pit

Yaramuke

Fort Ebon

Raam

Fort Firstwatch

Bitter Well

Lake Island

Break Shore

Fort Isus

Shazlim

Cromlin

Giustenal



Vanishing L

Eurip

The Silt Archipelago

Great Salt Flat

Tarelton

Isle of Bones

Giustenal

line Tower

Arkhold

Bleak Tower

The Mud Palace



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...

