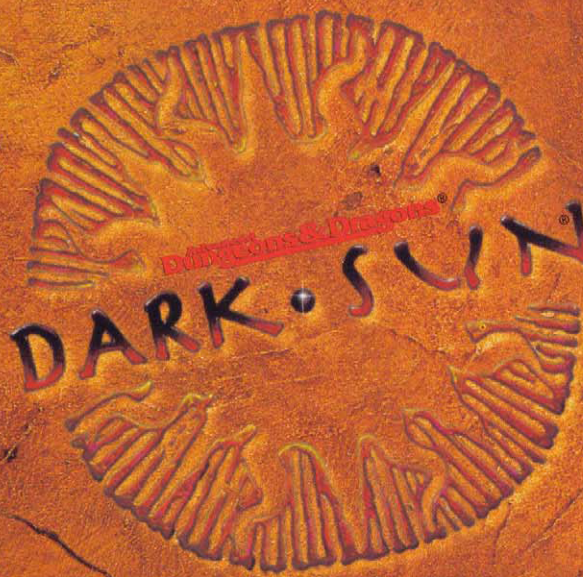
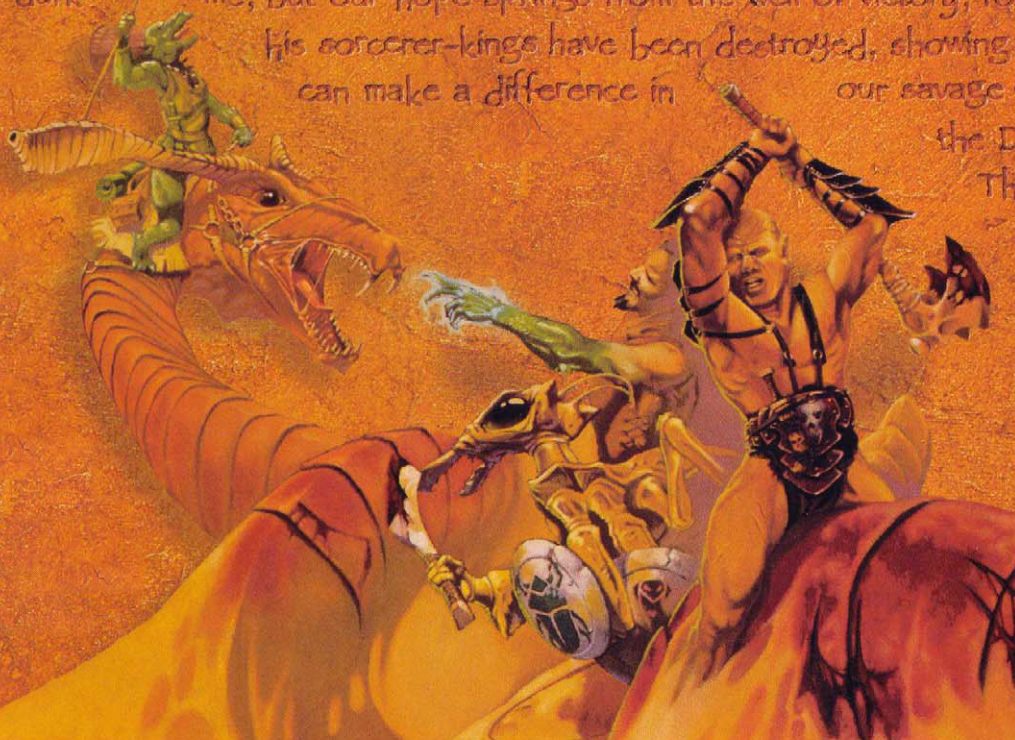


# The New DARK SUN Has Dawned



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 from lands once thought to be nothing more than legends—and we must seek help from quarters not dreamed of in the past. This new age may be a dark time, 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







**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

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.



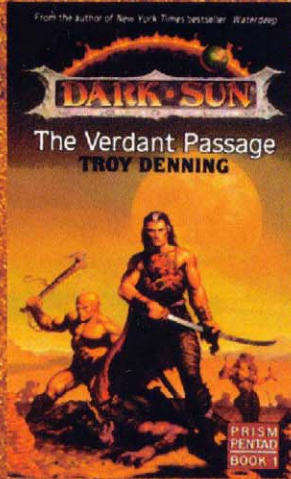
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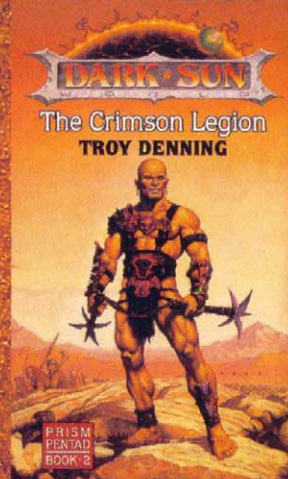


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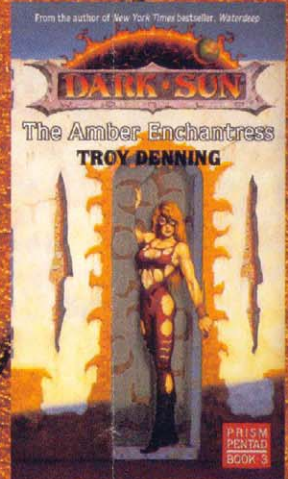
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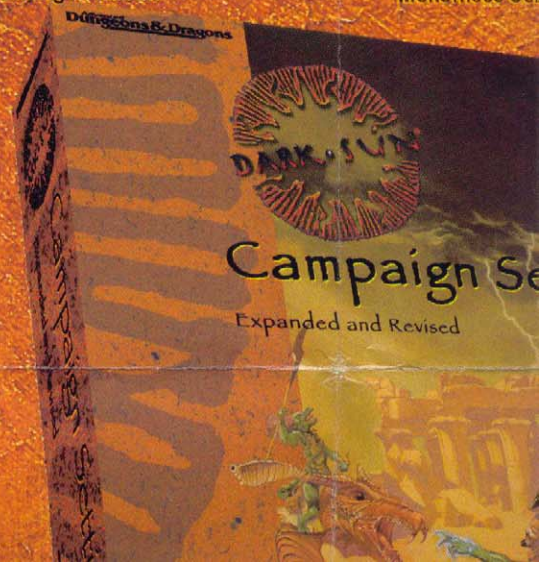
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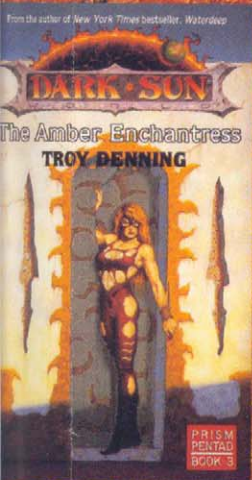
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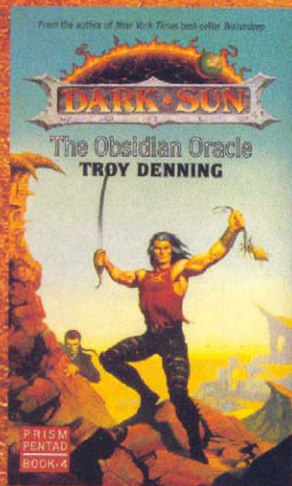
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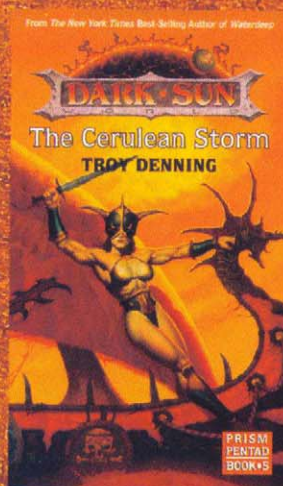
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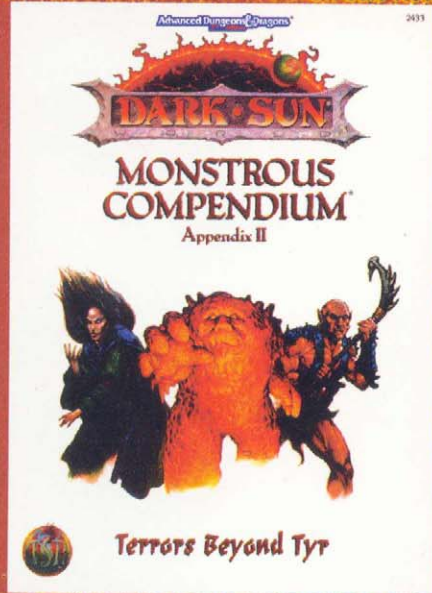
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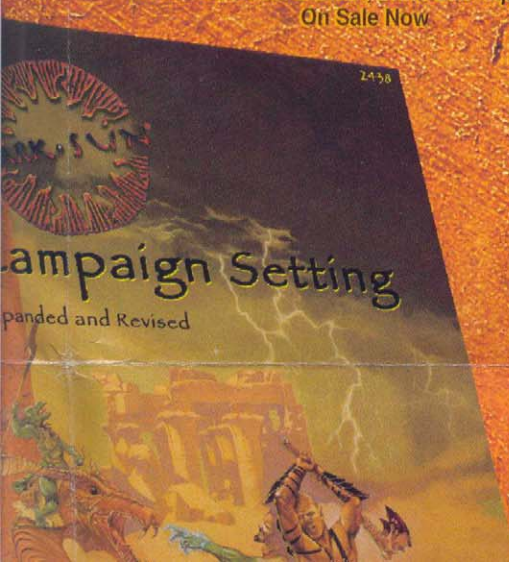
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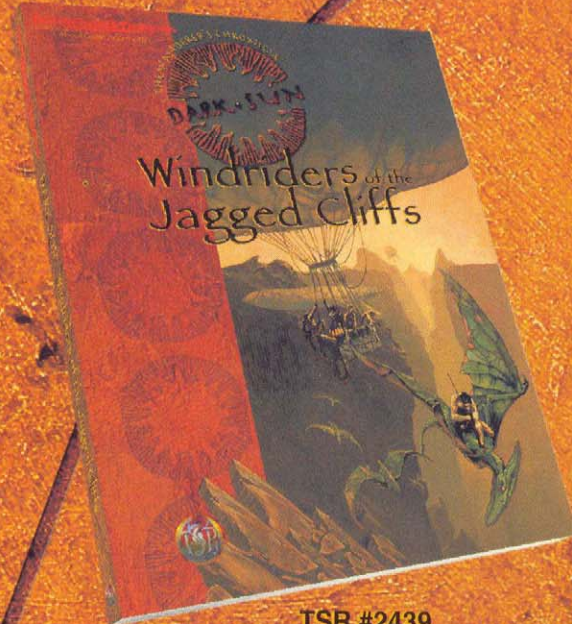
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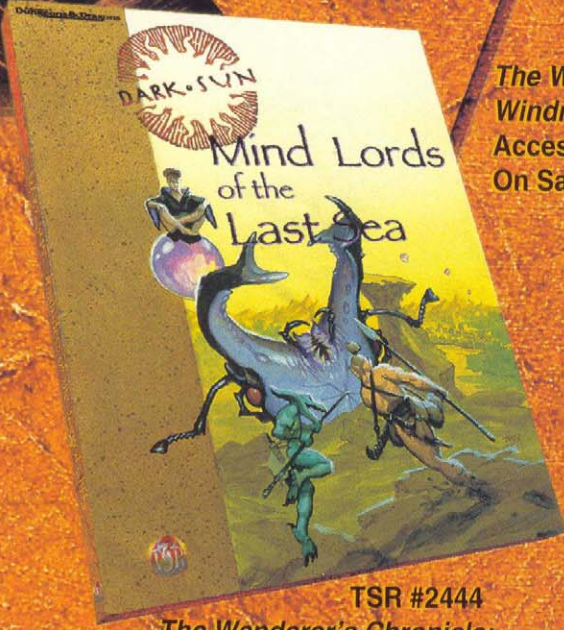
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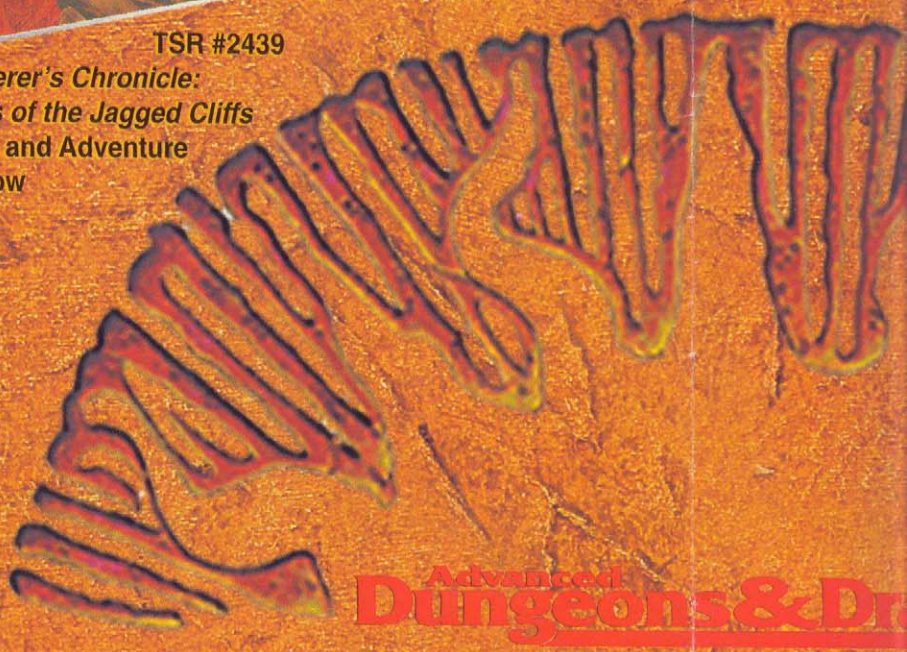
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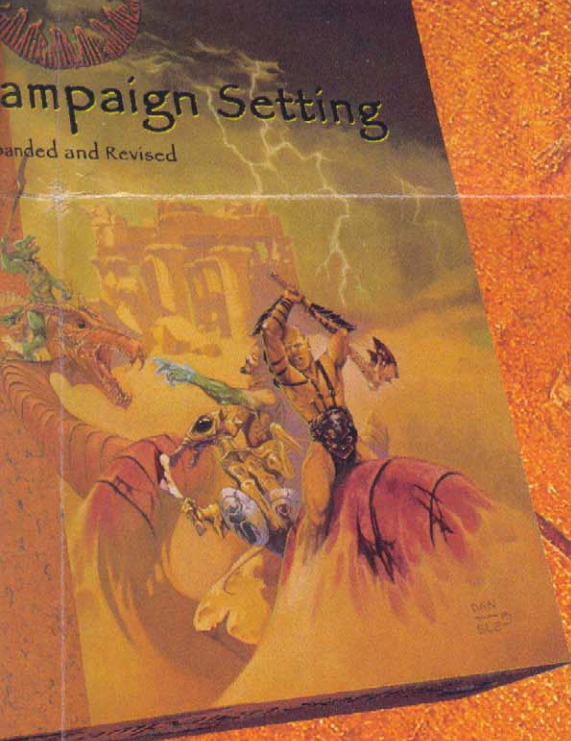


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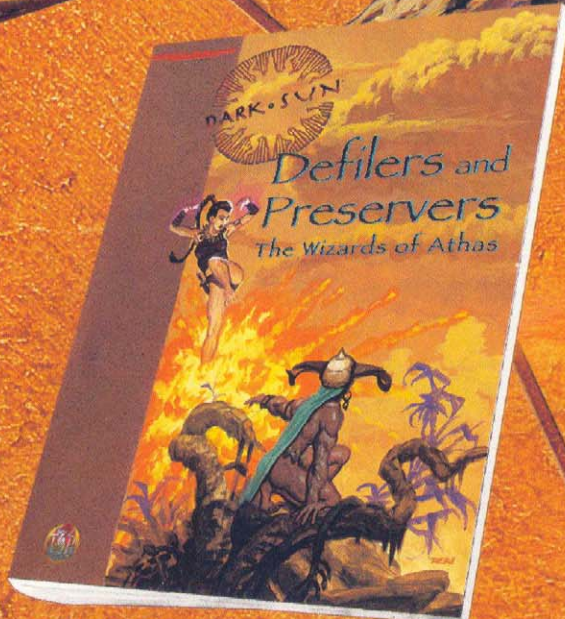




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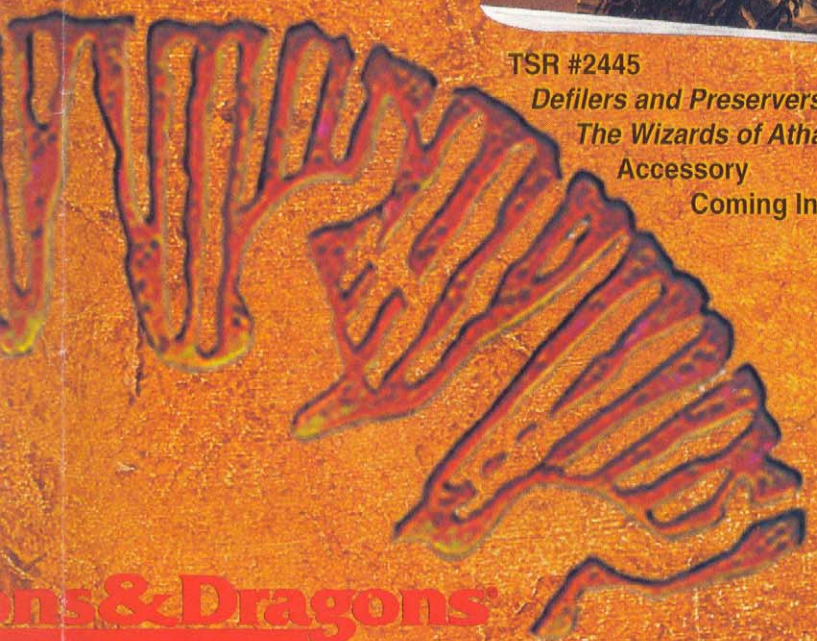
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Far to the north of Tyr, past great canyons of molten lava, in the shadows of the Thunder Mountains, sits a valley ripped from the long-vanished Green Age.

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

Icons & Dragons





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

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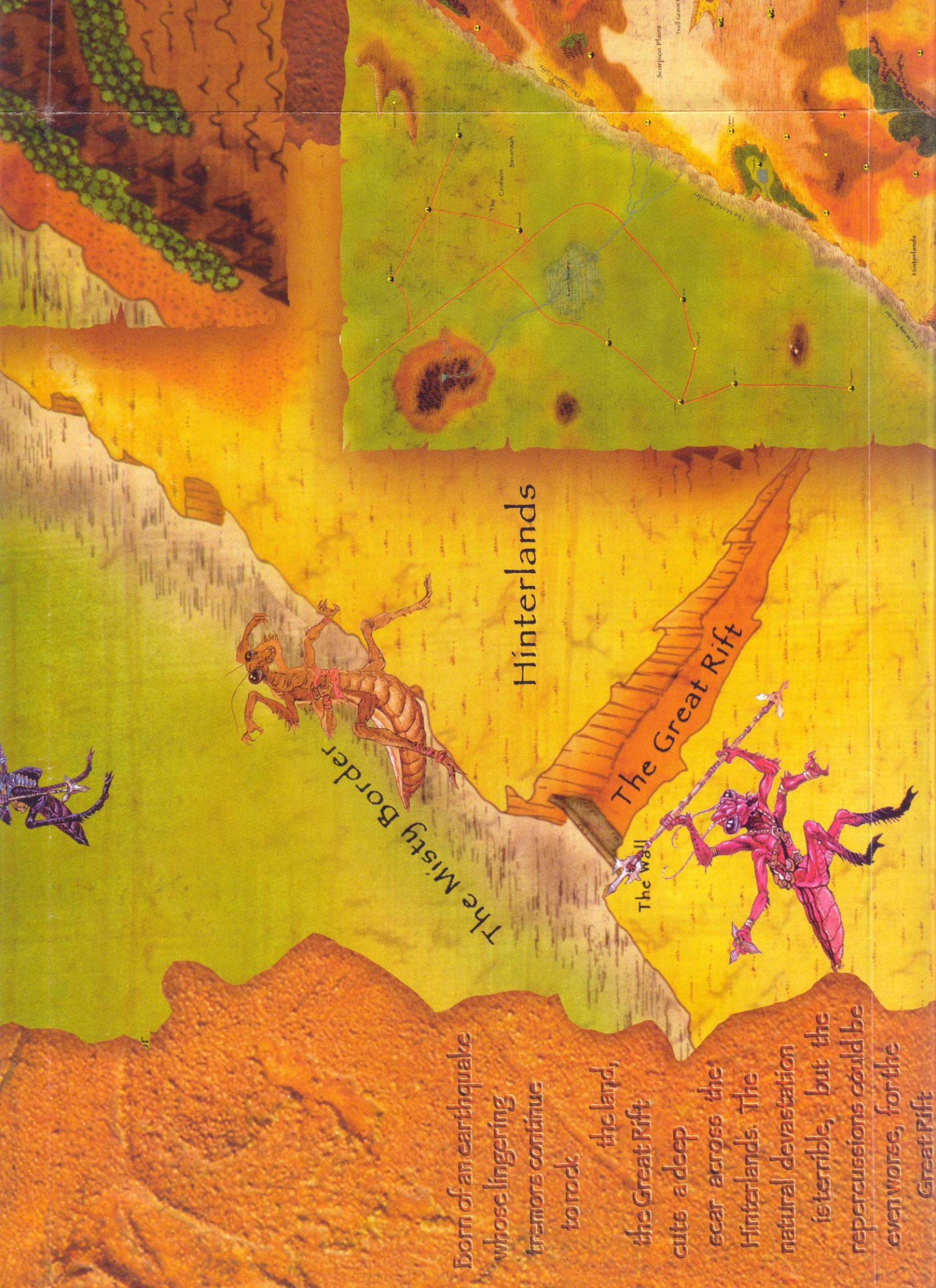








Born of an earthquake whose lingering tremors continue to rock the land, the Great Rift cuts a deep scar across the Hinterlands. The natural devastation is terrible, but the repercussions could be even worse, for the Great Rift



The Misty Border

Hinterlands

The Great Rift

The Wall

Scorpion Plains

Troll Grove

The Crifton Savannah

The Misty Border

Hinterlands

The Misty Border





various cultures  
cling 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...

Avegdaar

Dhuurghaz

Morgh

Haaka

Sea of Silt

Valley of the  
Cerulean Storm

The Black Isle

Shault

Draj

Bitter Well

Lake  
Island

Firstwatch

Giustenal

Tarelon



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 . . .



Lost Scale

erran Vale

Malka

Urlik

Dragon's Bowl

Fort Ebon

Yaramuke

Raam

Fort Firstwatch

Bitter Well

Lake Island

Shazlim

Fort Isus

Break Shore

Cromlin

Giustenal





Giustenal

Isle of Bones

tine Tower

Arkhold

The Mud Palace

Bleak Tower

Great  
Salt  
Flat

The Silt Archipelago

Eurip

Tarelon

Vanishing L





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 the many dangers Athas sets before you...

