

## Chapter Nine

# Adventuring

Adventuring takes a whole new meaning under the crimson sun, where basic survival rapidly becomes an issue no matter where you go.

This chapter has additional rules and information for adventuring in the DARK SUN setting.

## Terrain and Movement

Athas has unique landscapes which characters have to deal with when traveling overland. The following table describes how each terrain type affects movement. A description of new terrains type is also provided.

**TABLE 9-1: TERRAIN AND OVERLAND MOVEMENT**

Terrain	Road	Trail	Trackless
Boulder fields	x <sup>3</sup> / <sub>4</sub>	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Forest	x1	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Mud flats	x1	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Mountain	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>	x <sup>1</sup> / <sub>4</sub>
Obsidian plains	-	x1	x <sup>3</sup> / <sub>4</sub>
Rocky badlands	x <sup>3</sup> / <sub>4</sub>	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Salt flats	x1	x1	x <sup>3</sup> / <sub>4</sub>
Sandy wastes	x1	-	x <sup>1</sup> / <sub>2</sub>
Savanna	x1	x1	x <sup>3</sup> / <sub>4</sub>
Scrub plains	x1	x1	x <sup>3</sup> / <sub>4</sub>
Silt sea	-	x <sup>1</sup> / <sub>4</sub>	-
Stony barrens	x1	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Swamp	x1	x <sup>3</sup> / <sub>4</sub>	x <sup>1</sup> / <sub>2</sub>
Verdant belts	x1	x1	x <sup>3</sup> / <sub>4</sub>

## Boulder Fields

Typically located on the edges on stony barrens and rocky badlands, this terrain type is where glaciers of an age long gone once deposited the largest chunks or rocks from their passage before receding back into the mountains. As such, these terrains never extend for long distances, and are notable only for the large boulders that dot their landscapes. Because of this, navigation in this terrain is slightly hampered as roads have to circumvent larger stones.

## Mud Flats

This terrain is the result of the presence of water in silt of soft earth terrains. Roads pack the mud which deprives it of some water and dries up, leaving a steady and flat footing for those who wish to travel across the flats. However, those who cannot use or find roads across the flats often find themselves sinking in the mud and considerably slowed down. Trackless mud flats are especially treacherous and wary travelers usually try to find some beaten paths through them to avoid getting caught in sinkholes or other natural hazards.

Also, the lush terrain harbors a lot of fauna and flora, and dangerous predators as well, making travelling in trackless mud flats especially dangerous for land bound and slowed down travelers.

In addition, vehicles cannot be used in trackless mudflats, as their wheel simply sink down into the mud.

## Obsidian Plains

Unique to the south of the Tyr Region, these obsidian plains are the result of a magical accident of horrible proportion that covered miles and miles of lands with a glassy obsidian sheet. These Dead Lands as they are also called are mostly flat, though the glass is broken in many places and does not always provide even footing.

Also, travelers must be especially weary not to cut themselves on the jagged edges of the glassy stones when travelling. In fact, travellers who are on foot risk and who are not wearing heavy boots or do not have a natural armor bonus of at least 3 risk suffering from a caltrop wound for each hour of travel. Make a standard caltrop attack for each hour of travel against such travellers. Travellers may avoid this risk by moving at half their normal movement rates instead.

Finally, because of the strange conditions of the obsidian plains, they are almost completely devoid of water or life of all kind, making travel across these lands exceedingly difficult.

## Rocky Badlands

This terrain is formed of long twisting canyons and cliff faces formed of sedimentary stones, often leaving colorful horizontal layers of stones as a landscape. These canyons can be navigated easily enough by walking at their bottom, as long as someone knows where he is going. However, when the path is unknown, travellers often find themselves doubling back because they reach a dead end or an impassable rift. Also, scaling the cliffs is extremely difficult, making travel off the beaten paths exceedingly slow.

## Salt Flats

This landscape is simply a vast plain of salt that stretches for miles. While travel is relatively simple on this flat terrain, the salt absorbs the water which rarely falls on the plains, and the rare water that makes its way through the surface is usually rendered undrinkable because of the salt, leaving the salt flats devoid of life.

## Sandy Wastes

The most common image which comes to mind when talking about deserts, the sandy wastes are simply that: vast stretches of sand dunes which are dotted with rare oases which sustain the only life of the wastes.

Caravan roads can be found within the wastes, form by the frequent trampling of mounts and caravans and the refuse of these pack animals which packs and solidifies the roads. However, sandstorms can often hinder or even stop travellers, and trails that sometimes form are known to disappear from time to time under newly formed sand dunes, which makes them unpractical in the desert.

## Savanna

Savanna are vast plains covered with tall blades of thin grass that stretch out as far as the eye can see. Savannas are relatively easy to navigate, and sustain many forms of wild life.

## Scrub plains

One of the most common fertile of Athas, and relatively flat terrain which holds all sorts of scrubs, bushes and small plants that eek out a living in this inhospitable land. Scrub plains are easy to travel, and the relative abundance of plant life also supports a diverse fauna.

## Silt Sea

Oceans have long since vanished from Athas, but the vast basins which once held them are now filled with silt, a fine white powder which accumulated to form a vast sea of powdery dust.

Silt can prove fatal if someone falls into it, as most creatures cannot swim in silt, as it is far too light to sustain the weight of their body. However, in some places, silt has packed enough to create small solid trails a few feet under the more volatile surface. Creatures who are aware of these paths sometime wade through the silt, taking great care not to fall into of the packed silt and to their death.

However, it is possible for special vehicles to navigate the silt and Balic in particular supports a fleet of silt skimmers, psionically empowered ships designed to sail the sea of silt.

## Stony Barrens

One of the most common types of terrain of the tablelands, stony barrens consist of exposed bedrock of mostly orange-red sandstone. The bedrock is constantly being withered away, leaving the landscape filled with all sizes of rocks and stones.

Crossing stony barrens can prove very difficult, especially off the beaten paths. This terrain is not very fertile, and provides little forage for creatures venturing on it. Also, the loose rocks and stones can prove very treacherous for footing, and slows down travelers considerably when going off the roads. Finally, most vehicles cannot operate in stony barrens, because the rocks quickly gnaw at the wheels and render them unusable, unless they are reinforced by metal, something quite rare on Athas.

## Verdant Belts

Almost exclusively found around an oasis, or where water is somewhat abundant, verdant belts are a relatively small stretch of land that surrounds water with gentle slopes of grasslands and plants, creating one of the most hospitable terrain of Athas. Most settlements are built in and around such terrains, and these lands are usually heavily farmed.



## Mounts and Vehicles

The following table describes the overland movement speed of athasian mounts and vehicles. Chapter 7: Equipment provides more detail on different mounts and vehicles available for athasian characters.

**TABLE 9-2: MOUNTS AND VEHICLES MOVEMENT**

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Crodlu, light or light war	6 miles	48 miles
Crodlu, light (100-300 lb.)	4 miles	32 miles
Crodlu, light war (150-460 lb.)	4 miles	32 miles
Crodlu, heavy or heavy war	5 miles	40 miles
Crodlu, heavy (200-600 lb.)	3½ miles	28 miles
Crodlu, heavy war (305-920 lb.)	3½ miles	28 miles
Inix or war inix	4 miles	32 miles
Inix (800-2400 lb.)	3 miles	24 miles
Inix, war (1200-3600 lb.)	3 miles	24 miles
Mekillot	3 miles	24 miles
Mekillot (12 800-38 400 lb.)	2 miles	16 miles
Kank	3 miles	24 miles
Kank (150-450lb.)	2 miles	16 miles
Kank, war	4 miles	32 miles
Kank, war (230-690 lb.)	3 miles	24 miles
Argosy	2 miles	16 miles
Chariot, light	5 miles	40 miles
Chariot, heavy	4 miles	32 miles
Silt skimmer <sup>1</sup>	2 miles	48 miles
Wagon, any	2 miles	16 miles

<sup>1</sup> Silt skimmers only travel on silt, and require a staff of psionic floaters to maintain afloat.

## The Environment

The very nature of Athas makes adventuring very difficult, as meeting the basic needs for survival is often an issue, and the many dangers of the desert are not limited to the monsters which inhabit the wastes.

### Dehydration

Water is amongst the most precious of resources on Athas, and dehydration is often an issue. Though the natives of Athas have somewhat adapted to the rigors of the athasian climate, they still require significant amounts of water each day in order to stay alive.

Most medium sized athasian creatures require one gallon of water for each day of light activity. Small creatures need only half as much, while large creatures need twice that amount. Note that some species have different water requirements. For example, thri-kreen need only drink 1 gallon of water per week.

If the character undertakes more demanding activities, such as combat, forced march, or travelling through difficult terrain (movement rate equal to ½ or less), she will need half again as much water each day.

On the other hand, a full day of rest or complete rest halves the water requirements of the characters.

Finally, on particularly hot days, characters need half again as much water to stay hydrated. See the Weather section for more details on hot days.

For example, if a human (medium size humanoid) was travelling across mountains (difficult terrain) on a hot day, she would need 2 gallons of water (1 gallon + ½ gallon + ½ gallon) to stay hydrated.

Characters who do not take enough water begin to suffer the effects of dehydration. A character can go without water for 1 day plus a number of hours equal to her Constitution score. However, hot days or hard labor reduces this amount to her constitution score in hours. Hard labor during hot days makes it impossible for characters to survive for very long without water, and they begin to suffer from dehydration after only 1 hour.

Each hour, the character must make a Fortitude save with a DC of 10 +1 for each previous check or suffer 1d6 points of nonlethal damage from dehydration. However, during the very hot weather, this DC increases by to 15 +1 for each previous check, and to 20 +1 for each previous check in severe heat. Also, characters engaging in demanding activity receive a -4 circumstance penalty to those checks.

A character who takes any nonlethal damage from dehydration begins to suffer its effects and is fatigued until she drinks at least half of her daily water requirement. This damage and condition cannot be cured by any other means, including *cure* spells. When nonlethal damage exceeds the character's hit point total, she falls into unconsciousness and begins taking lethal damage instead.

Characters may attempt to stretch out their water supply in order to survive longer. For each ¼ of her water ration that a character receives, she may forego dehydration effects by one additional day. Also, the interval between each dehydration save is increased by one hour.

For example, a human traveling for 5 days with only half of the water required for her full ration each day decides to stretch out her water, taking only half of what she needs each day. Under those conditions, she can travel for 3 days + her constitution score in hours before having to make Fortitude saves against dehydration. Once this period is passed, she begins making fortitude saves once for every 3 hours, or a total of eight saves each day.

## Heat Dangers

Athasians are affected by the heat of the day as described in the DMG p.303, except as noted below.

Since most Athasians cannot avoid the heat of the day, athasian clothes and armor are fashioned so that they allow ventilation and perspiration. Heavy clothes only incur a -2 penalty on saves against heat dangers, but most athasian clothing do not grant any penalty. Armor grants a penalty on saves against heat equalling its armor check penalty. Metallic armor, however, grants a penalty equalling double their check penalty, and because of this, metallic armor is rarely worn for long periods during the day on Athas.

Also, because of the ambient heat, shade does not completely eliminates the heat, but decreases it by one category, meaning that very hot weather becomes hot (no checks) and severe heat becomes very hot instead.

## Suffocation

As presented in the DMG, except as follows.

On Athas, sandstorms and silt storms present a severe danger to travellers, because the fine particles carried in the wind can cause characters to choke if they are not properly protected properly.

Unprotected characters entering a sandstorm must make a fortitude save against a DC of 12 after a period of time equal to twice their Constitution score in rounds. If they fail this check, they begin to choke and become nauseated. Once they start choking, the character must make a Constitution check against a DC of 10. If she succeeds, the character is no longer choking, but they must make a new fortitude save after 10 other rounds have passed. If they fail, they are still nauseated, and must make a new check the next round, with a DC one point higher than it was the round before. If the character fails this Constitution check by 5 points or more, she begins to suffocate, and falls unconscious. One round later, she falls to dying, and on the third round, she dies, as described in the DMG.

Siltstorms, though physically less harmful than sandstorms, pose a greater risk of suffocation, because of their fine particles which are harder to block. The amount of time before and between making fortitude saves against choking is divided by two.

Characters protected by a scarf or veil which is regularly moistened with water can survive much longer under those conditions. The amount of time between each Fortitude save to avoid choking is in minutes instead of rounds. Characters wearing a scarf but who do not have water to moisten it make their fortitude saves at -2. Characters who wear a desert outfit gain a +2 bonus on this save. Finally, a character can use the Survival skill to gain or grant a bonus on fortitude saves against choking as part of getting along in the wild.

## Sun Exposure

While the heat of the day is oppressive, exposure to the rays of the dark sun alone can be dangerous. Indeed, characters which have at least half of their skin exposed to the sun during the day suffer 1 point of fire damage each day from sunburns. This point of damage cannot be cured through normal rest, though it can be cured with *cure* spells or a successful heal check with a DC of 15. If not, sunburns go away if the character remains shaded for at least 48 hours. Characters who are resistant to fire are immune to mundane sunburns.

While sunburned, a character receives a -1 circumstance penalty to attack rolls and to strength- and dexterity-based checks because of the discomfort.

Also, if the head is left unprotected under the sun, the character risks getting a sunstroke. When a character which has an unprotected head exposed to the sun and is fatigued as a result of the heat of the day rolls a natural 1 on a save against heat dangers, she contracts a sunstroke, which deals 1d3 points of Wisdom damage and leaves the character sickened from the high fever. This condition lasts until the character cools down or the character gets water and a Heal check DC 15. The wisdom damage, however, returns normally. If a character remains in the sun too long, it is possible for her to be driven crazy by the sun, something which all Athasians are careful to avoid.

## Weather

Athasian weather is very harsh and unforgiving, with almost constant temperatures, extremely hot days and very cold nights, dry dust storms and exceedingly rare rainfalls. As such, weather is governed differently on Athas.

## Seasons

First of all, athasians do not have the same concepts for seasons as other worlds, because there are no marked differences in temperature or weather throughout the year, which contains exactly 375 days. The year does contain three equal *phases* however, which are sun ascending, high sun and sun descending. Highest sun is considered the first day of the year, and it corresponds to the longest day of Athas. Lowest sun is the shortest, and midnight of that day corresponds to the middle point of the year.

Though the weather patterns are not really affected by this, temperature does vary slightly from highest sun to lowest sun. To represent this effect, simply add 1% to the roll for random weather for every 25 days after lowest sun and until highest sun (to a maximum of +6%) and reduce this adjustment by 1% for every 25 days after the week of the highest sun.



## Random Weather

The following table gives a method of determining random weather patterns for the Tablelands. Any given weather condition lasts for 1d6 days before changing again. This table is divided up in three basic locations: wastelands, forest ridges and obsidian plains. The same roll is used for all locations, each location's weather pattern being similar to that of the others.

**Wastelands:** The most common feature of Athas, this location comprises most of the athasian terrain types, including the side of mountain chains which is opposed to the forest ridges, or other mountain chains which do not receive much rain.

**Forest Ridges:** One of the rarest and most hospitable location of Athas, forest ridges comprise the Forest Ridge of the Ringing Mountains, the Crescent Forest and the Dragon Crown's forest. The weather patterns of the forest ridges also extend to the their face of the mountain chains which support them, creating the storms which provide their more abundant rainfalls.

**Obsidian Plains:** A unique feature of Athas, the obsidian plains intensify the heat of the day and provide very little humidity to retain the heat of the night.

TABLE 9-3: RANDOM WEATHER

Waste lands	Forest Ridge	Obsidian Plains	Temp.	Wind	Precip.
01-05	01-04	01-04	Cold	Fair	Clear
-	05	-	Cold	Fair	Rain
06	06-07	-	Cold	Varies	ThStrm
07-14	08-14	05-10	Cold	Varies	Clear
15	15-16	11	Cold	Varies	Rain
16	17	12	Cold	Storm	ThStrm
17-19	18-20	13-14	Cold	Storm	Clear
20	21	-	Cold	Storm	Rain
21-34	22-35	15-31	Warm	Fair	Clear
-	36	-	Warm	Fair	Rain
35	37-38	-	Warm	Varies	ThStrm
36-57	39-61	32-57	Warm	Varies	Clear
58	62-63	58	Warm	Varies	Rain
59	64	59	Warm	Storm	ThStrm
60-67	65-73	60-68	Warm	Storm	Clear
68	74	-	Warm	Storm	Rain
69-77	75-80	69-77	Hot	Fair	Clear
-	81	-	Hot	Fair	Rain
78	82-83	-	Hot	Varies	ThStrm
79-92	84-93	78-92	Hot	Varies	Clear
93	94-95	93	Hot	Varies	Rain
94	96	94	Hot	Storm	ThStrm
95-99	97-99	95-100	Hot	Storm	Clear
100	100	-	Hot	Storm	Rain

## Temperature

Though Table 9-3 gives a estimate of the average temperature for any given day, the temperature varies greatly depending on the time of the day on Athas.

Also, since athasians are more resistant to the temperature scale of their planet, the terms used to refer to different temperature ranges are adjusted to reflect their tolerance levels as follows:

*Cold and extreme cold:* Athasian, who live mostly during the heat of the day, have the same tolerance to cold temperatures as described in the DMG.

*Moderate:* By athasian standards, moderate temperature vary from 40°F by night to 120°F by day.

*Very Hot:* Athasians may endure temperatures ranging from 120°F to 140°F as very hot weather.

*Severe Heat:* To athasians, severe heat is represented by temperatures over 140°F, and as high as 160°F.

*Extreme Heat:* Only temperatures above 160°F are considered extreme heat for athasian characters.

The following tables defines the temperatures of any athasian day depending on the time and on the average temperature of that day and on the location.

TABLE 9-4: WASTELAND TEMPERATURE

Time	Cold	Warm	Hot
6am – 10am	moderate	moderate	moderate
10am – 12am	moderate	moderate	very hot
12am – 4pm	moderate	very hot	severe heat
4pm – 6pm	moderate	moderate	very hot
6pm – 10pm	moderate	moderate	moderate
10pm – 2am	cold	moderate	moderate
2am – 4am	extreme cold	cold	moderate
4am – 6am	cold	moderate	moderate

TABLE 9-5: FOREST RIDGE TEMPERATURE

Time	Cold	Warm	Hot
6am – 10am	moderate	moderate	moderate
10am – 12am	moderate	very hot	very hot
12am – 4pm	very hot	very hot	severe heat
4pm – 6pm	moderate	very hot	very hot
6pm – 10pm	moderate	moderate	moderate
10pm – 2am	cold	moderate	moderate
2am – 4am	cold	cold	moderate
4am – 6am	cold	moderate	moderate

TABLE 9-6: OBSIDIAN PLAINS TEMPERATURE

Time	Cold	Warm	Hot
6am – 10am	moderate	moderate	very hot
10am – 12am	moderate	very hot	very hot
12am – 4pm	very hot	severe heat	severe heat
4pm – 6pm	moderate	very hot	very hot
6pm – 10pm	moderate	moderate	very hot
10pm – 2am	cold	cold	moderate
2am – 4am	extreme cold	cold	cold
4am – 6am	cold	cold	moderate

## Wind

Use the following table to determine the wind conditions for any given day. The different conditions are described below.

**TABLE 9-5: WIND**

Fair	Varies	Storm	Strength
01-40	01-30	-	Light
41-70	31-50	-	Moderate
71-95	51-75	01-10	Strong
96-100	76-90	11-60	Severe
-	91-100	61-95	Windstorm
-	-	96-100	Tornado

*Light:* As DMG.

*Moderate:* As DMG, but silt is picked up by the wind, limiting vision to 60ft.

*Strong:* As DMG, but silt is picked up by the wind, limiting visibility to 30ft and granting concealment.

*Severe:* As DMG, but sand is picked up and forms a sandstorm, and silt is picked up and forms a siltstorm (see below).

*Windstorm:* Results in a duststorm in barren terrains (except for Obsidian Plains), greater sandstorm for sandy wastes, or greater siltstorm on the silt sea (see below).

In other terrains, windstorms affect characters as described in the DMG, but does not limit visibility. Note that a windstorm lasts only for 1d6 hours

*Tornado:* As DMG.

*Duststorm:* As the windstorm described in the DMG.

*Sandstorm:* Sandstorms reduce visibility to 1d10x5 feet and provide a -4 penalty on all Listen, Search and Spot checks. A sandstorm deals 1d2 points of nonlethal damage per hour to any creature caught in the open, and leaves a thin coating of 1d3 inches of sand in the area.

Also, sandstorms present a choking hazard, as described in the Environment section (see above).

A sandstorm lasts for 1d4 x 1d6 hours. Weather is as described when the wind dies down for the rest of the day. Reroll for new weather pattern on the next day.

*Sandstorm, greater:* Greater sandstorms are accompanied by windstorm force winds, reduce visibility to 5 feet and provide a -8 penalty on Listen, Search and Spot checks. A greater sandstorm deals 1d3 points of nonlethal damage per hour to creature caught in the open, and leaves a layer of sand of 2d3-1 ft.

The choking hazard presented by a greater sandstorm is more severe, and the DC increases to 15.

Therefore, most creatures cannot survive for long in a greater sandstorm without shelter. Greater sandstorms last for 1d4 x 1d3 hours, followed by 1d6 hours of regular sandstorm. Weather is as described when the wind dies down for the rest of the day. Reroll for new weather pattern on the next day.

*Siltstorm:* As a sandstorm, but visibility is reduced to 5 feet. Siltstorms deal no damage, but the choking hazard presented by them is worse than for sandstorms, and characters may only last half as long before making choking saves in siltstorms.

*Siltstorm, greater:* As a greater sandstorm, but siltstorms deal no damage, and the choking hazard presented by them is worse than for greater sandstorms, and characters may only last half as long before making choking saves in greater siltstorms.

## Precipitation

Though rain is rare on most of Athas, some rainstorms do come occasionally to Athas. The following section details the different types of precipitations.

*Rain:* Gentle rain sometime washes over the landscapes of Athas, and come as a blessing to all athasian creatures. Normal rainfall does not obscure vision, but does grant a -2 penalty on Listen checks, and has a 50% chance of extinguishing small, unprotected flame, such as candle. Rain normally lasts for 2d6 x 10 minutes, with 1d4-2 breaks of 2d6 minutes each.

However, there is a 20% chance that rainfalls comes down as a downpour, reducing visibility range by half and conferring a -4 penalty on Listen, Search and Spot checks. Downpours grant a -2 penalty on range attacks with thrown or projectile weapons, and all unprotected flames are automatically extinguished. Downpours last for 1d10 x 10 minutes, with 1d4-2 breaks of 1d10 minutes each. Also, while the downpour lasts the sun is obscured enough to create shade in the area.

*Thunderstorm:* Thunderstorms, do form on athas, and in fact, thunder is heard from the distance from time to time. Note that a thunderstorm is not automatically accompanies by rain, though there is a 50% chance of being accompanied by a downpour. Note that thunderstorms also provide shade. Otherwise, thunderstorms are as described in the DMG.


## Time

Athasians mark time in a way that is slightly different from other campaign settings because of the conditions of their world and also because of a different view of the passing of time and seasons. On Athas, as on other worlds, time is based on the position of the sun. However, Athasians also push this reality further than other settings.

The athasian year has exactly 375 24-hour days, although athasians do not count hours, and usually refer to other vague expressions to express the time of day, such as sunrise, early morning, late morning, noon and so on, representing 2 to 3 hour periods.

Since Athas does not truly have seasons, the year is divided into three equal *phases*: High Sun, Sun Descending and Sun Ascending. These phases, as their





names suggest, refer to the position of the sun during those 125 day periods.

Though not all athasian cultures use the same calendar, the common merchant calendar divides up the year into 25 15-day weeks. According to that calendar, Highest Sun, the day where the sun reaches its zenith during the year, is considered the first day of the year. Indeed, High Sun celebrations are held during the Week of the Sun, and especially at noon (high sun) on the 8<sup>th</sup> day of that week.

Indeed, athasians place important dates in the middle of days or weeks, and not at the beginning, as athasians tend to accord more importance to noon than morning, where the sun is at its highest.

As such, the year starts on the 8<sup>th</sup> day of the Week of the Sun, which is the exact middle point of the High Sun phase.

Between each phases are 5 day periods which are, technically, all part of the same week, called the Week of Passage, though each is separated by 120 days. Each phase starts and ends at noon on the 3<sup>rd</sup> day of this 5 day period.

This Week of Passage holds different meanings to the athasian cultures, though most of them do not hold any special rituals on those days. The exception is Lowest Sun, the day of passage between Sun Descending and Sun Ascending. At midnight of this day, also called Deepnight, many athasian cultures hold special rituals or celebrations.

Finally, note that athasian days usually do bear names, but these names depend on each merchant dynasty, usually using the names of some of their past patriarchs. As of now, no calendar has managed to impose their names on a majority of Athasians. Because of this, days and weeks are usually numbered. For example, a merchant might say to meet him on the 4<sup>th</sup> day of the 3 week of Sun Ascending.

As for the roll of years, the most common system, the King's Age calendar, is thousands of years old, and is based on the movement of the moons. See the DARK SUN campaign setting for more details.

DARK SUN, ATHAS, DEFENDERS OF THE FAITH, SWORD AND FIST, TOME AND BLOOD, MASTERS OF THE WILD, SONG AND SILENCE, MIND'S EYE, KINGDOMS OF KALAMAR, FORGOTTEN REALMS, MAGIC OF FAERUN, RACES OF FAERUN, UNEARTHED ARCANA, **DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D**, the D&D logo, the AD&D logo, the d20 System logo and **d20** are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc.

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