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Dark Sun shattered lands

A map of the Shattered Lands.

This week, the publisher SNEG announced the return of the 1988 Gold Box series of D&D games. Included are Dark Sun, Dragonlance, Eye of the Beholder and other Forgotten Realms titles. These classic computer games still have a page on Wizards of the Coast, although it's for the latest 2015 versions, which required Windows XP or, say, Ubuntu 14.04 to run. SNEG's re-released D&D games will go to Steam. Oleg Klavopvsky, Director at SNEG, told the press: Even decades after their original release, the Gold Box games are seen by many as iconic Dungeons & Dragons digital experiences, and they practically defined computer RPGs. Now, I'm overjoyed that we get to fulfill our dream of bringing these RPG gems back to PC gamers on Steam while introducing them to a new audience!" We're getting more than games. A companion app, a unified launcher and a character party transfer tool are all on the roadmap. When do Dark Sun and the others hit Steam? The launch date is March 29, just a few weeks from now, and you can see them listed on Steam here. Forgotten Realms: The Archives Collection One (Eye of the Beholder), and HD Forgotten Realms: The Archives - Collection Two (Curse of the Azure Bonds, Gateway to the Savage Frontier, Hillsfar, Pools of Darkness, Pool of Radiance, Secret of the Silver Blades, Treasures of the Savage Frontier, and Unlimited Adventures) Forgotten Realms: The Archives - Collection Three (Dungeon Hack, Menzoberranzan) Krynn series (Champions of Krynn, Death Knights of Krynn, The Dark Queen of Krynn) Dark Sun series (Shattered Lands, Wake of the Ravager) Ravenloft series (Strahd's Possession, Stone Prophet) D&D Stronghold: Kingdom Simulator Al-Qadim: The Genie's Curse Planned for the same time: A special Gold Box launcher, making it easier to manage your Gold Box games, and transfer your adventuring parties between gamesEnhanced DOSBox support to offer the best performance possible for these games on modern PC hardwareCompanion apps for Eye of The Beholder Series (All-Seeing Eye) and the majority of other Gold Box Classics (Gold Box Companion) that manage dungeon mapping for you, provide easier access to journal entries, let you access spellbooks, and much more! Ethics It's upsetting that such a section is needed. I researched SNEG before writing this post and discovered it's a British company registered in High Street North, in London. The three listed offices have Poland as their country of residence but are Russian. A creepy Google suggests that all three identify as Polish, and I wonder if SNEG's Shchuiko is GOG's Artem Shchuiko. Certainly, Oleg did work at GOG for 12 years. GEEK Nativ has a comment section. You can find it just below here. Dungeons & Dragons fictional campaign setting For other uses, see Dark Sun (disambiguation). Dark SunDesignersTimothy B. BrownTroy DenningPublishersTSR, Inc.Wizards of the CoastPublicationOctober 1991 (2nd Edition)August 2010 (4th Edition)GenresFantasySystemsAD&D 2nd EditionD&D 4th EditionMediaTypeGame accessories, novels, comics, role-playing video gamesWebsitewww.athas.org Dark Sun is an original Dungeons & Dragons (D&D) campaign setting set in the fictional, post-apocalyptic desert world of Athas.[1] Dark Sun featured an innovative metaplot, influential art work, dark themes, and a genre-bending take on traditional fantasy role-playing.[2] The product line began with the original Dark Sun Boxed Set released for D&D's 2nd edition in 1991,[3] originally ran until 1996, and was one of TSR's most successful releases.[2] Dark Sun departed from the feudalistic backdrops of its Tolkienesque pseudo-medieval contemporaries, such as Greyhawk or Forgotten Realms, in favor of a composite of dark fantasy, planetary romance, and the Dying Earth subgenre.[1][3][4][5] Dark Sun's designers presented a savage, magic-ravaged desert world where resources are scarce and survival is a daily struggle. The traditional fantasy races and character classes were altered or omitted to better suit the setting's darker themes. Dark Sun differs further in that the game has no deities, arcane magic is reviled for causing the planet's current ecological fragility, and psionics are extremely common.[2] The artwork of Brom established a trend of game products produced under the direction of a single artist.[2][6] The setting was also the first TSR setting to come with an established metaplot out of the box.[2] Dark Sun's popularity endured long after the setting was no longer supported, with a lively online community developing around it.[7] Only third-party material was produced for the third edition D&D rules,[2] but a new official edition of Dark Sun was released in 2010 for the fourth edition.[1][8] Dark Sun has been mentioned by developers, most notably Mike Mearls, and appeared in psionics playtest materials for Dungeons & Dragons for the fifth edition of the game.[9][10][11][12] Development Advanced Dungeons & Dragons (2nd edition) TSR released the second edition of Battlesystem, its mass-combat ruleset, in 1989. In 1990 the company began pre-production on a new campaign setting that would use this ruleset, the working title of which was "War World." The team envisioned a post-apocalyptic world full of exotic monsters and no hallmark fantasy creatures whatsoever. TSR worried about this concept, wondering how to market a product that lacked any familiar elements. Eventually, elves, dwarves, and dragons returned but in warped variations of their standard AD&K counterparts. The designers credited this revision as a pivotal change that launched the project in a new direction.[14] Contributors to this project at its beginnings included Rich Baker, Gene Condon, Tim Brown, Troy Denning, Mary Kirchoff, James Lowder, and Steve Winter. With the exception of Denning and Kirchoff, design veterans such as David "Zeb" Cook decided to join the conceptual team (though Cook worked the first two adventure modules: Freedom and Road to Urk). The majority of project members were new to TSR, though not necessarily to the industry (Winter having worked at GDW).[14] Steve Winter suggested the idea of a desert landscape. His inspiration drew partly from Den by Richard Corben and the fiction of Clark Ashton Smith.[14] The Dark Sun setting drew much of its makeup from artist Brom's imagery: "I pretty much designed the look and feel of the Dark Sun campaign. I was doing paintings before they were even writing about the setting. I'd do a painting or a sketch, and the designers wrote those characters and ideas into the story. I was very involved in the development process."[6] Game designer Kirk Swan described the setting: "Using the desert as a metaphor for struggle and despair, this presents a truly alien setting, bizarre even by AD&G game standards. From dragons to spell-casting, from character classes to gold pieces, this ties familiar AD&D conventions into knots." He said that Athas "shares the post-apocalyptic desolation of FGU's Arsemath game, GDW's Twilight 2000 game, and other after-the-holocaust RPGs".[15] The original Dark Sun Boxed Set released in 1991 presented the base setting details wherein the Tyr Region is on the verge of revolution against the sorcerer-kings. A five-book fiction series, the Prism Pentad, written by Denning and edited by Lowder, was released beginning in 1991, in coordination with the boxed set. Set a decade after the first boxed set, the Expanded AD Revised boxed set released in 1995 updated the setting to reconcile the events and characters introduced since the initial 1991 release, and gave more details on the world outside the Tyr Region. Following the setting's release, poor sales for Battlesystem soon stopped its further inclusion in Dark Sun products. The tie-in with the Complete Psionics Handbook proved more successful—all characters and creatures were psionic to a greater or lesser degree, but players regretted the time invested in learning these rules to practically every thing in the campaign world.[14] The Dark Sun game line ended abruptly in late 1996. When TSR released its product schedule in Dragon #236 (June 1996), no Dark Sun products were included, and the final release of "Psionic Artifacts of Athas" (1996) through Ascending and Secrets of the Dead Lands (1997) were the last Dark Sun products to be published. The boxed set was reportedly never completed to the point that it was ready for release. The boxed set was also cancelled. Prior to the line's cancellation, designer Kevin Melka designed the boxed set's final product, a book on the dwarves, and a book on the order of but of his official proposals for 1997. An invasion of the Kreen Empire was also being considered, according to Melka, along with the mystery of the Messenger and a product on the Silt Sea.[16] Dungeons & Dragons (3rd edition) Dark Sun was not officially supported by the designers of Dungeons & Dragons, but Paizo Publishing and the fans at Athas.org kept the setting alive through the use of the Open Game License issued by Wizards of the Coast.[2][16] David Noonan created an updated version of the setting for Paizo in 2004 that was published in Dragon magazine and Dungeon magazine that presented rules for 3rd edition. This version took place three hundred years after the last published setting details and sought to return the setting's metaplot to something closer to the original boxed set. This version also provided rules and setting details for the new third edition player character races such as elans and maenads.[18]:18 Athas.org presented another update to the setting for 3.5 in 2008. It was a rules-only conversion that provided everything needed to play in the Dark Sun world through the non-epic levels.[19] The Athas.org version also condensed the metaplot information and presented a much broader view, allowing players an opportunity to create campaigns in virtually any era of Athas, even as far back as the Blue Age. Athas.org was also given permission to convert and release two unpublished second edition sourcebooks, Dregoth Ascending (2005) and Terrors of the Dead Lands (2005), which was based on TSR's unpublished Secrets of the Deadlands.[16] Dungeons & Dragons (4th edition) In August 2009, Wizards of the Coast announced at Gen Con that Athas had a setting that was the next campaign setting to be released, and was chosen as the next setting's gritty, arcane-oriented feel was a good fit for the new Dungeons & Dragons line. The setting was intended to be a return to the tropes and aesthetics of standard medieval fantasy.[20] This version was heralded as a return of the feel of the original 1980s, but not taking the setting back before the events of the Pentad. The metaplot's timeline set back to just after the original Dark Sun's first adventure, Freedom (1991). The sorcerer-king Kalak is dead, and a new city state, the future of Athas beyond that is up to the players. Game designer Richard Baker said the design team wanted the game to begin when Athas had the most possibilities for adventure[8] and the world's a time of the setting where the Prism Pentad storyline would be possible but not mandatory.[22] The fourth edition setting strayed far less from the core rules than its AD&D counterpart.[22] Rich Baker reported that the design team wanted the campaign setting to mesh closely with the new core rules and source material, such as the Player's Handbook, than previous editions had. Effort was made, however, to ensure that these more generic elements stayed true to the unique feel of the setting.[23] The most notable fourth edition change expanded character building by introducing themes. Themes were a third way to define a player character identity through archetypes or careers allowing them to more clearly describe their place or role within the world. Some variant classes central to the previous editions, such as gladiators, templars, and elemental priests, were introduced as themes. Themes proved very popular and were widely adopted in other settings. The scale of Athas was reduced slightly but the geography was largely unchanged.[22] The edition change created other notable differences including templars as warlocks, the dray becoming dragonborn, the introduction of new core races such as tieflings and eladrin, and the exclusion of races from previous editions: elans, maenads, pterrans, and aarakocras.[24] The new fourth edition races were given Athasian twists in a similar manner to the original fantasy races.[25] Possibly the most significant change to the setting was the alteration to its cosmology. In previous editions, Athas had a setting that was the next campaign setting to be released, and was chosen as the next setting's gritty, arcane-oriented feel was a good fit for the new Dungeons & Dragons line. 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