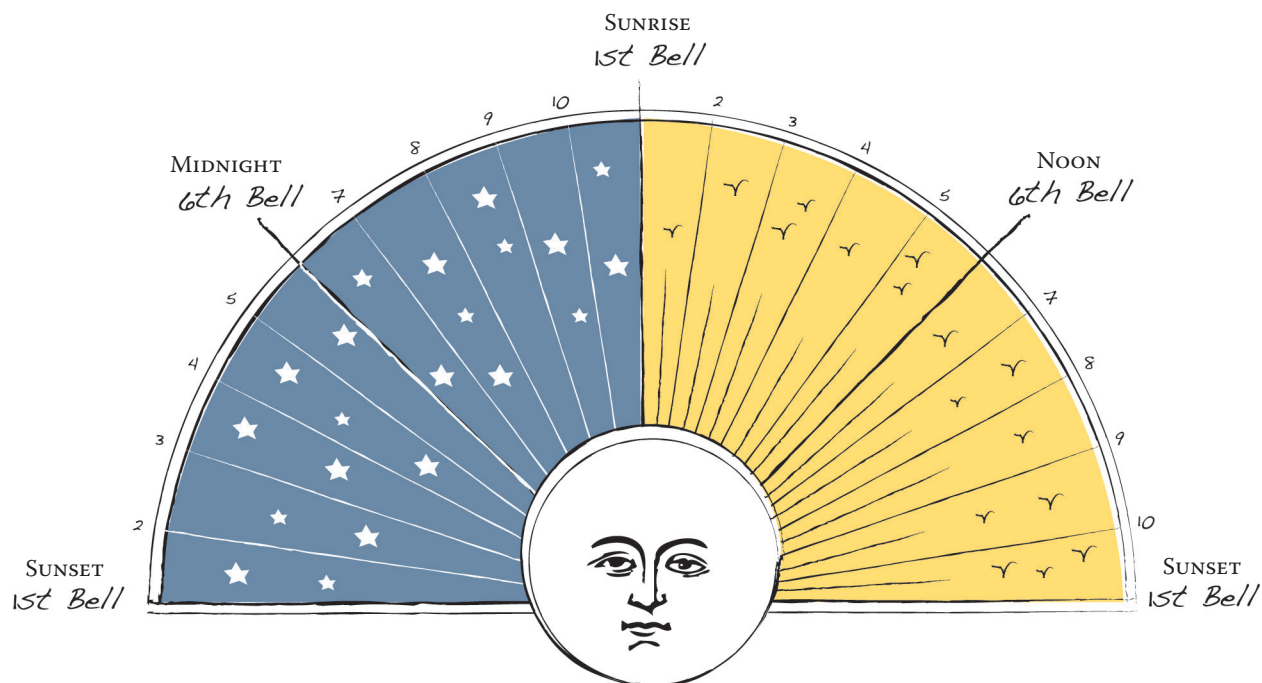


A TERRAN'S GUIDE TO DARGON TIME-KEEPING

The world of Dargon measures its days by a series of bells. There are 10 day bells and 10 night bells, the first bell of the day equalling sunrise and the first bell of the night equalling sunset. The diagram below should provide a good visual cue by which to estimate other times of the day, but a table is also provided for further reference.

Each bell is composed of 30 menes. This being a medieval-level society, time is rarely measured in menes. Also, time-keeping in the world of Dargon is a very complex, highly-skilled art. Time is measured locally by the position of the sun, which can vary greatly by one's position on the planet. Only large cities can usually afford or support an official timekeeper, and he or she will measure time according to a series of graduated cylinders with sand in them (known as bell jars) or through carefully marked candles. To commoners, time-keeping is an arcane art.



Notes	Bell	Relative Equivalent
	1st Day Bell	Sunrise
	2nd Day Bell	Early Morning
	3rd Day Bell	Mid-Morning
	4th Day Bell	Mid-Morning
	5th Day Bell	Late Morning
	6th Day Bell	Noon
	7th Day Bell	Early Afternoon
	8th Day Bell	Mid-Afternoon
	9th Day Bell	Mid-Afternoon
	10th Day Bell	Late Afternoon
	1st Night Bell	Sunset
	2nd Night Bell	Early Evening
	3rd Night Bell	Mid-Evening
	4th Night Bell	Mid-Evening
	5th Night Bell	Late Evening
	6th Night Bell	Midnight
	7th Night Bell	Early Wee Hours
	8th Night Bell	Mid-Wee Hours
	9th Night Bell	Mid-Wee Hours
	10th Night Bell	Late Wee Hours