

The Dune Campaign, Chapter One Outline

Introduction (2,200 words)

This chapter begins with the introduction of the campaign to the GM. The entire thing is synopsised and advice is given on how to run things smoothly and generally do a good job. Sidebars and Adventurons are described.

Then the adventure begins. The players have been dispatched, from Caladan, in the first wave of occupation. They sweep the Imperial Palace for spies and moles. They then greet the second wave and begin sweeping the city of Arrakeen for Harkonnen saboteurs. Finally the Duke and his family arrive while the players—following leads gathered in the first two parts—journey to the Shield Wall in pursuit of the leaders of the Harkonnen Underground.

This outline presumes it's possible for the characters to die over the course of the adventure. The threat of failure and death should be real. Dune is not a human-friendly setting. There are no clerics to raise you. Players who make it to the end feel as though their characters have survived an ordeal. They wonder if other players in other campaigns made it "this far."

Chapter One – Clearing The Way (19,800 words)

Act One – Securing the Palace at Arrakeen (7,000 words)

1) Assignment (700 words)

Here the players are introduced to each other and their masters. Selected because of their devotion to the Duke and their special skills, the players are essentially a commando squad. While each is only 1st level, each has special skills: Mentat, Bene Gesserit, Suk, Swordmaster, to allow Thufir to build a team that can serve House Atreides during its long rule of Dune.

The players are debriefed on the current situation; the change of fief, the importance of Arrakis and the Duke's knowledge of the Harkonnen presence there. The players are given their missions as part of the Advance Team. Like Paul, this will mean meeting with Thufir for mission briefing and Dr. Yueh for survival advice and technology. Keeping in mind, much of what Thufir and Yueh tell Paul in the first chapters of Dune is based on the reports they got from squads just like the players'. In this adventure, Leto's cabinet is still largely ignorant of the specifics of Dune.

2) *Departure (500 words)*

Of course, the players travel to Dune on a guild ship. This is a short section, only a page long. This serves solely as an opportunity to quickly show the players a Guild ship, some members of the Guild, and perhaps an Atreides NPC that the players can rely on later when they arrive on Dune.

3) *Arrival – The First Mission (5,800 words)*

The players arrive on Dune. Here, the GM takes the opportunity to describe in vivid detail how bright, hot and dry Dune is. This is the first chance to describe Arrakeen and the Imperial Palace. If possible, a half page, full color, gorgeous art shot should be used just to show the players how awesome Imperial architecture is.

The players meet the heads of the First Wave. A 7th level Mentat/Strategist coordinates Thufir's efforts in his absence. The players are not *in charge* of the First Wave, they're only first level. But they're given important missions only a Special Team can handle. There's a lot of hustle and bustle going on, most of it by soldiers and technicians. The player's arrival is greeted with enthusiasm.

Each of these encounters has with it a map of the area concerned. The problem here is; once their boss has ordered them to, for instance, 'clear out the pantries,' the players aren't going to have a good grasp of what this means apart from "Ok, we do it." Each of these encounters needs a very linear "go here and check this" approach. Littered among the bombs and booby traps are spies and traitors left behind. When, later, Thufir says, "The servants have been checked and cleared," he means this thing here the players are doing.

Secure the House Shield Generator. (850 words)

The PCs discover and dismantle any sabotage devices ensuring the House generators remain in good working order. Harkonnen traps could involve bombs, faulty power supplies (and/or connections), ill-adjusted valves, tampered meters, and so on, which will make the equipment malfunction, overheat, irradiate workers and such. This inspection must also verify the shield perimeter remains intact, leaving no secret tunnels, weak fields, or faulty portals unsecured.

Prepare the House Water Facilities (850 words)

The PCs inspect and secure the House water facilities. The Harkonnens may have booby-trapped tanks, cisterns, piping, sewage and so forth in an effort to deplete or pollute the primary and secondary reserves. Although this inspection will deal with some mechanical hazards, it should also concern biological contaminants giving Suk players a moment to shine. Water quality, not only supply, is critical for human survival.

House Arsenal & Garrison (850 words)

The PCs must inspect these areas looking for any hidden agents, lost equipment, sabotage devices, spying devices and other security breaches. They must make sure all portals (such as prudence doors, vaults and gates) are in proper order, in addition to instituting security measures such as identification and communication protocols.

Comm Center (850 words)

The characters must inspect the primary and secondary communications headquarters, installing their own CommuniNet broadcasting facility and operations protocols. They must familiarize themselves with the equipment, channels and encryption in order to secure House communications against interception. They must also scour the facilities for bugs or other spying devices. This segment familiarizes them with the requirements of communication and will let them know that any Harkonnen communications must be routed to a hidden communications center (**Act III Shield Wall**).

Medical Facility/Infirmary/Surgical Theatre. (850 words)

PCs must inspect the House infirmary and medical chambers. Medicines must be secured against theft and tampering. Supplies must be checked and ordered. Instruments must be scoured for contaminants and infectants. The medical staff must be cleared.

Residential Quarters (850 words)

Mundane in nature, inspecting the residential quarters has highest priority in order to insure the safety of the ducal family. Something should interrupt the characters at this stage and lead the PCs to feel responsible when Paul is attacked by the Hunter Seeker. To mitigate this failure, the characters should probably discover and disarm another chief threat.

Storehouses (850 words)

In addition the other essential areas, House storerooms, pantries, warehouses and silos must be secured against tampering. Since most household items come from these areas, they must be secured and monitored to keep dangerous or tampered goods from entering the Palace through this logistical network. Of all House operations, securing provisions is one of the most difficult, involving stringent evaluation of personnel (such as Mapes), entries, goods, and so on.

After each of these encounters, the players report back to their department head. Each time, he's busy doing something important and the players get to see what's going on in the rest of the palace. At one point, the players report back to their master to find him engaged in combat with a cell of Harkonnen troopers left

behind as moles. The players get to join in the battle and do some healthy hack'n'slash right in the middle of an otherwise routine report.

Act Two – Scouring Arrakeen (6,800 words)

Now that the players have established a base of operations, it's time to make sure the city of Arrakeen is ready for the Second Wave. Obviously Atreides guards take care of the mundane, officer-on-patrol, duties. The player's skills are used to secure three key installations. A map of each is provided.

Arrakeen Transport Facilities (2,200)

All traffic in and out of Arrakeen moves through the transport facilities. While not housing a Spaceport (that's at Carthag) the Transport Facilities are nonetheless large and sprawling. The following areas must be secured; landing fields, air traffic command, fueling depot, boarding terminal, aircraft hangers and repair depot. A couple of opportunities exist here. The Fremen have placed a moratorium on sabotaging transports until they learn more about the Atreides, but it's possible some non-fremen natives have something planned. Some action would result, and the PCs first guess—that the Harkonnens are behind it— would be wrong. Keeping them on their toes.

Arrakeen Water Facilities

The PC's visit the city Water facilities operated by the Water Seller's Union on Arrakis. Here, they'll be debriefed on how much water the Union has, how much House Atreides is going to need, and how the water is stored and distributed. They are given a tour of the water facilities in Arrakeen. This is some pretty impressive technology. Diagrams and art will be used to get this across. During this, the House Strategist they're working for asks the players to accompany him during negotiations with the Union. This gives the players some important negotiation to deal with, without leaving it entirely in their hands. They're only about 2nd level now.

After the negotiations, and during the rest of the tour, the players are alerted to a water crisis of some sort. Either a riot, or sabotage of a facility. They rush off to deal with this. There's action as well as politics here. The Harkonnens behind this sabotage can lead to Act Three.

Spice Mining Operation

Water is the most precious commodity on Dune, but Spice is the most precious commodity in the universe. The players are sent out to meet with the Spice Miners union and try to negotiate with them for their services.

The Duke assumes the Spice Miners are going to want to stay on Arrakis and renegotiate their contracts. Some do, true, but the vast majority thinks (rightfully)

that Arrakis is about to become a very nasty place to live while the Harkonnens and the Atreides fight it out.

The PCs arrive and meet with a leader of the Spice Miners. During their negotiation and inspection, dozens of Miners are leaving. The PCs also discover that the equipment is extremely old and in disrepair. They'll have to take all this in, and report it. This will be bad news.

During their inspection/negotiation, the Harkonnens have sabotaged a Silo. These Silos are advanced equipment, much more than just big hollow tubes for storing spice. One has been subtly tampered with so that it's not obvious the Harkonnens did it. The players have the opportunity to A: figure out what's wrong. B: fix it, C: pin it on the Harkonnens and D: figure out how the Harkonnens did it so as to use that information to lead them to Act 3.

The idea throughout this entire chapter is that before the Players took charge, the Harkonnens were capable of ruining everything. The fact that, as we see in the book, once the Duke arrives everything's mostly under control should feel to the PCs like it's the result of their skill.

The Guild Bank

At some point the PCs may decide to go to the Guild Bank to deal with them. With all the financial negotiation going on, this should be presented as an option. An adventuron (see Chapter 6) covers this.

Act Three – The Harkonnen Cell in the Shield Wall (6,000 words)

A dungeon crawl. Straight up. The players have, by this time, met and dealt with several Harkonnen saboteurs. Questioning leads the players to the nerve center of the Harkonnen underground Cell at Arrakeen.

Hidden in the warrens in the Wall, the players must infiltrate and annihilate the Harkonnen presence here. Since the PCs are doing this commando-style rather than commanding troops, they may want to pose as Harkonnens to get to the command center of the cell. At some point, however, it'll come down to direct combat. Secret doors and traps, and places the players may never find but which nonetheless hide important data that may give the PCs an upper hand in Chapter 2.

This section has three distinct parts.

Getting In (2,500 words)

PCs must find entrance and pass sentinels without triggering alarms. Although they may blast their way in, they will trigger the alarms initiating a deadline against which they must work in order to capture the leaders alive and prevent

destruction of the communications equipment and code books. The obvious solution is disguise. This will depend on two factors; 1) do the players have enough information to successfully fake being members of the underground, 2) have the players managed to gather data without letting the Harkonnens know they're on to them.

Inner Warrens (2,500 words)

Once inside, the PCs must quickly penetrate the warren and find their way to communications HQ. Alarms set up a *Deadline*, after which they will find the chief Agent dead (suicide) and equipment destroyed. Armed guards, watchdogs (pharaoh hounds), prudence doors and snares provide obstacles for the PCs to overcome. At some point during this raid, regardless of whether the PCs have infiltrated as Harkonnens, the Harkonnens know they're being invaded. Then, it's open combat.

Communications HQ (1,000 words)

At the top of the warren lies the communications HQ, including a ComNet dispatch, broadcasting amplifiers and power sources, a telescoping antenna, encryption machinery, an observation deck (overlooking Arrakeen), a small arms arsenal, and small 'thopter cave (with false rock door.)

A code book listing the numerous channels (frequencies) and contacts (by code name) give players tools to break Underground communication in chapter 2. It also enables them to decrypt the encoded messages they've uncovered in this chapter, providing solid leads for Chapter 2.

The players capture or kill the head of the Harkonnen Cell at Arrakeen. But this is not the head of the Underground itself. The PCs discover (by questioning or through decrypting documents) that the head of the Underground is a man named Pardee. How well they do in this, the last act of Chapter 1, will determine how well prepared they are for Chapter 2. Rules will be included, allowing GMs to make the PC's job harder or easier depending on their success in this chapter.

Chapter Two: Sleepers In Arrakeen (22,000 words)

This chapter focuses on the characters' activities in ferreting out, combating, and destroying an organized network of agents left behind on Arrakis by House Harkonnen.

The adventure begins right after Duke Leto's strategy staff meeting, and concludes shortly before the Harkonnens lower the boom and retake Arrakis.

Prologue: Summary

This section summarizes the chapter, providing an overview of the GM's options.

A. Act One: "You All Have Your Assignments"

I. Scene One

In this scene, the characters either participate in Duke Leto's briefing, and/or receive their assignments from Thufir Hawat. He outlines the scope of the problem and provides them with such intelligence as he has. This may include profiles of potential members of the enemy spy ring, maps and reports on strongholds maintained by the ring, and the like (e.g., "maps of certain desert areas surrounding strongpoints the Harkonnens left behind" [*Dune*, p. 84], though most sites would be urban). This presents us with the opportunity to provide handouts for the GM to give the players.

Sidebar: Incorporating Fremen Characters

Stilgar's arrival at the strategy briefing (*Dune*, p. 92) provides an opportunity for Fremen characters to work with Atreides characters as guides, allies, or the like, or for Atreides characters to establish allegiances with Fremen tribes.

Atreides forces have already eliminated 259 Harkonnen operatives. Hawat estimates that three cells, containing perhaps 100 more people, remain active.

a. Ring profiles

Hawat's best estimates as to the three rings — their sizes, locations, activities.

- i. The largest/main ring, probably based in Arrakeen
- ii. A smaller ring, with facilities in Crelga and a couple of other villages
- iii. A group of Harkonnen mercenaries working as smugglers and sometimes disguising themselves as Fremen (*Dune*, p. 91)
- iv. Others of which Hawat does not know (?)

b. Personnel profiles:

- i. Burnet: Pardee's son, and possibly the current leader of the main spy ring now that Pardee is dead (*Dune*, p. 99)
- ii. Kolmar: A former smuggler, now working for a prominent member of the Water Sellers Guild, who may himself have Harkonnen ties
- iii. Tomas Carthaine: A leader in Crelga, one of the garrison villages where the Harkonnens had a shield repair depot (*Dune*, p. 88)
- iv. Soo-Soo, a Guild Bank agent secretly working for the Harkonnens (*Dune*, p. 136)

- v. Others of whom Hawat does not know, possibly including one of the 286 sandworkers Halleck convinces to remain on Arrakis (*Dune*, p. 91)
- c. Place profiles:
- i. Crelga, a garrison village where the Harkonnens had a shield repair depot (*Dune*, p. 88)
 - ii. A tavern in Arrakeen where the main ring sometimes gathers.
 - iii. A suspected base for the mercenaries (incorrect — but contains some clues leading to the real base)
 - iv. Others of which Hawat does not know

B. Act Two: Arrakeen

This “act” actually consists of a description of the city of Arrakeen — its layout, people, and places of interest — and of the main spy ring the PCs are taking on.

1. Arrakis

a. Government

- i. Governmental Structure and Functions
- ii. Governmental Personnel

A. Governor Quenteen Husmettin, a member of the native Na-Familia, and his family

Sidebar: The Fauflreluches On Arrakis

(adapted from Book 1, Chapter 4, “Peoples,” from the *Arrakis Boxed Set*)

B. City Security Chief Blenheim Borhaldt

b. Locations

- i. General layout of the city — districts, main thoroughfares, and so forth.
- ii. Places of note
 - A. Arrakeen Spaceport
 - B. Governmental Plaza
 - C. Arrakeen Communications Center
 - D. The Guild Bank (a subsidiary to the main branch in Carthag)
 - E. Water storage facilities (generally)
- iii. The Wrong Side of the Spaceport: seedy and disreputable places the PCs might need to become acquainted with.
 - A. Monatt’s Tavern
 - B. A semuta den

- C. A brothel
- D. Block of warehouses owned by a prominent smuggler (not Tuek)
- c. Other Prominent Persons and Organizations
 - i. Guild Bank Director Vinchen Dether, and the Guild Bank on Arrakis
 - ii. Palta Fren, head of the Water Sellers' Guild, and water mining and selling operations on Arrakis (adapted from Book 1, Chapter 5, "Industries," from the *Arrakis Boxed Set*)
 - iii. Akinwon Jamison, head of the Spice Miners' Guild
 - iv. Lingar Bewt (*Dune*, p. 130) — water-shipper used by not controlled by the Harkonnens

2. *The Arrakeen Harkonnen Spy Ring*

a. Activities:

What the ring is up to, what it plans, and how it goes about its operations. The main operation the PCs will get to uncover and disrupt is an attempt to destroy the Duke's new filmbase factory (*Dune*, p. 104), but they will find clues leading to the lasgun shipment incident covered in Act Four.

- i. Spying on Atreides activities
- ii. Stirring up water riots
- iii. Sabotage — of water facilities, the new Atreides filmbase factory (*Dune*, p. 104), and other crucial infrastructure
- iv. Lasgun smuggling — this is their current main plan, the one the PCs will get to foil in Act Four (*Dune*, pp. 145, 153)

b. Personnel

The people working for Burnet (see above)

C. Act Three: On The Sands

This act focuses on the nature and activities of the spy ring based primarily in the village of Crelga. This ring has infiltrated many men into various spice mining and glacier mining organizations, using them to keep track of, and sometimes interfere with, some of Arrakis's major industries.

This act occurs near and/or during Duke Leto's spice mining inspection (*Dune*, pp. 106+). It includes Gurney Halleck's delegation to the smugglers (*Dune*, p. 85).

Sidebar: Stillsuits

Their Nature and Function (including game rules)

Sidebar: Spice Mining and Its Equipment

Sandcrawlers, carryalls, desert ornithopter, spotter ornithopter

1. *The Crelga Ring*

- a. Personnel: Tomas Carthaine's underlings
- b. Activities: Brief profiles of what this ring is up to, and how the PCs thus may go about investigating and destroying it.
 - i. Monitoring spice and glacier mining
 - ii. Theft/smuggling of spice for Harkonnen stores (alliances with some smugglers)
 - iii. Sabotage or theft of equipment to harass Atriedies (e.g., the "missing" carryall [*Dune*, pp. 120, 135, 145] later recovered by smugglers)
 - iv. Infiltration of shield repair facilities in garrison villages

2. *Extending the Hand of Peace:*

The PCs are assigned to assist Gurney Halleck with his embassy to the smugglers. They'll have to help him bring to these "romantic businessmen" the Duke's message of overlooking their operations in exchange for a tithe, and protect him from an attack by the Harkonnen mercenary ring (*Dune*, p. 91).

Sidebar: Smuggling On Arrakis

Adapted from Book 1, Chapters 4-5, "Peoples" and "Industries," from the *Arrakis Boxed Set*.

- a. Meeting the Smugglers
 - i. First, the PCs, on Gurney's orders, have to extend feelers to the smugglers. They may use contacts met earlier in the adventure, or have to find new ways to get their message out.
 - ii. Second, Gurney and they have to meet with these people to negotiate the arrangement. For the most part, the smuggler bands are willing to work with the new order, since the Duke's terms are quite reasonable. At this point, the characters first meet Esmar Tuek and his son, Staban (*Dune*, p. 255).
 - iii. One band of smugglers, led by a gnarled old fellow named Jethcar Varet, proves less tractable — and he has considerable resources which could prove quite helpful to the Atriedies, so he must not be alienated. The PCs will get to take part in this negotiation, roleplaying it out to convince Varet.
 - iv. Some smuggler bands, tied to the Harkonnens (see Epilogue), will evade the PCs and/or refuse to cooperate with them.

b. The Attack

At some point, the Harkonnen mercenary band, possibly disguised as Fremen, attack the PCs' expedition (possibly, in a foretaste of Chapter Three, by forcing their ornithopter to crash). The PCs have to fight them off.

- i. Enemy Personnel: including the leader, Yenek Comar.
- ii. Activities: This spy ring's general activities — conducting raids disguised as Fremen, attacking Fremen, stealing equipment, and so forth.
- iii. Equipment, Tactics, Strategies

D. Act Four: Playing With Fire

This scenario builds to its conclusion as the surviving Harkonnen spies struggle to bring some lasguns in to use against the Atreides house shields and cause an explosion (this is done against the Baron's orders, partly in an attempt to gain revenge for losses caused by the PCs). The PCs end up being responsible for intercepting the lasgun shipment (*Dune*, pp. 145, 153) and saving House Atreides.

This act takes place near and around the Duke's dinner party (*Dune*, p. 126+).

1. By putting together clues gathered earlier in the scenario, the PCs figure out that the Harkonnen spy rings are planning something big, and that it involves smuggling something onto the planet. Through various means — investigation, smuggler contacts, and so forth — they learn that it's a weapon, and that it's probably already on-planet thanks to Harkonnen-allied smugglers (see Epilogue).
2. Using the information they've gained, the PCs track the weapon to a location in Arrakeen — just as the spies start to move the weapon (remote-controlled lasguns) out! A fight ensues, possibly turning into a running battle as the Harkonnen agents desperately maneuver to fire the lasguns at the Atreides house shields. Eventually the PCs triumph.

And then, two days later, the Harkonnens attack, killing Duke Leto and retaking Arrakis.

Epilogue: Other Adventure Ideas

1. Destroy Harkonnen spice stores (*Dune*, p. 98)
2. Fight Harkonnen-allied smugglers

Chapter Three: Into The Desert (22,000 words)

In which the characters discover the full scope of the Harkonnen attack. Masterless and on the run from the brutal Harkonnen regime, the characters seek sanctuary and passage off-planet with the smugglers.

Pursued by Harkonnens, the characters are forced into the desert where they must survive. Finally finding, or being rescued by, the smugglers from Tuek's

Seitch, the characters learn that Gurney Halleck is alive. They rally round him, hoping to strike back against the Harkonnens in chapter 4!

Act One – Arsunt (8,000 words)

It is the opposite of a nightmare. Dawn brings, not calm reassurance from a night of horrors, but a twisted, devastated version of the world they knew.

This chapter occurs immediately after the Harkonnen sack of Arrakeen. The players, for reasons worked out in Chapter 2, are at Arsunt. This chapter follows them as they move from the larger garrison town of Arsunt, to the smaller outpost of Crelga, to—they hope—the smugglers.

Map of Arsunt and Surrounding Environs (550 words + 2 maps)

Part One includes a one-page map of Arsunt, serving not only as specific map for this 'Great Escape' adventure, but as a general outline of what such garrison towns look like. There might be another map showing Arsunt as a dot and the location of Crelga and the geological makeup of the area and the desert nearby.

The Great Escape – moving through Arsunt (5,000 words)

The players begin in hiding. They must have a contact, a man who has helped them find a safe place during the night. Someplace like a grain silo, or any other place where resources are stored that the Harkonnens would try to preserve in the attack. The players are provided an NPC to help them to the airfield. His stats and background will be given.

There's only one way out of Arsunt; ornithopter. This means making their way to the landing field. The NPC will lead them through the first half of this section, narrowing their options and reducing the amount of information. He'll then die closer to the end to give the players more narrative freedom and the chance to use their own skills.

Obviously the main threat here is Harkonnens. The players will have to use stealth to make their way and may have to pose as Harkonnens, role-playing their way out of situations rather than fight overwhelming odds.

From the 'Overwhelming Odds' department, the players may have forgotten—or may not have known—that Saudaukar were among the forces that took Arrakis. They're in Harkonnen livery which gives a Mentat or Adept something interesting to do: figure out that the people they're fighting/talking to/hiding from aren't Harkonnens.

More detail will have to come from the Map itself, but encounters that occur at some point include seeing the new Harkonnen military supervisor of Arsunt

addressing the troops. Avoiding Harkonnen patrols (“These are not the Atreides you’re looking for.”) Seeing the brutalization of captured Atreides. This may include the opportunity to save some of those who’ve been captured.

The Airfield at Arsunt (1,450 words)

The section ends at the airfield and the attempt to steal a ‘thopter. The best possible outcome; the players steal a fully-operation battle-rigged ‘thopter unnoticed and fly to Crelga. They may, of course, fail to get a battle-‘thopter in working order and have to deal with something poorly suited to their goals. Ultimately, they may fail both to get a ‘thopter and to avoid notice. This section might end with the players having to fight their way *into* the desert and jump straight to section three!

Act Two – Crelga (7,000 words)

Guests of the New Regime (5,000 words)

The Crelga section could be only for those players who have tried to impersonate Harkonnens. Crelga is smaller than Arsunt and, therefore, more intimate. The Harkonnens check everyone coming and going more carefully. This could be an opportunity for some cool ‘American soldiers bluffing their way past the Nazi guards’ role-playing.

If the players are posing as Harkonnens, they must stop at Crelga for fuel before going on to Tuek’s Seitch. This could lead to some serious role-playing in which the characters are invited to dinner with some high-ranking official and perhaps some Saudaukar!

If the players aren’t posing as Harkonnens, they move straight to the end of this section and the battle in the air with the Harkonnen ‘thopters without visiting Crelga.

Demons in the Air (2,000 words)

I give this part 2,000 words because it should have something like vehicles rules for how to run an air battle. Not miniature rules, just special rules for cool stuff to do with ornithopters.

The players must fight Harkonnens in the air with ornithopters. There are only two results; they lose and are driven to the sand and Part Three, or they win but are out of fuel and must ditch the ‘thopter in the sand, moving on to Part Three.

Act Three – The Wasteland (7,000 words)

The characters, after whatever accident befell them in Part Two, try to survive in the desert. There should be a lot of descriptive text in the beginning, allowing the GM to show the players what the desert looks, feels, and smells like. For players used to fighting orcs in forests and dungeons, this should be an alien experience. Encounters herein are quick, moving the characters along.

These encounters happen in an order dictated by the character's actions. Once in the desert, they'll be making survival tests and stealth/hide tests. Whichever they do worse tells the GM what to throw at them.

The encounters are;

Harkonnen Raid 1 (2,000)

The simplest and easiest type of raid, the characters are moving across the sand, trying to survive. A Harkonnen battle-thopter flies by and tries to blast them from the sand. Straight-forward. Complexities can be added by having a Harkonnen scout fly overhead first. Can the players shoot it down? How do their plans change once they see the scout? Maybe they've seen lots of scouts the entire time they've been in the desert. How do they react when one scout seems to notice them? If they shoot down the battle-thopter, this could lead to a battle in the sand with the Harkonnen troopers.

Harkonnen Raid 2 (1,450)

If Raid 1 is Harkonnens by air, this is Harkonnens by ground. The players will come across a spice-mining refinery now fully under Harkonnen control. They may try and skirt around it or attack it directly. It's a small base, so it should seem possible depending on the number and level of players. Even if they try and avoid the base, a Harkonnen patrol will see them. This is a refinery, on a rocky area. So no worms will come and ground patrols are possible.

Refugees in the Desert (1,000 words)

At some point in this chain of events, probably between the two Harkonnen raids, the player's will come across other Atriedes characters. Lower level, 1st or perhaps 2nd, maybe with other non-combatants; family members, technicians, maybe an ecologist. These characters put several choices, some unpleasant, before the players. Naturally these Atriedes NPCs will want to follow the players. But what if they disagree with the players' goals? What if the players just don't have enough water for all the refugees? Do they take some and leave the others behind? Some of the NPCs may be useful, some may be minor characters from previous scenes. This encounter is short—there's no combat—and it may provide some needed NPCs for the tests in the desert, but it's also be the strongest role-playing encounter in this section.

Man Against Nature (2,000)

This is just a string of desert survival encounters. A few should be used in-between the first three encounters, but the majority occur at the end, reinforcing to the players that they are no longer anywhere near civilization. They are alone. Dealing with the desert becomes their life's sole focus. These encounters are test heavy, combat light.

Tidal Dust Basin.

The players only chance to 'drown' on Dune. Worse than quick-sand, tidal dust basins can be huge, as big as seas with their own tides! Falling into one of these may well mean the death of a character. Good thing those NPCs are with them! Not only are tests made here, but technology could be used. Any technology that allows players to find each other or breath in a sandstorm is useful in recovering players from a TDB.

Sandstorm.

We saw a sandstorm in the novel. Even though the heroes in the novel made their tents and erected their stilltents quickly and properly, they were then buried under a ton of sand. In the desert, success doesn't always mean you're free and clear, it often means your life is merely extremely difficult now, rather than over.

Drum Sand.

Not dangerous in and of itself, but it brings a worm if not properly dealt with. This is an especially tense encounter. The GM tells the players they hear a dull booming. The GM describes it the same way he describes a thumper. Even players familiar with Dune should think it *is* a thumper. The players will freak until they realize it's *them* causing it. And, of course, once they've determined it's drum sand they stand around, terrified to move until they find a way off.

No Water.

Not an encounter so much as a fact to be monitored throughout the entire chapter. How much water do the players need? What actually happens once you start to dehydrate? What possible ways are there to extract water from the desert?

Worm.

And, finally, the most devastating encounter possible. A worm. The players have feared a worm since they first stepped off the rock at Arsunt. We can't disappoint them. The players feel they know about worms and this is a chance to scare the hell out of them. Like rifle shots, by the time you hear it, it's too late. The players should have no idea how fast worms come. Should they not react correctly, they may all die in the desert. If the GM is being especially nice, the smugglers save them. In any event, the Worm is the last encounter before the safety of the smugglers.

Miscellaneous Non-Encounters (550)

Here the GM is given the opportunity to mislead the characters, showing them faux encounters to keep them guessing about what is and is not The Next Encounter. This includes;

- Seeing a band of Fremen in the distance. Fremen who won't be found if followed and will remain a mystery.
- Seeing an Atreides marked-thopter that just flies by, not seeing the players.
- Seeing a spice-harvester being lifted by a carryall. Again, as in the above encounters, these are just Things Happening In The Desert. Provisions are made in the text for the players out-witting the GM and actually interacting with some of these red-herrings. In these cases, Adventurons will be used.
- Finding an Ecological Testing site. It's abandoned, as most of them were in the book, and there's literally nothing going on here. But there may be signs of recent activity and other clues that the sites were being used for things apart from studying the environment. Additionally, these sites were packed full of cool Dune Imperial technology that—even if useless to the players—would be neat to examine.

Notes: This may be an ambitious chapter for 22,000 words, but I think it can be done, primarily through 'read this to the players, ask them what they do, here are the bad guys stats,'-style adventuring. If this can't be done in the space provided, we kill the Crelga section.

Chapter Four: Desert Razzia (22,000 words)

This chapter focuses on the characters' activities as part of Gurney Halleck's band which has taken up the smuggler's life in the desert (*Dune*, pp. 255+). It will include several "mini-scenarios," raids against Harkonnen targets orchestrated by Gurney.

The adventure can begin right after the events of Chapter Three, which lead the characters to Sietch Tuek and Gurney Halleck.

NOTE: Owen, I've kept this outline a little "looser" and less detailed, since it's not really a structured scenario like Chapter Two, but more of a series of mini-scenarios connected by a common theme. For that reason, I'd prefer to leave many of the details open for the present.

Prologue: Summary

This section summarizes the chapter, providing an overview of the GM's options.

A. Act One: “A Time of Upset Is a Rare Opportunity For Our Business”

In the first part of the adventure, the PCs have to adjust to their new lives as smugglers. They'll learn something of the life, and get to fight off a Fremen raid. (I may move “Smuggling On Arrakis” sidebar from Chapter Two here.)

Sidebar: Gurney Halleck

A writeup and history of Halleck, if one hasn't been provided elsewhere

Sidebar: Incorporating Fremen Characters

1. A Smuggler's Life For Me

The characters get to go out on their first smuggling operations. This will entail a routine effort to mine spice, then covertly transport it to the spaceport at Carthag to hand it off to a Guild representative in exchange for supplies.

Sidebar: Why Stay On Arrakis?:

GM tips for keeping his PCs on Dune even though they might prefer to leave. Most Atreides men have spent their profits to leave Arrakis (*Dune*, p. 413)

Sidebar: The Touch Of The Spicebrush

Options for characters who want to “go native,” and for GMs who want to work such a thing into their games.

2. The Soldiers of Muad'Dib:

The PCs are present when Fremen shouting the name of their new leader, Muad'Dib, attack a smuggler operation that has intruded into their claimed territory, and have to help fend the desert warriors off. The attack occurs because the PCs come too close to a hidden desert testing station, which the PCs may later discover if they triumph over the Fremen. (Cf. *Dune*, pp. 408+, for one such attack, the meeting between Paul and Gurney.)

Sidebar: Fremen Warrior

This section will include a profile of the “Typical Fremen Warrior” if one hasn't been included elsewhere.

B. Act Two: Arsunt

This “act” actually consists of a description of the town of Arsunt — its layout, people, and places of interest — and of the target they will raid there.

1. *Arsunt*

a. Government

- i. Governmental Structure and Functions
- ii. Governmental Personnel

b. Locations

- i. General layout of the city — districts, main thoroughfares, and so forth.
- ii. Places of note
- iii. The Wrong Side of the Spaceport: eedy and disreputable places the PCs might need to become acquainted with.

c. Other Prominent Persons and Organizations

2. *The Harkonnen Spice Depot:*

This is the target of the characters' raid. This section will describe it (including a map) and provide details of its personnel.

Sidebar: Guild Agents

Many Guild agents have come to Arrakis and are buying spice like mad (*Dune*, p. 422). This sidebar discusses this activity and its implications for the mini-scenarios.

C. Act Three: Raiding The Miners

In this act, the PCs participate in a raid on a heavily-guarded group of spice miners working for the Harkonnens.

Sidebar: Treachery

There are men among the smugglers not to be trusted. Some may betray the PCs, creating an intriguing twist on any of the mini-scenarios in this chapter.

Sidebar: Storms

Discuss the weather perils of Dune here, if they haven't been covered elsewhere (adapted from Book 1, Chapters 3, "Ecology," from the *Arrakis Boxed Set*)

D. Act Four: Razzia

In this act, the PCs assault a Harkonnen graben village to kill their enemies and steal badly-needed spare parts. The Harkonnens have heavily fortified the place (*Dune*, p. 415).

Sidebar: Sardaukar Infiltrators (*Dune*, p. 416).

Include a character writeup for Captain Aramsham (*Dune*, p. 420).

Sidebar: Rabban Alone

Baron Harkonnen has abandoned Rabban on Arrakis (*Dune*, p. 426). This sidebar discusses that and its implications for the mini-scenarios.

Chapter Five – Jihad (22,000 words)

This outline is short, describing only the general aspects of the different Acts and roughly how long each will be. As We get closer to this chapter, I'll know more about what's happening in it.

This Chapter begins with the players being accepted by the Fremen. It covers the one year span of time between Gurney being reunited with Paul and the Fremen assault on Arrakeen, culminating with the duel on the floor of the Palace at Arrakeen.

Act One – Going Native (4,000 words)

Here the players join with the Fremen and prove themselves at the Cave of Birds. This could begin with the attack by Aramsham. The players are going to journey with the Fremen for a little, possibly a few weeks, and be given several opportunities to prove themselves to the Fremen

Act Two – Sandriders (2,000 words)

How this will translate into an entire act, I don't know. But this test marks the players transition to Full Time Fremen.

Act Three – The Southern Palmaries (6,000 words)

The players journey to the southern reaches of Dune. The Sardaukar attack and the players find a Guild agent among them. Returning to the north, the players report to Paul that the Guild is moving it ways it shouldn't, prompting Paul to take the Water of Life to learn their true motives.

Act Four – Fall Of The Padishah (4,000 words)

The players participate in the attack at the end of the novel. The initial idea is that the players are the team that set the House Atomics, although their involvement may be greater.

Act Five – Epilogue (3,000 words)

The players stand with Paul against the Emperor, and the opportunity arises, if done properly, for one of the players to duel Feyd in Paul's place.

Act Six – Afterward (3,000 words)

Advice to the GM about how to handle things now that the adventure is over. How to proceed and how to deal with any discrepancies between what we saw in the novel and what the players may have done.

Chapter Six – Adventurons (22,000 words)

This chapter is an unconnected series of capillaries designed to connect the veins and arteries of the overarching adventure. They are entirely self-contained, to be used whenever the players do something cool, like visit a Semuta Den, that isn't part of the story but the GM likes enough to spin into a mini-adventure.

I'd like permission to actually use and define the term 'Adventurons.' "The elementary particles of adventures." It's corny, yes, but it's a useful idea expressed in a way D&D players will like. If not, I totally understand.

Some adventurons may be impossible to do in 1 or 2 pages, others might turn out not to be useful even if done well. This section should be a 'best of' based on suggestions from all contributors.

A Gladiator Combat

Unshielded and semi-shielded combat against drugged, not-drugged, and booby-trapped opponents.

A Semuta Den

All forms of depravity, some tempting, some disgusting. Opportunities for intrigue abound.

A Spice-Harvester

With the players actually inside, operating the harvester, talking to the spotters, waiting for a worm.

In a Battalion against the Harkonnen/Saudukar

Many of us have played those AD&D sessions where we're facing a horde of orcs, possibly as part of an army, and they just line up on the field. This is a variation of that. The players are part of a brigade fighting the enemy in the desert or the streets of Arrakeen. There's a little movement, rules for advancing and falling back, and a goal; taking a position held by the enemy.

Truthtrance

The players may be involved in the seeking of truth by the Bene Gesserit. Maybe they're the ones be investigated, or they've instigated the investigation.

Regardless, here we see a truthtrance inquest.

Inspecting a Shipment from the Guild

Performing Surgery

Trying to keep someone alive, a chance for the Suk to shine.

Curing a character who's been poisoned.

Another Suk-related adventuron.

A Duel

With cool optional rules for shield combat and dueling.

A Cheops Match

With rules for Cheops. Not *actual* rules but terms for the moves, their counter-moves and strategies and rules for how to use them as results in opposed tests so it *sounds* like the characters are playing Cheops. Or, of course, room permitting, rules for Cheops. Descriptions of the place in which the game is played, a Cheops master, and the audience.

An Imperial Fete

What does it look like, what can you do during one? How hard is it to move around and talk to people? Like Mardi Gras.

Meeting an Umma

The fanatical zensunni prophets of the Fremen. Considered madmen by many, perhaps their rantings contain a vision of truth. NPC stats for Umma included.

Assassinating someone

Arguably something that should take an entire adventure. Salient points can be condensed down to an adventuron.

Being the Target of Assassination

This is something easy to cover in an adventuron.

Trading at the Guild Bank

Maybe the characters have a little money, maybe they're sent there to trade on behalf on a Noble.

Promotion/Award/Training

What actually happens when you go up a level in Dune? Who do you meet at a promotion ceremony? What type of speech do you listen to?

Meeting the Fremen

Not something rational people want to do. The Fremen are mysterious, brutal, alien people with little respect for the out-freyn.

Oracular Vision

Brought on by an overdose of spice. Even if the characters aren't remotely prescient, they can still hallucinate. . .how will they know the difference?

Supervising a Battle

High level characters might not be asked to fight, but rather supervise. Rules and descriptions of squad-scale combat with the players making the decisions.

Waging a Propaganda Campaign

What does the GM do when the players decide they want to wage a Propaganda war? Rules for propaganda tests as well as using economics and religion to sway public opinion.

Smuggler Drop-Shipment

Players come across a smuggler drop shipment (dump boxes) in the desert. Smuggler 'thopters circle the area scanning for witnesses (which will be hunted down and executed if discovered and captured).

Alternate - smuggler blast-off in which a caravan loads a frigate which blasts off to rendezvous with a Heighliner.

Fremen Heireg (temp. desert camp).

A Fremen war band or raiding party encampment. Includes organization (NPCs), stats and equipment.

Dinner Party (a la the novel)

Water Riot (or similar riot)

Arrakeen Bazaar

Details a variety of shops, merchants, wares and prices to be found in the central, open market of Arrakeen.

Guild Hall & Revelry

The inside of a Guild Hall during a banquet of honor or ceremonial occasion. Brawling, gambling, whoring and revelry abound.

Assassination by Hunter-Seeker

A la the novel. Includes rules and modifiers for conducting such encounters.

Assassination by Laza tiger

A la Children of Dune (controller and twin tigers). Includes rules and modifiers for conducting such encounters.

Assassination by Stoneburner

A la Dune Messiah. Includes rules and modifiers for such encounters.

A Fremen Gathering (gathering of tribes)

A la Dune where Paul takes command

Fremen Sandrider Initiation

Rules and such for conducting a "wali's" initiation ritual to become a sandrider. Everything from planting thumpers, walking w/o rhythm to mounting worm and steering. Modifiers include watching out for drum sand and pea gravel, controlling worm speed so tribe can mount, navigating back to sietch and so on.

Water of Life Ritual

Includes rules for attempting to convert the Water of Life. Includes modifiers and random outcome (death and madness).

Amtal Challenge/Combat

Fremen-style duel (strip to undergarments, stakes, outcome, ghanima).

Cell Break

Escaping from a Harkonnen confinement cell. Details small map and base perimeter. Lists guard NPCs and chief security encounters and required skill checks.

Glacier Mining

Provides an overview of operations at Northern Polar sink. Details some of the hazards (avalanche, ice rifts, snowsnake?, etc.)