

DUNE

ADVENTURES IN THE IMPERIUM



MASTERS OF DUNE
CAMPAIGN BOOK





LEGENDARY

MODIPHIOUS
ENTERTAINMENT



Modiphius Entertainment Ltd.

2nd Floor, 39 Harwood Rd,

London SW6 4QP, United Kingdom

info@modiphius.com

www.modiphius.net

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DUNE

ADVENTURES IN THE IMPERIUM

MASTERS OF DUNE

III

CREDITS

CREATIVE LEAD
ANDREW PEREGRINE

WRITERS
SIMON BERMAN
JONATHAN BREESE
JASON DURALL
KEITH GARRETT
ANDREW PEREGRINE
HILARY SKLAR
DEVINDER THIARA
JARED TWING
RACHEL J. WILKINSON

LINE EDITOR
JASON DURALL
GRAPHIC DESIGNER
CHRIS WEBB

ART DIRECTOR
ROCÍO MARTÍN PÉREZ
KATYA THOMAS

COVER ARTIST
DAVID BENZAL

INTERIOR ARTISTS
AVISHEK BANERJEE
VICTOR HARMATIUK
MIKHAIL PALAMARCHUK
JONNY SUN
MIR ZAND
KYLE ENOCHS
EREN ARIK

HANS PARK
BURAK KIRK
EELCO SIEBRING
AKUB KOZŁOWSKI
LIXIN YIN
SIMONE RIZZO
RUSLAN LAPTENKO
JÁNOS TOKITY
SUSANAH GRACE
ALEXANDER GUILLEN BROX
MARTIN SOBR
MITCH ASELTIME

PROOFREADERS
BRYCE JOHNSTON
LAUREN RUTHERFORD
PROJECT MANAGER
DANIEL LADE

BRAND MANAGEMENT
JOE LEFAVI
FOR GENUINE ENTERTAINMENT

TECHNICAL ADVICE
BRIAN HERBERT
BYRON MERRITT
KEVIN J ANDERSON

THE HERBERT
PROPERTIES TEAM

WITH THANKS TO
JOHN-PAUL BRISIGOTTI
PETER SIMUNOVICH
FOR GALE FORCE NINE

BRIAN HERBERT
KEVIN J. ANDERSON

THE HERBERT PROPERTIES TEAM

And our wonderful partners at Legendary and the extraordinary filmmakers without whom this game could not have been made.

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Modiphius Entertainment Ltd., 2nd Floor, 39 Harwood Rd, London, SW6 4QP, United Kingdom

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CHIEF CREATIVE OFFICER

CHRIS BIRCH

CHIEF OPERATIONS OFFICER

RITA BIRCH

MANAGING DIRECTOR

CAMERON DICKS

HEAD OF PRODUCT

SAM WEBB

HEAD OF CREATIVE SERVICES

JON WEBB

CREATIVE COORDINATOR

KIERAN STREET

FINANCIAL CONTROLLER

LUC WOOLFENDEN

LOGISTICS & PRODUCTION MANAGER

PETER GROCHULSKI

ART DIRECTORS

KRIS AUBIN

ARIEL OREA

ROCÍO MARTÍN PÉREZ

STUDIO COORDINATOR

ROCÍO MARTÍN PÉREZ

PHOTOGRAPHER

FÁTIMA MARTÍN PÉREZ

LEAD 3D DESIGNER

JONATHAN LA TROBE-LEWIS

SENIOR 3D DESIGNERS

COLIN GRAYSON
CHRISTOPHER PEACEY
DOMINGO DÍAZ FERMÍN

3D DESIGNERS

BEN DE BOSDARI
JOANA ABBOTT
SEAN BULLOUGH

LEAD GRAPHIC DESIGNER

MICHAEL E. CROSS

GRAPHIC DESIGNERS

MARK WHITTINGTON
STEPHANIE TORO GURUMENDI
CHRIS WEBB

AUDIO & VIDEO PRODUCER

STEVE DALDRY

DEVELOPMENT

COORDINATOR

JASON ENOS

DEVELOPERS

ETHAN HEYWOOD
JONO GREEN

2D20 DEVELOPER

NATHAN DOWDELL

QA TESTERS

DOMINIC WESTERLAND
NATHAN PERRY
SAMANTHA LAYDON

SENIOR PROJECT MANAGER

GAVIN DADY

PROJECT MANAGERS

BEN MAUNDER, CHRIS
SHEPPERSON
JAMES BARRY

PROJECT MANAGERS

BEN MAUNDER, CHRIS
SHEPPERSON
JAMES BARRY

ASSISTANT

PROJECT MANAGERS

HARALAMPOSTAKIRIS

OPERATIONS MANAGER

JOHN WILSON

FACTORY MANAGER

MARTIN JONES

LEAD

PRODUCTION OPERATIVE

ANTHONY MORRIS

SENIOR

PRODUCTION OPERATIVES

DREW COX, WARWICK VOYZEY

PRODUCTION OPERATIVES

JOSHUA FROUD-SILVERSTONE

LOUIS PAUL HARTLE

JAKE PINK

MILES TURNER

THOMAS BULL

TOOL MAKERS

ALEX TAYLOR

LUKE GILL

DAVID HEXTALL

CUSTOMER SERVICE & ACCOUNTS MANAGER

LLOYD GYAN

EVENTS MANAGER

GREGOIRE BOISBELAUD

COMMUNITY MANAGER

APRIL HILL

TRANSLATIONS & PUBLISHING MANAGER

MATT TIMM

DISTRIBUTION & KEY ACCOUNTS MANAGER

GARY MOORE

MARKETING COORDINATOR

SHAUN HOCKING

CUSTOMER SUPPORT REPRESENTATIVE

CHRIS DANN

WEBSTORE MANAGER

APINYA RAMAKOMUD

BOOKKEEPER

VALYA MKRTCHYAN

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Sample file

INTRODUCTION

There exists a limit to the force even the most powerful may apply without destroying themselves. Judging this limit is the true artistry of government. Misuse of power is the fatal sin. The law cannot be a tool of vengeance, never a hostage, nor a fortification against the martyrs it has created. You cannot threaten any individual and escape the consequences.

—Muad'Dib on Law, The Stilgar Commentary

WHAT IS THIS BOOK?



he fate of the player characters' House is about to be determined on the sands of Arrakis.

In this campaign, the player characters take the place of House Atreides and gain dominion over the planet Arrakis, mining the spice for the Imperium. While there is potential for great power and profit, a thousand enemies are ready to plunge their knives into the House's collective back at the slightest misstep.

Will they prevail and earn glory and influence, or is this the final chapter in the history of their House?

Masters of Dune follows **Agents of Dune** and takes your player characters on an adventure across the Imperium. While it is not necessary to play **Agents of Dune** first, you will get the most out of this campaign if you do. **Masters of Dune** continues that story, but takes the action in whatever direction the players want to go. They can play through any section of the campaign in any order, even entirely bypassing some sections, if they wish.

In each section, the player characters encounter and appeal for aid from a particular faction of the Imperium. In some cases, they must try to learn the secrets their enemies are trying to keep from them, such as who their allies truly are. Depending on how they do and whom they trust, the reputation and fortune of their House will rise and fall as the adventures progress. Eventually, their enemies make their move, but the outcome of this final conflict depends very much on what allegiances and support the player characters have acquired for their House.

DO I NEED OTHER BOOKS?

While **Masters of Dune** is a complete adventure, you need access to the game rules to play. The **Dune Core Rulebook** has these rules in their most complete form. However, **Agents of Dune** also contains all you need to play. It is also possible to play using the rules from **Wormsign**, the free Quickstart guide available at www.modiphius.net, but it may require considerable improvisation.

THE STORY SO FAR...

House Corrino has entrusted the feudal right to oversee Arrakis to the player characters' House to appease the Major Houses, concerned as they are with the way House Harkonnen has managed spice production. The Corrinos believe the player characters' House is small enough to control, as they are concerned the Harkonnens might be growing powerful enough to challenge them. Thus, the Harkonnens must learn a lesson in humility. Additionally, the player characters' House has angered the Emperor somehow. The exact reason becomes clear later in the adventure. Whatever the cause, the Emperor plans to take some form of petty revenge upon the player characters' House as well, using the Harkonnens to do their dirty work.

In **Agents of Dune**, the player characters learned their House is taking over the governorship of Arrakis from House Harkonnen. Sent by their House to the Harkonnen's homeworld of Giedi Prime to train in spice production and learn a few other "life skills", in the attempt to manage a seamless takeover of Arrakis. After all, the spice must always flow. While the Harkonnens might seem a strange choice to help their successors, the Harkonnens had officially been given more shares in CHOAM to balance their loss of Arrakis. So, it was in their interest to make sure the player characters' House was ready to take over and keep the profits flowing. It appeared as if the Harkonnens had effectively been promoted for their service, taking greater profits without having to do the work of harvesting.

Unfortunately, House Harkonnen was unwilling to bow out gracefully over such a rich prize as Arrakis and schemed to take control again. They assassinated the ruler of the player characters' House, hoping to end the matter and force the Emperor to return Arrakis to them. However, the siblings and retainers of the House (the player characters) proved adept enough to take the reins of their House and continue to hold Arrakis. They are now embroiled in the conspiracy and politics of the Imperium, as the Harkonnens step up the pressure as they attempt to reclaim Arrakis.

Masters of Dune picks up the story with the player characters' discovery that the Harkonnens are their true enemy. They need to decide what to do, and more importantly, maintain and improve spice production. How the player characters go about gaining allies and defeating the Harkonnens is up to them, and we offer several different avenues they can pursue. This allows the players to experience the grand vision of the **Dune** universe.

HOUSE NAGARA

In **Agents of Dune**, the player characters can be assumed to be part of House Nagara, a major House of the Imperium. However, it is possible to play a House of your own design instead. The same applies for **Masters of Dune**, with the player characters continuing as House Nagara or as a House they have created themselves. While

the player characters should be part of a House Major, even a minor House could be granted governorship of Arrakis. After all, the Emperor wants someone he believes he can control in the position.

If you want to use House Nagara as your player characters' House, you should define it using the House creation rules in the **Dune Core Rulebook**. It is a House Major and therefore has one primary domain and two secondary domains. The primary domain should be Science (Machinery), representing the device the House had developed in **Agents of Dune**. The secondary domains are up to the players, but at least one should be from a domain related to the type of House chosen. This might be Military (Maula Rifle), Scientific (Alithiascope), Farming (Blight Scanner), Espionage (Nightshade), or Industrial (Omni-generator).

The players should define the House traits depending on how they played **Agents of Dune**. However, House Harkonnen must be one of their enemies. The level of hatred between the two Houses is up to the player characters, depending on how slighted they feel by the Harkonnen betrayal. However, as the Harkonnens assassinated Countess Nagara, relations should be anything but cordial. They can assuredly know that the Harkonnens seek their destruction.

As House Nagara is the player characters' House in **Agents of Dune**, we have continued this assumption in the text of **Masters of Dune**. But if you are using a different House or one of your own creation, simply substitute any mentions of House Nagara for your own player characters' House.

SCALING DOWN

This adventure is designed to run as an epic campaign where the player characters have the opportunity to take the place of House Atreides and see what they might do instead. However, you may want to use this adventure as part of a less ambitious campaign, one that continues from adventures like the one in the **Dune Core Rulebook**.

In this case, the player characters' House won't have control of all of Arrakis, but will be harvesting spice under the Harkonnen's governorship. Normally, the Harkonnens only allow other Houses to operate franchises in the less profitable areas. But for reasons beyond their knowing, the player characters have been granted the rights to a large and very profitable part of Arrakis. Naturally, the Harkonnens want it back. Fortunately for the player characters, the Harkonnens cannot act too directly, as they also must follow the will of the Emperor. But they will do everything they can to take back what they believe to be theirs.

So, the adventure will run exactly as presented here, but the size of the contested area is what changes. Instead of all of Arrakis, the adventure concerns just part of it. Each adventure provides detail on how to adapt them for this level of campaign.