

DUNE

ADVENTURES IN THE IMPERIUM



FALL OF THE IMPERIUM
CAMPAIGN SOURCEBOOK





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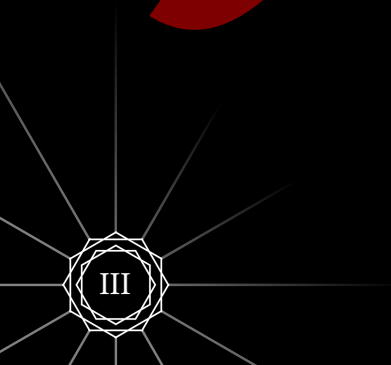
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FALL OF THE IMPERIUM
- CAMPAIGN SOURCEBOOK -

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INTRODUCTION

"Once more the drama begins."

-The Emperor Paul Muad'Dib on his ascension to the Lion Throne

After enduring for millennia, the time of the Imperium is ending. The Emperor is about to overplay his hand, pitting House Atreides and House Harkonnen against each other, using an old feud to dispose of his rivals. But he has critically miscalculated, and though House Atreides will fall, its young scion Paul Atreides will survive and rise to take the throne. From there, the fire and flame of a terrifying new religious crusade will surge across the galaxy, like the Butlerian Jihad of old, changing everything.

With this campaign sourcebook, your House can take part in these momentous events as the timeline of the eras shifts from **The Imperium** to **The Ascension of Muad'Dib**. Your player characters must pick sides and make careful alliances to survive the oncoming storm. Even if your group is already familiar with the chain of events, survival will not be as simple as picking the winning side. In this time of chaos, the enemies you cannot see are the most dangerous.

This adventure is suitable for any player group and noble House, regardless of which adventures you have played. If you are following the standard timeline of the novels, the campaign opens with House Atreides replacing House Harkonnen as governors of Arrakis. If your House runs Arrakis (perhaps as House Nagara), then you are the House the Atreides replaces, with House Harkonnen waiting in the wings to take it back again.

But don't worry. However the campaign starts, the player characters' House will have plenty of opportunity to take their revenge...

The first four chapters of this sourcebook detail the four parts of the campaign, each containing three adventures. Each chapter also contains several ideas and options for expanding the campaign and creating new adventures between each one. We follow this with a short chapter detailing the shattered Imperium under the new regime of Muad'Dib to allow you to create adventures following this campaign. In this chapter, we look at the structure of Muad'Dib's rule, how this affects the Houses of the Landsraad and other factions, the spread of his religion, and how the gamemaster can create new adventures in this era.

While this campaign can be run as it is, there is also plenty of scope for the gamemaster to add extra adventures within the campaign's structure. If there is a favorite part of this momentous chain of events your group wants to immerse in fully, there is no reason the gamemaster cannot expand it.

Now is the time for your House to choose its enemies as carefully as it chooses its allies. Will your House rise to become the right hand of Muad'Dib or be crushed by the tides of change?

CAMPAIGN OVERVIEW

ACT I – THE GATHERING STORM

House Atreides takes over Arrakis. This leads House Ecaz to seize an opportunity to get revenge on the Harkonnen for their assistance to House Moritani in the recent war. Now that the Moritani are gone, Ecaz turns their attention to their allies to crush the Harkonnen.

The Embers of Hatred: The player characters discover House Ecaz are seeking revenge on the Harkonnen and must decide whether to help or hinder them. This leads to a daring raid on a secret spice cache of the Harkonnens. But it will only be the beginning of the Ecaz vendetta. The player characters must decide who they want to become allies with and what they are prepared to do to further or impede their revenge.

The Hidden Blade: The player characters pick up a secret transmission in the desert but arrive to find a base of slaughtered Harkonnen. Only the assassin knows the truth, and the player characters must chase them to a Guild Heighliner to learn the secrets they are trying to hide. Deep plans are afoot, and the assassin has information that an attack is planned on Arrakis, one led by the Harkonnen but guided by the hand of the Emperor himself.

The Fall of House Atreides: The Harkonnens attack Arrakis and take control. The player characters can't stop the attack, but they can join it. This might be to gain the trust of the Harkonnen or to help save some of the members of House Atreides. They might make new alliances in the thick of the fighting if they are prepared to prove their loyalty.

ACT II – MUAD'DIB

Arrakis is now under Harkonnen control, and House Atreides is gone. But spice attacks begin to increase, and spice production begins to slow. The player characters look into it and discover not only is Rabban working hard to get more spice, but the Fremen are running riot. They learn they have a new leader called Muad'Dib, who has galvanized the tribes and whose attacks are seriously damaging spice production. It also becomes clear the Harkonnen are using their spice stores to keep this reduction from the Emperor. With this information, the players can blackmail the Harkonnen. But as spice production falls, the Imperium feels the pinch. What will the players do to get more spice?

Whispers of Muad'Dib: The player characters notice spice production is slowing. They must work to secure a supply from smugglers and other back channels. In locating a supply, the player characters discover things are worse than expected on Arrakis. They hear whispers that the Fremen have a new leader they call 'Muad'Dib,' who appears to be shutting down spice production.

Numbers Never Lie: CHOAM asks the player characters to get hold of some actual numbers on spice production. Most people know the Harkonnen are trying to cover up the real spice harvesting numbers. But CHOAM wants to know the extent of the misreporting and the real figures for spice harvesting. The player characters must locate and then sneak into a secret Harkonnen facility to get the needed evidence. Once they uncover the actual production numbers, what they find makes for sobering reading.

A Crisis of Secrets: Armed with evidence, the player characters have powerful leverage against the Harkonnen. But what can they do with it? They might take down a House with what they know but play it wrong, and those who fear what they know might crush them. Count Fenring, his Wife, and an agent of CHOAM arrive to 'help' the player characters make a decision. But what will they ultimately choose to do with what they know?

ACT III – FALL OF THE IMPERIUM

Spice production has stopped. The Imperium is in chaos.

House Ecaz sees a greater opportunity for revenge when rumors circulate that the Harkonnens are losing control of Arrakis. The player characters' House joins other Houses in pressuring the Emperor as the Imperium descends into panic. The Guild and Bene Gesserit come to the player characters to enlist their help with their own plans. Panic, greed, arrogance, and selfishness consume the Imperium while Arrakis is in flames.

The Hungry Imperium: The word is out; no more spice is coming from Arrakis. Chaos ensues as Major Houses seize the stocks of their vassals and look greedily toward their neighbors. The player characters have to take steps to protect their own spice supply. As they do this, the Bene Gesserit asks them to find out more about this 'Muad'Dib'. Meanwhile, House Ecaz leads an attempt in the Landsraad to see an end to the Harkonnen regime on Arrakis.

Hunting the Beast: With the Great Houses assembled above Arrakis, the Emperor still ponders what to do about the Harkonnen. There is only one thing the Landsraad can agree on, Rabban needs to be removed. One of the player characters' allies (such as House Ecaz) engages them as assassins to deal with the problem.

When they arrive, they find Arrakeen and Carthag in the midst of a rebellion, and everything is in chaos. The player characters need to find Rabban before they can take him on, but where in the chaos can he be? Help will come from a very unlikely source, and an old friend happily joins the fight to settle an old score.

The Shattered Throne: With Rabban dead, the Emperor arrives to take control of Arrakis. The rebellions in the city are swiftly and brutally put down by the Sardaukar. The player characters have pleased the Emperor by taking out Rabban, and he sends them on a mission to destroy a Fremen Sietch. But they and the Sardaukar get more than they bargained for.

The Emperor's arrival on Arrakis is the final piece of Muad'Dib's plan, and the final battle begins in earnest. But the Emperor has severely underestimated the Fremen forces, and the player characters can choose which side they want to be on as Paul Atreides arrives to take the throne.

ACT IV – WAR ACROSS A MILLION WORLDS

Paul Atreides has usurped the Imperial Throne and is the new Emperor of the known Universe. Whether the player characters' House has gained in power or fallen completely will be up to how the player characters played all the sides. Are they positioned as trusted allies of the new regime, or a renegade House marked for death by the Fremen?

Blood on the Stars: The Fremen begin a slaughter across the universe, and they target one of the player characters' allied Houses. The new Emperor means to make them an example by wiping out all life on their homeworld for their disloyalty and sends the player characters to deliver word of the oncoming violence. But what will they do when set between old allies and the new regime? Will they support their allies, help them survive, or will they leave them to be destroyed?

The Fall of Kaitain: Kaitain falls, and the Fremen tear the planet apart. Can the player characters help rescue some of the works of art and cultural items in its museums and galleries? Will they help rescue some of the people? Will they take the opportunity to ransack the planet looking for spoils? Can they even escape with whatever spoils they find?

Shadow of the Blade: When an enemy plants evidence suggesting disloyalty to Muad'Dib, the Fremen legions turn their attention to the player character's homeworld. As Fremen legions stand on the brink of destroying their planet, the player characters must prove their innocence to survive. Who have they sided with, and how many favors can they call in?