

The Voice from The Outer World, Chapter One

Introduction

Welcome to the first supplement to the Dune Role-Playing Game! If you're reading this, we presume you've read the Dune Core Rulebook and are looking for an adventure to run your players through. For you, the Game Master (GM) we've prepared a grand adventure set against the awesome backdrop of Arrakis. The most fully realized science fiction setting ever!

If you're not planning on running this adventure as a GM and instead look forward to going through it as a player, PUT THIS BOOK DOWN! The information contained within was not meant for you and reading further will spoil your fun.

For The GM

This adventure begins on Caladan, but takes place primarily on Arrakis during the events detailed in Frank's Herbert's novel *Dune*. Designed for four 1st level player characters (PCs), *The Voice From The Outer World* takes the PCs from 1st level through to 10th – 12th level. The *Dune RPG* is required to play this game.

The Dune Experience

The PCs in this adventure interact with the main characters of the novel, and deal with many of the same situations. But rather than radically alter the *Dune* storyline and allow one of your players to become the Messiah of the Fremen and Emperor of the Universe, we constructed a more straightforward adventure for your players. Within you'll find lots of combat, spies, traps, evil Harkonnens and Sardaukar, deadly terrain and forbidding desert. Many of the normal elements of any RPG adventure. The more esoteric messianic aspects of *Dune* are left offstage. The reward for success is still great, but we've opted to concentrate on the fantastic action seen in the *Dune* novels, and leave Paul in place as the Kwisatz Haderach.

How much fun your players have depends in large part on how "into" the atmosphere of *Dune* you get as GM. In the following chapters you'll find sections of text to read to your players, separated from the rest of the chapter like this. Reading these sections aloud helps set mood and convey information dramatically. While running the adventure, keep the basic tenets of the *Dune* universe in mind. *Dune* is a feudal society, the characters are skilled servants of a Great House. Mentats are tools used to perform data analysis, the Bene Gesserit are not to be trusted. Take a few minutes and look over the glossary of terms at the back of the novel *Dune*. Frank Herbert built a universe as detailed as it is broad. Using some of these terms, even if only one or two, in your normal descriptions gives the players the feeling they're *on* Arrakis.

The Dune universe is rich and complex. Anyone planning on running a *Dune RPG* game has a lot to contend with. Don't be intimidated! If you've read the Dune core rulebook, then you know everything necessary to run this adventure. We recommend that, in addition to the RPG, you read Frank Herbert's first two Dune novels, *Dune*, and *Dune Messiah*. We know you've probably read them before, but having the books fresh in your mind helps you create a distinctly *Dune*-like atmosphere. If you're more ambitious, try reading *Children of Dune* and the new novels by Brian Herbert and Kevin J. Anderson.

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Sidebars

Throughout this book special rules and NPC stats are separated out from the rest of the text, like this. These sidebars make referencing rules and looking up NPC stats easier. After reading this book you might decide to run a completely different adventure on Dune. The sidebars in this case make it easier to find rules for such things as Stillsuits and Worm Ecology. Information any GM running an adventure on Dune will need.

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Adventurons.

We use this term, meaning 'the elementary particles of adventures,' to describe the series of unconnected encounters in the last chapter. These cover a wide variety of experiences, each totally self-contained. If the characters are captured by Harkonnens, don't worry. Just use the Gladiator Battle adventuron in the back. If the characters decide to explore the seedy side of Arrakeen, hoping to find someone connected to the Harkonnen underground, use the Semuta Den adventuron. No GM can imagine every possible idea or plan ingenious players can concoct. Through the liberal use of adventurons, you'll seem vastly more prepared than you actually need to be. We've done all the work for you!

Familiarize yourself with the Adventurons. Each is a page or two long, fast and easy to read.

Running The Dune Campaign

Read The Whole Thing

It's a good idea to read this entire adventure all the way through before you run it. It's possible to wing it, reading each section a few hours before taking your players through it, but this is less satisfying.

Provide A Framework

If your players are used to Fantasy Role-Playing scenarios, this adventure is a slight departure. In most fantasy games, players have a pre-existing framework for getting things done. Everyone has a clear idea of how to go about learning something, fixing something, arrange transportation, etc. . . . The players know there are sages, blacksmiths, and stables waiting to be needed. In The Dune Campaign the players aren't going to meet in a tavern, be hired by some dispossessed monarch and let loose on an unsuspecting

world. They will initially wonder how they're going to get things done, how they're going to move from one encounter to the next without taverns and dungeons.

To alleviate this, the characters in the Dune Campaign form a special task squad, working for Duke Leto's Mentat and Master of Assassins, Thufir Hawat. They will, over the course of the adventure, report to Thufir and his agents, then Gurney Halleck, and finally Paul Maud'dib himself, with a brief interlude in which the characters must survive on their own in the desert. Having someone to report to, someone always ready to give them their next mission helps your players feel as though they are operating in a framework, as opposed to feeling cast adrift in a vast Imperium they've never played in before.

Keep Things Moving

Keeping the encounters short and moving from one to another quickly serves the dual purpose of keeping your players' interest, and glossing over the fact that, as members of a paramilitary unit, they don't have a lot of choice about what they can do. They aren't going to be led around by the nose, but they can't quit and take a Highliner to Kaitain. Spend time listening to the players while they're talking to each other. If they're debating an important issue, or planning an attack, let them. Once the conversation devolves into meaningless argument, or silence, that's your cue to say, "Ok, what do you do next?"

The Party

The players in this adventure take on the roles of members of House Atreides. They start at 1st level, so they're not yet seasoned veterans, but their loyalty to the Duke and their special talents impresses Thufir Hawat enough to single them out.

The players can use the pre-generated templates in the Dune RPG. If your players want to generate their own characters, let them. Remind them that they're members of House Atreides. They can't play a Harkonnen Mentat working for the Baron or a Varotan Swordmaster on Chusuk. Beyond that, encourage them to play what they want. Some players may want to create a balanced party, with one of each character class and no duplication. This may be ideal, but it's not required. There's enough variation in each class to support more than one of each in a party. That being said, if everyone in your group wants to play a Mentat there may be a problem.

Advancement in Dune

We designed this adventure to rapidly advance a group of 4 characters from 1st to 10th level in order to showcase most of the neat stuff characters can do at higher levels. You may feel your players aren't getting enough time per level to get used to their new characters before they're promoted again. We strongly urge you to use Adventurons liberally throughout the game to fix this. It gives your players a broader experience of Dune and plenty of opportunity to try out their new feats and skills before their next level.

If you're playing with more than 4 players, they face the issue of having more resources than necessary for each encounter, but getting less experience as a result. This quickly presents a problem, as the characters will not have advanced to 2nd level by the time

they're facing CR 2 encounters. Having extra characters in the party will likely not make enough of a difference, and the characters will end up facing death earlier and more often than you anticipated.

Adding Adventurons is the best solution to this problem. It gives the characters more experience points and a grander tour of Dune while they're at it.

If you're wary of adding Adventurons and fear your players may lose track of their objective, you can always beef up the encounters. Here's a good rule of thumb; increase the number of opponents by 50% for every two extra characters. So six CR 3 Harkonnen Elite Soldiers become 9 soldiers if you've got 6 players, and 12 if you've got 8 players.

Lastly, simply award experience points *as if* there were four characters. As long as this doesn't result in the characters advancing beyond the challenge rating of the encounters, this shouldn't be a problem.

Example: You're running Voice From The Outer World for six players, rather than four. The characters are 4th level and just disarmed a trap set by Harkonnen saboteurs. The trap has a Challenge Rating of 4, and would normally be worth 300 XP per player (1,200 XP divided by four characters.) Rather than recalculate for six characters and award 200 XP per player, just give each player the 300 XP and feel generous.

Death in Dune

Arrakis is a harsh, forbidding place. It's a character in its own right. It doesn't suffer fools gladly and provides little opportunity to repair any mistakes you make. You only get one chance to avoid a worm or an assassin's blade. If you fail, you're dead. While the Dune Core Rulebook has rules for Gholas in it, the characters won't have time to have one made in this adventure, except perhaps in the first two chapters. So at the beginning of each chapter we've inserted rules for dealing with unexpected deaths of key characters. We cover this by introducing NPCs in each chapter who can later be used as replacement PCs. You should prepare for this, noting which NPCs would make good PCs and emphasizing to your players the nature of death in Dune.

The Dune Campaign – A brief synopsis

Chapter One

The Dune Campaign begins with the characters meeting for the first time on Caladan, brought together by order of Thufir Hawat. He's picked them because of their loyalty to the Duke and their special qualifications. They are sent to Arrakis as part of the first wave. There, they coordinate with an Atrides Mentat/Strategist who directs the securing of the imperial city of Arrakeen as well as the PCs' activities. They spend part of the first chapter securing the palace at Arrakeen from Harkonnen saboteurs. The Harkonnens left several hundred Agents behind; soldiers waiting for the opportunity to strike, spies posing as House servants, and traps to disable equipment and slaughter Atrides personnel. The characters move from encounter to encounter, using all their skills and abilities to hunt down the Harkonnen resistance. A detailed map of the palace is included.

The rest of the chapter is spent moving from one building/facility to another in Arrakeen, searching for members of the local cell of the Harkonnen Underground. Finally, having gathered enough information to know the Harkonnen cell is operating from a base in the Shield Wall, the characters assault the Wall and ferret out the Harkonnens.

Chapter Two

This chapter begins with the strategy meeting between Duke Leto, Thufir Hawat, Gurney Halleck and the rest of Duke Leto's cabinet. The characters are present and debriefed on the Harkonnen presence on Dune. Their own adventures in Chapter One provide much of the data Hawat uses in this meeting.

The characters are then dispatched to scour Arrakeen, searching for the leader of the Harkonnen resistance on Arrakis. Afterwards, they are seconded to Gurney Halleck as he treats with the smugglers, attempting to secure their cooperation against the Harkonnens

With the smuggler's information, the characters journey to Arsunt to intercept a shipment of Harkonnen lasguns. After capturing the shipment, the characters investigate the people involved, discovering plans for the Harkonnen attack.

Just as the characters learn of the invasion, Harkonnen troops land and begin laying siege to the planet with the aid of the Emperor's Sardaukar death commandos.

Chapter Three

The characters begin this chapter in the garrison town of Arsunt, the morning after the Harkonnen attack. They first must secure transport out of Arsunt, probably via ornithopter. From there, depending on fuel availability, they journey to the small outpost of Crelga to refuel.

Fleeing from the new Harkonnen regime in search of sanctuary with the Smugglers, the characters—either as a result of sandstorm or Harkonnen attack—ditch their ornithopter in the desert, and make their way to Tuek's Sietch on foot. This is the harshest aspect of the Dune Campaign. face the unforgiving desert with nothing but their own resources to depend on. Drum sand, tidal dust basins and, deadliest of all, a worm are but few of the obstacles the characters must to overcome before finally arriving at Tuek's Sietch.

Chapter Four

The characters find the smugglers and learn that Gurney Halleck is alive and with them. They spend the bulk of this chapter adventuring on Dune with the smugglers. They raid Harkonnen spice harvesters and avoid Harkonnen patrols.

The chapter ends with a surprise attack by the Fremen, and the realization that Paul Atreides, now Paul Muad'dib, is still alive. The characters throw in with the young Duke and attempt to join the Fremen.

Chapter Five

This chapter is spent entirely with the Fremmen. The characters learn their survival techniques and ways of life. They become Sandriders and possibly Fedaykin. They journey to the Palmares of the South to investigate Sardaukar attacks. Confronting one group of Sardaukar, the characters learn that a Guild Agent is with them.

The characters return to tell Muad'dib of the Guild's involvement with the Sardaukar. This prompts him to take the Water of Life in an attempt to See Beyond and learn of the Guild's activities.

Upon learning of the Guild Fleet amassed above the planet, Paul launches his final assault against Arrakeen. The characters plant the atomics that blow the Shield Wall, then join Paul, Gurney, and Stilgar in their final assault.

Epilogue

In the final act of the Dune Campaign, the characters stand with Paul on the floor of the audience chamber in the Palace at Arrakeen, confronting the Emperor. This section provides advice on how to continue the campaign after this adventure, and what rewards characters that made it to the end can expect.

Chapter One – Clearing The Way

Your players rolled up 1st level characters and you're ready to play. Begin by letting the players know they're starting on Caladan. The date is 10,191, just a few weeks before the first chapter of the novel *Dune*. Make sure your players think about how their characters come into the Duke's service. Some characters can be from other worlds, trained by professional organizations such as the Ginaz School, or the Bene Gesserit. Others may be from Caladan and come from a family with a long tradition of service to the Atrides.

The simplest way to start is to give each character a communiqué from an immediate superior. The message should be short, explaining that the superior has recommended the character to Thufir Hawat for a select mission. No details are given in the message. The characters must report to the Duke's Command Center, at the heart of Castle Caladan.

There's another, more complex and rewarding way to start.

Begin Before The Beginning

The Adventurons in Chapter Six provide easy ways to accommodate your players if they decide to do something you hadn't planned for, like attempt an assassination. Another good use for them is right here at the very beginning.

Pick an adventuron for each player. Arrange some time to get together with each player and go through the encounter before the entire group plays its first session. You could opt to get together in twos and threes if you don't have the time to meet with everyone individually. Try starting some of the adventurons *in media res*, or in the middle of the action. One of their characters may be a Swordmaster. Starting off in the middle of a gladiator duel is a fantastic way to get a player into the story.

Beginning in this manner serves several useful purposes. First, it grants the characters some experience points early. This adventure requires rapid advancement, take any opportunity to reward your players. Secondly, this method gifts your players with a real past for their characters. Instead of simply inventing the circumstances that brought them into service with the Atrides, they have a real experience to recount when the adventure begins and the characters are assembled.

Make sure you invent a plausible way for the characters to get from the end of the adventuron to Caladan and into service with the Duke.

Part One – Securing the Palace at Arrakeen

This chapter divides into three parts. In this section, the players begin on Caladan, travel to Arrakis and receive their first series of missions. Their goal; make the Imperial palace at Arrakeen safe for the Duke and his family. All of the encounters in Part One are level 1.

Audience With Thufir Hawat

After the characters receive their summons, they must report to Duke Leto's Command Center in Castle Caladan.

Castle Caladan is a short distance from Cala City. The characters spend little time on Caladan in this adventure, so an in-depth description of the city, the Castle and its surroundings is unnecessary. Take the time to describe the weather (overcast, promising rain) and read the following to the players.

Upon receiving your summons, you depart for the Command Center at the heart of Castle Caladan. The entire Castle bustles with activity as soldiers, technicians and servants prepare for the journey to Arrakis.

The low rumble of nearby thunder echoes through the long, dark hallways. No natural light penetrates this deep into the complex, your way is lit by Glowglobes. At more than one point, guards stop you to check your security clearance. Journeying ever deeper in to the ancient keep, you come at last to the Command Center. Knots of high ranking strategists purposefully move about, exchanging information. Your identity is checked one final time, and you are led to a waiting room. Inside the next room is, presumably, Thufir Hawat, the Duke's Mentat and Master of Assassins.

Waiting in the antechamber gives the characters the first opportunity to meet and introduce each other. They may have already decided who knows who and why. This is perfectly acceptable. As the characters get acquainted, grant experience (75 XP) to the first player to suggest that perhaps they shouldn't discuss the details of their summons, or speculate as to why they were called. Such a conversation may, after all, be considered a breach in security.

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Player Knowledge vs Character Knowledge

Dealing with your players' knowledge about the Dune universe, specifically the events taking place in the novel *Dune*, is your greatest challenge. At best, your mature players know to separate their knowledge of what's to come from what their characters know. To 'play along' in other words. At worst, your troublesome players may use their knowledge to their direct advantage, trying to radically change the plot. This is the first such opportunity. The characters may try and convince Thufir not to go to Arrakis, that the Harkonnens are setting a trap!

Try to avoid getting Thufir or any high-ranking Atreides involved in an argument of this sort in the first place. Remind the players that their characters have no reason to believe that Thufir, Gurney, and Duncan aren't well prepared for any eventuality. Use any opportunity of this sort to remind the players of their place. They're 1st level operatives. Arguing with Thufir is a gross violation of protocol.

If they're serious about arguing with him, the obvious response to this is that Thufir *knows* it's a trap. He *knows* the Harkonnens are going to attack and furthermore he knows the Emperor may decide to help. Thufir's failing is that he miscalculated how much the Harkonnens were willing to spend. No matter how hard the characters try and convince Thufir otherwise, he's masterfully confident of his own calculations. Use this one attempt to derail the plot to remind the players that their characters just aren't as smart or competent as Thufir.

If the players don't have an excellent reason why they suspect something (and unless you've given them such a reason during play, they don't) they must play along with the plot. At worst, with a particularly difficult player delighting in this sort of thing, use experience penalties as discouragement. Not more than 100 points, but enough to stop them in their tracks and provide a reason to think about what they say.

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After a few minutes of waiting, a older, grizzled man with medium-length white hair and a garish, inkvine scar running down his right cheek (it's Gurney!) emerges from Thufir's office. He leaves the door open and, before leaving, says something gruff to the characters, such as "Well, go on! Mustn't keep the old man waiting!" Gurney's guest appearance here foreshadows his place in the coming adventure. The characters will be spending a lot of time with Gurney in Chapters 2 and 4 of the book.

The characters enter Thufir's office, where he sits working. It's a spartan place with no decorations. A glowglobe hangs over his left shoulder and chairdogs await the characters. They are in the room for several seconds before Thufir finishes his work, and examines them for the first time.

Roleplaying Thufir Hawat

Thufir is the finest Mentat in the Imperium. He's served three generations of House Atreides and is already a legend. He's stoic, gruff, and inhumanly insightful. Unlike Gurney, Thufir is almost entirely humorless, especially to 'employees' like the characters. He doesn't permit familiarity and isn't particularly interested in the characters' insights or opinions. He's a physically imposing man, older—probably over 150—but fit and powerful. He radiates intelligence and strength.

That being said, he's a good man, loyal to his Duke, and used to shepherding younger agents, cultivating their abilities until they become high ranking assistants like Duncan Idaho. Idaho began service as a boy in the stables of the previous Duke. Thufir certainly had a hand in his training. He's seen dozens of young men and women like the PCs.

Thufir reviews his new recruits. He handpicked them, he says, at the recommendation of their superiors. He reviewed their performance, studied their backgrounds, and watched them at their jobs. He singles each character out, stating their name and some unique speciality that explains the character's presence in the group.

If, for instance, one of the characters created a Bene Gesserit Adept who served in the archives on Wallach IX and had a high Gather Information skill, Thufir mentions this background and the character's aptitude for learning secret things. In every instance, the characters are made to feel special. There's nothing wrong with this. While fairly mundane according to their character sheets, the characters are the heroes of this story, and Thufir knows the value of building confidence. Examine your players' character sheet and make a note of each PC's specialty before sitting down to play.

After singling out each character, he has them sit (if they're not already sitting,) while he explains the nature of their mission.

The Mission

House Atreides has been granted the CHOAM contract to mine spice, and the governorship of Arrakis that goes with it. Planning for the crossing began weeks ago. Their rivals—House Harkonnen—ruled Arrakis for 80 years. They will use this opportunity to attack House Atreides with traps and sleeper agents left behind from the Harkonnen Regime. The Duke declared Kanly against the Baron. Thufir suspects it may escalate into a War of Assassins. Enemies wait around every corner, hidden in every secret place on Arrakis. Thufir is sending an advance team to Arrakis to prepare for the Duke's arrival. The first of these troops arrived just two days ago. The characters are being dispatched as a special team at the request of the Coordinator, Aidan Bosque. Bosque, a 7th level Mentat-Strategist made Count Hasamir Fenring's former palace at Arrakeen his base. Thufir believes Arrakeen is the most defensible city on the planet, and plans on basing all of House Atreides' operations there.

The players will be working for Bosque, clearing out the Imperial Palace. They'll have many duties, and will eventually be dispatched into the city surrounding the palace searching for Harkonnen spies, agents, and sympathizers. Bosque will give them all the equipment they need, but they'll be operating independently most of the time. Bosque already has all the soldiers he needs. He needs Agents. Special operatives who can move about unseen and quickly respond to any emergency. The Harkonnens are devilishly clever, not to be underestimated.

After explaining the mission and impressing upon them how lethal the situation will be, he dismisses them. He does not ask the players if they have any questions. He tells them they have their mission, and must now report to Dr. Yueh. The players may object, and ask for more data in which case Thufir gruffly tells them Yueh will be able to provide them everything they need. Thufir feels his summation is adequate, and the players need no more information. They might *think* they do, but they're wrong in his eyes.

Audience With The Traitor

After leaving Thufir, the characters journey through the Command Center to the Duke's surgical theater and Dr. Yueh's offices. As with the rest of the Command Center, the theater is bustling with activity. There are few injuries to treat, but much research to do. Lots of plants are being tested, along with drugs and substances to prolong life in the

desert. Dr. Yueh's office is guarded, and the players must be announced. After identifying themselves to the guard, an escort leads them inside.

This may be an awkward scene. The players likely know that Yueh is the traitor, but Yueh loves the Duke as well as Thufir does. He hates the Baron Harkonnen powerfully and would not plan on betraying Leto were it not for the infernal machinations of the Mentat Piter DeVries. He seems entirely normal. Discourage players from treating him differently. If one of the characters is an Adept, she may want to use her Sense Motive skill on Dr. Yueh. Discourage this. Mention that even Lady Jessica, a high level Sister by any standard, didn't know Yueh was hiding anything. If your players can invent a plausible reason why they might distrust Dr. Yueh, a successful **Sense Motive** check reveals that he has a powerful hatred of the Harkonnens. He won't mention his wife.

Roleplaying Dr. Wellington Yueh

Yueh is a slight man, nowhere near as imposing as Thufir. The telltale diamond tattoo on his forehead symbolizes the Suk conditioning. Remind the players this symbol means he is entirely trustworthy. His black and oversized uniform emphasizes his small frame. His long black hair is tied back and looped through a silver ring, another symbol of the Suk.

Yueh is soft-spoken, commanding respect through his station and the wealth of his knowledge. If the players question him, he listens to them patiently and answers them, but he is not their teacher. They are not young students. If they spend too much time questioning him, he'll grow curt and cut them off.

Yueh is the Duke's expert on planetary ecology for Arrakis. Yueh studied the filmbooks extensively and briefed all the commanders who already left. He uses a solido projector to project a 3-D image of Arrakis. He explains that rain never falls on the planet. All the water is locked into the rocks and the extremely small polar regions. Use the chapter on Arrakis from the Dune core book to debrief the players. Feel free to photocopy the maps therein and hand them out. Point out Arrakeen and Carthag, and the spice rich sands of the desert.

Yueh mentions the name of the Suk serving with Aidan Bosque on Arrakis now. If one of the players is a Suk, and had an Atreides Suk mentor, use this character. His stats are on page XX.

Yueh ends his meeting by emphasizing the need for water rationing. He knows what the Harkonnen ration limits were, but he suspects these were too tough. The first wave will be testing his new numbers and the players' inspection of the House Water Facilities will be key in his understanding of the needs of the troops in this barren place.

Yueh says; "Thufir tells me you're to leave immediately. There's a lighter leaving this evening. Pack your things and be on it. And good luck to you." Yueh offers his hand to the PCs. Both Thufir and Yueh believe the players to be competent and Bosque's need urgent. They waste no time, and presume the characters want to be about their business.

The Crossing

This transition, from Caladan to Arrakis, gives the players their only taste of space travel in Dune. They begin by boarding an Atreides Lighter. This ship, while small in comparison to a Highliner, is fairly large. A single Lighter is capable of storing thousands of men, equipment and supplies. This is not the first time the characters have seen one, but it's the first opportunity for you to describe one to the players. Take the opportunity to mention the massive size of the Lighter, and the Atreides signage emblazoned across it.

The spaceport, like all major spaceports, is a miniature city unto itself. The players are driven via groundcar by a guard. Dozens of groundcars speed around them. Ornithopters beat their wings on the air and, as they approach the coast, the players see large ships plying the waters, approaching the spaceport. Above all of this, the Lighter squats on one of the pads. The driver/guard mentions that a really big ship, a Frigate is due to land in the next several days in preparation for the final wave. It'll take weeks to load everything onto the Frigate, and it will dominate the landscape.

Upon arrival at the landing pad, the players must check through the boarding terminal, a large complex in its own right. Not entirely unlike a major airport, the characters must check their luggage, and present their identification to the security personnel. The terminal is large and spacious with huge windows providing a view to the sea and sky beyond. The players check through the terminal and make their way onto the Lighter. There are many entrances into the ship, and the players can see cargo being loaded onto some of the other bays, as well as formations of troops marching onboard. The players enter through a normal walkway and door.

Inside the Lighter the players are surrounded by opulence. The walls and floors appear to be mahogany or some similar alien wood, covered with carpets and tapestries. As usual, there are guards stationed at every juncture. After walking for several minutes in the maze inside the Lighter, a guard leads the players to their stateroom. He asks them, for security's sake not to leave unescorted. The CommNet transmitter inside can summon a guard.

The stateroom consists of a large living room with a library, solido projector, comfortable couches and chairdogs, all illuminated by glowglobes. The PC's rooms adjoin the central living space, each room has its own bathroom and sleeping area.

The players spend the next day and a half here. Designed to be comfortable, the PC's entire experience of travel occurs in this room. They are not allowed to journey throughout the ship, simply because it's too difficult to keep track of where people are, and everyone is extremely security conscious. Several hours into their stay, they feel a slight lurch as the Lighter takes off. There's another about 4 hours later as the Lighter docks inside the Highliner and another, occurring while most of the characters are probably asleep, when it decouples. Finally, some 20 hours after their arrival on the Lighter, the CommuniNet transmitter signals their arrival on Arrakis. The transmitter

announces that the local time in Arrakeen is 0800 hours, temperature 36 degrees Celsius (97 degrees Fahrenheit).

Arrival

Read the following to the players.

A blast of superheated air and blinding white light greets you upon stepping through the Lighter's door onto the departure ramp. Blue sky stretches out above while white sandstone roads and walkways reflect the morning's light. Buildings scatter across the landscape, placed more and more densely as your gaze moves to the Imperial Palace, nestled against the Shield Wall. Count Hasamir's former home dominates the landscape, overshadowed only by the deep brown rock of the Shield Wall.

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Roleplaying Arrakeen

The players in *Voice From The Outer World* spend a lot more time in Arrakeen than was covered in the novel *Dune*. As a result, it's going to be up to you to give the players the feeling that Arrakeen is a real place.

In the heat of the day there is very little shadow. Palm and date trees line the largest roads, reminding the peasants of the wealth of the former Harkonnen Regime. People mingle everywhere; rich merchants sit, eating with each other in the temporary shade provided by maulas (slaves) holding up canopies. Atrideid guards patrol the streets while watersellers advertise their product. Groundcars stop and go as traffic allows, many laden with food, supplies, or people. And always heat. While the sun shines, it bakes everything on the surface of the planet.

The light at dusk is a brilliant red on the horizon. As night falls, warm light spills out of doorways from homes and places of business. People wear looser, more colorful clothes and laughter can be heard from the bars and meeting places. The temperature, in the evening, drops sharply.

The Imperial Palace, formerly The Count and Lady Margot Fenring's home, dominates the western side of the city. It's a large compound consisting of many buildings. A large shield, similar to personal shields used in combat, normally protects the compound. It's significant that the shield is currently down.

Whenever the players travel outside, play Arrakeen as though it were a character. Give a brief description, casually reminding the players of how hot it is. Don't overdo it, just one or two mentions of the temperature every session should be sufficient.

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Ambush – The First Encounter

At the foot of the Lighter's ramp, a groundcar with an Atrideid guard awaits the players. As they approach, he greets them by name, introduces himself as Devon Vernius (1st

level Atreides Guard,) and explains to the characters that he's been dispatched by Aidan Bosque to collect them. He's not especially friendly. The soldiers on Arrakis are all Caladan natives uprooted from their homes. It's not long before the players begin to get thirsty. He has water for them, in bottles in the car.

As he takes the players to the Palace, they may want to question him about the current social climate. He explains that the commoners presume things will be just as bad under the Atreides as they were under the Harkonnens. He slows the car down, pointing out members of the Atreides Propaganda Corp putting up posters of the Duke with the text; "Love The Good Duke!"

Take the time to describe what the players see as they travel through the city using some of the flavor text from 'Roleplaying Arrakeen.' Then, abruptly, ask the players to make a **Spot** check (DC: 15)

Players who make their roll notice a native sitting at an outdoor table at a restaurant to the left of them. He looks at the waterseller storefront across the street, on the PC's right, then to his watch, then suspiciously ducks under the table. Use **MAP 1** for this encounter.

The suspicious looking native is a Harkonnen sympathizer who informed the Harkonnen underground that the Atreides made a deal with waterseller across the street. The Atreides made many such deals with the Watersellers Union, the native just doesn't like the man who runs the nearby store. It's a simple, petty reason for what's about to come, but it illustrates the general mayhem that currently rules in Arrakeen. The order the players read about in *Dune* hasn't been established yet. This ambush, coming fast on the heels of the PC's disembarking from the Lighter lets them know that life in Arrakeen is chaotic and lethal.

The Harkonnens are planning to hit the front of the waterseller's store with a rocket launched from a shoulder-mounted unit. A Harkonnen disguised as a native currently sits on the roof of the restaurant to the PC's left. After the front of the store explodes, 5 Harkonnen troopers will emerge from a large, canvass-covered transport truck parked on the left. They plan on jumping out of the truck two rounds after the explosion, and shooting anyone that comes out of the building. As an act of terrorism, it's designed to discourage merchants from throwing in with the Atreides.

If any of the players made the spot check, they are not surprised, but they don't know what's happening. They have one round's worth of actions to figure it out. If none of your players made their spot check, proceed to round three, below.

Round One: A Mentat may make a **Test Hypothesis** check. He can calculate either that there are Harkonnen troops in the truck (true) or—based on the fact that the suspicious native looked across the street—that someone's going to shoot at the storefront from the opposite rooftop (true.) The sniper is not yet visible, players simply looking at the opposite rooftop won't see anything. Describe the scene to them and give them one

round's worth of actions. After resolving these, it's time to make initiative checks. Roll once for all the Harkonnens

Round Two: at the beginning of the round, the sniper's head and shoulders, along with the tube of the launcher appear over the top of the roof. It's not his action yet, but the some of the players can now react to him. If a Mentat calculated that there'd be a sniper on the roof, he and those players he told may react to this without a spot check. Otherwise, even those characters who were scanning the roof need to make a spot check (DC: 12) to notice this, and only when their turn comes around.

The players have this round to react. The sniper launches the rocket on this round, on his initiative, and blows apart the waterseller's storefront. If no one noticed anything so far, everyone's surprised when the sound of a rocket goes off. If the players get a shot off at the sniper, they may kill him, in which case the Harkonnen troops will spill out of the truck and attack the PCs next round. If they wound him or miss entirely, he still takes out the storefront.

Round Three: This may be first round the players can react, in which case they're surprised and flat-footed. In this case, have them roll initiative now. The Sniper on the roof will try and get away this round and, unless the players are especially resourceful, he will. On their initiative, the Harkonnens spill forth from the truck. There are **6 1st level troopers** (or 2 more than the number of PCs.)

Tactics: The Harkonnens weren't prepared for anything other than a straightforward fight. From this point forward, run the battle normally. Obviously if some of the players die, they've just learned a harsh lesson. 12 people are killed by the rocket blast and collateral damage. There's little the players can do about this, other than summon a hospice team. The players can seek out the suspicious native they may have seen earlier. If he sees them coming, he'll try to run. If you let the players catch him, he'll confess his involvement. As a way to get at the Harkonnen underground, this is a dead end and illustrates how slippery the underground is if you're not intently pursuing them.

The native player is a man named Druit. He works for a stillsuit manufacturer next to the restaurant. He's a little weasel of a man, terrified of the players. He truthfully tells the players he talked to a man named Edvard at the restaurant just three days ago. Edvard overheard him talking about the waterseller across the street and, upon learning from Druit that the Atreides were dealing with the waterseller, told him the matter could be dealt with. Edvard told Druit where and when the attack would take place, so he could be well away from the action, but he was compelled to watch.

Edvard is an invented name, although Druit doesn't know this. 'Edvard' was going to make contact with Druit later, but now—after the PCs' interference—no Harkonnen will come anywhere near the man.

Aidan Bosque

After the incident on the way to the Palace, the player's journey is otherwise uneventful. Presuming he survived the battle, Devon leaves the car at the foot of the palace—where it is taken away by other guards—and leads them up the long steps into the Count and Lady Fenring's former home.

As with Castle Caladan, the Imperial Palace at Arrakeen is spacious and opulent. A showcase for the wealth of those who rule here. At the same time, it's a hotbed of military activity. Two guards cover every exit and troops march throughout the sandstone corridors. Devon leads the players down a few levels, into the heart of the Palace, and Coordinator Bosque's temporary Command Center. Mentats, Agents, and strategists bustle about. Litters of bloodied, wasted men are carried to the surgery. Violence has happened here recently and the faint smell of cordite lingers in the air.

In the center of this stands the Mentat, Aidan Bosque. He hovers over a stone table with three other men, engineers, as they peer over blueprints of one section of the Palace. As the players stand before him, he nods to the engineers, rolls up the blueprints and, looking at the players, says; "I'll get my men on it right away."

At your discretion, Bosque may have been the mentor of a Mentat PC. If so, he singles out that character. He greets the players with a firm handshake and a grateful smile. At his request, the players were pulled into a nest of terrorism and death. He's concerned but genial. He asks the players how the crossing was and if they're fit for duty. He tells them they're still securing the Palace and, as he says this, a loud booming explosion is heard and felt as the stone beneath their feet lurches. Bosque is immediately alert and the CommuniNet transmitter at his left breast comes alive. A report comes in. Another explosive device not defused properly. 2 dead, three injured. More work for the Suk.

A Suk PC may offer to help. Splitting the party up is usually a bad idea, but if you're up to it, having the Suk player assist Bosque's Suk is a great opportunity for a little roleplaying and experience.

Bosque pounds his fist into the table and takes a deep breath. Devon comments; "It's a marvel the place is still standing." Bosque responds; "They'd do nothing so wasteful as destroy the Palace. . .they hope to make this their home once we're gone."

The players may want to ask Bosque about the situation. It speaks for itself. The Palace is riddled with explosives, traps, and sleeper agents. He extends the blueprints and tells the players they can begin right away. Secure the House Shield Generator. Every time they've tried to bring the blasted thing online, something's exploded. Until the house shield is up, they're wide open to attack by ornithopter or rocket. Bosque tells them to be quick and come back when they're done. He has more work for them.

The House Shield Generator

This encounter gives the players their first taste of disarming traps and working in the terrorism-plagued environment of Arrakeen.

The House Shield protects the Palace and its surrounding buildings from attack by air. Or rather, it would, if it were operational. Every time the technicians try bringing the Shield online, something's shorted out. So far, it's all been due to faulty equipment. Tevas Onn, the lead technician working on the House Shield, believes the faulty parts have all been replaced, the final adjustments made, and wants to try to bring the shield online again.

The House Shield Generator has three basic components, see **MAP 2**. Access to this section is restricted. Two guards are on duty at all times.

The power source for the generator is labeled **A**. It is totally insulated from the rest of the Palace's power conduits. This ensures that, should the power for the rest of the Palace go down, the House Shield will remain up. Onn and his men already ensured the power source is working and free of traps.

Power runs to the adjacent shield monitoring room, labeled **B**. The display panels and controls for the shield are in here. There's a master control panel in Bosque's Command Center that alerts him when the shield is down, and allows him to raise or lower it. During normal operation, no one's in the monitoring room.

From the monitoring room, power cables run through large tunnels set underneath the palace. There's an access way (**C**) that leads down to the junction room from which all the power cables radiate out to the Palace wall.

The Palace wall surrounds the entire compound. Set into the wall are the projection nodes (**E**) that actually project the shield. Each node sits in the center of a small room, projecting one section of the shield. The nodes project and reinforce the shield in a circuit. If one node fails, the entire shield comes down. Power conduits run from the monitoring room to each of the 20 nodes.

The Harkonnens intentionally replaced many of the shield's critical components with faulty units in order to tie up as much of House Atreides' resources as possible. In addition, they've trapped two of the projection nodes, and the master switch itself. The trap on one of the Nodes is linked to a Communet Transmitter, alerting 7 members of the Harkonnen underground that the trap has gone off. They make their way to the node in order to ambush the PCs as they investigate the problem, far from the Command Center and support.

Onn is ready to try the shield again. He and his men checked the equipment for traps, and found none. They haven't gone out and checked each individual node yet, but there's no indication that the nodes were tampered with. He's aware they *may* have been tampered with, but he doesn't see any harm in trying the shields again. So far all the failed components were discovered through the method of trying the shields, seeing what blows up, replacing it, and trying them again. He presumes that when things stop blowing up and the shields are online, his job is done. All the technicians have a heavy workload, and Onn is anxious to move on to the many other projects that demand his attention.

The PCs may want to check the monitoring room for traps. The trap on the master switch is hidden very cleverly.

Poison Gas Trap: DC 20, CR 3. A poison gas cloud pours forth from the panel containing the master switch. Removal of the trap is a delicate affair. A small glass module of compressed poison is hidden deep within the machine. The master switch has been rigged so that, when the monitoring panel signals green indicating the shield is up, the power running to the indicator light activates the poison. The gas billows out of the panel, instantly causing 2d6 points of damage (save for half) in a 10 foot area around the panel (see the shaded area) and seeping out into the rest of the room over the course of one round. Characters not caught in the initial cloud must make a Wisdom check to see if they react quickly enough to get out of the room.

This trap can be found now, but it won't go off until after the trap in the node goes off and the node repaired. The rest of the panels and conduits are safe. Most have entirely new components, a testament to how much the Harkonnens sabotaged before they left.

After the PCs check the rooms, Onn is ready to test the shields. When he does, things seem to work for a moment. Nothing in the generator room or the monitoring room explodes, a loud, bass hum is heard throughout the room, and the technicians begin to smile at each other, believing their work to be over. But the yellow indicator light hasn't gone on and, after only seconds pass, red lights switch on all over the control panel. Onn reads the displays, and tells the players that one of the nodes (node #17) has shorted out.

Onn and his men are more than willing to go and check out the node. If the PCs let them, Onn and his men will die. The PCs may allow Onn's team to go with them when they investigate the node. This gives the PCs a whole set of NPCs to protect during the coming battle.

The PCs may decide to check all the nodes for traps before allowing Onn to test the shields. In this case, they may discover that the node about to fail is actually trapped.

The node is trapped to cause the shield to fail and alert seven nearby members of the Harkonnen underground. The Harkonnens dug a small tunnel from a secret entrance in a water depot outside the Palace compound to a secret entrance in the access tunnel that lead to the trapped node. The stats for the trap and the agents are below.

Explosive Trap: DC 21, CR 3. The projection node is trapped with a special device that activates only when power is successfully fed to all the nodes. When the shield is next activated, two things occur. First, a small transmitter alerts the Harkonnens that the trap is about to go off. Then, seconds later (less than a round) a small explosive device is set off, damaging the node and anyone in the room (2d6 points of damage.)

The signaling device requires a separate check (DC 20) to find. It's not obvious that the signaling device is linked to a trap. It may appear to the PCs that the signaling device exists simply to alert the underground that the shield is back up.

Harkonnen Agents (7): [STATS] These agents of the Harkonnen Underground live and work in the area immediately outside the Palace wall, allowing them to quickly respond when the signal goes off. Their plan is to grab weapons, meet in a Water Filtration Facility near the palace, and make their way to the projection node with the intent of removing any specialists the Atrides send to fix the node. They're expecting technicians, not soldiers, and plan little but to efficiently deprive the Atrides of some valuable men. They have no long range goal, except to make life for the Duke and his men as difficult as possible in the next few weeks.

There is a secret door (DC: 25) in the Water Filtration Facility. This leads, via a long tunnel, to a secret door (DC: 21) in the accessway from the monitoring room to the trapped projection node. The door in the accessway is only about 300 yards from the room with the projection node in it.

Tactics: The Harkonnens are either surprised or have surprise. This depends on how aware of them the PCs are (see below.) Otherwise, these troopers aren't sophisticated enough to try anything fancy. They'll attack those closest to them, and those obviously armed first.

If the PCs disarm the signaling device, the Harkonnen agents will never arrive. If the PCs search the accessway leading from the monitoring room to the node, they may find the door the agents will use. If the players follow the corridor leading from the secret door, they end up in the Water Filtration Facility. It's possible for the PCs to learn a little about the Harkonnen Underground from the managers of the Facility (See Part Two) but there are no agents currently in the facility, and none of the workers there know about the secret door.

If the PCs investigate the node and set off the Trap, the Harkonnens will be there shortly thereafter. Roughly two minutes. If the PCs immediately leave the room (because, perhaps, they have casualties) they encounter the Harkonnens in the accessway. You don't want to kill off the entire party right here, use your judgement. If, as a result of the trap, the PCs are in no shape to fight anyone, ignore the Harkonnen agents. If you think they can handle a few, scale the number back as you see fit. 3 Harkonnen agents can be just as effective if only two of the party members are capable of fighting.

If the PCs only investigate the node after the trap has gone off then they're perfectly healthy and, shortly after arriving in the room with the node, they face all seven of the Harkonnen agents. Allow the PCs a few moments to look around before springing the Harkonnens on them. A Mentat character may calculate that the trap is itself a trap. A Sisterhood Adept may realize that this area is perfect for an ambush. There are a few subtle ways the PCs can avoid being surprised.

After the Node has been repaired, the shield will properly activate. It then promptly deactivates again if the trap in the display console hasn't been disarmed (see above.)

After the node, the Harkonnens, and the trap in the display console have been dealt with, the shield functions as designed. The PCs faced some especially deadly opposition. Aidan Bosque has words of praise for them when they return.

The Palace Water Facilities

After securing the House Shield Generator, the PCs return to report to Controller Aidan Bosque. If the PCs have casualties, Bosque sends them to the Suk, Aris Dunthrane. Dunthrane has her own problems getting the medical facility, infirmary, and surgical theater in working order, all while dealing with Harkonnen traps and Atreides casualties. PCs sent to her with casualties share the infirmary with dozens of wounded Atreides soldiers. Most are here as a result of a recent poisoning of the Palace's water supply. The surgeons have been through a lot, including Harkonnen agents posing as wounded to get close enough to attack the doctors and technicians. Many of the doctors now wear stunners and shield belts.

After dealing with their casualties and congratulating them on fixing the house shields, Bosque gives the PCs their next assignment. Arrakeen has a complex economic relationship with the Water Seller's Union. Traditionally the Palace at Arrakeen is allowed its own water facilities operating independently of the Union. Unfortunately the Harkonnens somehow poisoned the Palace's water supply, forcing the Atreides to use their reserves.

The Palace gets its water from very expensive windtraps set into the roofs of most of the buildings in the compound. These collectors are artfully disguised to appear as part of the normal architecture of the building. From these collectors, water runs via pipes to a filtration room, where the water is cleaned. The clean water is then stored in cisterns in the lower levels of the palace.

Bosque gives the players blueprints for these sections, though the prints basically serve to let the PCs know where the components are located in the palace [SEE MAP, INCLUDE WINDTRAP DIAGRAM]. Unlike the previous encounter, no one currently supervises these facilities. Normally water safety is the purview of the Palace Suk, but Dunthrane has dozens of people wounded and dying in her infirmary. This encounter forces the players to operate alone, without the aid of a technician like Texas Onn.

Harkonnen Sabotage

The Harkonnens very cleverly tampered with the windtraps, effectively poisoning the water at its source. After Bosque's men cleaned and inspected them, members of the Harkonnen underground spread an oxidizing agent on the windtraps that slowly, microscopically, eats away at the foils of the collectors. The oxidized residue mixes with the incoming water vapor. Two things prevent the filtration system from noticing this contamination: the levels of contamination are so low that it's almost impossible to

detect, and the contaminant itself is an oxidized ceramic rather than a metal. This last is an obscure point, but one you may use to explain things to players later.

Secondly, the Harkonnens installed a bomb in one of the cisterns. The bomb itself is set into the wall surrounding the cistern, but a small grating permits water from the cistern to pass into the bomb's trigger. The triggering device is specially designed to detect the ceramic oxide resulting from the Harkonnen's tampering with the windtraps. Once it detects that the oxide is no longer present—meaning the PCs have fixed the poisoning problem—it detonates, blowing up the cistern its attached to and the two or three surrounding it.

Working The Problem

The PCs are on their own here, without a framework to guide them. They'll want to examine everything. The chance of detecting the contaminant is low [CHECK TYPE, DC 22] and of discovering the type of poison even lower [CHECK TYPE, DC 25].

<sidebar>

Testing Theories

Over the course of this adventure players are often forced to solve problems with few hints or clues to guide them. This is the first such instance. As GM, your job is to ensure the adventure keeps moving forward. Make sure each player describes precisely what he or she is planning on doing. When the players test a false theory and obtain a high result on the appropriate check, tell them explicitly that there's nothing to their idea. High results mean high degrees of accuracy and certainty for the PCs.

If, using the water poisoning problem as an example, a player puts forth the notion that the pipes were tampered with and decides to check them, ask the player how he plans on examining the pipes, what he's examining them for, etc... Don't ask how long he's going to check. Trying to scale time in these non-combat situations isn't productive. Just make sure the player has a good idea what his character is doing, then have him roll. If the result is low, under 10, tell the player he has no idea if the pipes have been tampered with or not. The player knows what he rolled, and knows his character is in the dark. If the check result is between 10 and 15, the PC isn't sure. If the check result is above 15, tell the player he's "pretty sure" nothing's wrong. In a situation like this, where there really **is** nothing wrong, remove the "pretty sure," just tell the player the pipes haven't been tampered with.

The two things you're trying to avoid are; players continuing to check theories that are false, thereby wasting time, and players failing to correctly discover the sabotaged elements, thereby prolonging the adventure. By using the player's check results as a guide to your responses, you can help shepherd the players past any red herrings, and focus them on the actual problems.

Mentat Abilities

When a Mentat PC tests a theory, it's a little different than when a normal PC tries it. Keep two things in mind; Mentats are capable of astounding feats of logic. Things that seem to us fantastic conjecture may be entirely logical conclusions to them. Allow Mentat PCs more leeway in what they can guess at. Just because the player can't come up with several reasons why his character suspects the Windtraps have been tampered with, doesn't mean it's not perfectly obvious to his character.

Secondly, Mentats are surer of their results. There's less gray area with them. Things are either true, or their not. If a Mentat makes a [CHECK TYPE (Test Hypothesis??)] check above 10, and the theory is false, tell the player the theory is false. Mentats can still err, results below 10 are possible, but their minds are trained to produce more accurate results than anyone else's.
<end sidebar>

The PCs will want to examine the equipment, let them. The pipes, the filtration system, all these are not only working fine, they exhibit evidence that other engineers have already checked them. The two relevant components are the Windtraps and the Cisterns.

When the PCs check the windtraps, make sure they tell you what they are looking for. They can take the traps apart and examine each component. The corrosive on the compressor foils isn't obvious. You can't tell there's something there merely by looking at them. A player specifically touching the foils feels moisture there, nothing unusual about that. Except there shouldn't be moisture on the foils. A Mentat or Suk player who notices or is told about the moisture can make a [CHECK TYPE]. On a 17 or higher, the PC either remembers (Suk) or deduces (Mentat) that the collector foils would be made of a special ceramic that doesn't collect moisture. The purpose of the foils is to compress the air that's coming in, making the moisture denser and more easily harvested by the dew extractors.

At this point, the players should have some idea there's something wrong with the compressor foils. You've had them make checks, alerting them there's something wrong. This is perfectly acceptable, you **want** the players to learn what's wrong. If no-one notices the moisture on the collector foils, more tests are necessary. The air is already contaminated by the time it reaches the dew extractors, this is a big clue. The poison is a ceramic oxide, and the collector foils are the only ceramic component, another big clue.

If the PCs have a streak of bad luck—always possible—have Dunthrane give them a device capable of detecting the poison. This should make their hunt easier. Make sure they've exhausted all their options. The device is not a reward, it's a booby prize to be given out only when the players abjectly fail to figure out what's wrong. This device is something she's been working on for quite a while, and only now completed it.

Once discovered, the oxidation agent is easily cleaned off the compression foils. Award an XP bonus to any players suggesting that guards be posted around the windtraps to prevent this kind of thing from occurring again.

Now that the poisoning agent has been removed, the water is pure. This is precisely the trigger required to set off the bomb in cistern #4.

The Bomb

It takes about 16 hours for enough water to collect in the cisterns to trigger the bomb. This means that if the PCs haven't already noticed and disarmed it, the bomb will detonate while they're inspecting the residential quarters (see below).

The bomb, as described above, is set into the wall surrounding one cistern (#4.) There's a grating, posing as a filter, set into the wall of the cistern, allowing water to flow into the bomb's triggering device. The bomb detonates once it detects water free of the ceramic oxide.

The PCs best chance to notice the bomb is while searching for the source of the water poisoning. The grate leading to the triggering device is perfectly normal, except that none of the other cisterns have a grating. It's possible to describe the cisterns (presuming the players inspect them) in such a way that the players themselves can notice it.

If the players decide they're going to check the cisterns, describe the first cistern to them and ask them what they do. There are only 6 cisterns, so this shouldn't take too long. Remember; there's no grating in any of the other cisterns. Describe the next one, ask them if they're going to do the same thing, have them make some rolls. When you describe cistern #4, casually mention the grating. Gratings aren't unusual. The players might not think anything of it. Reward any player who notices that the other cisterns didn't have gratings and decides to inspect this one (150 XP.)

If you don't feel like going through this, just have the PCs make Search rolls (DC 18.) PCs making their check notice the grating and can begin disarming the bomb. The bomb doesn't have any secondary triggers, it won't go off while the PCs are trying to get it out of the wall. Getting it out of the wall may prove difficult since it's set into the wall. Any player with [CHECK TYPE] can give it a shot, otherwise engineers may need to be called in. Players with [CHECK TYPE] can make a check against DC 15 to discover what triggers the bomb, thereby avoiding the explosion.

If the players fail to notice the bomb, then it detonates during their inspection of the residential quarters. It destroys 4 of the cisterns and kills three people. A [CHECK TYPE] roll after the explosion will explain what's happened.

The Residential Quarters.

After the PCs deal with the poisoned water, its time to report back to Bosque again. This time, as the PCs make their way back to the Command Center, it becomes obvious that something's going on in Bosque's headquarters. Soldiers are running past the PCs. As the PCs get closer, stunners can be heard, and the charged-air smell of shields is in the air. Bosque and his men are under attack from a group of Harkonnen sleeper agents. Use the tactical map on page XX to fight the battle.

This is a pretty big battle. Bosque is glad the PCs have arrived, but he may not have the opportunity to tell them, depending on how the battle goes. There are 20 Harkonnen agents facing off against Bosque and 10 of his men, plus the PCs. Bosque is pretty nasty himself, but some of the Harkonnen Agents are more experienced than your average trooper [HARKONNEN DUDES STATS.]

After this encounter has been dealt with, the PCs are shown to their quarters. It's been a busy day! Food is laid out for them, but they are not encouraged to leave their quarters. There's nowhere to go, no entertainment, no group activities. The Palace is still a deathtrap for those not on their guard, although this is noticeably different now, due in large part to the PCs arrival. A guard may mention this to the players. Many soldiers and engineers have been free to work on other projects while the PCs take care of their duties.

The next day, Bosque gives the players their next assignment. Secure the Royal Residences. This means, essentially, two things; make sure there are no traps in the Duke and his family's rooms, and make sure none of the servants are in league with the Harkonnens.

The Royal Residence quarters aren't just sleeping rooms, they're living rooms, saunas, terrariums, a whole range of places to live in. Clearing them out would be a daunting task. Fortunately, Bosque and his men have already gone over much of it. The PCs will only have to clear the Duke, the Lady Jessica, and their son Paul's quarters.

Harkonnen Sabotage and a Mole

The Harkonnens have put a few traps into the Duke's sleeping quarters, a few in Lady Jessica's quarters, and several dozen in Paul's room. Bosque's agents had to stop after trying to clear out Paul's rooms after several agents died. He planned on seeing to it himself, but now the PCs can do it while he continues to supervise securing the Palace.

The Harkonnens intentionally trapped Paul's quarters more than the others so those searching it would finally overlook the Hunter-Seeker built into his bed. The rooms and the traps therein are described below. Searching these rooms must be a precise exercise. The players can't just say "Ok, we search the room" and start rolling. Show them the map of the rooms (or give them a photocopy) and ask them **what** they're going to search. Just ask for a list. Don't grill them on **how** they're going to search, it's presumed their characters have a good idea how to go about these things. If the players leave something off the list, their characters don't think to examine it.

The players, of course, know there's a Hunter-Seeker in Paul's room, and we've given them one to find. It is possible, however, for the players to discover the **real** Hunter-Seeker and disarm it. This is an instance where the players can change the plot.

<Sidebar>

Changing the Plot

The PCs are winding their way through the plot of the novel *Dune*. They know what's going to happen next and, for the most part, there's nothing they can do to change it. The Harkonnens attack, Duke Leto dies, Paul and Jessica escape into the desert, find the Fremens, retake Arrakis and, eventually, Paul becomes Emperor.

To surprise the players, throw them off guard and give them the feeling they really **can** change things, we've inserted a few points where the players can stop something which, to them, will seem important. In fact, these plot points were specifically chosen because it doesn't matter what happens if the PCs fail. Here the PCs can prevent the attempt on Paul's life. Later, the players have the opportunity to prevent the Carryall from being done away with in the scene with Duke Leto and Dr. Kynes in the ornithopter. In both these instances, the players prevent something important and interesting that, nonetheless, has no bearing on the major points of the plot.

<end sidebar>

The three rooms and the traps therein, are described below. The head servant is a woman named Per Unroth. She runs the south wing and the levels below it containing the living quarters. A whole army of servants works for her, and she's willing to help the PCs in any way she can. She shows them to the Duke's room as well as Lady Jessica's and Paul's. She is a Harkonnen spy, sent to ensure that the Hunter-Seeker in Paul's room is not found.

Upon meeting with and talking to Per, it's possible a Sisterhood character may realize she is not working for the Atreides. This requires a [CHECK TYPE.] How the players deal with this, should they learn of her true loyalty, is up to them. Per can be dangerous, but once she suspects the PCs are on to her, she leaves.

The PCs can search these rooms in any order.

The Duke's Room

The Duke's private quarters, furnished as they were when Count Fenring left them, are both comfortable and opulent. Gold inlaid mahogany furniture, fogwood sculptures and large, beautiful carpets imported from off-world. There are no pictures on the walls, Count Fenring took everything of personal value with him, leaving most of the furnishings as-is.

The Duke's sleeping quarters contain a large double bed allowing him and Lady Jessica to sleep together. Lady Jessica has her own room for many reasons (see below) but she and the Duke spend most of their meager share of downtime in the Duke's quarters. See Map X [MAP OF ALL THREE QUARTERS]

There are two traps in here, described below. They're both fairly obvious, as are almost all the traps in this section. The Harkonnens didn't intend every trap to kill dozens of men, just tie up the Atreides resources, and cause them to fear even the most mundane situations. They are waging a psychological as well as physical war.

Exploding Bed Trap: DC: 18, CR 4. Rather obviously, the Harkonnens booby-trapped the Duke's bed. It's set to go off as soon as someone lays down in it. It detonates, doing 4d6 points of damage to everyone in the room, no save. A Search check reveals the device, but it also reveals that the trap is extremely unstable. A failed Disable Device check results in the bomb exploding just as though it had been detonated. This is extremely nasty and may take out your players. Try to convey an appropriate sense of danger, allowing the players to minimize their risks.

Poison Water Trap: DC: 20, CR: 3. The water faucets in the Duke's room have been trapped. A small canister of poison has been grafted to one of the pipes. The poison dissolves in the water, causing the paralysis of the victim. Drinking the poisoned water causes 1d4 points of Constitution loss, negated by a successful saving throw. If the poisoned character fails to save, there's another chance in 24 hours after being treated by Dunthrane. The canister is underneath the faucet, and easily found by anyone searching the cupboards underneath.

Lady Jessica's Room

The Lady Margot Fenring, wife of Count Fenring, slept with her husband whenever they were both home. Lady Jessica is not married to her Duke and, while she is his chosen concubine and sleeps with him virtually every evening, for decorum's sake she must have her own rooms. On Caladan, she used her rooms as her own personal offices, a place to get away from work.

These quarters, having previously been guestrooms, are less magnificent than the Duke's rooms. There are fewer sculptures, the carpets are newer and less expensive, but there are offices here where Lady Jessica can compose letters to Wallach IX, direct the daily operation of the house, and otherwise supervise those activities her Duke doesn't have time for.

While less impressive, Lady Jessica's rooms have just as many traps as the Duke's.

Poison Needle Trap: DC: 20, CR 3. The Harkonnens trapped Lady Jessica's bed just as they trapped the Duke's. In this case, they installed 30 poison needle traps in the ceiling. This is an extremely elaborate trap. As soon as anyone lays down in the bed, 30 poison needles shoot down at them. Make an attack roll (at +1) for each needle. Needles that hit cause 1d2 points of damage, and the injured character must make a fortitude save or lose 1 point of Constitution. Horribly, after springing the trap, it reloads. Clever PCs intentionally tripping the trap have not disarmed it and may yet fall victim to it. Each tiny opening in the ceiling holds 5 needles. The triggering mechanism is set into one of the legs of the bed, and can be easily disarmed once discovered. Removing all the needles will require several people to remove the panels in the ceiling. Once the PCs have discovered the trap, Bosque can dispatch a team to remove the needles from the ceiling.

Poison Gas Trap DC: 20, CR: 3. The door's locking mechanism has a timer on it. It's set to go off once the door's locked, three weeks from now when the Atreides have settled in. Once triggered, the trap locks the door again and signals a large canister of

poison gas set under the floor. The gas fills the room and when the occupant attempts to leave, she finds the door impossible to unlock. This trap is subtler than the others designed as it is to go off weeks from now. A thorough search (DC 18) will reveal the minute opening in the floor through which the gas will escape. Then it's up to the PCs to find the triggering device. Since the timer isn't set to go off for several days, the PCs cannot spring this trap, they can only prevent it from injuring others later.

Paul's Room

Apart from the several traps in this room, there's a coded message to Per. A series of small hash marks and dots have been impressed into the wood behind a picture on the wall. A successful [CHECK TYPE, CRYPTOGRAPHY??] check reveals that the message is written in a Harkonnen battle code, and reads;

“P-

Allow these rooms to be examined. Special threats are well-hidden.

-S”

‘P’ in this case is Per Unroth. ‘S’ is Savan Teradas, the head of the Harkonnen resistance call in Arrakeen. PCs succeeding in their [CHECK TYPE, CRYPTOGRAPHY??] check by 5 or more recognize that “special threats” is a key-phrase in the Harkonnen Chakobsa. It means ‘You’re on your own now.’ Savan is letting Per know that she can let these rooms be examined without fear that anyone will discover the real trap, and informing her that she can no longer expect help from the underground. She is now a mole, living with the Atreides and posing as their servant.

Unfortunately for Per, she never got this message. She doesn't know about the second Hunter-Seeker, and never got the chance to erase this message. Any PCs searching this area with a Search result of 12 or higher will find this message.

Paul's rooms are a smaller version of Lady Jessica's. The Fenring's had no children. These rooms were originally guest rooms. The pictures on the wall are of various locales around Dune, done by a native artist. As the PCs begin to search through Paul's room, Per excuses herself. She claims Aidan Bosque is expecting her. In fact, she's off to her rooms to operate the Hunter-Seeker in Paul's room. It's possible the PCs have already deduced that Per is not what she seems. See **Exposing The Mole** below. She tries to part with the PCs before they actually enter the room, and will not enter the room herself. The very floor is trapped and could easily kill a PC or two if they're not careful.

This room is heavily trapped. Including both hunter-seekers, there are 6 traps in here.

First Hunter-Seeker DC: 19, CR: 3. This hunter-seeker is built into the wall [SEE MAP X] It triggers if someone begins taking the floor panel apart (see **Trapped Floor Panel**, below.) The Harkonnens intended this Hunter-Seeker to be found in order to diminish the PC's expectations regarding any other serious traps. [HUNTER-SEEKER STATS]

Per Unroth operates the Hunter-Seeker from her quarters.

Second Hunter-Seeker DC: 30, CR: 4. This is the real trap, the one the PCs aren't supposed to find. The *players* know about it and this is another instance of player knowledge possibly interfering with gameplay. This H-S is expertly hidden inside the headboard of Paul's bed. It is possible, with an excellent Search roll, for a PC to uncover this H-S. A disable device roll is not possible, however. There's a Harkonnen agent walled up in the lower bowels of the Palace with a control module. As soon as a PC uncovers the trap, it activates and must be dealt with.

Trapped Floor Panel DC 15: CR 3. If the PCs blindly walk into the room, they may trigger the trapped floor panel. There's a chance the PCs could unwittingly discover the bomb without triggering it. If the PCs don't search the floor, randomly select one PC to walk on the trap. Upon doing so, the PC feels the panel below his foot move, and hears an audible 'click.' Have the PC make a Wisdom check. If successful, the PC kept his wits about him and didn't move his foot. If not, .boom! The trap goes off. It does 4d6 points of damage to anyone standing within 20 feet of the panel. 2d6 to those in the room, but not in the 20 foot blast radius.

If the players do find the panel they must make their **Disable Device** check by 5 points to avoid triggering the first Hunter-Seeker hidden in the bookcase.

Trapped Closet. DC: 20, CR: 3. The main clothes closet in one of the adjoining rooms has been left open, and is trapped with a simple mechanism. Once the door is closed, the bomb goes off (2d6 damage in a 20 foot radius.) Don't ask the players if they close the door after searching the area. If they don't find the bomb, presume they left the door open, with the bomb undetected and still set. It will go off later and kill a few people (see below.)

Poison Gas Trap. DC: 15, CR: 3. The main door into Paul's room is trapped. Unlike the trapped door in Jessica's room, this trap is set to go off right away. Once the door is open, presumably by the PCs, the trap is armed. The door is hinged to swing closed, locking the door and releasing the gas.

The door closes slowly. It takes about 30 seconds. If the door itself isn't included in the PC's list of things to check immediately, then it closes while they check the room and the gas is released. The gas fills the room in 3 rounds. It hangs in the air for another 10 rounds, doing 1d4 points of Constitution loss [CHECK HOLDING YOUR BREATH] each round before the gas dissipates. The PCs can foil the door's locking mechanism by succeeding in a **Disable Device** at DC: 15, allowing them to escape.

Poison Needle Trap. DC; 15, CR: 3. The cupboard underneath the sink is trapped with a poison needle designed to prick anyone opening the cupboard. This trap has been placed in the hopes that those investigating these rooms check the Duke's room first, and are therefore examining the water pipes. In any case, PCs checking the cupboard face a nasty surprise. The poison does 2d6 points of Constitution loss, Fortitude halves. PCs taken to

Dunthrane's surgical theatre get another Fortitude save to avoid the permanent loss of Constitution 24 hours after the initial poisoning.

Exposing the Mole.

Per Unroth does not shadow the PCs through all of this. She attends them, occasionally dropping by to see that they have everything they need. She pays special attention to them through the eyes of her servants, who remain totally innocent through all this. PCs sensing or detecting that Per is not what she seems can reveal her for the traitor she is. This requires a [CHECK TYPE] by a Sisterhood character.

If the PCs realize that Per is a mole, Per will attack them with her poisoned knife. Afterwards, a Mentat or Adept, aided by a Suk can question her. The players can do this themselves, or deliver her to Aidan Bosque. In any event, the PCs gain 250 XP each for uncovering her, plus full experience for every trap, save the second Hunter-Seeker, they have not yet encountered. Per knows the location and function of all the traps in these rooms, with the H-S exception.

[PER UNROTH'S STATS]

Per also, happily, provides the PCs the first clue they'll need to close in on the Harkonnen Resistance cell in Arrakeen. She knows the head of the local resistance cell is Savan Teravas, but she has never met the man, nor does she know what he looks like. She receives her instructions by distrans. The name is all the PCs can get from her. It may be enough.

After Per is removed as head of the household, one of her servants, a Fremen woman called The Shadout Mapes is appointed by Bosque to Per's position.

If the PCs fail to detect anything unusual about Per, and face the Hunter-Seeker she controls then she'll be gone once they search for her. She disappears immediately after the PCs have disabled the Seeker. It takes 5 rounds for a PC to run from Paul's room to Per's quarters. If they leave quickly enough, it's possible they may arrive before the Seeker is disabled, and find Per before she flees.

Per's quarters are entirely typical for a servant. She has clothes, some minor trinkets including a lute she inherited from her mother but cannot play, and an inexpensive tea service. If she flees, she leaves the Hunter-Seeker control module exposed, otherwise it's stored under her bed.

Mission Accomplished

After securing the Residential Quarters, the PCs report back to Bosque. He takes their report with great enthusiasm. After a few more small repairs and security checks, he declares the Palace secure, largely because of the PCs efforts.

If the PCs have survived the horrific level of violence and mayhem you've thrown at them so far, they should all be second level. Some may have died. This is not unusual. Bosque always has new men and women ready to step up to the task and join the PCs.

Now that the Palace is secured, the second wave is ready to arrive. This is primarily soldiers, bureaucrats, secretarial officials and other government functionaries. They arrive over the course of the three days after the PCs secure the Palace. After they've arrived, the PCs are given new assignments by Bosque. These involve operating in the city itself, outside the now safe bounds of the Palace, and searching for the leaders of the Harkonnen underground.

Part Two – Securing Arrakeen

The PCs are now second level and have earned the trust and dependence of Aidan Bosque. While he arranges the integration of the newly arrived Second Wave, he gives them more important assignments. This first of these is an inspection of the Transport Station. Bosque would do this himself, but he has to logistically prepare for the oncoming of the second wave.

There have been sporadic reports of ornithopter sabotage and other minor acts of violence at the Station. If House Atreides is going to run Arrakis, they're going to need to get in and out of Arrakeen unmolested. The PCs must ensure that this is possible. Bosque received reports that the Transport Station was recently victimized by frequent sabotage. He orders the PCs to inspect the Station and ensure such things do not continue.

The Transport Station

Arrakeen is a walled city. All traffic, even foot traffic, must pass through the Transport Station at the edge of the city.

Managed by Elliot Darvishe, the Station is large and sprawling. There is no spaceport here; Arrakis' only spaceport is in Carthag. There is a lighter landing facility, but this is strictly for the offloading of House members, not commercial traffic.

Instead, the Transport Station consists of customs regulation, including water and spice moving into and out of the city, as well as fueling areas, aircraft hangers, and three repair depots. Darvishe supervises all of this from the air traffic control center.

Traveling through Arrakeen

As the PCs make their way from the Palace to the Station, they receive looks of suspicion from much of the common public. Natives wearing hooded jubba cloaks are seen in the crowds and among those entering shops, but they keep their heads down and avoid meeting anyone's gaze. Occasionally, protests can be heard, but this is not unusual. Throughout the rest of this chapter, this tone of unrest and suspicion is always present.

The PCs must leave their groundcar at the inner gate to the Transport Station. There are several lines here, some with a hundred people or more in them. A quick glance around the area reveals that there's a customs office with no line. If the PCs choose to wait in a

line, they—standing out in their Atreides uniforms—get strange looks from the locals. Eventually, a guard will pass by and tell the PCs that any official inquiries should be directed to the customs office.

The customs office is a series of small rooms, each with several civil servants, desks, and stacks of paper. An Atreides guard stands nearby. He asks the PCs who they're looking for. Upon receiving an answer, he gives them directions to the air traffic control center.

The air traffic control center is a tall, thin needle of sandstone in the center of the entire facility. Around the PCs ornithopters take off and land, groups of people run from station to station while fueling trucks of different sizes pass by.

About halfway from the customs office to the air traffic control center, a fuel truck comes dangerously close to running the PCs over. After the PCs have a moment to react to this, and the truck has driven a few hundred feet away, it explodes. A huge ball of fire climbs into the sky, and 6 or 7 people are killed.

The PCs may want to investigate. Elliot Darvishe certainly does and, if the PCs ignore the blast and head for the air traffic center they meet with Darvishe and four of his guards as they run to the blast.

Threat At The Transport Station

As the PCs will learn, the bomb that exploded the truck was not planted by Harkonnen troops. Local Harkonnen sympathizers looking forward with dread to the new Atreides regime planted it. Life was not brutal and vicious for everyone under Harkonnen rule, many locals profited greatly from the graft and corruption that marks the Harkonnen government. These minor officials, their friends and families have no formal tie to the Harkonnen resistance, although the resistance counts on these dissidents to contribute to the mayhem in Arrakeen. The plot to sabotage the facilities found within this section is a simple one, easily rooted out.

Further complicating the PCs investigation, a band of Harkonnen soldiers, disguised as smugglers, have been operating in the Facilities for the past several days. Their goal; to kill or otherwise incapacitate any high-ranking arriving Atreides.

The Investigation

Having seen the explosion from the tower, Elliot Darvishe and four of his guards meet the PCs on the tarmac along with the small crowd that's gathered. Guards have already gone to get a litter for the wounded, and summon a medical team. Darvishe introduces himself [PICTURE OF DARVISHE.] He's a simple, uncomplicated man who wants to do his job, take his pay, and go home. Normally, running the Transport Station is a safe job. Few people dared oppose the former rulers and, when they did, they rarely struck out against Darvishe's complex. Since the Harkonnens left and the first Atreides arrived they've had incidents of violence and sabotage virtually every day. Darvishe is a man at his wits end, in need of sleep and happy for the presence of the PCs.

Darvishe aids the PCs in any way he can. The PCs may want to start a massive inspection of all the fuel trucks, of the entire facility. Let them. They have the authority to summon more guards and start searching the place from top to bottom, interviewing everyone. This will be a large undertaking, but there's little conspiracy or organized resistance here, so allow the PCs whatever scale investigation they wish, but don't get bogged down in minutia. Everywhere Darvishe and the PCs go, the supervisors comply by lining their employees up for inspection. This allows the PCs to interview everyone and search the facilities without interruption.

Searching the wreckage of the truck (and the if PCs don't do it, Darvishe's men will) reveals the remnants of a simple bomb and triggering device. A successful [CHECK TYPE] check against DC 15 reveals that the materials are of uncommonly poor design. Uncommonly poor for Harkonnens. At this point someone may suggest that the Harkonnens are not responsible. Darvishe puts forth the idea that it might be some of the native rabble. By this he means the Fremmen. Darvishe is a 'local,' not a 'native.' 'Native' almost always means 'Fremmen' to these people, although they often don't know the actual name the native rabble give themselves.

The Harkonnens always hated the indigenous inhabitants of Dune and took every opportunity to abuse them. With the Harkonnens gone, Darvishe reasons, the Fremmen may be taking the opportunity to ignorantly strike back against the new regime. This theory is disproved later.

Several areas must be inspected to insure safe operation of the Station. The repair depot, the ornithopter hangars, and the fueling center all must be examined.

The Repair Depot

Here ornithopters and groundcars are repaired, the primary damage being overheating, sand congesting the air filters, and static discharge due to the lack of moisture in the air. The supervisor on duty is a gruff local named Derrik. He reports to Darvishe but is unaccustomed to inspections such as this. He reluctantly agrees to help the PCs and momentarily halts operations to assist them. If the PCs themselves search or aid in the search, have them make a **Search** roll against DC 10. Those that succeed (or the guards, if the PCs are directing but not participating) find an empty shelf where dust reveals something had until recently been stored there. Questioning the workers reveals that the workspace is used primarily by a native worker named Jain.

Jain is on-site and reports when summoned. He's a tall, whip-thin Fremmen with dirt caked into his skin and a jubba cloak pulled tight around him, preventing anyone from seeing the stillsuit beneath. He looks directly at those talking to him and, as a result, all can see the blue-within-blue, the eyes of the ibad.

<sidebar>

Initial Dealings With Fremmen

The Fremen are part of the permanent underclass of Arrakis. If you're a noble, or anyone of high caste or rank, you've probably never seen a Fremen. Or rather, you don't distinguish between one apparently destitute commoner and another. If you're a worker of any sort, anywhere on Arrakis, you must deal with Fremen although you may not know it.

Everyone who lives on Dune consumes a great deal of spice, and eating spice regularly gives your eyes a blue tint. Food without spice in it is very expensive. Only the richest noblemen and merchants can afford it. Consequently, the poorer you are, the more spice you eat. Therefore the eyes of the poor are usually startlingly blue. This is not uncommon.

Stillsuits are often worn by anyone who spends most of the day in the open air. Water is very expensive and stillsuits can be made relatively cheap. They are still looked down upon by the average citizen, who associates exposed skin with the wealth that can afford water. Also, the Fremen are known to always wear stillsuits. This gives the moisture reclamation outfits an even greater stigma. It is not unusual, therefore, for a worker to wear a cloak to cover his suit.

The only difference to the casual eye between Fremen and the rest of Arrakis' poor is that, occasionally, the Fremen don't *behave* as though they're poor. Typically, they keep to themselves, keep their eyes down while they're in the city, and don't speak unless spoken to. But this is true of all the lower castes. If questioned directly, as the PCs are about to do with Jain, a Fremen responds directly, with dignity, exhibiting behavior more akin to nobility than with casteless rabble. This behavior and the intermittent use of strange phrases ('shai-hulud' for instance) are the only outward sign that the speaker is a Fremen. These behavioral nuances are enough for the practiced eye of a Bene Gesserit Sister.

The only time a Fremen avoids a question is when directly asked; 'are you a Fremen' or when questioned about the sandworms. Fremen have been taught that any 'civilized' person looking for them is up to no good, looking to exploit them usually at the cost of Fremen lives. Jain will avoid the question if it is put to him. "I work in the city," he says as though that explains everything. The Fremen worship the worms as their god, and answer no questions about them.

<end sidebar>

Jain has little to contribute to the investigation. He does not know who took his toolbox. At the request of the PCs, or a guard if the PCs aren't quick enough, Jain will list from memory the contents of the box. Any Mentat, Suk, Swordmaster or Agent can make a [CHECK TYPE] check at DC 10 to reason that many of the missing tools would be required in the assembly of a simple bomb.

If anyone mentions the idea that the Fremen may be behind this (and the if PCs don't, Darvishe may) Jain replies; "It weren't the Fremen." If prodded, he continues; "The Fremen hated the Harkonnen. They don't know the Atreides." This is a meaningful

message. Jain is telling the PCs that whatever enmity existed between the Fremmen and the Harkonnens is on hold (perhaps because of Duncan Idaho's work) and will not automatically transfer over to the Atreides.

No more data can be gathered here. None of the people who work in the repair depot know about the bombings and sabotage, none of the equipment is trapped. From here, Darvishe leads the PCs to the Fueling Station.

The Hangar

There are six buildings that make up the Transport Station's hangar. The main hangar, where most of the ornithopters are stored, and five smaller, secondary hangars where craft are stored for longer periods of time.

The main hangar is a massive structure, built to house aircraft of many sizes. Currently it holds some sixty 'thopters of various form and function. The hangar manager is Darvishe's right hand man, Allard Sor. Sor works closely with the operations in Air Traffic Control ensuring that 'thopters land safely and as scheduled. Sor and Darvishe are good friends and each trusts the other.

Inspecting the main Hangar takes a while, most of the day. Further complicating the matter is the fact that operation must continue while the inspection is underway. Flights from Carthag and Splintered rock can't just hover in the air for 8 hours while the PCs make sure everything's in order.

Ambush

As the PCs make their way through the hangar questioning Sor's employees, they encounter ornithopters coming in to land and offloading their pilots, passengers and cargo. Approaching one recently landed 'thopter, they observe men getting off the bird-like aircraft. These men have the distinct look of smugglers about them. Caked in dirt and smelling of leather and spice, they carry most of their equipment with them leaving little behind in the 'thopter. As the inspection makes it way toward their ship, they prepare for violence. These man are Harkonnen agents, left behind and posing as smugglers, waiting for a high ranking Atreides official, perhaps the Duke or one of his warmasters, to pass through the Station. Upon seeing the PCs uniforms, and the way Darvishe escorts them through the Hangar, the agents conclude that these are perfect targets, and prepare to attack.

A Sisterhood character making a [CHECK TYPE . . .BG WAY???) check against DC 15 notices the behavior of the 8 men. They are not what they seem . . .they are preparing for violence. A [BG WAY] result of 20 reveals to the Adept that these men are Harkonnens. If the PCs interpret this data correctly then not only do the Harkonnens lose surprise, they are themselves surprised. If the PCs don't act aggressively from the outset, then neither group has surprise. At this point, have the PCs make initiative checks.

Harkonnen Agents (8) [Stats for 3rd level Harkonnen bad guys]

Tactics. This battle could get quite nasty. The Harkonnen agents have just emerged from a battle-rigged ‘thopter equipped with a mounted blaster turret [stats for a mounted heavy weapon.] If the battle appears to be going badly for the Harkonnens—and if the PCs have surprise, it’s already going badly—two of the Agents leap back into the ‘thopter. One to man the turret mounted on the underside of the ‘thopter, and one to guard the doorway preventing any PCs from gaining access. This tactic is especially nasty, don’t hesitate to use it early.

If any of the agents remain alive after the battle, the PCs may want to question them. Here, they’re in luck. A successful [CHECK TYPE, INTERROGATION??] reveals that one of the surviving agents is their leader. He knows the name of the local leader of the Harkonnen resistance—Savan Teradas—and can provide a description. He last met with Savan over three weeks ago, when they were given their last assignment.

An investigation of the ‘thopter proves useful as well. A successful [CHECK TYPE, SEARCH? MENTAT MINUTEA?] check against DC: 15 reveals that the ornithopter’s radio is tuned to a normally blank channel. If the PCs take the time to listen to this channel for any significant length of time (over an hour, or intermittently over the course of several hours) they hear a coded broadcast.

Decoding the Transmission

This is the first real contact the PCs have with the underground. The transmission is brief and requires someone recording the broadcast on a shigawire reel in order to decode it. Additionally, if the PCs are thinking ahead, it may occur to them to monitor the frequency with triangulation locators so they can find the source of the transmission. This kind of insight is worth a few XP (250). What technology they use is not important, Bosque can provide the means, the important point is that the PCs think to trace the transmission *before* it occurs.

The transmission is a set of 5 data points. It requires a **Cryptography** skill at DC 20 to decode. The first three points of data are geographic coordinates, the third is a time stamp, and the fourth is another empty frequency. The Harkonnen’s aren’t stupid, they change frequencies after every transmission. If the PCs aren’t recording the transmission, it requires a Mentat to make a **Computation** check against DC: 30 in order to decode the message on the fly.

It may occur to the PCs that they’ve infiltrated the Harkonnen underground. They have the Harkonnen transmission data, indicating which channel the next broadcast will be on. All they have to do is listen. The problem with this is that each transmission requires the Harkonnen Agents the PCs captured to respond. The Agents are not going to do this. They aren’t going to volunteer this fact to the PCs. If the PCs deduce it and any of the Agents are dead, the leader claims, truthfully, that one of the dead agents knew the response code. If none of them are dead then it requires the use of the Voice or some other high-level ability to extract this from the captured Agents.

Once Savan's men in the Shield Wall (see below) fail to receive the proper response, they stop using this method of communication and instead resort to distrans messaging. The coordinates the PCs received pinpoint a location in the desert. The Agents the PCs just took care of were planning on meeting one of Savan's men there to give him supplies. Without the proper response, this does not occur. The PCs have a name, a description, and possibly, if they thought to triangulate on the incoming message, the coordinates of the Harkonnen base in the Shield Wall. This may lead them directly to Part Three – Warren In The Shield Wall.

At worst the PCs are unable to decode the transmission, or fail to receive it entirely. In this case it may occur to them simply to monitor all empty frequencies for coded transmissions. This works. The PCs have the authority, granted by Bosque, to pull men from other duties and put them on monitoring duty. In this case, after a few hours, a guard (or agent, or technician) receives the coded signal outlined above.

The Fueling Station

Large, almost as large as the Hangar, the Fueling Station services all the craft, both air and ground, that pass into and out of Arrakeen. It's a walled-off, open-air complex where huge fuel tanks loom high over the pavement, while large fuel trucks drive to and from the area. Groundcars and ornithopters sit on the ground, awaiting fueling.

The supervisor of the station is a woman, Tala Ishan. She cooperates with Darvishe and the PCs. Although she does not know it, employees of hers are responsible for the sabotage.

Examining the area may give the PCs a sense of foreboding. There's a considerable amount of volatile fuel—essentially rocket fuel—stored here in massive tanks, some several stories tall. The PCs are right to be worried, the Harkonnen sympathizer here has trapped one of the smaller tanks, planning for just such an inspection.

The trap can be found by making a **Search** test of the fuel tanks at DC: 10. It's not especially well done or hard to find. The woman who planted it, Darra, learned quite a bit about explosives from working at the Station. Her husband, a minor bureaucrat in the Harkonnen government, bought the triggering device cheap. Darra has four friends, two women, two men, in essentially the same position—disenfranchised Harkonnen expatriates—who work with her. Darra herself supplies the group with supplies gathered from her husband. All five conspirators work under Tala Ishan.

Exposing the Conspirators

The five conspirators aren't difficult to expose. Any Bene Gesserit character speaking to any of them will likely realize their guilt [CHECK TYPE??] as well as which one is their leader (Darra.) A search of the area (**Search: DC 10**) reveals the stolen tools in Darra's locker.

Happily (for the PCs) the conspirators won't explode the bomb they've planted. It would kill everyone in the area, including themselves. They were planning on detonating while off-work.

If the PCs expose the ring of conspirators, award them 250 XP each.

Securing the Station

The PCs may naturally want to ensure that such things as exploding fuel tankers do not continue in their absence. Their presence here, the ensuing investigation, and the battle with the Harkonnen troopers is enough to convince any former sympathizers that perhaps it's best to protest in silence and avoid attracting the eye of the Atreides agents. If the PCs want to make sure that sabotage does not continue in their absence, their only option is to investigate the work history of all the employees and their families, and remove those who served in privileged positions under the Harkonnen rule. This will take some time, but Darvishe will see that it gets done. It is not necessary to role-play these events out.

The Arrakeen Water Facilities

Upon returning from the inspection at the Transport Station, Bosque congratulates the PCs. The Palace is much more orderly, the halls are filled with soldiers moving around and, while there are still incidents of violence, these are far fewer than before the PCs arrived. Bosque explains that the Duke and his family are due to arrive in less than a week. There are only a few more measures that must be taken to prepare for his arrival, some of them political. The first of these is an inspection of the Watersellers Union's Facilities in Arrakeen.

The Watersellers Union is a conglomerate of organizations including the Water Seller's Guild and the Water Peddler's Union among others. Their headquarters is a large complex near the western wall of Arrakeen. Bosque has been trying to negotiate with them for weeks now, but they want to meet with him-or a delegate—in person. They have so far refused to come to the Palace because of the extensive terrorism recently surrounding the place. Additionally, Bosque has no hard data on the Watersellers economic relationship with the Harkonnens. He needs this data in order to negotiate a new deal without grossly under or overvaluing the Watersellers services.

Bosque arranged for the PCs to inspect the Facilities before he arrives for negotiations later. This is a thinly disguised ruse. Both parties know the PCs are being sent as a diplomatic Advance Team, to begin preliminary negotiations. Their job; to discover what the economic relationship with the Harkonnens was, and which members of the Union are pro Atreides and which remain allied to the former Harkonnen government. Bosque makes it clear to the PCs; these negotiations are preliminary, necessary for keeping the city working during the Change of Fief. Duke Leto will, ultimately, wish to meet with Lingar Bewt, the head of the Watersellers Union. Until Duke Leto and his retinue have arrived and dealt with other issues surrounding the Change, Bewt must deal with Bosque and his men; the PCs. In spite of the PCs dual purpose here, Bosque requires a complete inspection. If the Union is hiding anything, he wants to know about it before entering into anything, much less delicate negotiations for water rights and tithes.

Inspecting the Facilities

The Water Facilities are massive buildings, several dozen stories tall. Kilotons of water are processed here daily and, as the PCs drive to the Water Seller's headquarters, they see large, heavily laden freighter 'thopters landing through the open roofs.

An agent named Stiles and his assistant, Aretta, greets the PCs at the Water Seller's offices. The two of them work directly for Lingar Bewt. Stiles holds the position of Commander of the Water Marshals, the troops that enforce the water discipline in Arrakeen. Aretta is a Mentat. Read the following to the PCs.

After dismissing your driver with orders to return upon request, you enter the offices of the Watersellers Union. The offices, while large enough to house several dozen employees, are dwarfed by the massive Water Facilities that process the city's water.

Upon entering the offices, two security guards stop you and request your I.D. After inspecting your identification, one of them radios in to his commander that 'The Atreides' have arrived. The guards grudgingly offer you seats. A few minutes pass. Eventually a slim man with blonde hair enters the room, accompanied by a red-haired woman with red-stained lips. "My name is Stiles," the man reports. "This is my assistant, Aretta. You must be the Atreides we were told to expect."

Roleplaying and Negotiating with the Watersellers

Stiles and Aretta are high level (9th and 10th, respectively) agents of the Watersellers. Although Aretta claims to be Stiles' assistant, she is in fact Lingar Bewt's personal Mentat. She's been seconded to Stiles in order to observe the PCs and gauge the tone the negotiations with Bosque may take.

Throughout the PC's inspection, Stiles and Aretta show barely hidden disdain for the PCs. Stiles and his assistant believe their employer, Lingar Bewt, deserves to be dealt with directly by Duke Leto. Therefore, in his mind, Stiles should be dealing directly with Aidan Bosque, not his lackeys. They are curt and tend to explain things briefly, glossing over important points. They don't particularly care if the PCs understand how things at the Facility or in the Union operate. If pressed, they will conform to their employer's instructions. They will grudgingly explain things to the PCs satisfaction, although this may require some pressuring from the PCs.

Ostensibly the PCs are here simply to inspect the Facility. Bosque charged them to meet with members of the Union and attempt to learn which high-level members are pro-Atreides and which are not. Unfortunately for their negotiations, *none* of the influential members of the Union are pro-Atreides. Duke Leto spent much of his career building a reputation as a fair and just man who ruled, if not with the consent of the governed, at least with their best interests in mind. The Water Sellers prefer the Harkonnen method of rule: governing with the best interests of the governors in mind. In this, they were something like accomplices in exploitation with the Harkonnens. The Harkonnens took a heavy tithe from the Union, encouraging the Union to charge a heavy fee for water. Often going so far as to lend the union troops to put down water riots. Now, the Union expects

the new Atreides regime to limit the extent to which the Union exploits their monopoly, thereby limiting the Union's profits. If any PC, at any point during this inspection, asks Stiles or Aretta what their relationship with the Harkonnens was, the Union representatives reply; "we enjoyed a profitable relationship with the previous rules of Dune." Stiles and Aretta are high level, and extremely intelligent, but—as many officious egomaniacs—they believe they have some *right* to exploit the locals to line their pockets. They make no secret of this. They also take the opportunity to let the PCs know It's not only a sign of their confidence, but necessary to furthering the plot. PC Mentats need such data to performs their calculations.

Deception of the Watersellers

The Atreides know very little of the former relationship between the Harkonnens and the Union. As a result, the PCs may wonder why Stiles and Aretta are being so discourteous to them. The fact that the Union enjoyed a certain relationship with the Watersellers—one it doesn't expect to carry over to the Atreides—is unknown to both the PCs and Aidan Bosque. During the course of the inspection, PC Mentats and Sisterhood characters have the opportunity to realize or deduce that the Union is lying. Anticipating an Atreides-enforced cap on the amount that can be charged for water, the Union has artificially inflated the numbers in the contracts they had with the Harkonnen. By doing this, the Union hopes the inevitable Atreides-enforced reduction of income will, in fact, bring their totals in line with those under the previous regime. And, if they can maximize the income cap through shrewd negotiation, they will actually be negotiating an *increase* in overall profits. [OWEN: THIS GETS A LITTLE COMPLEX AS WE PROCEED, AND NUMBERS BECOME INVOLVED.]

Aretta concocted this ingenious scheme at the behest of Lingar Bewt. Bewt charged Stiles with implementing the plan. This meant doctoring the records in case of an inspection just such as this. It also meant informing all the sector heads of the subterfuge so, if questioned, they'd reply properly.

Aretta accompanies Stiles in order to observe the PCs and as a safeguard against an inspection with a Mentat in the revenue. In order for their plan to work properly, many numbers must be adjusted to make it seem the Union is making more money than it is. A Sisterhood character may be able to discern Aretta is lying to them over the course of the inspection. A Mentat character with a successful **Focus Awareness** check against DC 25 could deduce that the data is inflated (successful check) or merely that the data has been manipulated (failed check.)

Touring the Facilities

Stiles and Aretta take the PCs on what they hope will be a brief tour of the facilities. It's the PC's job to make sure it's a thorough inspection. The inspection goes through the 5 distinct sections of the Facilities; the records office, the landing pad, the windtrap collection center, the water filtering plant, and the water silos.

The Records Office

Stiles and Aretta take the PCs through the Watersellers' offices to the large records office. Here dozens of employees sift through shigawire reels and mimetic film documents, filing recent records and looking up previous transactions and agreements. Every day, disputes occur over contract terminology while people renegotiate their contracts. Water Marshals require household and business data to ensure people aren't filing fraudulently. The office is supervised by Erys Miles, a female Agent of the Union.

In this environment the PCs may ask to see the records governing tithes and water rates under the Harkonnen regime. Aretta supplies these almost happily. This should be a cue to any Sisterhood player. Aretta expected the PCs to ask for the documents and had them specially doctored so the Watersellers' tithes to the Harkonnens would seem greater than they were. A [CHECK TYPE] check by a Sisterhood character against DC 25 reveals that Aretta has a special interest in the PCs reaction to the presented data, although the check will not reveal why. Mentat PCs making a [CHECK TYPE] check can file away the data for future reference.

If the PCs become suspicious that the data has been tampered with, it is possible to check it against imperial records. This could take a few days, as it requires making a formal request with CHOAM headquarters on Kaitain. The PCs have this authority, however, and Bosque will certainly aid them if they make the attempt. He'll also postpone his negotiations until the PCs are satisfied that everything's accurate.

The Landing Pad

Because the continued survival of Arrakeen's populace depends on importing water from the Polar Caps, the Watersellers' Union has its own landing pad. Here large freighter ornithopters, each larger than 20 regular transport 'thopters, land to deposit water before taking off again to fly north to the glacial ice at the poles. Eliot Darvishe's customs agency has a department here—only two men—to ensure that nothing besides water is transported from these vehicles.

Over 30,000 tons of water must be imported every day. Each freighter 'thopter carries a little over 4,000 tons, requiring 7 'thopter landings every day, or one every three and one half-hours. These are important statistics. Stiles won't volunteer the data but, if asked, he'll lie about how much water the city requires and about how much water each 'thopter carries. He'll claim the city needs a little over 20,000 tons of water, and that each thopter carries over 2,500 tons. He's diminished the actual values to inflate the Watersellers' apparent wealth. If the Atrides put caps on how much the Watersellers can charge, they would have to import more water in order to make up the difference. By reducing the numbers, the Union can begin accurately reporting their income of water, making it appear as though they've increased their production.

A Mentat observing the 'thopters, or calculating the cities water needs, or simply examining the pipes used to pump water out of the thopters can calculate, using [CHECK TYPE] that Stiles is lying. These are complex calculations, DC 25, although any result over 20 suggests that the numbers have been doctored.

If confronted by the PCs with the information, Stiles defers to Aretta who calmly suggests that the PC's Mentat does not have enough data for accurate calculations. If pressed, Stiles points out—accurately—that the city's water needs change not only season to season, but year to year and over the course of the day. No doubt the PC's Mentat is basing his calculation on out-of-date figures. It's so hard to get accurate, up to the minute data, after all.

The Windtrap Collection Centers

Greater Arrakeen, encompassing the city and several hundred square miles of rock and desert in the immediate vicinity, has over 20,000 windtraps including over 5,000 in the city proper. Each windtrap collects over 2 decaliters of water a day (plus or minus as much as 10 percent depending on location.) All that water, along with the imported glacial water, is pumped into the collection center where it's stored before being filtered.

Water is filtered at a constant rate, but water collection rises and falls over the course of the year, often at a pace faster than it can be filtered. The extra is stored here in gigantic plasteel tanks, some over 4 stories high. These tanks have complex readouts built into them displaying their temperature, density, and current volume. Temperature regulators run up and down the length of the tanks to prevent the water from freezing. Even though the Collection Center is climate controlled, the water coming in from the windtraps can be nearly freezing. Ice crystals can form in the centers of the tanks, and these crystals can prevent the proper flow of water. The tanks are checked every hour by Water Marshals, and records kept of how much water has flowed through the facility at any given time.

Again, as the PCs are shown these mammoth storage devices, Stiles carefully lies about how much water the windtraps collect. He underestimates every piece of data by about 20 percent. The windtraps collect 1.5 decaliters per day, for instance.

The Water Filtration Plant

Crossing a large, open, unpaved area [SEE MAP], Stiles and Aretta take the PCs to the Water Filtration Plant, a separate facility. Stiles points to the ground, mentioning the tons of water flowing in pipes underneath them. Arrakeen is a seismically dead area, Aretta points out, unlike Carthag. In Carthag, the pipes, cisterns, and water silos are all built to withstand minor earth tremors, costing much more. This is an important point. When confronted, Aretta explains away the fact that there is actually more water here than there seems by claiming they sometimes store water here for Carthag, since the facilities here are cheaper. This is not true, Carthag's water needs are fully met by the Union's facilities there, a point Aidan Bosque is aware of. The PCs need only mention the issue to him, and he'll confirm this point.

The Filtration Plant is another large building housing massive tanks, plasteel tubes and complex machines to filter water. Before being stored in the cisterns, the water must be carefully filtered. The Watersellers have 15 different grades of water, ranging from Extra Low Grade suitable only for cooling machinery, through the 5 Medium Grades used for such things as mixing with dye to color clothing, to the High Grades including Extra Fine. People with a little disposable income tend to drink Extra Fine, while the majority

of the populace drink Fine grade. The lower casts drink Extra High, which sometimes has a funny smell and contains rather more of the wrong sorts of minerals.

Stiles and Aretta accurately report the process of filtering the water. While it may not come up, if asked Stiles will inflate the prices the Union charges for water. The interesting point here isn't any conspiracy to mislead the PCs, but the secret door behind one of the filtration machines.

Earlier, when the PCs were repairing the House Shields, the opportunity arose for them to discover a secret tunnel, leading to a secret door. This is that door. Stiles and Aretta are aware of it; they helped supervise its installation. They carefully avoid taking the PCs past this particular machine, an act a Sisterhood character can notice by making a [CHECK TYPE] check against DC: 20. A **Search** roll against DC: 15 reveals the door and the passageway. What happens now depends on what has gone before.

If the PCs managed to disarm the traps in the House Shield without attracting the attention of the Harkonnen agents, they may not recognize this hidden door as significant. Even if they fought the agents it's possible they didn't find the tunnel, and didn't follow it here.

If they did find the tunnel, they may have confronted the Watersellers about it earlier. In this case, proceed to Collaborators, below.

If the PCs do not recognize or learn of the significance of the door and the tunnel, Stiles will simply claim it's an access way to the Collection Center. Getting away with this depends on the PCs taking Stiles at his word.

If the PCs realize, or already knew, the significance of the tunnel it may occur to them not to confront the Union with their wrongdoing. Officially, the Union has broken Imperial Law by interfering and conspiracy to interfere with a Change of Fief. Other, minor charges such a conspiracy to commit murder may be leveled, depending on how serious the PCs get about bringing charges. Clever PCs with a head for politics may just sit on the data, reporting back to Mentat Bosque with the evidence of the Union's crime. Bosque is far better equipped to deal with this than the PCs. In any case, it gives Bosque a significant edge in the negotiations later.

Collaborators

The Watersellers, specifically agent Stiles (although he had the implicit approval of Lingar Bewt, this cannot be proved,) aided the Harkonnens in their plan to slow the Atreides machine on Arrakis to a halt through terrorism. They had the tunnel and secret doors installed and helped finance the secured ComminiNet system that alerts the Harkonnen agents to the PCs attempts to fix the House Shields.

If the PCs confront Stiles and Aretta about this, the inspection ends abruptly. Stiles is not stupid; if he knows the PCs are aware of the Union's illegal activities, he won't try and convince them they're imagining things. Instead he whips off a curt "you'll never be able

to prove anything,” commenting that the records will show that the tunnel and the door were both installed decades ago, and no-one in the current administration is aware of them. He’s not trying to convince the PCs of this, just letting them know he’s got all the angles covered. Meanwhile Aretta summons a detachment of Water Marshal troops to escort the PCs off the premises. This could turn into a stand-off. The PCs have a great deal of authority here and could try and place Stiles and Aretta under arrest. Fortunately, any PC with [CHECK TYPE] skill knows that the Watersellers are their own political entity on Arrakis, and as such require a high level investigation overseen by an Imperial Arbiter of Dispute before anyone can even be detained. This changes, of course, if open violence occurs, but the Water Marshals won’t start it, keeping them legally in the clear.

By far the best solution is for the PCs to attempt to use this conspiracy to their own ends. The Union has committed several crimes against a noble house. The investigation will be most unpleasant for the Union, devoutly to be avoided. If the PCs suggest that there will be no investigation if Stiles reveals his knowledge of the Harkonnen Underground, Stiles and Aretta will confer, then agree. Stiles knows only about the location of Savan Teradas and the cell he leads. Stiles knows nothing of the location or leader of the Underground as a whole. This plan is worth 750 XP per player. The PCs are capable of fulfilling their end of the bargain; they can simply keep their discovery under their collective hat. Furthermore, even if they tell Bosque, he will keep the PCs’ part of their bargain for them, *if* the PCs gained the knowledge of the Harkonnen Underground out of the deal.

Stiles and Aretta know roughly where the Harkonnen cell in Arrakeen is located; they can provide the PCs with coordinates. They also know approximately many Harkonnens are holed-up there (30 or 40.)

It’s possible, of course, that none of this transpires. The PCs don’t notice the secret door, or don’t recognize it, in which case the inspection continues to the final area of the Facility.

The Storage Cisterns

This is the final and, in some senses, most impressive part of the inspection. In the last building Stiles leads the PCs to, the massive storehouses where the city’s water is kept. Here, catwalks at ground level cross over a huge square hole several hundred feet deep, cut into the bedrock of Arrakeen. Into this excavated area the cylindrical cisterns are set, each holding several million decaliters. Much later in this adventure, the PCs meet up with the Fremen and fight for their dream to turn Arrakis into a lush, green world. The sheer amount of water necessary to keep one city functioning in this desert wasteland should give the PCs an idea of how incalculable an environmental engineering project the Fremen are undertaking, and why it will take generations to achieve it.

Here, Stiles and Aretta lie to the PCs for the final time. If the PCs haven’t asked for it yet, they describe how much the Union charges for water services (more than is true) and how much water they have stored here (less than there actually is.) Precise numbers aren’t important. With these final pieces of information, a Mentat PC has all the data necessary,

some of it presented more than once just in case your PCs fail their rolls, to deduce the Watersellers Union's motivation for deception.

Uncovering The Truth

Over the course of the tour, the PCs observed fewer employees than the Union reports, and more water than they lay claim to. The overall pattern is; the Union reports higher costs than they actually have (in equipment, maintenance, and employees) and fewer resources (in water) than is true. Each time a point of data is presented, a Mentat can make a Focus Awareness check and DC 25 to realize the data had been adjusted, and in what manner. Failure grants the Mentat awareness of the issue, but not any notion of how the data has been manipulated.

Sisterhood characters can make a [CHECK TYPE] check against DC 25 any time Aretta lies, and DC: 20 any time Stiles lies to discern that the Union representatives are lying. Success leads the Sisterhood character to believe that the Union is in anticipation of some action on the PCs part, or House Atreides' part. It's difficult to determine which. The lies they speak are related to this somehow.

Adding the information that the Union enjoyed a profitable relationship with the Harkonnens, a Mentat PC (or any clever player) can deduce the Union's motive. A Mentat PC can make a [CHECK TYPE, TEST HYPOTHESIS?] against DC 20 to guess the exact nature of the deception. Revealing this is worth 1,000 XP per player. Quite a sum. In effect, the players have defeated the Union's plans. How they deal with this is up to them.

The PCs can simply report back to Bosque. This is the best option, since Bosque will be negotiating with the Union later, and the PCs aren't empowered to negotiate on behalf of House Atreides. If the players decide to confront Stiles and Aretta about this, the Union agents will simply attempt to deny it. They believe that, if they are convincing enough, the PCs will report back to Bosque with data that can be explained away. Remember; Stiles and Aretta have little respect for the players.

This section ends, not with Harkonnen agents pouring through doorways shooting at the players, but with the players quietly leaving the Facilities and reporting back to Bosque. Depending on how this section went, the PCs may have had some serious (although hopefully not armed) conflict with Stiles and Aretta, but they may also gain important information about the Harkonnen underground out of the deal.

The PCs had the opportunity to listen in on a Harkonnen broadcast during the Transport Facility inspection, they may have negotiated a deal with Agent Stiles of the Watersellers Union to learn the whereabouts of the local Harkonnen cell, and they probably know the name of the local cell leader. This should be enough to lead them into the next section; Warrens in the Shield Wall.

Part Three - Warrens in the Shield Wall

The PCs report back to Bosque and tell him what they've learned and what they suspect. The mere suspicion that the Union is manipulating data is enough for Bosque to investigate and learn the truth. If the PCs learned nothing else, they still get 250 XP each for their suspicions. Bosque must leave now to begin negotiations with Lingar Bewt. He'd like to take the PCs with him, but he's got another important assignment.

If the PCs learned the location of the headquarters of the local Harkonnen Underground cell, Bosque dispatches them to raid it, snuff it out, and learn as much as possible about the leaders of the Underground, on Dune. If the PC failed to intercept, or make anything of, the Harkonnen broadcast at the Transport Facilities, *and* failed to expose the Watersellers Union's connection to the Underground, all is not lost. Before Bosque leaves for the negotiations, he reports that his agents discovered the location of the hidden Harkonnen cell that currently plagues Arrakeen. He dispatches the PCs to root the leader of the cell out, thereby neatly getting the PCs to this section.

Players are, of course, resourceful beyond the capability of any GM to anticipate fully. If the PCs hatch a well-thought out, reasonable plan to unearth the Harkonnen underground through means not covered in this chapter, you may want to allow it. They must get to this section somehow, as it provides important data for Chapter Two. It's even possible for the PCs to arrive here without fully exploring the earlier parts of the chapter. That's perfectly acceptable. The adventure should be viewed as a string of possibilities, rather than requirements. It's possible your PCs may methodically go through each section of this chapter, covering every base, investigating every mystery. But it's not *required*.

Back at the Palace, Bosque—using the coordinates gained from the Watersellers—pulls out a map of Arrakeen and its surroundings. The coordinates indicate an area of the Shield Wall that, as far as the maps are concerned, is just like every other section of the wall. Riddled with caves and warrens.

PCs thinking to go back through the records and check earlier maps discover an Imperial map, dating back to before the Harkonnen rule on Arrakis, showing a begun but never finished ornithopter fueling depot. That section of the Shield Wall was originally going to be cut out to form a flat landing pad. All that was done, according to the map, was that some of the caves were cut out to form regular rooms, intended to be storage rooms. This map provides the PCs with the precise location of the Harkonnens' hiding place, including entrances and rooms.

Without this map, the PCs will have to head out there and begin exploring. Bosque gives them a thopter and a squad of five men, 1st level troopers [Stats for 5 first level Atreides Troopers]. He tells the PCs that he has few men to spare, as he is preparing for the Duke's arrival and must go negotiate with the Watersellers. This, he explains, should work in the PCs favor. If things have gone as he suspects, the Harkonnens are aware of the activity in Arrakeen, and don't expect an attack during this, the most frantic period of the Atreides arrival. He reminds the PCs that fighting their way through several squads of Harkonnen troops, armed and familiar with their surroundings, will be extremely deadly.

“Nonetheless,” he says; “I want as many of those five troopers—and you—to come back alive as possible.”

Finding The Harkonnen Base

There are basically three ways this last section can go. The PCs may have surprise, approaching without the Harkonnens noticing. The Harkonnens may see the PCs as they approach in which case the Harkonnens will be ready for them, making this a hard fought battle indeed. Or the Harkonnens may see the PCs approaching, but not realize the PCs present a threat. This would require the PCs disguising themselves as Harkonnens **and** disguising how many of them there are. The Harkonnens are immediately suspicious of any group of more than three people approaching the base.

The journey from the Transport Facilities (where the PCs are now familiar faces) to the Shield Wall in a ‘thopter takes only about 15 minutes. The Harkonnens have guards constantly posted at the two entrances to the base. [SEE MAP] PCs lacking a detailed map must make a Spot test against DC 20 to spot one of the entrances from the air (roll to randomly determine which entrance.) The Harkonnens, meanwhile, must make a Spot check against DC 10 to notice the PCs’ ornithopter. There’s no way the PCs can obscure their approach, unless they intentionally come up from behind the Shield Wall. This is an excellent tactic for many reasons. The Harkonnens won’t be expecting it, and there are places to land above the base, allowing the PCs to descend without the Harkonnen’s noticing.

If the PCs land on the desert floor, the Harkonnens notice. At this point, the PCs only recourse is to dispatch a few of their number disguised so as not to attract too much attention.

The Disguise Option

Disguising themselves as Harkonnens is more difficult than the PCs may suspect. None of the Harkonnen agents left on Arrakis still wear their uniform, except for some walled up inside the Palace waiting for their moment to strike. Disguising themselves as Harkonnens means *not* appearing as Atrides. In fact, the less like Atrides agents they appear the better. This requires a [CHECK TYPE. . .DISGUISE??] check. This check becomes the target number for a Harkonnen **Search** roll to determine that the PCs are not what they seem. If the PCs thought to disguise their ornithopter, they get a +3 to their roll. The Harkonnens get +3 to their roll for every agent over 3 the PCs bring with them.

If the PCs come down on the base from above, and haven’t been seen, they have surprise. They may also be disguised, which can result in the PCs getting all the way to the second level unmolested. This depends on how well the PCs role-play and how they use the knowledge they have, such as the name of the cell leader. Getting past the first level without having to fight anyone earns the PCs the XP for all the agents on the first level, just as if they had defeated them in combat.

If the PCs came up from the desert floor below, the Harkonnens are ready for them. If the PCs have disguised themselves, then the Harkonnens have a chance to make their **Search**

check when the PCs are about 3 minutes away. Enough time to call the guards from the other rooms. If the disguise ploy works, the PCs can get to room one, and possibly beyond, without the guards alerting anyone. Of course, if the PCs just walk up to the entrance, en masse, without bothering to disguise themselves, the Harkonnens will be well prepared for them.

Level One: Supplies & Guards

One: The Entrances

There are two ways in to level one, each is guarded by two Harkonnen Agents. Use the following stats for all agents unless specified elsewhere [STATS FOR 2ND LEVEL HARKONNENS]. If the Harkonnens believe the PCs are fellow agents (see above) then they greet the PCs warily, but without reinforcements. If the Harkonnens aren't aware of the PCs approach, then the PCs have surprise. The Harkonnens stand to the left and right of the entrance.

If the Harkonnens are aware of the PCs and believe they've come prepared for violence, the Harkonnens first send one of their number (an Agent from room 5) to the upper levels to alert the rest of the base. Then all the Harkonnens on this level (16, not including the one sent to the upper levels) gather in the entryway the PCs are **not** entering from. When they observe the PCs enter the base, half of them run along the walkway cut into the stone to the other entrance. Now the PCs are surrounded, although they may not realize this. The Harkonnen's plan is to surround the PCs in room 4.

From here on in, we presume the Harkonnens are unaware of the PCs intrusion. Even if the PCs surprise the two guards at one entrance, it's likely that others further in will hear the sounds of battle and respond. In any case, as soon as they're aware of the invasion, an Agent is dispatched to alert the upper levels.

Two: The Passageways

Once the PCs enter the base, read the following to them;

Cut into the reddened rock of the Shield Wall, the rough passageway you find yourself in is barely big enough for two people to walk abreast. The way is lit with primitive electric lights mounted on the walls. Power cables stretch away into the back of the cave system. As you travel deeper, you get the sense that the warrens are natural. The floor and ceiling are irregular, and little stonework is evident.

Three: Supply Storage

As with the rest of the rooms on this level, this room opens out to a roof about 25 feet high. Normally, there's one Harkonnen Agent here guarding the supplies and acting as quartermaster. Several metal boxes are stacked to the ceiling, each marked with a series of numbers. Almost all the content of these boxes is food and water, although there is a spare electrical generator packed away. Read the following to the players;

The air further in the caves becomes musty and rank, the smell of several dozen people living in close quarters without adequate ventilation. Looking up, you see small, fist-sized holes in the ceiling allowing the hot air to escape, providing what little ventilation there is.

The lone guard here begins with; “Hey! Who are you!” Once he realizes the PCs mean him harm he’ll run to Room 4 to rouse the sleeping guards. The PCs need to win initiative, or have surprise to prevent this. Depending on how much noise they made, it may already be too late.

Four: Sleeping Quarters

Here are 12 cots for sleeping, along with a water reclamation system. Empty packs of chemical abrasive used in lieu of showering lie about the ground. There are discarded food wrappers, and bins filled with trash. At any time, there are as many as 40 Harkonnens using the base as a shelter away from Atrides patrols and a place to regroup and forge new identities when Aidan Bosque and his men have gotten too close to an important mole. 10 of the cots are currently occupied, 8 with snoring Harkonnens, 2 with awake agents, preparing for sleep.

It’s possible the PCs can sneak into this area and catch the agents unawares. On the other hand, vigilant Harkonnens anticipating the PCs attack use this area as a place to box the PCs in, attacking them from both sides.

Five: More Guards

Six guards are maintained in this room at all times, to restrict access to the upper levels. One of them is a 3rd level Agent, responsible for coordinating the activities of this third of the base. Although there is little to coordinate, the Harkonnens place great value in the idea of micromanagement. The stair here lead up to the map room on level two.

Level Two: Command

This level contains most of the records of the Harkonnen Underground as well as Sevan Teradas’ living quarters.

One: The Map Room

A large stone table dominates this room. Several maps of Arrakeen lie spread on the table, some showing secret passages through the Palace, one indicating the secret passageway from the Watersellers facility to the House Shield node.

Against the eastern wall is a rack of maps. Most of these are maps of buildings and streets. There are three Agents in here, planning an attack on the Duke’s retinue upon their arrival. If the base is alerted to the PC’s presence, it will be difficult indeed for the PCs to advance up the stairs. If the PCs make headway in spite of the Harkonnen’s superior numbers, the Harkonnens pull back and allow the PCs up the stairs in order to allow more Agents to attack them.

Two: Savan Teradas’ Quarters.

These are the living quarters of Sevan Teradas, the leader of this cell. There's a comfortable bed, writing desk and several books. It's spartan, but far more comfortable than the sleeping quarters below.

Teradas is not here. He's upstairs trying to communicate with the head of the Harkonnen resistance.

Three: Records and Contracts

This room has several small filing cabinets in it. The cabinets contain files documenting the extent of the Arrakeen Cell of the Harkonnen Underground. Included are written agreements with various merchants, to be used for blackmail in case the merchants' support is withdrawn, the names and locations of over a hundred informal sympathizers, including Tala Ishan and the sympathizers at the Transport, as well as lists of agents in the Palace some of which the PCs didn't know about.

There are three more agents in here, packing all the documents up. They're planning on taking them upstairs, where they believe they'll be able to fight the PCs off, or burn the records should it appear they're going to lose. If they've been called to duty elsewhere trying to stop the PCs, it's clear they left the job half done. Stairs up lead from here to the final level.

Level Three: Communications

Finally, the PCs come across the last stronghold of Teradas and his men. The communications level is the highest in the base because the transmitters require height and proximity to the surface, both of which this level provides.

One: Tools of the Trade

Packed away in this room is several thousand solaris worth of spice, used to bribe officials and buy equipment from the smugglers. There are also 6 boxes of heavy weapons, including rocket launchers and lasguns packed away. There are three guards in this room, guarding it against the PCs.