



# DUNE

PERSEUS

Dune: Adventures in the Imperium

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## PROSPECTUS

A Dune: Adventures in the Imperium  
Roleplaying Game Campaign

Judge of the Game: Steve Zaccardi

*When a noble house fails to fulfill its obligations to the Imperium, it must be brought to account with the entire Landsraad as witness. To suffer the weak, is to invite ruin.*

*-- Alenna Terannian, CHOAM Comptroller, 1st Rank*

This campaign design, text, and all associated materials are fan content for the enjoyment of playing the Dune: Adventures in the Imperium Roleplaying Game by Modiphius Entertainment. All art AI generated. (Butlerian Strictures Violated)

# PROLOGUE

The year is 9,228 A.G. It is a time of growth for the Imperium. The Guild Navigator, Culland, has discovered a pathway to the Perseus arm of our galaxy, and with it, the discovery of five pristine worlds. His Royal Highness, the Padishah Emperor Ezhar IX, has declared them, 'Jewel Worlds'. Around the star Mirfak orbits its fourth planet - the first settled of the Jewel Worlds - Nyx.

Throughout history, the padishah emperors have granted new worlds as favors to allies, for economic leverage, or to tip the power balance in the Landsraad. Along with the excitement of new wealth, these 'Jewel Worlds' have also caused concern. Facing resistance to an outright grant of Nyx from the High Council, the emperor, under the guise of benevolence, has invoked a Writ of Conscription to call upon several House Minors of the patriciate to settle the world. These Houses have vied against each other on Nyx for several years now - to prove themselves worthy by demonstration of competence. This competitive environment has led to claims of corruption and malfeasance from some members of the Landsraad. To investigate these claims, CHOAM has been brought in as an observer along with an independent auditor; a series of events that have thrown the jostling Houses into turmoil and reset the great game on Nyx.

Can a single House rise above the others? Will they improve their place in the faufreluches and join the ranks of the Houses Major? Only the deserving will rise. For those that fall... harsh is the judgement of the Imperium.

# OVERVIEW

(Subject to Change)

## Game Play

- Player House vs. Player House (PvP)
- A Play-by-Post framework with in-session as required.
- Architect-Level play: Asset allocation and development, House Management and venture outcomes.
- Agent-Level play: Driven by ventures and inter-House interaction with limits (player count). No regular sessions.
- Fog of War in all theaters of operation.
- House starting conditions (Minor) as per RAW plus footprint (point spend) on Nyx.

## Time Management

- House Management turns once per calendar month (Ventures).
- 'Planet turns' added for asset development, movement, and use. Orders submitted weekly.

## Players

- Proactive play drives the storyline and direction of the game.
- Players will split into 'teams' of houses.
- Develop House characters, notables, and fill starting roles.
- Develop short, mid-term, and long-term goals. Personal and House.
- Familiarity with The Great Game and Power and Pawns.
- Improve the House and ultimately gain control of the Siridar Fief of Nyx.

# **Gamemaster**

- Arbitrate Architect-Level play results and conflicts.
- Develop +1 rewards for Player/House goal achievements.
- Run Agent-Level play scenes.
- Keep communication clear.
- Manage NPC factions: Emperor, Landsraad High Council, CHOAM, BG, the Spacing Guild.
- Facilitate game feedback.
- Score keeping. House and Character.

# **Communication**

- Discord channels - public and private.
- VTT - TBD (Agent-Level only).

# **Added Features**

- Additional Ventures including Military and Political.
- New rules allowing for asset actions in simultaneous player turns.
- Alternative Dueling rules.
- Added economics (CHOAM Sanctions and Censure, Fine Grain Domain Facilities)
- Enhanced world maps.

# **Game Size and Length**

- At least three teams (Houses) with a cap TBD.
- Pre-Game activities to begin in March 2025 with the start of play in April.
- Checkpoint for victory conditions start at three months. End of campaign at six months.

# PREVIEW



Padishah Emperor Ezhar IX



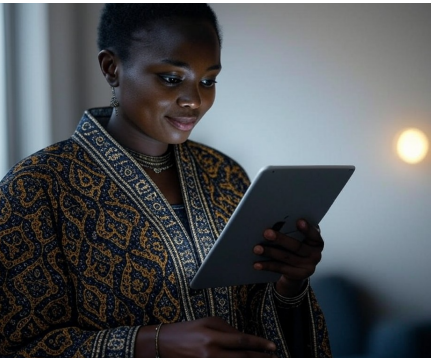
Nyxian Predator



CHOAM Comptroller



Planetary Maps



Imperial Prothonotary

Planet Tile Legend

Undeveloped	
Industrialized	◆ I
Estate	★
Hidden (Example: Storage)	Ⓢ
Domain Facility	■ #
Military Base	■ M
Spaceport	⬆️