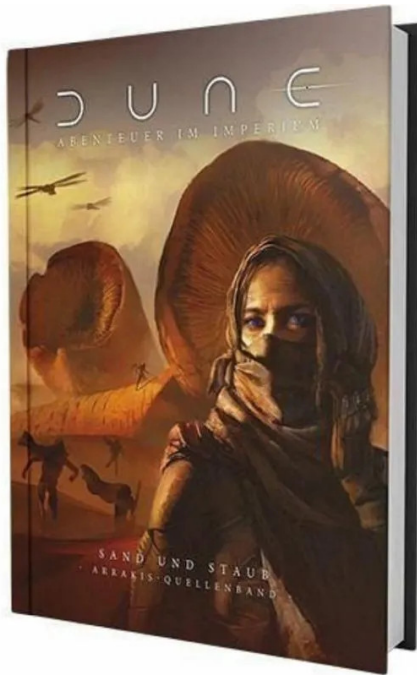


Item no.: 351051

US88046 - Dune The Role-Playing Game: Sand and Dust - Arrakis Source Volume



from **34,58 EUR**

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shipping weight: 0.80 kg
Manufacturer: Ulisses Spiele

Product Description

Dune The Role-Playing Game: Sand and Dust - Arrakis Source Volume

In the far reaches of the vast empire lies the hostile desert world of Arrakis. It is a deadly place where not a drop of rain falls and the people live a meagre existence in the oppressively hot cities of the North Pole. But Arrakis is the most important planet in the known universe, for only here is the spice melange found.

The spice is everything. For some it is a way to prolong life, for others a way to see into the future. It is the key to wealth and power in the Empire, and many of the noble houses will stop at nothing to control it in any way they can. The cities of Arrakeen and Carthag are teeming with agents and spies, all eager to gain advantage for their respective factions and willing to kill to maintain the power of their masters. Will Arrakis be the place where your characters prove the power of their house? Or will their blood be spilled on the unforgiving, unforgiving sands?

This 156-page sourcebook for Dune: Adventures in Empire takes you to the desert world of Arrakis and explores the secrets of the spice. Visit the hidden sietchs of the Fremen and learn the secrets of their culture. Wander aimlessly through the deep deserts and perhaps catch sight of one of the incredible sandworms. Trade secrets with spies and agents in the bustling marketplace of Arrakeen or the alleys of Carthag. Arrakis is a planet full of secrets, opportunities and dangers, and those who underestimate it will never leave.

Sand and Dust: The Arrakis Sourcebook contains:

- an overview of the planet Arrakis, also known as Dune, its history and features
 - details about the mysterious desert Fremen and their many secrets
 - a variety of new options for Fremen player characters, including new archetypes, talents and rules for riding the great sandworms
 - an in-depth look at spice harvesting and those who attempt to secretly amass and smuggle it
 - secrets of the spice are revealed, including new talents and skills related to the spice
 - an encyclopaedia of the cities of Carthag and Arrakeen, including their layout, notable landmarks and what life is like for the people in each city
 - expanded notes on creating your own campaigns on Arrakis, including a variety of new NPCs, scenario hooks and approaches to stories
 - new campaign options as smugglers, Fremen or merchants instead of agents of a noble house
 - a complete adventure, "The Water Must Flow", which involves the player characters in a deadly plot during a water shortage on Arrakis
- Type: Source volume
 - Language: German
 - Number of pages: 156

Specifications

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