

The Butlerian Jihad Legends Of Dune 1 Brian Herbert

Downriver is an evocative, gorgeously written short story: the tale of one woman's past—and her inability to escape it—from Jess Montgomery, author of the Kinship series. "Now that I'm dying, I must decide what to do about the necklace." In 1939, many years ago, Rona Carter was a shy, lonely girl. Nothing like the pretty, popular Emily—the golden girl of Liberty, Ohio. Emily, whose body was found in the river. Now, the legend of Emily's death has lived on in Rona, in the town, and in the tiger's eye necklace that Emily's mother gave her. Forced to reckon with her own mortality, Rona must decide whether to share a secret long kept buried—or take it to her grave.

This discounted ebundle includes Legends of Dune: The Butlerian Jihad, The Machine Crusade, The Battle of Corrin; Heroes of Dune: Paul of Dune, The Winds of Dune; Schools of Dune: Sisterhood of Dune, Mentats of Dune, Navigators of Dune Frank Herbert's Dune series is one of the great creations of imaginative literature, science fiction's answer to The Lord of the Rings. Brian Herbert—Frank Herbert's son—and coauthor Kevin J. Anderson have continued the series, keeping the original author's vision alive, bringing the saga to millions of new readers, and carrying on this brilliantly imaginative epic of high adventure, unforgettable characters, and immense scope. Tor books by Brian Herbert and Kevin J. Anderson Dune Universe books by Brian Herbert and Kevin J. Anderson Dreamer of Dune: The Biography of Frank Herbert by Brian Herbert The Butlerian Jihad The Machine Crusade The Battle of Corrin The Road to Dune by Frank Herbert, Brian Herbert, and Kevin J. Anderson Hunters of Dune Sandworms of Dune Paul of Dune The Winds of Dune Sisterhood of Dune Mentats of Dune Navigators of Dune The Hellhole Trilogy by Brian Herbert and Kevin J. Anderson Hellhole Hellhole Awakening Hellhole Inferno Other books The Little Green Book of Chairman Rahma by Brian Herbert The Forgotten Heroes by Brian Herbert At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Paul of Dune is a sci-fi adventure novel everyone will want to read and no one will be able to forget. Frank Herbert's Dune ended with Paul Muad'Dib in control of the planet Dune. Herbert's next Dune book, Dune Messiah, picked up the story several years later after Paul's armies had conquered the galaxy. But what happened between Dune and Dune Messiah? How did Paul create his empire and become the Messiah? Following in the footsteps of Frank Herbert, New York Times bestselling authors Brian Herbert and Kevin J. Anderson are answering these questions in Paul of Dune. The Muad'Dib's jihad is in full swing. His warrior legions march from victory to victory. But beneath the joy of victory there are dangerous undercurrents. Paul, like nearly every great conqueror, has enemies--those who would betray him to steal the awesome power he commands. . . . And Paul himself begins to have doubts: Is the jihad getting out of his control? Has he created anarchy? Has he been betrayed by those he loves and trusts the most? And most of all, he wonders: Am I going mad? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Neal Asher takes on first contact, Polity style. This original novel recounts the first contact between the aggressive Prador aliens, and the Polity Collective as it is forced to retool its society to a war footing. The overwhelming brute force of the Prador dreadnaughts causes several worlds and space stations to be overrun. Prador Moon follows the initial Polity defeats, to the first draws, and culminates in what might be the first Polity victory, told from the point of view of two unlikely heroes. For the first time in the US in eBook format.

Return from the Ringworld

Spine of the Dragon

Death Warmed Over

Novellas from the Worlds of Dune

The Forgotten Heroes

Book One of the Legends of Dune Trilogy

A Dune prequel portrays the "Butlerian jihad" against technology, a background story vital to the Dune universe.

One hundred and ten centuries from now, humanity has spread across space. And all-powerful machines rule the humans who were once their masters. It began in the Time of Tyrants, when ambitious men and women used high-powered computers to seize control of the heart of the Old Empire including Earth itself. The tyrants translated their brains into mobile mechanical bodies and created a new race, the immortal man-machine hybrids called cymeks. Then the cymeks' world-controlling planetary computers - each known as Omnius - seized control from their overlords and a thousand years of brutal rule by the thinking machines began. But their world faces disaster. Impatient with human beings' endless disobedience and the cymeks' continual plotting to regain their power, Omnius has decided that it no longer needs them. Only victory can save the human race from extermination. 'Such vile villains...and such a fascinating description of splendid places.'

Anne McCaffrey on HOUSE HARKONNEN

In the far future, humanity began to search the stars, sending out vast spaceships that would take generations to reach their goals. In the depths of space they encountered the Ildiran empire - apparently the galaxy's only other intelligent civilization. The Ildirans came to Earth and passed on the knowledge of their stardrive, allowing humanity to expand to the stars. Almost two hundred years after that first contact, there are human colonies proliferating through the galaxy. As Mankind seizes the future, danger comes from the past, for two human archaeologists glean forbidden knowledge from the ruins of a dead world. Once, the insect-like Klikiss ruled the stars. Now, only their robot servants remain, guardians of a terrible technology - the Klikiss Torch, which has the power to create suns. Now, Humanity prepares to flex its new found muscle and activate the Torch for the first time in millennia, but there are reasons the Klikiss empire fell, and a train of events is about to be set in motion, that will change the universe...

Dune: The Butlerian Jihad Macmillan

The Winds of Dune

Dune Wipping Mek Promo Short Story

Wake the Dragon #1

Book Three of the Schools of Dune Trilogy

Dune Hunting Harkonnens Promotional Teaser Story

DUNE: The Graphic Novel, Book 1: Dune

After solving the environmental problems of the United States, dictator Chairman Rahma must fight off new weapons being deployed by the corporations and deal with unsettling reports of mutants in the new novel from the author of Hellhole. 25,000 first printing.

A biography of the science fiction writer, presented by his son, describes Herbert's childhood in Tacoma, Washington, his early years as a reporter and editor, his military service, and his struggles to become published.

A history of the U.S. Merchant Marines draws on a wide range of military records and personal documents, revealing that World War II losses were so numerous that casualty numbers were deliberately withheld and that surviving merchant marines were not granted the same recognition or benefits as were veterans of other military branches. Reprint. 10,000 first printing.

New York Times bestselling author Kevin J. Anderson triumphantly returns to epic fantasy with the Wake the Dragon series. Spine of the Dragon is a politically charged adventure of swords, sorcery, vengeance, and the rise of sleeping giants. Two continents at war, the Three Kingdoms and Ishara, are divided by past bloodshed. When an outside threat arises—the reawakening of a powerful ancient race that wants to remake the world—the two warring nations must somehow set aside generational hatreds and form an alliance to fight their true enemy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Navigators of Dune

(The Butlerian Jihad, The Machine Crusade, The Battle of Corrin, Paul of Dune, The Winds of Dune, Sisterhood of Dune, Mentats of Dune, Navigators of Dune)

Dune (Movie Tie-In)

Dune: The Machine Crusade

The Race for God

Perfect for longtime fans and new readers alike—this eBook collection includes the first three novels in Frank Herbert's Dune saga: DUNE, DUNE MESSIAH, and CHILDREN OF DUNE. DUNE IS NOW A MAJOR MOTION PICTURE directed by Denis Villeneuve, starring Timothée Chalamet, Zendaya, Jason Momoa, Rebecca Ferguson, Oscar Isaac, Josh Brolin, Stellan Skarsgård, Dave Bautista, David Dastmalchian, Stephen McKinley Henderson, Chang Chen, Sharon Duncan-Brewster, Charlotte Rampling, and Javier Bardem. In the far future, on a remote planet, an epic adventure awaits. Here are the first three novels of Frank Herbert's magnificent Dune saga—a triumph of the imagination and one of the bestselling science fiction series of all time. The Dune Saga begins on the desert planet Arrakis with the story of the boy Paul Atreides—who would become known as Muad'Dib—and of a great family's ambition to bring to fruition humankind's most ancient and unattainable dream....

A classic novel from the master of science fiction, Frank Herbert's Whipping Star. "Herbert is one of the most thought-provoking writers of our time; by focusing on 'alien' culture, he makes us examine what the true definition of 'human' is." —The Pacific Sun In the far future, humankind has made contact with numerous other species: Gowachin, Laclac, Wreaves, Pan Spechi, Taprisiots, and Caleban, and has helped to form the ConSentiency to govern among the species. After suffering under a tyrannous pure democracy, the sentients of the galaxy find the need for a Bureau of Sabotage (BuSab) to slow the wheels of government, thereby preventing it from legislating recklessly. BuSab is allowed to sabotage and harass the governmental, administrative, and economic powers in the ConSentiency. Private citizens must not be harassed, and vital functions of society are also exempt. Jorj X. McKie is a born troublemaker who has become one of BuSab's best agents. Drafted for the impossible task of establishing meaningful communication with an utterly alien entity who defies understanding, McKie finds himself racing against time to prevent a mad billionaire from wiping out all life in the ConSentiency. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From Brian Herbert and Kevin J. Anderson, Dune: The Lady of Caladan is a brand new novel in the internationally bestselling Dune series. Lady Jessica, mother of Paul, and consort to Leto Atreides. The choices she made shaped an empire, but first the Lady of Caladan must reckon with her own betrayal of the Bene Gesserit. She has already betrayed her ancient order, but now she must decide if her loyalty to the Sisterhood is more important than the love of her own family. Meanwhile, events in the greater empire are accelerating beyond the control of even the Reverend Mother, and Lady Jessica's family is on a collision course with destiny. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"A darkly funny, wonderfully original detective tale."--Kelley Armstrong Single Dead Detective Seeks Clue Ever since the Big Uneasy unleashed vampires, werewolves, and other undead denizens on the world, it's been hell being a detective--especially for zombie P.I. Dan Chambeaux. Taking on the creepiest of cases in the Unnatural Quarter with a human lawyer for a partner and a ghost for a girlfriend, Chambeaux redefines "dead on arrival." But just because he was murdered doesn't mean he'd leave his clients in the lurch. Besides, zombies are so good at lurching. Now he's back from the dead and back in business--with a caseload that's downright unnatural. A resurrected mummy is suing the

museum that put him on display. Two witches, victims of a curse gone terribly wrong, seek restitution from a publisher for not using "spell check" on its magical tomes. And he's got to figure out a very personal question--Who killed him? For Dan Chambeaux, it's all in a day's work. (Still, does everybody have to call him "Shamble"?) Funny, fresh, and irresistible, this cadaverous caper puts the P.I. in R.I.P. . . .with a vengeance. "Wickedly funny, deviously twisted and enormously satisfying. This is a big juicy bite of zombie goodness. Two decaying thumbs up!"--Jonathan Maberry "Anderson has become the literary equivalent of Quentin Tarantino in the fantasy adventure genre."--The Daily Rotation "An unpredictable walk on the weird side. Prepare to be entertained." --Charlaine Harris

The Heroic Story of the United States Merchant Marine

The Saga Of Seven Suns - Book One

Paul of Dune

Book Two of the Legends of Dune Trilogy

Gods and Dragons

Hidden Empire

Who needs Heaven? God, it turns out, lives on the planet Tananius-Ofo in the distant galaxy 722C12009. And now, after countless millennia, He's invited us to come visit Him. Not everybody, mind you. Just an odd assortment of heathens, heretics, pantheists, perverts, and true believers of every sect and creed-all crammed into a single white spaceship piloted by a slightly crazed biocomputer. Each pilgrim is determined to be the first to reach God and learn His secrets . . . If they don't all kill each other on the way there.

Power duo Kevin J. Anderson and Doug Beason team up in Kill Zone, a perilous disaster thriller for the modern age. Deep within a mountain in Albuquerque, New Mexico, a Cold War-era nuclear weapons storage facility is being used to covertly receive more than 100,000 tons of nuclear waste stored across the US. Only Department of Energy employee, Adonia, and a few others including a war hero, a senator, and an environmental activist, are allowed access to perform a high-level security review of the facilities. But Hydra Mountain was never meant to securely hold this much hazardous waste, and it has the potential to explode, taking with it all of Albuquerque and spreading radioactivity across the nation. This disaster situation proves all too possible when a small plane crashes at a nearby military base, setting off Hydra's lockdown and trapping Adonia and her team in the heart of the hazardous, waste-filled mountain. Now, the only direction for them to go is deeper into the mountain, through the tear gas and into a secretive area no one was ever supposed to know about. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An all-new Tale of the Great Schools of Dune -- written to accompany Navigators of Dune by the same authors (Tor, September 2016). At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A cross-over conclusion to the Ringworld and Fleet of Worlds series finds the Puppeteers of the Fleet of Worlds targeted by rival war fleets after the disappearance of the Ringworld, prompting exiled Puppeteer Hindmost to draw on his knowledge of Ringworld technology to reclaim his power.

The Dark Between the Stars

Expanded Edition

Dune: House Atreides #1

Dreamer of Dune

Dune: The Butlerian Jihad

The Biography of Frank Herbert

Eight collected Dune short stories, tales that fit in and around Frank Herbert's grand future epic.

Presents the second interquel of Frank Herbert's epic Dune series, chronicling the life of Lady Jessica after the disappearance of her son, Emperor Paul-Muad'Dib. "The Winds of Dune" begins after the events of "Dune Messiah". The growing battle between Je

The planet HELLHOLE, devastated by an ancient asteroid impact, is inhabited by only the hardest and most desperate colonists. It is one of 54 remote frontier worlds forced to pay tribute to the corrupt Constellation, which is ruled by decadent nobles. An exiled rebel general, Tiber Adolphus, has now mounted a second rebellion against the Constellation, much larger than his earlier failed attempt. This time Adolphus aligns himself with the Xayans, a resurrected alien race from Hellhole. As the ancient civilization awakens, the Xayans encourage colonists to immerse themselves in strange "slickwater" pools and acquire ancient alien memories. Their goal is to gather sufficient numbers to achieve ala'ru, an accelerated evolution that will transform them into godlike beings. General Adolphus rallies his fellow rebels from across the vast Deep Zone to fight for their independence, while the ruthless leader of the Constellation, Diadem Michella, vows to eradicate the rebellion and all colonists on Hellhole. The Xayans add their "telemancy" defenses to the General's conventional military resources, until they reveal an enemy far more terrifying than the Army of the Constellation: a faction of rogue Xayans bent on the extermination of their race . . . and the destruction of any planet that happens to be in the way. As a barrage of deadly asteroids hurtles toward Hellhole, and the Constellation's gigantic space fleet arrives for a final engagement against General Adolphus, the hardy settlers are caught between a human enemy that wants to raze their colony to the ground and much more powerful aliens who can destroy not only themselves, but human civilization, as well as the foundations of the universe itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

On the peanut-shaped planetoid of Ut, a 150-million-year-old computer named Mamacita rules with dictatorial control. Her every whim is a steadfast rule, and no command is stronger than the ban of Sudanna, the wind that sweeps across Ut spreading the liberating sounds of music. Hiley OIV is one of Ut's most conscientious inhabitants, a man so afraid of losing his head (utpeople have very precarious necks) that a Bad Thought almost never enters his mind. But now his teenage daughter

has fallen in love with Prussirian BBD-Ut's most notorious outlaw—a man who has broken Mamacita's cardinal rule: he makes music.

A Tale of the Schools of Dune

Frank Herbert's Dune Saga Collection: Books 1-3

Dune: The Lady of Caladan

The Dune Encyclopedia

Tales of Dune

Prador Moon

After the events of Hellhole Awakening, the people of Hellhole and the shadow-Xayans scramble to rally against the threat from the still-living rogue Xayans. Back on Sonjeera, the Monarchy is in an uproar after their surprising defeat and the breakaway of the Deep Zone planets. The dowager Queen decides to go to Hellhole on a diplomatic mission, hoping to keep her power. But after touring Hellhole, Queen Michella is shaken, and begins to realize that she can never have the old Monarchy back. Before the Queen can return to Sonjeera, she's captured by the rogue Xayans and learns the reason for their attack: the orthodox Xayans had developed their minds to the point where they could evolve and, in so doing, trigger another Big Bang, wiping out everything. The rogue Xayans thought they succeeded in stopping the ascension, but the orthodox Xayans on Hellhole are nearly ready. Now, twenty-two huge asteroids from the outer reaches of the solar system are bearing towards Hellhole, summoned by the rogue sect as a last resort. Can all these lives and the planet itself be saved?

Kevin J. Anderson's sequel to Spine of The Dragon brings bitter rivalry and blood feud—that might be the downfall of the human kingdoms. Two continents at war, the Three Kingdoms and Ishara, have been in conflict for a thousand years. But when an outside threat arises—the reawakening of a powerful ancient race that wants to remake the world—the two warring nations must somehow set aside generations of hatred to form an alliance against a far more deadly enemy. Book One awakened the great dragon, and set the kingdoms at each other's throats. In Book Two, Vengewar, the Three Kingdoms are shattering under pressure from an inexperienced new King who is being led by an ambitious regent to ignore the threat of the Wreths, in favor of a Vengewar with Ishara. His brother and uncle can see only the danger of the Older Race. In Ishara, the queen lies in a coma, while an ambitious priest seizes power. But he has neither the training nor the talent to rule a nation— or even a city. Ishara is in deadly peril, and the Wreths have not even appeared on their continent. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.

Frank Herbert's Dune series is one of the grandest epics in the annals of imaginative literature. Selling millions of copies worldwide, it is science fiction's answer to The Lord of the Rings, a brilliantly imaginative epic of high adventure, unforgettable characters, and immense scope. Decades after Herbert's original novels, the Dune saga was continued by Frank Herbert's son, Brian Herbert, an acclaimed SF novelist in his own right, in collaboration with Kevin J. Anderson. Their New York Times bestselling trilogy, Dune: House Atreides, Dune: House Harkonnen, and Dune: House Corrino, formed a prequel to the classic Herbert series that was acclaimed by reviewers and readers alike. Now Herbert and Anderson, working from Frank Herbert's own notes, reveal a pivotal epoch in the history of the Dune universe, the chapter of the saga most eagerly anticipated by readers: The Butlerian Jihad. Throughout the Dune novels, Frank Herbert frequently referred to the long-ago war in which humans wrested their freedom from "thinking machines." Now, in Dune: Butlerian Jihad, Brian Herbert and Kevin J. Anderson bring to life the story of that war, a tale previously seen only in tantalizing hints and clues. Finally, we see how Serena Butler's passionate grief ignites the war that will liberate humans from their machine masters. We learn the circumstances of the betrayal that made mortal enemies of House Atreides and House Harkonnen; and we experience the Battle of Corrino that created a galactic empire that lasted until the reign of Emperor Shaddam IV. Herein are the foundations of the Bene Gesserit Sisterhood, the Suk Doctors, the Order of Mentats, and the mysteriously altered Navigators of the Spacing Guild. Here is the amazing tale of the Zensunni Wanderers, who escape bondage to flee to the desert world where they will declare themselves the Free Men of Dune. And here is the backward, nearly forgotten planet of Arrakis, where traders have discovered the remarkable properties of the spice melange Ten thousand years before the events of Dune, humans have managed to battle the remorseless Machines to a standstill . . . but victory may be short-lived. Yet amid shortsighted squabbling between nobles, new leaders have begun to emerge. Among them are Xavier Harkonnen, military leader of the Planet of Salusa Secundus; Xavier's fiancée, Serena Butler, an activist who will become the unwilling leader of millions; and Tio Holtzman, the scientist struggling to devise a weapon that will help the human cause. Against the brute efficiency of their adversaries, these leaders and the human race have only imagination, compassion, and the capacity for love. It will have to be enough. At the Publisher's request, this title is being sold without

Digital Rights Management Software (DRM) applied.

Dune Boxed Set #1 (2019): The Butlerian Jihad, the Machine Crusade, the Battle of Corrin

The Butlerian Jihad

Fate of Worlds

Sisterhood of Dune

Dune: Red Plague

The Little Green Book of Chairman Rahma

New York Times best-selling novelists Brian Herbert and Kevin J. Anderson, alongside Dev Pramanik, adapt their acclaimed prequel to the groundbreaking Dune in comic book form for the first time, perfect for longtime fans and new readers alike. Set in the years leading up to the Hugo and Nebula Award-winning Dune—which inspired the upcoming feature film from Legendary Pictures—DUNE: HOUSE ATREIDES transports readers to the far future on the desert planet Arrakis where Pardot Kynes seeks its secrets. Meanwhile, a violent coup is planned by the son of Emperor Elrood; an eight-year-old slave Duncan Idaho seeks to escape his cruel masters; and a young man named Leto Atreides begins a fateful journey. These unlikely souls are drawn together first as renegades and then as something more, as they discover their true fate – to change the very shape of history!

Brian Herbert and Kevin J. Anderson's Navigators of Dune is the climactic finale of the Great Schools of Dune trilogy, set 10,000 years before Frank Herbert's classic Dune. The story line tells the origins of the Bene Gesserit Sisterhood and its breeding program, the human-computer Mentats, and the Navigators (the Spacing Guild), as well as a crucial battle for the future of the human race, in which reason faces off against fanaticism. These events have far-reaching consequences that will set the stage for Dune, millennia later. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Collected for the first time, these Dune novellas by bestselling authors Brian Herbert and Kevin J. Anderson shine a light upon the darker corners of the Dune universe. Spanning space and time, Sands of Dune is essential reading for any fan of the series. The world of Dune has shaped an entire generation of science fiction. From the sand blasted world of Arrakis, to the splendor of the imperial homeworld of Kaitain, readers have lived in a universe of treachery and wonder. Now, these stories expand on the Dune universe, telling of the lost years of Gurney Halleck as he works with smugglers on Arrakis in a deadly gambit for revenge; inside the ranks of the Sardaukar as the child of a betrayed nobleman becomes one of the Emperor's most ruthless fighters; a young firebrand Fremen woman, a guerrilla fighter against the ruthless Harkonnens, who will one day become Shadout Mapes. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

It is eighty-three years after the last of the thinking machines were destroyed in the Battle of Corrin, after Faykan Butler took the name of Corrino and established himself as the first Emperor of a new Imperium. Great changes are brewing that will shape and twist all of humankind. The war hero Vorian Atreides has turned his back on politics and Salusa Secundus. The descendants of Abulurd Harkonnen Griffen and Valya have sworn vengeance against Vor, blaming him for the downfall of their fortunes. Raquella Berto-Anirul has formed the Bene Gesserit School on the jungle planet Rossak as the first Reverend Mother. The descendants of Aurelius Venport and Norma Cenva have built Venport Holdings, using mutated, spice-saturated Navigators who fly precursors of Heighliners. Gilbertus Albans, the ward of the hated Erasmus, is teaching humans to become Mentats...and hiding an unbelievable secret. The Butlerian movement, rabidly opposed to all forms of "dangerous technology," is led by Manford Torondo and his devoted Swordmaster, Anari Idaho. And it is this group, so many decades after the defeat of the thinking machines, which begins to sweep across the known universe in mobs, millions strong, destroying everything in its path. Every one of these characters, and all of these groups, will become enmeshed in the contest between Reason and Faith. All of them will be forced to choose sides in the inevitable crusade that could destroy humankind forever.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hellhole: Inferno

Downriver

Kill Zone

Hellhole Inferno

Book One of the Heroes of Dune

Book One of the Schools of Dune Trilogy

The definitive graphic novel adaptation of Dune, the groundbreaking science-fiction classic by Frank Herbert. Dune, Frank Herbert's epic science-fiction masterpiece set in the far future amidst a sprawling feudal interstellar society, tells the story of Paul Atreides as he and his family accept control of the desert planet Arrakis. A stunning blend of adventure and mysticism, environmentalism, and politics, Dune is a powerful, fantastical tale that takes an unprecedented look into our universe, and is transformed by the graphic novel format. In the first volume of a three-book trilogy encompassing the original novel, Brian Herbert and Kevin J. Anderson's adaptation retains the story's integrity, and Raúl Allén and Patricia Martín's magnificent illustrations, along with cover art by Bill Sienkiewicz, bring the book to life for a new generation of readers.

Co-author of the Dune sequels, Kevin J. Anderson's Gods and Dragons marks his triumphant return to epic fantasy, featuring a politically charged adventure of swords, sorcery, vengeance, and the awakening of sleeping giants. Two continents at war: the Three Kingdoms and Ishara have been in conflict for a thousand years. But when an outside threat arises—the reawakening of a powerful ancient race that wants to remake the world—the two warring nations must somehow set aside generations of hatred to form an alliance against a far more deadly enemy. At the Publisher's request, this title

is being sold without Digital Rights Management Software (DRM) applied.

The Dark Between the Stars is space opera on a grand scale. Twenty years after the elemental conflict that nearly tore apart the cosmos in The Saga of Seven Suns, a new threat emerges from the darkness, and the human race must set aside its own inner conflicts to rebuild their alliance with the Ildiran Empire for the survival of the galaxy. Praise for THE SAGA OF THE SEVEN SUNS: 'Sure-footed, suspenseful and tragic ... an exhilarating experience' Locus 'Space opera at its most entertaining' Starlog 'THE SAGA OF THE SEVEN SUNS is worthy of mention in the same breath as Asimov's Foundation series and Hamilton's Nightdawn trilogy. This is science fiction on the grandest of scales, a modern classic' The Alien Online 'A realm of wondrous possibilities ... A fascinating series' Brian Herbert 'A space opera to rival the best the field has ever seen' SF Chronicle

The fantastic saga of Frank Herbert's Dune continues. . . More than two decades have passed since the events chronicled in Dune: The Butlerian Jihad. The crusade against thinking robots has ground on for years; the human worlds grow weary of war, of the bloody, inconclusive swing from victory to defeat. The fearsome cymeks, led by Agamemnon, hatch new plots to regain their lost power from Omnium. Aurelius Venport and Norma Cenva are on the verge of the most important discovery in human history—a way to “fold” space and travel instantaneously to anyplace in the galaxy. And on the faraway, nearly worthless planet of Arrakis, Selim Wormrider and his band of outlaws take the first steps towards making themselves the feared fighters who will change the course of mankind: the Fremmen.

Vengewar

Dune: Legends, Heroes, Schools

A High-Tech Thriller

Sudanna, Sudanna

Sands of Dune

Legends of Dune 1