

A New Dawn Star Wars Sunbond

Celebrate the incredible world of the beloved 80s franchise with this treasure trove of images and stories from Masters of the Universe. Relive childhood excitement and celebrate more than 30 years of He-Man, She-Ra, Skeletor and all the Masters of the Universe! By the Power of Grayskull! The war for Eternia begins again in 2021! Officially licensed by Mattel, this stunning guide is a visual celebration of Masters of the Universe's enduring legacy, including artworks, sketches, posters and merchandise from the official archives. With the continuation of He-Man's epic story, and a new CGI animated series both scheduled to release on Netflix in 2021, it's the perfect time to familiarise yourself with all the heroes, villains, amazing battles and incredible locations from your childhood. Explore the full history of the toys, minicomics, TV series and movies. Meet characters including Skeletor, Man-At-Arms, Teela, Battle Cat, Beast Man and She-Ra and track how they change through the decades, from 1982 to today. Go behind-the-scenes to discover what it took to create a franchise with phenomenal worldwide impact. There's also a sneak peak at the reboots, to find out how He-Man, one of the biggest icons of the 80s, is being restored to his former glory. ©Mattel. All rights reserved.

Nineteen-year-old Anakin Skywalker is torn between his personal dreams and his Jedi responsibilities, while he and his master, Obi-Wan Kenobi, face a world of danger and intrigue that threatens to destroy the Republic.

A Kirkus Best Fiction Book of the year "Swanson rips us from one startling plot twist to the next... A true tour de force." —Lisa Gardner "Fiendish good fun." —Anthony Horowitz From the hugely talented author of *Before She Knew Him* comes a chilling tale of psychological suspense and an homage to the thriller genre tailor-made for fans: the story of a bookseller who finds himself at the center of an FBI investigation because a very clever killer has started using his list of fiction's most ingenious murders. Years ago, bookseller and mystery aficionado Malcolm Kershaw compiled a list of the genre's most unsolvable murders, those that are almost impossible to crack—which he titled "Eight Perfect Murders"—chosen from among the best of the best including Agatha Christie's *A. B. C. Murders*, Patricia Highsmith's *Strangers on a Train*, Ira Levin's *Deathtrap*, A. A. Milne's *The Red House Mystery*, Anthony Berkeley Cox's *Malice Aforethought*, James M. Cain's *Double Indemnity*, John D. MacDonald's *The Drowner*, and Donna Tartt's *The Secret History*. But no one is more surprised than Mal, now the owner of the Old Devils Bookstore in Boston, when an FBI agent comes knocking on his door one snowy day in February. She's looking for information about a series of unsolved murders that look eerily similar to the killings on Mal's old list. And the FBI agent isn't the only one interested in this bookseller who spends almost every night at home reading. The killer is out there, watching his every move—a diabolical threat who knows way too much about Mal's personal history, especially the secrets he's never told anyone, even his recently deceased wife. To protect himself, Mal begins looking into possible suspects . . . and sees a killer in everyone around him. But Mal doesn't count on the investigation leaving a trail of death in its wake. Suddenly, a series of shocking twists leaves more victims dead—and the noose around Mal's neck grows so tight he might never escape.

An original junior novel from the world of *Star Wars Rebels*. An original story and the first book in the four-part series "Servants of the Empire", featuring a brave cadet who takes a stand against the dark side of the Empire. Zare Leonis seems destined to become a poster boy for the Empire, certain to join his sister Dhara at the esteemed Imperial Academy on Lothal in a year's time. But a year can bring plenty of unwelcome changes. Zare begins to uncover the Empire's destructive plans for Lothal and the livelihood of its people. He is forced to question what it means to be a good servant of the Empire.

Tells the complete tale of Grand Moff Tarkin, who guides the creation of the Death Star and paves the way for the Empire's supremacy--and whom even the dreaded Darth Vader obeys.

Collects the first three books in the *Star Wars* series, offering a glimpse of how Anakin Skywalker became aware of his power and turned to the dark side.

The "gripping" (*The Washington Post*) story of the most famous regiment in American history: the Rough Riders, a motley group of soldiers led by Theodore Roosevelt, whose daring exploits marked the beginning of American imperialism in the 20th century. When America declared war on Spain in 1898, the US Army had just 26,000 men, spread around the country—hardly an army at all. In desperation, the Rough Riders were born. A unique group of volunteers, ranging from Ivy League athletes to Arizona cowboys and led by Theodore Roosevelt, they helped secure victory in Cuba in a series of gripping, bloody fights across the island. Roosevelt called their charge in the Battle of San Juan Hill his "crowded hour"—a turning point in his life, one that led directly to the White House. "The instant I received the order," wrote Roosevelt, "I sprang on my horse and then my 'crowded hour' began." As *The Crowded Hour* reveals, it was a turning point for America as well, uniting the country and ushering in a new era of global power. "A revelatory history of America's grasp for power" (*Kirkus Reviews*, starred review). Both a portrait of these men, few of whom were traditional soldiers, and of the Spanish-American War itself, *The Crowded Hour* dives deep into the daily lives and struggles of Roosevelt and his regiment. Using diaries, letters, and memoirs, *Risen* illuminates an influential moment in American history: a war of only six months' time that dramatically altered the United States' standing in the world. "Fast-paced, carefully researched... *Risen* is a gifted storyteller who brings context to the chaos of war. *The Crowded Hour* feels like the best type of war reporting—told with a clarity that takes nothing away from the horrors of the battlefield" (*The New York Times Book Review*).

Fourteen year-old Ezra Bridger lives alone on the Outer Rim planet of Lothal. He fends for himself by picking up odd jobs and hustling the unsuspecting Stormtrooper. But when Arena Day arrives--an underground tournament where mighty beasts battle to the finish and all the swindlers, gamblers, and no-gooders come from all corners of the planet to make a profit--Ezra is whisked into an unlikely partnership with the fearsome bounty hunter Bossk and enmeshed in a high-stakes chase against an endless fleet of troopers. Ezra isn't willing to trust anyone, but he soon learns that surviving doesn't always mean just fending for himself.

Discover Captain Phasma's mysterious history in the official prequel to *The Last Jedi*, the highly anticipated blockbuster film directed by Rian Johnson. One of the most cunning and merciless officers of the First Order, Captain Phasma commands the favor of her superiors, the respect of her peers, and the terror of her enemies. But for all her renown, Phasma remains as virtually unknown as the impassive expression on her gleaming chrome helmet. Now, an adversary is bent on unearthing her mysterious origins—and exposing a secret she guards as zealously and ruthlessly as she serves her masters. Deep inside the Battlecruiser *Absolution*, a captured Resistance spy endures brutal interrogation at the hands of a crimson-armored stormtrooper—Cardinal. But the information he desires has nothing to do with the Resistance or its covert operations against the First Order. What the mysterious stormtrooper wants is Phasma's past—and with it whatever long-buried scandal, treachery, or private demons he can wield against the hated rival who threatens his own power and privilege in the ranks of the First Order. His prisoner has what

Cardinal so desperately seeks, but she won't surrender it easily. As she wages a painstaking war of wills with her captor, bargaining for her life in exchange for every precious revelation, the spellbinding chronicle of the inscrutable Phasma unfolds. But this knowledge may prove more than just dangerous once Cardinal possesses it—and once his adversary unleashes the full measure of her fury.

Discover how Jedi Padawan Caleb Dune became Kanan Jarrus, the cocky, sarcastic renegade hero of Star Wars: Rebels! As Caleb trained under Master Depa Billaba, neither one of them ever suspected that their "loyal" Clone Troopers would turn on them upon the issuing of Order 66 - the Emperor's directive to execute all Jedi. How did Caleb Dune escape the Jedi purge? Then, journey even further back and experience Caleb's very first adventure as a Padawan, protecting the Jedi Temple alongside his new Master. As they head towards the furious Battle of Mygeeto, they'll face one of the deadliest threats in the entire galaxy - General Grievous! Bridge the gap between the Clone Wars and Star Wars: Rebels! COLLECTING: KANAN - THE LAST PADAWAN 1-5, KANAN 6-12

-The only way to bring down the Sith's most dangerous warrior may be to join forces with the dark side---Page 4 of cover.
"Screenplay written by Lawrence Kasdan & J.J. Abrams and Michael Arndt; based on characters created by George Lucas."
"This collection of stories tells the origin of that tribe. It includes all eight of the Lost tribe of the Sith stories, as well as Pandemonium, the final chapter."--Publisher description.

A long, long time ago, the Star Wars galaxy was a very different place. Welcome to the Old Republic! When young Jedi Zayne Carrick is framed for murder by his own masters, he goes on the run with three unlikely allies: con artist Marn Hierogryph, fugitive scientist Camper and bodyguard Jarael. But can they survive long enough to clear Carrick's name, uncover a conspiracy -- and maybe gain a bit of profit along the way? Strap in for an adventure that spans the galaxy, as this ragtag group of heroes face corrupted Jedi, deadly Mandalorians, the power of the Sith and much more! COLLECTING: Star Wars: Knights of the Old Republic (2006) 1-50, Star Wars: Knights of the Old Republic - War (2012) 1-5, Star Wars: Knights of the Old Republic Handbook (2007) 1, material from Star Wars: Knights of the Old Republic/Rebellion (2006) 0

Star Wars Rebels is a CG animated series that takes place between the events of Star Wars: Episode III Revenge of the Sith and Star Wars: Episode IV A New Hope. This action-packed junior novel retells the premiere episode of Star Wars Rebels. Meet Ezra and the Rebels crew! Your favorite Star Wars Rebels heroes are ready to fight the evil Empire! Kanan, Hera, and trusty old Chopper battle TIE fighters while Sabine uses her artistic talents to outsmart Stormtroopers. Zeb never misses an opportunity to take down troopers, and Ezra scores a special souvenir at the crash site of an Imperial fighter.

#1 NEW YORK TIMES BESTSELLER • Long before the First Order, before the Empire, before even The Phantom Menace . . . Jedi lit the way for the galaxy in The High Republic It is a golden age. Intrepid hyperspace scouts expand the reach of the Republic to the furthest stars, worlds flourish under the benevolent leadership of the Senate, and peace reigns, enforced by the wisdom and strength of the renowned order of Force users known as the Jedi. With the Jedi at the height of their power, the free citizens of the galaxy are confident in their ability to weather any storm But the even brightest light can cast a shadow, and some storms defy any preparation. When a shocking catastrophe in hyperspace tears a ship to pieces, the flurry of shrapnel emerging from the disaster threatens an entire system. No sooner does the call for help go out than the Jedi race to the scene. The scope of the emergence, however, is enough to push even Jedi to their limit. As the sky breaks open and destruction rains down upon the peaceful alliance they helped to build, the Jedi must trust in the Force to see them through a day in which a single mistake could cost billions of lives. Even as the Jedi battle valiantly against calamity, something truly deadly grows beyond the boundary of the Republic. The hyperspace disaster is far more sinister than the Jedi could ever suspect. A threat hides in the darkness, far from the light of the age, and harbors a secret that could strike fear into even a Jedi's heart.

This one-of-a-kind maze book set in a galaxy far, far away is a fun, interactive way to explore the Star Wars™(TM) universe. Expert maze creator and lifelong Star Wars fan Sean C. Jackson brings the saga to life through more than 30 beautifully illustrated mazes of iconic scenes and locations ranging from the forest moon of Endor to Bespin's Cloud City, the dark side planet of Exegol, Jabba's palace, pod races, clone armies, and much more. Each full-color maze includes notes about the environment and special bonus elements to find hidden along the way. Star Wars fans of all ages will enjoy racing through the corridors of the Death Star, scavenging inside a fallen star destroyer on Jakku, searching the rocky cliffs of Ahch-To, and much more. - EXPLORE A GALAXY FAR, FAR AWAY: Immerse yourself in a brand new way when you explore your favorite Star Wars locations via exciting mazes. - ACCOMPLISH MISSIONS WITH EACH MAZE: Each of the dozens of unique mazes comes with its own mission that's accomplished by finishing the maze, such as "Return to the base to escort the last transport off planet," "Take the smuggler Han Solo back to your ship," and "Locate Jedi Master Yoda in the mysterious swamp." - EXTRA, FINDABLE ITEMS IN EACH MAZE: In addition to the maze itself, each includes other game activities or elements to find. - BEAUTIFULLY ILLUSTRATED AND REPLAYABLE: The gorgeously detailed full color mazes may be solved by pen or pencil, but using a non-writing item to follow the paths leaves the book ready to replay. (c) & TM LUCASFILM LTD. Used Under Authorization.

Dr. Aphra teams up with Darth Vader himself in the original script to the audiobook production—an expanded adaptation of the critically acclaimed Marvel comics series. Dr. Chelli Lona Aphra, rogue archaeologist, is in trouble again. A pioneer in the field of criminal xenoarchaeology, Aphra recognizes no law, has no fear, and possesses no impulse control. To her, the true worth of the galactic relics she discovers is found not in a museum but in an arsenal. This viewpoint has led to a lot of misunderstandings. After her latest plan goes horribly wrong, Aphra's roguish ways are on the verge of catching up to her. That's when suddenly Darth Vader, terror of the galaxy, swoops in with his lightsaber and . . . saves her life? Don't get her wrong—it's not like she's ungrateful. Sure, her new boss is a lord of the Sith. And okay, she may have just become a pawn in a deadly game being played by him and his boss, who happens to be the Galactic Emperor. And yes, the life expectancy of anyone who disappoints Vader can be measured in seconds. But she's back doing what she does best. She's got a ship to fly, a heist to pull, and two unorthodox but effective metal buddies: Triple-Zero, a protocol droid specializing in etiquette, customs, translation, and torture; and BT-1, an astromech loaded with enough

firepower to take down a battlecruiser. Together, they might just find a way to get the job done and avoid the deadly performance review that waits at its conclusion. Just kidding. She's doomed.

A thrilling prequel to *Star Wars: The Force Awakens*, set roughly six years before the events of the film.

As Emperor Palpatine tightens his iron grip on the Galactic Republic, which he acquired control of through betrayal, his subjects and those whose lives he destroyed begin to question his means and motives.

A long, long time ago Discover the state of the Star Wars galaxy in the distant past in this first volume of an Epic Collection series focusing on the ancient Knights of the Old Republic! When young Jedi Zayne Carrick is framed for the murder of his fellow Padawans, he is forced into an unlikely alliance with the Snivvian con artist Marn Heirogryph. Their quest to reveal the horrifying truth, and to obtain justice for the Padawan Massacre, joins them with Jarael and Camper aboard the junk hauler *The Last Resort*—and their adventures will take them from the research station Flashpoint to the banking planet Telerath! Brace yourself for days of fear and nights of anger! Collecting: *Star Wars: Knights of the Old Republic #1-18* & material from *Star Wars: Knights of the Old Republic/Rebellion #0*

When they are forced to seek refuge in a territory controlled by pirates, Leia learns that the pirates are survivors from her home planet—which has been recently destroyed by the Death Star—who would gladly ransom her to the Empire.

An original adventure featuring Jedi Kerra Holt—star of the hot new *Dark Horse Knight Errant* comic series *A thousand years before Luke Skywalker*, a generation before Darth Vader, in a galaxy far, far away . . . The Republic is in crisis. The Sith roam unchecked, vying with one another to dominate the galaxy. But one lone Jedi, Kerra Holt, is determined to take down the Dark Lords. Her enemies are strange and many: Lord Daiman, who imagines himself the creator of the universe; Lord Odion, who intends to be its destroyer; the curious siblings Quillan and Dromika; the enigmatic Arkadia. So many warring Sith weaving a patchwork of brutality—with only Kerra Holt to defend the innocents caught underfoot. Sensing a sinister pattern in the chaos, Kerra embarks on a journey that will take her into fierce battles against even fiercer enemies. With one against so many, her only chance of success lies with forging alliances among those who serve her enemies—including a mysterious Sith spy and a clever mercenary general. But will they be her adversaries or her salvation? Features a bonus section following the novel that includes a primer on the *Star Wars* expanded universe, and over half a dozen excerpts from some of the most popular *Star Wars* books of the last thirty years!

A newly knighted Jedi on her first mission, eighteen-year-old Kerra Holt has joined a band of Jedi volunteers traveling deep behind enemy lines.

NEW YORK TIMES BESTSELLER • Go beyond the film with a novelization featuring new scenes and expanded material. As the shadows of the Empire loom ever larger across the galaxy, so do deeply troubling rumors. The Rebellion has learned of a sinister Imperial plot to bring entire worlds to their knees. Deep in Empire-dominated space, a machine of unimaginable destructive power is nearing completion. A weapon too terrifying to contemplate . . . and a threat that may be too great to overcome. If the worlds at the Empire's mercy stand any chance, it lies with an unlikely band of allies: Jyn Erso, a resourceful young woman seeking vengeance; Cassian Andor, a war-weary rebel commander; Bodhi Rook, a defector from the Empire's military; Chirrut Îmwe, a blind holy man and his crack-shot companion, Baze Malbus; and K-2SO, a deadly Imperial droid turned against its former masters. In their hands rests the new hope that could turn the tide toward a crucial Rebellion victory—if only they can capture the plans to the Empire's new weapon. But even as they race toward their dangerous goal, the specter of their ultimate enemy—a monstrous world unto itself—darkens the skies. Waiting to herald the Empire's brutal reign with a burst of annihilation worthy of its dreaded name: Death Star. Praise for *Rogue One: A Star Wars Story* "One of the best movie adaptations yet."—*Cineline* "Rogue One bridged characters and elements of the prequels and original *Star Wars* trilogy in a visually stunning ride, but there are even more rich details hiding in the film's novelization, [which] reveals and expands with inner monologues and character insights, political knots, and nuance."—*The Daily Dot* "Rogue One: A *Star Wars* Story novelization deepens a tale of hope. . . . [Jyn Erso] proves to be even more fascinating here than she was in the movie."—*New York Daily News*

In this gripping sequel to *Star Wars: The Rising Storm*, the light of the Jedi faces its darkest hour. Time and again, the vicious raiders known as the Nihil have sought to bring the golden age of the High Republic to a fiery end. Time and again, the High Republic has emerged battered and weary, but victorious thanks to its Jedi protectors—and there is no monument to their cause grander than the Starlight Beacon. Hanging like a jewel in the Outer Rim, the Beacon embodies the High Republic at the apex of its aspirations: a hub of culture and knowledge, a bright torch against the darkness of the unknown, and an extended hand of welcome to the furthest reaches of the galaxy. As survivors and refugees flee the Nihil's attacks, the Beacon and its crew stand ready to shelter and heal. The grateful Knights and Padawans of the Jedi Order stationed there finally have a chance to recover—from the pain of their injuries and the grief of their losses. But the storm they thought had passed still rages; they are simply caught in its eye. Marchion Ro, the true mastermind of the Nihil, is preparing his most daring attack yet—one designed to snuff out the light of the Jedi.

In war, no one is safe. War has come to Thornstone, Tarkin's Point, and Thoriddon, throwing all three nations into chaos. Led by the demon lord Vagborar, the legions of orcs are bent on nothing less than the total annihilation of both human and dwarf. With their demonic allies, they just might succeed. But not without a fight. As Serena tries to find answers and a path to victory, Orin and Brom fight with both sword and spell to turn back the tide of darkness. Beside them are a kingdom of dwarves and a city of humans, but even they may not be enough to beat back such a force. If they hope to survive, they need to come together, but with each nation under siege, uniting as one is easier said than done. When one of them is freed from battle, hope is rekindled, but prejudices rise to the surface, threatening everything. If any of them hope to survive, past actions and old hatreds must be forgotten. Hard decisions and painful sacrifices must be made. And pride and egotism must be set aside for the greater good. If not, a new age of evil will dawn upon the world.

NEW YORK TIMES BESTSELLER • In this definitive novel, readers will follow Thrawn's rise to power—uncovering the events that created one of the most iconic villains in *Star Wars* history. One of the most cunning and ruthless warriors in the history of the Galactic Empire, Grand Admiral Thrawn is also one of the most captivating characters in the *Star Wars* universe, from his introduction in bestselling author Timothy Zahn's classic *Heir to the Empire* through his continuing adventures in *Dark Force Rising*, *The Last Command*, and beyond. But Thrawn's origins and the story of his rise in the Imperial ranks have remained mysterious. Now, in *Star Wars: Thrawn*, Timothy Zahn chronicles the fateful events that launched the blue-skinned, red-eyed master of military strategy and lethal warfare into the highest realms of power—and infamy. Praise for *Thrawn* "The origin story of one of the greatest *Star Wars* villains . . . a book that fans have wanted for decades."—*The Verge* "A satisfying tale of political intrigue . . . Thrawn's observations and tactical thinking are utterly captivating."—*New York Daily News* "Quite the page-turner."—*Flickering Myth*

Exiled to Tatooine, Obi-Wan Kenobi works to hide his Jedi powers and establish an alternate identity for himself as an eccentric hermit while protecting an infant Luke Skywalker and aiding the residents of Tatooine.

"The alien Rakata, users of the dark side of the Force, have invaded the Tython system to enslave the Je'daii. When the Je'daii attack the Rakatan stronghold new knowledge about a mysterious device on the Je'daii's homeworld is revealed and changes the direction of the war . . ."

A New Dawn Lucasbooks

The third volume in an exciting trilogy that began with *The Paradise Snare*, this explosive story describes how Han Solo won the Millennium Falcon, the fastest ship in the galaxy, and how he ended up at Mos Eisley in Chalmun's Cantina. Original.

As a new student at Lothal's Imperial Academy, Zare Leonis does everything it takes to pass as a model cadet. But secretly, he is a hidden enemy among Imperial loyalists, determined to discover the truth about his missing sister and to bring down the Empire. Luckily, he has his tech-savvy girlfriend Merei by his side, willing to help him however she can—even if it means dealing with criminals in the shadiest parts of Capital City. In the meantime Zare must face down a dangerous foe of his own: Lieutenant Curahee, who seems bent on pushing Zare to his breaking point. Join these rebellious cadets as they risk it all to take on the fearsome Empire.

As seen in *Star Wars: The Last Jedi*, welcome to the casino city of Canto Bight. A place where exotic aliens, captivating creatures, and other would-be high rollers are willing to risk everything to make their fortunes. Set across one fateful evening, these four interconnected stories explore the deception and danger of the lavish casino city. • An honest salesman meets a career criminal as a dream vacation turns into the worst nightmare imaginable, in a story by Saladin Ahmed. • Dreams and schemes collide when a deal over a priceless bottle of wine becomes a struggle for survival, as told by Mira Grant. • Old habits die hard when a servant is forced into a mad struggle for power among Canto Bight's elite, in a tale by Rae Carson • A deadbeat gambler has one last chance to turn his luck around; all he has to do is survive one wild night, as told by John Jackson Miller. In Canto Bight, one is free to revel in excess, untouched from the problems of a galaxy once again descending into chaos and war. Dreams can become reality, but the stakes have never been higher—for there is a darkness obscured by all the glamour and luxury.

NEW YORK TIMES BESTSELLER • Discover Thrawn's origins within the Chiss Ascendancy in the first book in an epic new *Star Wars* trilogy from bestselling author Timothy Zahn. Beyond the edge of the galaxy lies the Unknown Regions: chaotic, uncharted, and near impassable, with hidden secrets and dangers in equal measure. And nestled within its swirling chaos is the Ascendancy, home to the enigmatic Chiss and the Nine Ruling Families that lead them. The peace of the Ascendancy, a beacon of calm and stability, is shattered after a daring attack on the Chiss capital that leaves no trace of the enemy. Baffled, the Ascendancy dispatches one of its brightest young military officers to root out the unseen assailants. A recruit born of no title, but adopted into the powerful family of the Mitth and given the name Thrawn. With the might of the Expansionary Fleet at his back, and the aid of his comrade Admiral Ar'alani, answers begin to fall into place. But as Thrawn's first command probes deeper into the vast stretch of space his people call the Chaos, he realizes that the mission he has been given is not what it seems. And the threat to the Ascendancy is only just beginning.

Luke Skywalker takes on a high-stakes espionage operation to rescue a brilliant alien cryptographer sympathetic to the rebel cause, a mission that will push his abilities as a Rebel fighter and would-be Jedi to the limit.

Theo James Mindfulness Adult Coloring Book

NEW YORK TIMES BESTSELLER On the planet Tython, the ancient Je'daii order was founded. And at the feet of its wise Masters, Lanoree Brock learned the mysteries and methods of the Force—and found her calling as one of its most powerful disciples. But as strongly as the Force flowed within Lanoree and her parents, it remained absent in her brother, who grew to despise and shun the Je'daii, and whose training in its ancient ways ended in tragedy. Now, from her solitary life as a Ranger keeping order across the galaxy, Lanoree has been summoned by the Je'daii Council on a matter of utmost urgency. The leader of a fanatical cult, obsessed with traveling beyond the reaches of known space, is bent on opening a cosmic gateway using dreaded dark matter as the key—risking a cataclysmic reaction that will consume the entire star system. But more shocking to Lanoree than even the prospect of total galactic annihilation, is the decision of her Je'daii Masters to task her with the mission of preventing it. Until a staggering revelation makes clear why she was chosen: The brilliant, dangerous madman she must track down and stop at any cost is the brother whose death she has long grieved—and whose life she must now fear. NOTE: This version does not include the Dawn of the Jedi comic insert.

Includes an original Dawn of the Jedi short story by John Ostrander! Features a bonus section following the novel that includes a primer on the *Star Wars* expanded universe, and over half a dozen excerpts from some of the most popular *Star Wars* books of the last thirty years! Praise for *Into the Void* "In a story filled with adventure, intrigue, and great quotes, there's a lot to like in this book. Tim Lebbon dives into his very first *Star Wars* story with a great deal of success. He manages to spin a tale that feels like *Star Wars*, but also feels different from other stories that have been told before. While there is some threat of system wide destruction, the point is never pushed to being ridiculous. The characters feel believable and provoke interest. The attention to the characters never takes away from the plot. There's also a remarkable balance between world building, plot and character development, and action. When it comes down to it, Dawn of the Jedi: Into the Void is just great storytelling."—Roqoo Depot "A nice, compact *Star Wars* tale that both acts as an introduction to the Dawn of the Jedi period and a standalone story."—Club Jade "A solidly enjoyable read . . . a nice addition to the Expanded Universe."—Tosche Station "A good solid *Star Wars* adventure story with heart."—Knights' Archive

Witness the rise of the Empire with these two thrilling *Star Wars* novels—plus exclusive short stories by Melissa Scott, John Jackson Miller, and Jason Fry! **TARKIN** "Compelling . . . The villains of *Star Wars* are as much fun as the good guys."—New York Daily News Under Governor Wilhuff Tarkin's guidance, an ultimate weapon of unparalleled destruction—the so-called Death Star—moves ever closer to becoming a terrifying reality. Until then, insurgency remains a

genuine threat. Guerrilla attacks by an elusive band of freedom fighters must be countered with swift and brutal action—a mission the Emperor entrusts to his most formidable agents: Darth Vader, the fearsome new Sith enforcer, and Tarkin, whose tactical cunning and cold-blooded efficiency will pave the way for the Empire’s supremacy—and its enemies’ extinction. A NEW DAWN Foreword by Dave Filoni “A story with pacing and dialogue that feels like classic Star Wars.”—Nerdist Ever since the Jedi were marked for death, Kanan Jarrus has devoted himself to staying alive rather than serving the Force. So when he discovers a conflict brewing between Imperial forces and desperate revolutionaries, he’s not about to get caught in the crossfire. Then the brutal death of a friend forces him to choose between bowing down to fear or standing up to fight. But Jarrus won’t be fighting alone. Soon he is joined by Hera Syndulla—a mysterious agent provocateur with motives of her own—in challenging the Empire for the sake of a world and its people.

[Copyright: b18b8be04aa32cb89a191c33e180c5be](https://www.amazon.com/dp/B01LW00001)