

The Books Of Caledan Trilogy An Epic Fantasy Collection The Tainted Crown The Brooding Crown The Shattered Crown

Follows the adventures of Paul Atrides, 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.

The world of Dune has shaped an entire generation of science fiction. From the sand-blasted world of Arrakis, to the splendor of the imperials homeworld of Kaitain, readers have lived in a universe of treachery and wonder. Now, collected for the first time, are three previously unpublished Dune stories that shine a light upon the darker corners of the Dune universe. Spanning space and time, this collection is essential reading for any Dune fan. The stories: 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.

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?

"A fascinating plunge into a new world. I loved the idea of the SETI Library on the moon. Chasing wormholes is also a wild ride!" —Jack McDevitt, bestselling author of *Octavia Gone* *Shadows of Eternity* is legendary author Gregory Benford's return to interstellar science fiction as a discovery within the SETI library on the moon turns out to be deadly. *Shadows of Eternity* is a novel set two centuries from now. Humanity has established a SETI library on the moon to decipher and interpret the many messages from alien societies we have discovered. The most intriguing messages are from complete artificial intelligences. Ruth, a beginner Librarian, must talk to alien minds—who have aggressive agendas of their own. She opens doors into strangeness beyond imagination—and in her quest for understanding nearly gets killed doing it. Gregory Benford is one of science fiction's iconic writers, having been nominated for four Hugo Awards and twelve Nebula Awards. *Shadows of Eternity* marks Gregory Benford's return to the sweeping galactic science fiction that readers have been waiting for.

Including never-before-published chapters from *Dune* and *Dune Messiah*, original stories, and a new short novel by Brian Herbert and Kevin J. Anderson Frank Herbert's *Dune* is widely known as the science fiction equivalent of *The Lord of the Rings*, and *The Road to Dune* is a companion work comparable to *The Silmarillion*, shedding light on and following the remarkable development of the bestselling science fiction novel of all time. Herein, the world's millions of Dune fans can now read—at long last—the unpublished chapters and scenes from *Dune* and *Dune Messiah*. *The Road to Dune* also includes the original correspondence between Frank Herbert and famed editor John W. Campbell, Jr.; excerpts from Herbert's correspondence during his years-long struggle to get his innovative work published; and the article "They Stopped the Moving Sands," Herbert's original inspiration for *Dune*. *The Road to Dune* features newly discovered papers and manuscripts of Frank Herbert, and also "Spice Planet," an original sixty-thousand-word short novel by Brian Herbert and Kevin J. Anderson, based on a detailed outline left by Frank Herbert. *The Road to Dune* is a treasure trove of essays, articles, and fiction that every reader of *Dune* will want to add to their shelf. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Between the end of Frank Herbert's *DUNE* and his next novel, *DUNE MESSIAH*, lies an intriguing mystery: how a hero adored by a planet became a tyrant hated by a universe. Paul Atrides is the man who overthrew a corrupt empire and then launched a terrible jihad across the galaxy, shedding the blood of trillions. The now-hated tyrant, the blind emperor Paul Muad'Dib, has walked off into the endless desert of the planet Arrakis, known as Dune, leaving his turbulent empire without guidance. It's up to his mother Jessica, with her daughter Alia, the brave troubadour-warrior Gurney Halleck, the resurrected Duncan Idaho, the Fremen leader Stilgar, as well as Paul's wife-in-name and biographer, Princess Irulan, to try and hold an empire together even as it tears itself apart from within and without.

On their way to fight in the Mexican-American War, a group of American soldiers are swept away to a strange and deadly alternate Earth in this thrilling new adventure set in the world of the New York Times bestselling *Destroyermen* series. The United States, 1847. A disparate group of young American soldiers are bound to join General Winfield Scott's campaign against Santa Anna at Veracruz during the Mexican-American War. They never arrive. Or rather . . . they arrive somewhere else. The untried, idealistic soldiers are mostly replacements, really; a handful of infantry, artillery, dragoons, and a few mounted riflemen with no unified command. And they've been shipwrecked on a terrible, different Earth full of monsters and unimaginable enemies. Major Lewis Cayce, late of the 3rd US "Flying" Artillery, must unite these men to face their fears and myriad threats, armed with little more than flintlock muskets, a few pieces of artillery, and a worldview that spiritually and culturally rebels against virtually everything they encounter. It will take extraordinary leadership and a cadre of equally extraordinary men and women to mold frightened troops into an effective force, make friends with other peoples the evil Holy Dominion would eradicate, and reshape their "manifest destiny" into a cause they can all believe in and fight for. For only together will they have any hope of survival.

Dune: The Lady of Caladan MacMillan Audio

Book Two of the Epic Prequel to the Classic Novel *Dune*—A Major Motion Picture Sequel to the international bestseller *Dune: House Atreides Before Dune* . . . The epic tale of Duke Leto Atreides and his rise to power . . . The fierce ambitions of his mortal enemy, Baron Vladimir Harkonnen . . . The struggles of the young girl Jessica, the Baron's secret daughter, under the harsh training of the Sisterhood school . . . The schemes of Shaddam Corrino to create a synthetic spice that may bring unlimited wealth, or cause the collapse of the Spacing Guild . . . And the implausible dream of Planetologist Kynes to turn the desert planet Dune into a paradise, uniting the desperate Fremen into a force unlike anything the Imperium has ever seen . . . *Dune: House Harkonnen* continues the epic story that lays the foundation for Frank Herbert's masterpiece *Dune*, a complex tale of politics, religion, and the rise and fall of dynasties on a galaxy-spanning canvas. Look for the entire prequel series *DUNE: HOUSE ATREIDES • DUNE: HOUSE HARKONNEN • DUNE: HOUSE CORRINO*

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 Atrides 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

Martin's magnificent illustrations, along with cover art by Bill Sienkiewicz, bring the book to life for a new generation of readers.

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.

In the year before *Dune*, danger stalks House Atreides. The Duke of Caladan tells the intertwined stories of some of the most revered characters in science fiction, setting the stage for their legendary saga.

Cruz, Sailor, Emmett, and the gang are on their way to Africa when Nebula misses their intended target and someone close to Cruz ends up on the brink of death. Secrets creep out from the shadows and leave Cruz with more questions than answers in this fourth title in the hit series. A major discovery forces the Explorer Academy into the limelight in *The Star Dunes*, but Cruz has much more on his mind than 15 minutes of fame. A new face on board the ship brings Cruz's worlds colliding, just as a major close call tears them apart. En route to Africa, Team Cousteau is now down a major player, and Cruz can't help but be preoccupied by the hole in his life. The discovery of his mom's next clue leads him to the most exotic location yet--a vast desert--with no other information to lead the way, while an unlikely ally helps Cruz pursue another piece of the puzzle. Just as things seem like they might turn out alright, Dr. Fanchon Quills has a technological breakthrough which gives Cruz a glimpse into the past and reveals more about his future than he may really want to know.

Tales of Dune collects eight of Herbert and Anderson's *Dune* short stories, ranging from the period of the Butlerian Jihad, to the time of young Paul Atreides, to a story set during the events of the novel *Dune*, to the very end of Frank Herbert's future history.

A legend begins in *Dune: Duke of Caladan*, first in *The Caladan Trilogy* by New York Times bestselling authors Brian Herbert and Kevin J. Anderson. Leto Atreides, Duke of Caladan and father of the Muad'Dib. While all know of his fall and the rise of his son, little is known about the quiet ruler of Caladan and his partner Jessica. Or how a Duke of an inconsequential planet earned an emperor's favor, the ire of House Harkonnen, and set himself on a collision course with his own death. This is the story. Through patience and loyalty, Leto serves the Golden Lion Throne. Where others scheme, the Duke of Caladan acts. But Leto's powerful enemies are starting to feel that he is rising beyond his station, and House Atreides rises too high. With unseen enemies circling, Leto must decide if the twin burdens of duty and honor are worth the price of his life, family, and love.

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. As the struggle against the thinking robots continues, Serena Butler's forces continue their battle, the Cymeks scheme to regain their lost power from Omnium, Aurelius Venport and Norma Cenva are on the verge of a seminal scientific discovery, and Selim Wormrider and his Fremen outlaws take the first step into becoming the fighters who would change history. 250,000 first printing.

Hunters of Dune and the concluding volume, *Sandworms of Dune*, bring together the great story lines and beloved characters in Frank Herbert's classic *Dune* universe, ranging from the time of the Butlerian Jihad to the original *Dune* series and beyond. Based directly on Frank Herbert's final outline, which lay hidden in a safe-deposit box for a decade, these two volumes will finally answer the urgent questions *Dune* fans have been debating for two decades. At the end of *Chapterhouse: Dune*--Frank Herbert's final novel--a ship carrying the gholas of Duncan Idaho, Sheeana (a young woman who can control sandworms), and a crew of various refugees escapes into the uncharted galaxy, fleeing from the monstrous Honored Matres, dark counterparts to the Bene Gesserit Sisterhood. The nearly invincible Honored Matres have swarmed into the known universe, driven from their home by a terrifying, mysterious Enemy. As designed by the creative genius of Frank Herbert, the primary story of *Hunters* and *Sandworms* is the exotic odyssey of Duncan's no-ship as it is forced to elude the diabolical traps set by the ferocious, unknown Enemy. To strengthen their forces, the fugitives have used genetic technology from Scytale, the last Tleilaxu Master, to revive key figures from *Dune*'s past—including Paul Muad'Dib and his beloved Chani, Lady Jessica, Stilgar, Thufir Hawat, and even Dr. Wellington Yueh. Each of these characters will use their special talents to meet the challenges thrown at them. Failure is unthinkable--not only is their survival at stake, but they hold the fate of the entire human race in their hands. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

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 Corrin 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.

Five years after attacking the human-colonized worlds of the Spiral Arm, the hydrogues maintain absolute control over stardrive fuel...and their embargo is strangling human civilization. On Earth, mankind suffers from renewed attacks by the hydrogues and decides to use a cybernetic army to fight them. Yet the Terran leaders don't realize that these military robots have already exterminated their own makers - and may soon turn on humanity. Once the rulers of an expanding empire, humans have become the galaxy's most endangered species. But the sudden appearance of incredible new beings will destroy all balances of power. Now for humans and the myriad alien factions in the universe, the real war is about to begin...and genocide may be the result.

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.

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. Read the book described as "Game of Thrones for teenagers"... Where is the line between good and evil? Soren has defeated his usurping uncle and the semblance of peace has returned to Caledan, but surrounded by the twelve noble houses of Caledan, King Soren can trust few. In the shadows, treasonous thoughts grow. When news of Zaki's presence in Roher reaches Soren, can he ally all of Caledan to his cause - and keep them? Zaki has not given up on his plans to regain Caledan's throne. First he must prove himself to Harad, the mighty king of Roher, but Zaki will stop at nothing to gain the support of Roher's army, march on Caledan's borders and take back the throne of the dragon kings. War returns to Caledan, but a greater threat looms. The pact is broken. The Eldarkind are fading. The dragons war amongst themselves. A power too terrible to name grows in the North, and He seeks revenge. Only Eve stands in His way - but can she stop magic as old as time? Return to Caledan for the fast paced sequel of The Tainted Crown, that fans of The Lord of the Rings, Inheritance Cycle and Books of Pellinor will love. Buy The Brooding Crown today!

Read the series described as "Game of Thrones for teenagers"... What is the price of kingship? The kingdom of Caledan is thrown into turmoil by the queen's murder. Her heir, Soren, flees with a price on his head after being framed for the killing by his uncle Zaki, who seizes the legendary throne of the Dragon Kings and rules with an iron fist to crush dissent. However, suspicion is rife following Zaki's ill-omened coronation and a crime ill-fitting the beloved Prince Soren. Now a fugitive roaming the wild, Soren has lost everything. He tries to reconcile his grief and determine how he can reclaim his throne when fate has left him with just one old man, but the odds are greatly against him. If no-one follows him, or believes his innocence, is he worthy to rule? Across the kingdom, Soren's cousin Eve takes matters into her own hands and journeys to the ethereal Eldarkind on his behalf, however this reveals her own inescapable fate. As she comes to

terms with the gift and the curse of magic, Eve risks her life to help Soren. Before the fragile peace shatters, can Soren reclaim the throne - and should he? Discover an epic, coming-of-age fantasy in *The Tainted Crown*. If you liked *The Lord of the Rings*, *The Inheritance Cycle*, or *The Books of Pellinor*, then you'll love the *Books of Caledan* series. Buy your copy of *The Tainted Crown: The First Book of Caledan* today!

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.

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

This new *Dune* trilogy focuses on the beloved core characters of Frank Herbert's classic novel *Dune*, the world's bestselling science-fiction book. Leto Atreides, Duke of Caladan and father of the Muad'Dib. While all know of his fall and the rise of his son, little is known about the quiet ruler of Caladan and his partner Jessica. Or how a Duke of an inconsequential planet earned an emperor's favour, the ire of House Harkonnen, and set himself on a collision course with his own death. This is the story. Through patience and loyalty, Leto serves the Golden Lion Throne. Where other scheme, the Duke of Caladan acts. But Leto's powerful enemies are starting to feel that he is rising beyond his station, and House Atreides rises too high. With unseen enemies circling, Leto must decide if the twin burdens of duty and honour are worth the price of his life, family and love.

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.

Book Two in the stunning conclusion to Frank Herbert's worldwide bestselling *Dune Chronicles* At the end of Frank Herbert's final novel, *Chapterhouse: Dune*, a ship carrying a crew of refugees escapes into the uncharted galaxy, fleeing from a terrifying, mysterious Enemy. The fugitives used genetic technology to revive key figures from *Dune*'s past--including Paul Muad'Dib and Lady Jessica--to use their special talents to meet the challenges thrown at them. Based directly on Frank Herbert's final outline, which lay hidden in two safe-deposit boxes for a decade, *Sandworms of Dune* will answer the urgent questions *Dune* fans have been debating for two decades: the origin of the Honored Matres, the tantalizing future of the planet Arrakis, the final revelation of the Kwisatz Haderach, and the resolution to the war between Man and Machine. This breathtaking new novel in Frank Herbert's *Dune* series has enough surprises and plot twists to please even the most demanding reader. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Gilbertus Albans has founded the Mentat School, a place where humans can learn the efficient techniques of thinking machines. But Gilbertus walks an uneasy line between his own convictions and compromises in order to survive the Butlerian fanatics, led by the madman Manford Torondo and his Swordmaster Anari Idaho. Mother Superior Raquella attempts to rebuild her Sisterhood School on Wallach IX, with her most talented and ambitious student, Valya Harkonnen . . . who also has another goal-to exact revenge on Vorian Atreides, the legendary hero of the Jihad, whom she blames for her family's downfall. Meanwhile, Josef Venport conducts his own war against the Butlerians. VenHold Spacing Fleet controls nearly all commerce thanks to the superior mutated Navigators that Venport has created, and he places a ruthless embargo on any planet that accepts Manford Torondo's anti-technology pledge, hoping to starve them into submission. But fanatics rarely surrender easily. . . The Mentats, the Navigators, and the Sisterhood all strive to improve the human race, but know that as Butlerian fanaticism grows stronger, the battle will be to choose the path of humanity's future-whether to embrace civilization, or to plunge into an endless dark age.

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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.

Book Three of the Epic Prequel to the Classic Novel *Dune*—Soon to Be a Major Motion Picture The grand finale of the complex epic trilogy of the generation before Frank Herbert's masterwork *Dune*. Shaddam Corrino IV, Emperor of the Known Universe, has risked everything to create a substitute for the spice melange . . . The substance that makes space travel possible . . . That prolongs life . . . That allows prescience . . . A substance that is found only on the desert planet Arrakis, a harsh world of storms and monstrous sandworms. Shaddam has used the noble houses as chess pieces for his scheme, causing the overthrow of powerful families, raising other houses to power. The Bene Gesserit Sisterhood works their own plans, manipulating bloodlines, trying to create their long-awaited messiah, the Kwisatz Haderach. Duke Leto Atreides battles his mortal enemy, Baron Vladimir Harkonnen, while his love for the beautiful and wise Jessica grows even in the face of bloodshed and betrayal. But are they all just pawns of an inevitable future centered around the planet *Dune*? Look for the entire prequel series *DUNE: HOUSE ATREIDES* • *DUNE: HOUSE HARKONNEN* • *DUNE: HOUSE CORRINO*

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

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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

A legend begins in Dune: The Duke of Caladan, first in The Caladan Trilogy by New York Times bestselling authors Brian Herbert and Kevin J. Anderson. Leto Atrides, Duke of Caladan and father of the Muad'Dib. While all know of his fall and the rise of his son, little is known about the quiet ruler of Caladan and his partner Jessica. Or how a Duke of an inconsequential planet earned an emperor's favor, the ire of House Harkonnen, and set himself on a collision course with his own death. This is the story. Through patience and loyalty, Leto serves the Golden Lion Throne. Where others scheme, the Duke of Caladan acts. But Leto's powerful enemies are starting to feel that he is rising beyond his station, and House Atrides rises too high. With unseen enemies circling, Leto must decide if the twin burdens of duty and honor are worth the price of his life, family, and love. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An exiled prince. A young woman cursed with magic. A vital pact crumbling into chaos. One queen's assassination sparks war between dragons, elves, and humans - and elementals, who will see the world ended. Framed for his mother's murder, Prince Soren flees. He must discover whether the price of kingship is worth paying, and whether he is worthy of the throne. Yet, far more is at stake than a crown, for ancient and dark magics stir. Can Soren ally all of Caledan to his cause - and keep them loyal? Eve discovers her hidden heritage - and the curse of magic - is not all that it seems. A power too terrible to name grows in the North, and He seeks revenge. Only Eve stands in His way - but how can she stand before magic as old as time? The pact is broken. War returns to Caledan, but a greater threat looms. The Eldarkind fade. The dragons war amongst themselves. The elementals are rising. If Caledan is not destroyed by dragon fire, it will be obliterated by the elementals' ancient magic. Separated by a kingdom, Soren and Eve faces their greatest tests so far, and it may cost everything they have; their homes, their loved ones, and their lives. Can the alliances be rebuilt, and the elementals vanquished forever... or will Caledan be the first to fall? Discover an epic, coming-of-age fantasy in the 100,000 bestselling Books of Caledan. If you enjoy the sweeping world of The Lord of the Rings, the grand adventure of The Inheritance Cycle, or the gripping characters of The Books of Pellinor, then you'll love the Books of Caledan series. This edition includes the full trilogy and bonus features including; brand new map art, an interview with the author, and a translation and pronunciation guide for the beautiful language of the Eldarkind. Read the complete trilogy today - free in Kindle Unlimited. 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 Atrides. 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.

Book Two in the Magnificent Dune Chronicles--the Bestselling Science Fiction Adventure of All Time Dune Messiah continues the story of Paul Atrides, better known--and feared--as the man christened Muad'Dib. As Emperor of the known universe, he possesses more power than a single man was ever meant to wield. Worshipped as a religious icon by the fanatical Fremen, Paul faces the enmity of the political houses he displaced when he assumed the throne--and a conspiracy conducted within his own sphere of influence. And even as House Atrides begins to crumble around him from the machinations of his enemies, the true threat to Paul comes to his lover, Chani, and the unborn heir to his family's dynasty...

In Kurald Galain, commoner hero Vatha Urusander aspires to take the hand of the reigning Mother Dark, but since she has already taken Lord Draconus as consort, the threat of civil war rises, all while an ancient power rises from the sea.

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