

Dune La Yihad Butleriana Vol I

The eagerly anticipated new novel from “ one of the master illusionists of our time. ” (Wired) In the near future, Tibor Tarent, a freelance photographer, is recalled from Anatolia to Britain when his wife, an aid worker, is killed—annihilated by a terrifying weapon that reduces its target to a triangular patch of scorched earth. A century earlier, Tommy Trent, a stage magician, is sent to the Western Front on a secret mission to render British reconnaissance aircraft invisible to

the enemy. Present day. A theoretical physicist develops a new method of diverting matter, a discovery with devastating consequences that will resonate through time.

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? As an ancient Sumerian god, Sin was one of the most powerful among his pantheon. . . Until the night Artemis

brutally stole his godhood and left him for dead. For millennia, this ex-god turned Dark-Hunter has dreamed only of regaining his powers and seeking revenge on Artemis. If only life were that simple. Unfortunately he has bigger fish--or in Sin's case--demons, to fry. The lethal gallu that were buried by his pantheon are now stirring and they are hungry for human flesh. Their goal is to destroy mankind and anyone else who gets in their way. Sin is the only one who can stop them—that is if a certain woman doesn't kill him first. Unfortunately, Sin discovers that now he must rely on her or witness an annihilation of biblical proportions. Enemies have always made strange bedfellows, but never

more so than when the fate of the world hangs in the balance. Now a man who knows only betrayal must trust the one person most likely to hand him to the demons. Artemis may have stolen his godhood, but this one has stolen his heart. The only question is will she keep it or feed it to the ones who want him dead?

The second edition of this accessible study of Mexico includes two new features: an examination of cultural developments since Independence from Spain in 1821 and a discussion of contemporary issues up to the time of publication. Several new plates with captions expand the thematic coverage in the book. The updated edition

examines the administration of Vicente Fox, who came to power with the elections of 2000. The new sections reinforce the importance of Mexico's long and disparate history, from the Precolumbian era onwards, in shaping the country as it is today. This Concise History looks at Mexico from political, economic and cultural perspectives, and tackles controversial themes such as the impact of the Spanish Conquest and the struggle to establish an independent Mexico. A broad range of readers interested in the modern-day Americas should find here a helpful introduction to this vibrant and dynamic North-American society.

Kill Zone

Dune

A High-Tech Thriller

The Biography of Frank Herbert

The Nine Hundred

Rhosmari trembled as the Empress walked over to her. 'Oh, do not struggle. There is nowhere for you to escape,' the Empress said, her voice silken and sweet. Then she unsheathed a small dagger from her waist. 'This will only hurt a little...' Rhosmari has lived her whole life on a sheltered chain of faery islands. But with the Empress's power growing, and her desire to enslave the entire faery race becoming a reality, Rhosmari knows she must fight

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back...

Gillie Trewlove knows what a stranger ' s kindness can mean, having been abandoned on a doorstep as a baby and raised by the woman who found her there. So, when suddenly faced with a soul in need at her door—or the alleyway by her tavern—Gillie doesn ' t hesitate. But he ' s no infant. He ' s a grievously injured, distractingly handsome gentleman who doesn ' t belong in Whitechapel, much less recuperating in Gillie ' s bed Being left at the altar is humiliating; being rescued from thugs by a woman—albeit a brave and beautiful one—is the pi è ce de r é sistance to the Duke of Thornley ' s

extraordinarily bad day. After nursing him back from the brink, Gillie agrees to help him comb London ' s darker corners for his wayward bride. But every moment together is edged with desire and has Thorne rethinking his choice of wife. Yet Gillie knows the aristocracy would never accept a duchess born in sin. Thorne, however, is determined to prove to her that no obstacle is insurmountable when a duke loves a woman.

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 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!

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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 ghola 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.

Brian Froud's Faeries' Tales

Children of Dune

Slan Hunter

Dark Side of the Moon

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Heretics of Dune

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

Fifteen thousand years after Leto II's death, the remnants of the Bene Gesserit contend with the ruthless leaders of an alien culture to forge a new civilization and preserve the best of the Old Empire.

"A comedic novel about an American woman leaving her 20-year marriage to her French husband, returning to her native San Francisco

to pick up the life she left behind, and the entwining lives of her children and grandchildren"--

Luke Skywalker and Han Solo, cloaked by the Force and riding with the hostile Sand People, have returned to the dunes of the desert planet Tatooine in hopes of finding what Luke so desperately seeks: contact with Obi-Wan Kenobi. Luke is hoping the old Jedi Knight's spirit will tell him how to help his love, Callista, regain her lost ability to use the Force. Tormented and haunted, Luke cannot rest until

Callista is a Jedi in the fullest sense, for only then will the link between their minds and souls be restored. Yet brewing on Tatooine is news that will shake Luke and Han and threaten everything they value. The disturbing piece of information is that the evil Hutts, criminal warlords of the galaxy, are building a secret superweapon: a reconstruction of the original Death Star, to be named Darksaber. This planet-crushing power will be in the ruthless hands of Durga the Hutt -- a creature without conscience or mercy. But there is worse news yet: the

Empire lives. The beautiful Admiral Daala, still very much alive and more driven than ever to destroy the Jedi, has joined forces with the defeated Pellaeon, former second in command to Grand Admiral Thrawn. Together they are marshaling Imperial forces to wipe out the New Republic. Now, as Luke, Han, Leia, Chewbacca, Artoo and Threepio regroup to face these threats, they are joined by new Jedi Knights and Callista. Together they must fight on two fronts, outshooting and outsmarting the most formidable enemies in the galaxy. In Darksaber

the Jedi are heading for the ultimate test of their power--a test in which all the temptations of the dark side beckon. And Luke Skywalker must draw upon his innermost resources to fight for a world in which he can not only live, but dare to love. 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!

Tales of Dune

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Dune: House Atreides # 1

The Dragon in the Sea

Hellhole: Inferno

Chapterhouse: Dune

WALL STREET JOURNAL BESTSELLER • “An interstellar suspense thriller . . . sweeping in scope and emotional range.”—San Antonio Express-News In the star-spanning civilization known as the Intersolar Commonwealth, twenty-three planets have fallen victim to the Prime, a technologically advanced alien species genetically hardwired to exterminate all other forms of life. But the Prime is not the only threat. The Starflyer, an alien with mind-control abilities impossible to

detect or resist, has secretly infiltrated the Commonwealth and is sabotaging the war effort. Is the Starflyer an ally of the Prime, or has it orchestrated a fight to the death between the two species for its own advantage? Caught between two deadly enemies, the fractious Commonwealth must unite as never before. This will be humanity's finest hour—or its last gasp. Praise for *Judas Unchained*, the sequel to *Pandora's Star* “Bristles with the energy of golden age SF, but the style and characterizations are polished and modern.”—SF Site “You're in for quite a ride.”—The Santa Fe New Mexican “The reader is left breathless in amazement.”—SFRevu

Leto II, God Emperor of Dune, trades his humanity for immortality and, as the magnificent sandworm of Dune,

desperately attempts to save mankind.

Galactic ecologist Noah Watanabe embarks on a journey to restore the ancient balances of the galaxy as he learns to negotiate the Timeweb and his own untapped powers.

As a conflict erupts between East and West in which oil becomes the ultimate prize, crews aboard nuclear-powered subtugs brave enemy waters to tap into the hidden oil reserves beneath the East's continental shelf, but with the disappearance of the last twenty missions, psychologist John Ramsay is sent in undercover to find the truth, in a new edition of a long out-of-print novel. Reprint. 12,500 first printing.

Pamphlets on Vaccination

Book One of the Schools of Dune Trilogy

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God Emperor of Dune

Expanded Edition

Dune (Movie Tie-In)

Susan Michaels was once the hottest reporter on the Beltway Beat until a major scandal ruined her life and left her writing stories about alien babies and Elvis sightings. Life as she once knew it is over, or so she thinks, but then she gets a lead on a story that could salvage her extinct career. She heads to the local animal shelter, expecting a hot news tip, which she gets in the form of a major police cover-up . . . for a ring of soul-sucking vampires out to take over Seattle. So much for saving her credibility. And if that isn't bad enough, she gets talked into adopting a cat and finds she's allergic to

it. A cat that turns out to be a shapeshifter who claims to be an immortal vampire slayer on the prowl for the same corrupt cops. Her first thought: seek professional help. But as Susan's drawn into Ravyn's dark and dangerous world, she comes to realize that there's a lot more at stake than just her defunct career. Now it's no longer a question of bringing the truth to her readers; it's a matter of saving their very lives and souls. Ravyn's life was shattered over four hundred years ago, when he mistakenly trusted the wrong human with the truth of his existence. He lost his family, his honor, and his life. Now, in order to save the people of Seattle, he's forced to confront that nightmare all over again, and to trust another woman with the secret that could destroy him. In the world of the Dark-Hunters, life is always dangerous. But never more

so than now; when a very human woman can shatter their entire world with just one story. The only question is . . . will she?

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.

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

A collection of short fiction by the best-selling author of Dune explores the theme of the human response--societies and individuals alike--to changing or threatening environments.

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The Extraordinary Young Women of the First Official Jewish
Transport to Auschwitz

Hunters of Dune

Darksaber: Star Wars Legends

Terminal World

The Dune Encyclopedia

The acclaimed prequel to the groundbreaking Dune
continues in comic book form for the first time.

Pardot Kynes arrives on Arrakis to begin research
into terraforming the desert planet, but the merciless
Baron Harkonnen has plans of his own. Meanwhile,
the sadistic Harkonnens brutally test a young slave
named Duncan Idaho. And Leto Atreides meets with

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the pioneers of space travel technology - taking the first steps towards his incredible destiny.

Presents selections of fairy artwork from the celebrated painter, providing histories of each fairy as told by the fairies themselves.

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.

In DUNE: The Graphic Novel, Book 2: Muad'Dib, the second of three volumes adapting Frank Herbert's Dune, young Paul Atreides and his mother, the lady Jessica, find themselves stranded in the deep desert of Arrakis. Betrayed by one of their own and destroyed by their greatest enemy, Paul and Jessica must find the mysterious Fremen, or perish. This faithful adaptation of the 1965 novel, Dune, by Brian Herbert, son of Frank Herbert, and the New York Times bestselling author Kevin J. Anderson, continues to explore Paul's journey as he

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evolves from boy to mysterious messiah. Illustrated by Raúl Allén and Patricia Martín, this spectacular blend of adventure and spirituality, environmentalism, and politics is a groundbreaking look into our universe and transformed by the graphic novel format into a powerful, fantastical tale for a new generation of readers.

Sisterhood of Dune

Dune: House Atreides #2

Dune: The Machine Crusade

Dreamer of Dune

A Novel

As the struggle against the thinking robots continues, Serena Butler's forces continue their battle, the Cymeks scheme to regain their lost power from Omnius, 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.

In the last surviving human city, an ex-spy gets sucked into a dangerous quest that will take him beyond the city walls when a winged man turns up dead in his morgue in this innovative and original

dystopian space adventure. Spearpoint, the last human city, is an enormous atmosphere-piercing spire. Clinging to its skin are the zones, a series of semi-autonomous city-states, each of which enjoys a different—and rigidly enforced—level of technology. Following an infiltration mission that went tragically wrong, Quillon has been living incognito, working as a pathologist in the district morgue. But when a near-dead angel drops onto his dissecting table, Quillon's world is wrenched apart one more time, for the angel is a winged posthuman from Spearpoint's Celestial Levels—and with the dying body comes bad news. If

Quillon is to save his life, he must leave his home and journey into the cold and hostile lands beyond Spearpoint's base, starting an exile that will take him further than he could ever imagine. But there is far more at stake than just Quillon's own survival, for the limiting technologies of the zones are determined not by governments or police, but by the very nature of reality—and reality itself is showing worrying signs of instability . . .

Dune Chronicles #1.

Power duo Kevin J. Anderson and Doug Beason team up in Kill Zone, a perilous disaster thriller for

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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.

A Sins for All Seasons Novel
Book 3

Dune Messiah

DUNE: The Graphic Novel, Book 2: Muad'Dib

Devil May Cry

Follows the adventures of persecuted Jommy Cross who, alongside his fellow mutants, survives terrible genocidal wars only to encounter a new danger that threatens the entire human race.

“Morgan Rice has come up with what promises to be another brilliant series, immersing us in a fantasy of valor, honor, courage, magic and faith in your destiny. Morgan has managed again to produce a strong set of characters that make us cheer for them

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on every page....Recommended for the permanent library of all readers that love a well-written fantasy.”
--Books and Movie Reviews, Roberto Mattos
(regarding Rise of the Dragons) SOLDIER,
BROTHER, SORCERER is book #5 in Morgan
Rice’s bestselling epic fantasy series OF CROWNS
AND GLORY, which begins with SLAVE, WARRIOR,
QUEEN (Book #1). 17 year old Ceres, a beautiful,
poor girl from the Empire city of Delos, has won the
battle for Delos—and yet a complete victory still
awaits her. As the rebellion looks to her as their new
leader, Ceres must find a way to topple the Empire’s

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royalty, and to defend Delos from the pending attack from a greater army than she has ever known. She must try to free Thanos before his execution, and help him clear his name in the murder of his father. Thanos himself is determined to hunt down Lucious across the sea, to avenge his father's murder, and to kill his brother before he can return with an army to Delos' shores. It will be a treacherous journey into hostile lands, one, he knows, that will result in his own death. But he is determined to sacrifice for his country. Yet all may not go as planned. Stephania travels to a distant land to find the sorcerer who can,

once and for all, put a stop Ceres' powers. She is determined to enact a treachery that will kill Ceres, and instill herself—and her unborn child—as ruler of the Empire. **SOLDIER, BROTHER, SORCERER** tells an epic tale of tragic love, vengeance, betrayal, ambition, and destiny. Filled with unforgettable characters and heart-pounding action, it transports us into a world we will never forget, and makes us fall in love with fantasy all over again. “An action packed fantasy sure to please fans of Morgan Rice’s previous novels, along with fans of works such as *The Inheritance Cycle* by Christopher

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Paolini.... Fans of Young Adult Fiction will devour this latest work by Rice and beg for more.” --The Wanderer, A Literary Journal (regarding Rise of the Dragons) Book #6 in OF CROWNS AND GLORY is also now available!

Rakis is becoming desert as the Lost Ones are returning home from space.

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.

Diesel Engine Design

The Golden Age

Judas Unchained

Arrow

The Adjacent

"A shorter version of this book appeared in Galaxy magazine for July-September 1969"--Copyright page.

The desert planet has begun to grow green and lush. The life-giving spice is abundant. The nine-year-old royal twins, possessing their father's supernatural powers, are being groomed as Messiahs. But there are those who think the Imperium does not need Messiahs ...

The Golden Age is Grand Space Opera, a large-scale SF

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adventure novel in the tradition of A. E. Van vogt and Roger Zelazny, with perhaps a bit of Cordwainer Smith enriching the style. It is an astounding story of super science, a thrilling wonder story that recaptures the excitements of SF's golden age writers. The Golden Age takes place 10,000 years in the future in our solar system, an interplanetary utopian society filled with immortal humans. Within the frame of a traditional tale-the one rebel who is unhappy in utopia-Wright spins an elaborate plot web filled with suspense and passion. Phaethon, of Radamanthus House, is attending a glorious party at his family mansion to celebrate the thousand-year anniversary of the High Transcendence. There he meets first an old man who accuses him of being an impostor and then a being from Neptune who claims to be an old friend. The

Neptunian tells him that essential parts of his memory were removed and stored by the very government that Phaethon believes to be wholly honorable. It shakes his faith. He is an exile from himself. And so Phaethon embarks upon a quest across the transformed solar system--Jupiter is now a second sun, Mars and Venus terraformed, humanity immortal--among humans, intelligent machines, and bizarre life forms that are partly both, to recover his memory, and to learn what crime he planned that warranted such preemptive punishment. His quest is to regain his true identity. The Golden Age is one of the major, ambitious SF novels of the year and the international launch of an important new writer in the genre. 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 Dark-Hunter Novel

Lorna Mott Comes Home

A Concise History of Mexico

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Soldier, Brother, Sorcerer (Of Crowns and Glory—Book 5)