



## The Butlerian Jihad (Legends of Dune #1)

By Brian Herbert, Kevin J. Anderson

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Frank Herbert's *Dune* series is one of the grandest epics in the annals of imaginative literature. Selling millions of copies worldwide, it is science fiction's answer to *The Lord of the Rings*, a brilliantly imaginative epic of high adventure, unforgettable characters, and immense scope.

Decades after Herbert's original novels, the *Dune* saga was continued by Frank Herbert's son, Brian Herbert, an acclaimed SF novelist in his own right, in collaboration with Kevin J. Anderson. Their *New York Times* bestselling trilogy, *Dune: House Atreides*, *Dune: House Harkonnen*, and *Dune: House Corrino*, formed a prequel to the classic Herbert series that was acclaimed by reviewers and readers alike. Now Herbert and Anderson, working from Frank Herbert's own notes, reveal a pivotal epoch in the history of the *Dune* universe, the chapter of the saga most eagerly anticipated by readers: *The Butlerian Jihad*.

Throughout the *Dune* novels, Frank Herbert frequently referred to the long-ago war in which humans wrested their freedom from "thinking machines." Now, in *Dune: Butlerian Jihad*, Brian Herbert and Kevin J. Anderson bring to life the story of that war, a tale previously seen only in tantalizing hints and clues. Finally, we see how Serena Butler's passionate grief ignites the war that will liberate humans from their machine masters. We learn the circumstances of the betrayal that made mortal enemies of House Atreides and House Harkonnen; and we experience the Battle of Corrino that created a galactic empire that lasted until the reign of Emperor Shaddam IV.

Herein are the foundations of the Bene Gesserit Sisterhood, the Suk Doctors, the Order of Mentats, and the mysteriously altered Navigators of the Spacing Guild. Here is the amazing tale of the Zensunni Wanderers, who escape bondage to flee to the desert world where they will declare themselves the Free Men of Dune. And here is the backward, nearly forgotten planet of Arrakis, where traders have discovered the remarkable properties of the spice melange . . .

Ten thousand years before the events of *Dune*, humans have managed to battle the remorseless Machines to a standstill . . . but victory may be short-lived. Yet amid shortsighted squabbling between nobles, new leaders have begun to

emerge. Among them are Xavier Harkonnen, military leader of the Planet of Salusa Secundus; Xavier's fiancée, Serena Butler, an activist who will become the unwilling leader of millions; and Tio Holtzman, the scientist struggling to devise a weapon that will help the human cause. Against the brute efficiency of their adversaries, these leaders and the human race have only imagination, compassion, and the capacity for love. It will have to be enough.

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## **Editorial Review**

From Publishers Weekly

The sands of time have not diminished the impact Dune has had on the evolution of SF, and this new prequel by Frank Herbert's son and bestseller Anderson, following 2001's *Dune: House Corrino* (the concluding volume of their "House" trilogy), offers the kind of intricate plotting and philosophical musings that would make the elder Herbert proud. Reaching back into the beginnings of Arrakis, the authors show us Selim, a boy cast out by his tribe who discovers how to ride the fearsome giant sandworms. Selim tastes and learns the visionary power of the magical spice, melange, and how the future of Arrakis hinges on who controls it. At the same time, on planets far removed from the desolate dunes of Arrakis, others are involved in a Great Revolt. Free League World humans, led by Tercero Xavier Harkonnen and Serena Butler of Salusa Secundus, battle Omnium, a computer "evermind" intent on extending its dominion. The ominous Omnium seeks to conquer all planets not yet incorporated into his Synchronized Worlds system with the help of servile robotic extensions and colleagues, including Erasmus, a Thinking Machine "Hannibal Lecter" whose whimsical Mr. Spock-ish meditations enliven the proceedings immeasurably. Throughout, key revelations regarding the Zensunni Wanderers and their fight for freedom and other historical Dune elements lend an air of discovery to this fast-paced tale.

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From Library Journal

Ten thousand years before the fall of the Imperial House Corrino, two grand interplanetary organizations ruled the known universe: the Synchronized Worlds, presided over by thinking machines led by the evermind called Omnium, and the League of Nobles, beleaguered survivors of the machines' revolt against the Old Empire. In this era, a few individuals determined to overturn the rule of the machines sought every opportunity to gain insights into ways to defeat the human race's most intractable enemy. Herbert and Anderson (*Dune: House Atreides*; *Dune: House Harkonnen*; *Dune: House Corrino*) continue their prehistory of Frank Herbert's "Dune" series with a new trilogy opener set in the distant past of Herbert's galactic saga. The authors reveal the origins of the Spacing Guild and the Bene Gesserit, as well as the root of the ancient feud between Houses Atreides and Harkonnen. This compelling saga of men and women struggling for their freedom is required reading for Dune fans and an essential purchase for libraries.

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From [Booklist](#)

Working from Dune creator Frank Herbert's notes, Herbert and Anderson begin to reconstruct the galaxywide events that eventuated in the highly specialized societies of the Dune novels: the wars against thinking machines that led to an absolute ban on artificial intelligence, the discovery of the powers of the spice, and the establishment of the Bene Gesserit sisters, among other things. Those thinking machines are a world mind, Omnium; his many copies operating other worlds; and the cymeks, elaborate machines with transplanted human minds. The cymeks woke up the computers of Earth and taught them to rule, not foreseeing the ultimate power that would be used against them. Humans on the machine-run Earth are slaves to an efficient "evermind." Free worlds remain, of course, their human inhabitants relying on circuitry-disrupting shields to protect them from computer-driven attack ships, and on slave labor in place of mechanization. A young Harkonnen officer is clearly the hero of the book, and Vorian Atreides, son of the voraciously cruel cymek, Agammemnon, is on the would-be oppressors' side. The planet Arrakis maintains only a few hardy desert dwellers when an exiled teen stumbles on the secret of riding the giant worms, and the sorceress Zufa trains a select group of young women in telepathic powers on the planet Rossak while

rejecting her daughter, a brilliant mathematician. Herbert and Anderson strain to corral the book's many origin stories into a single plotline, and the dialogue can be stiff, but the powerful allure of the Dune mythos overcomes the awkwardness. *Roberta Johnson*  
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### **From reader reviews:**

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Now a day individuals who Living in the era where everything reachable by connect with the internet and the resources within it can be true or not require people to be aware of each data they get. How a lot more to be smart in obtaining any information nowadays? Of course the answer is reading a book. Studying a book can help people out of this uncertainty Information specifically this The Butlerian Jihad (Legends of Dune #1) book as this book offers you rich details and knowledge. Of course the data in this book hundred per cent guarantees there is no doubt in it you may already know.

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