

This guide was prepared using the Ace edition, © 1965. Other editions may differ.

SYNOPSIS

(Note: The novel is divided into chapters, but without numbers or titles. This synopsis summarizes the action in groups of related chapters.)

Book One: Dune

The novel opens in a medieval-style castle on the water planet Caladan, home to generations of Atreides family members. On orders of the Emperor, the household is preparing to move to the desert planet Arrakis, also known as Dune. The current head of House Atreides, Duke Leto, will rule Arrakis, a powerful position because that planet is the sole source of the addictive spice, melange. The Atreides will replace their mortal enemies the Harkonnen on Arrakis; Duke Leto knows that the Harkonnen will plot to kill him and regain control of the spice-rich planet.

In the first chapter, we meet 15-year-old Paul Atreides, the ducal heir, and his mother Jessica, the Duke's official concubine. The elderly Reverend Mother Helen Gaius appears at the castle; she was head of the Bene Gesserit school where Jessica received training in highly advanced psychological and physical awareness and control. The Reverend Mother questions Paul about his prescient dreams, considers the possibility that he may be the Kwisatz Haderach who will be able to look into all ancestral memory, and puts him through the gom jabbar torture to ascertain that he is an acceptable result of the secret Bene Gesserit breeding program aimed at producing the Kwisatz Haderach.

In the second chapter, we meet the thoroughly evil and enormously fat Baron Vladimir Harkonnen, his sullen nephew and heir-apparent Feyd-Rautha, and his icy Mentat-Assassin Piter de Vries (a Mentat is a person with a mind so trained in logic as to be a human computer). They have plotted the assassination of Duke Leto, who will be betrayed by a trusted member of his retinue, Dr. Yueh.

Under Dr. Yueh's tutelage, Paul eagerly studies about Arrakis, its giant sandworms, and the desert people called Fremen. He also receives weapons instruction from Gurney Halleck and Duncan Idaho. We learn that Dr. Yueh is turning traitor because the Harkonnen "beasts" are holding his wife Wanna captive. Duke Leto explains to Paul his plan to develop the fierce Fremen, whom the Harkonnen sneer at as scum, into a potent fighting force equal to the highly trained imperial troops called Sardaukar. We also learn that power in the empire is shared among the Emperor and his forces, the Great Houses of the nobles, the CHOAM Company that controls all trade and therefore income, and the Spacing Guild that has a monopoly on all space travel.

On arrival in the Arrakan city of Arrakeen, Jessica meets a Fremen servant who identifies Jessica as the Reverend Mother foretold by prophecy to be a means of Fremen libera-

tion. (Such prophecies were planted centuries ago on all planets by agents of the Bene Gesserit Missionaria Protectiva to protect future B.G.'s in need.) Jessica senses that their castle-home is a place of death even though it has been thoroughly inspected by the Atreides Mentat, Thufir Hawat. And indeed, Paul manages to disarm a robotic assassination tool that enters his bedroom. Both the Fremen housekeeper and a note from the castle's former lady warn Paul and Jessica of a traitor in their midst. Preliminary reports from Duncan Idaho find the Fremen to be much more numerous than the Harkonnen ever realized, and they appear open to overtures from the Atreides side. They would be the basis of the "desert power" Duke Leto plans to develop.

The Harkonnen arrange for the Atreides to intercept a false message that purports to identify Jessica as the traitor. The Duke doesn't believe this, but Hawat is open to the possibility. Hawat also tells the Duke about the Fremen prophecy that a leader, born of a Bene Gesserit, will arrive and lead them to freedom. The next day, the imperial planetologist, Dr. Kynes, guides the Duke and his entourage on an inspection tour of spice mining operations in the desert, dressed in Fremen stillsuits that trap and recycle for drinking all of the body's exuded moisture. Kynes finds himself admiring the Duke for the ruler's genuine concern for the welfare of the spice miners during a sandworm attack. Kynes also silently notes the ways in which Paul matches elements of the Fremen legend, and how the Fremen are already starting to call Paul "Mahdi" and "Lisan al-Gaib." An observant Paul sees two Fremen glide away from the scene of the attack and realizes that they have no fear of the sandworm.

A dinner party at the castle elicits the information that spice hunters seldom go deep into the desert, and not at all into the southern regions. Later, Hawat and Jessica trade suspicions about who is the traitor. Just before dawn, Dr. Yueh strikes, luring the Duke into a dark corridor and immobilizing him with a powerful drug. But he also implants a poison-capsule tooth in the Duke's jaw and instructs him how to use it to kill Baron Harkonnen. Yueh has also opened the castle to Harkonnen troops, who kill the defenders and seize Paul and Jessica. Two Harkonnen minions fly son and mother in an ornithopter out into the desert, to kill them there. But Paul and Jessica overcome the guards, and Duncan Idaho, as directed by Dr. Yueh, arrives in another 'thopter. He whisks the pair farther out into the desert, where they are able to survive thanks to a pack of desert-survival items left for them in the first 'thopter by Dr. Yueh. Paul's troubling visions of the future and knowledge of the past convince Jessica that he is indeed the Kwisatz Haderach, but Paul says he is something else, something unexpected. He senses a terrible purpose within himself. Meanwhile, the Duke is brought to the Baron, accompanied by the Mentat Piter. The Duke bites down on his poison tooth and expels the deadly

DUNE

gas; it kills Piter, but the Baron escapes.

Book Two: Maud'Dib

Duncan Idaho and Kynes find Paul and Jessica in the desert and bring them into a Fremen underground stronghold, which is soon attacked by Sardaukar. Paul and Jessica flee down an escape tunnel to an ornithopter, which Paul pilots into a giant sandstorm to evade pursuing Imperium 'thopters. Harkonnen and Imperial Sardaukar forces overwhelm the vastly outnumbered Atreides troops. Baron Harkonnen installs his nephew Rabban as temporary ruler of Arrakis with orders to ruthlessly exploit the planet's people in order to extract the utmost spice revenues. The Baron also arranges for the deaths of Idaho and Kynes. Out in the desert, Paul guides Jessica in the Fremen methods of evading sandworms as they travel farther south. Their first encounter with Fremen is hostile, but their leader Stilgar accepts Paul as the "one Liet told us to seek" and then accepts Jessica when she demonstrates her superior Bene Gesserit fighting skills and promises to teach her "wierding ways" to the Fremen. Stilgar reveals the fact that the Fremen pay the Guild a huge bribe in spice in order to keep their skies free from overflights that could uncover the Fremen's centuries-long project of changing Arrakis into a planet with open water and green plants, a project long directed by Liet-Kynes.

Paul kills a Fremen challenger in hand-to-hand combat, which earns him his place in the tribe. He gains a secret tribal name, Usual ("base of the pillar"), and a public tribal name, Maud'Dib (the highly adapted desert mouse). Increasingly, members of the tribe also view him as the prophesied messiah Lisan al-Gaib. Jessica earns the title of Sayyadina, a female religious leader. As Paul's stature within the tribe increases, he feels the building pressure of his terrible purpose, which will be to unleash a jihad of his Fremen horde upon the universe. He also learns that the Fremen have thousands of rock-lined caches of water, which will allow them to remake the planet when they have accumulated the needed amount of water. Jessica takes part in a ritual involving the drugged Water of Life; she receives the memories of the dying Reverend Mother and becomes the new Fremen Reverend Mother herself. Paul and Jessica gradually adapt to and adopt the Fremen way of life, and Paul finds his love-mate in Chani, the daughter of Liet-Kynes and a Fremen woman.

On the Harkonnen home planet of Giedi Prime, Feyd-Rautha once again dispatches a slave-gadiator in hand-to-hand combat by using poison. The Emperor's envoy Count Fenring probes Baron Harkonnen about events on Arrakis that may be detrimental to the Imperium.

Book Three: The Prophet

Two years later, Baron Harkonnen learns that the Fremen have a new religious leader whom they call Maud'Dib. The captured Mentat Thufir Hawat is now working for the Harkonnen. Hawat and the Baron orchestrate increased oppression of the Fremen population on Arrakis, with the aim of later sending Feyd-Rautha to the planet to "liberate" the populace, which will support him as their savior and back the Baron against the Emperor. The Baron uses his wiles to control Feyd-Rautha and stop his nephew's attempts to assassinate him.

On Arrakis, the Fremen women, children, and old people are living in the far southern deserts while Paul leads the men he has trained in the north in an effective guerrilla war

against the Harkonnen. Chani has given birth to Paul's son Leto and Jessica has given birth to Duke Leto's daughter Alia. Alia is a child wise far beyond her years, for she too received the Reverend Mother's memories when the pregnant Jessica underwent the Water of Life ritual.

Paul passes the terrifying Fremen initiation rite of calling a giant sandworm, standing in its path, and riding it by using controlling hook-staffs. The Fremen ambush a group of spice-hunting smugglers led by Gurney Halleck. Gurney is delighted to return to service with his Duke, but he almost kills Jessica before Paul and she convince Gurney that Yueh was the real traitor. The swordmaster tells Paul that the Harkonnen have pulled back into fortified villages, immobilized. The final campaign can now begin, and Paul accepts his role as Lisan al-Gaib, the prophesied messiah, yet still hoping he can avert the jihad he foresees. First, though, Paul puts himself through his most rigorous test—the Water of Life ritual. It sends him into a deep coma for weeks, but on reviving, he has gained all ancestral memories and become the Kwisatz Haderach sought by the Bene Gesserit breeding program.

The Emperor and his Sardaukar legions, Baron Harkonnen and his forces, and troops from all the Great Houses mass above Arrakis prepared to attack and end the Fremen threat to spice control. The Spacing Guild permits the Imperial and Harkonnen forces to land. Within a giant landing structure, the Emperor coldly tells the Baron that his Sardaukar forces have found what the Baron has missed for years—plants and firecely effective fighting people in the southern desert. The Sardaukar have killed Paul and Chani's little boy and captured Alia. Outside, Paul, aided by his lieutenants Halleck and Stilgar, leads a final assault, timed to coincide with a mammoth sandstorm that breaches the Shield Wall. As Fremen warriors riding sandworms storm the Emperor's ruined craft, Alia stabs the Baron—her grandfather—with a poisoned gom jabbar needle. He falls dead.

The novel's final scene plays out in the Great Hall of the Atreides Arrakeen castle. Duke Paul confronts the captured Emperor and his retinue. He threatens to destroy all the spice on this planet that he now controls unless the Emperor yields his throne to him and the Guild obeys his orders. The Guild agrees and disperses the hovering fleet. The Emperor yields only after both Thufir Hawat and Count Fenring refuse to use secret weapons to kill Paul and after Paul kills Feyd-Rautha in hand-to-hand combat. Paul will marry the Emperor's oldest daughter, Irulan—whose "historical" epigraphs have opened each chapter of the novel—and assume the throne. (However, it will be a cold marriage; Paul promises Chani that only she will share his bed and bear his children, as official royal concubine.) But Paul still feels his terrible purpose, and realizes that he cannot prevent the coming jihad, when his fierce Fremen warriors will range out from Arrakis and spread their religious crusade across the universe, inspired by his legend.

TIME LINE

Before Guild

14255

14100-13600

Ca. 13000

201-108

Atomic weapons are developed on Earth.

The Solar System is colonized.

Interstellar travel becomes common.

The Butlerian Jihad leads to a universal ban on thinking machines.

House Corrino takes the Imperial throne.

DUNE

- 86 House Atreides is established.
84 Spice is first used to travel through hyper-space.
10-5 CHOAM is created.
After Guild
1 The Spacing Guild is established.
1234 The Order of Mentats is founded.
7193 By this time, the ancestors of the Fremen have reached Arrakis.
8711 The Atreides family receives the dukedom of Caladan.
10140 Leto Atreides is born.
10154 The Lady Jessica is born.
10156 Shadram IV becomes emperor.
10155-10165 Gurney Halleck is a Harkonnen slave.
10175 Paul Atreides is born.
10190 House Atreides moves to Arrakis.
10191 The Harkonnens, aided by the Sardaukar, invade Arrakis. Duke Leto is killed. Paul and Jessica escape into the desert and join the Fremen. Alia Atreides is born.
10193 Paul leads the Fremen to victory over the Empire. Shaddam IV abdicates and Paul becomes emperor.

BIOGRAPHICAL SKETCH

Frank Herbert was born in 1920 in Tacoma, Washington, and grew up on his family's farm near there. He told his family when he was eight years old that he planned to become an author. After finishing high school, Herbert worked at many jobs, including professional photographer and oyster diver. He was a newspaperman in the San Francisco area for a number of years as well as a radio and TV commentator. He also wrote adventure stories and in 1950 began to write science fiction tales, attracted by the imaginative room the genre allowed. As Herbert told *Mother Earth News*, "In science fiction I can work with entertaining and dramatic stories that have analogues to the present situation." Herbert established his reputation as a serious science fiction writer with the publication of the novel *The Dragon in the Sea* in 1956.

The publication of *Dune* in 1965 catapulted Herbert to science fiction stardom; the book sold millions of copies, and the author became a very popular speaker at colleges across the country and a respected voice in the newly developing ecology movement. He turned his property in Port Townsend, Washington, into an ecological demonstration project and served as ecological consultant to the nations of Vietnam and Cambodia. Herbert continued the wildly popular *Dune* saga in five more novels and also penned a number of non-*Dune* science fiction tales. He died in Madison, Wisconsin, in 1986, following cancer surgery.

CRITICS' CORNER

Dune is considered to be a science fiction classic. Critics and readers alike admire the novel's well-structured and complex plot, its well-drawn characters, its original and vividly imagined setting, and the effective infusion of themes with high relevance to contemporary life. *Dune* was also one of the first science-fiction novels to introduce the theme of ecology to the genre. *Time* typified critics' views in describing the novel as "a well-wrought literary work in which far-reaching concepts and social problems are dramatized with intelligence, wit and verbal skill." The novel won both the Nebula

Award from the Science Fiction Writers of America and the Hugo Award from the World Science Fiction Convention. Critics have been of mixed opinions about Herbert's sequels to *Dune*, although the entire series remains extremely popular, especially among young adults who readily relate to Herbert's concerns about ecology, power, and consciousness. *Dune* was made into a feature-length film in 1984 and a six-hour Sci-Fi Channel mini-series in 2000. A second mini-series, *Children of Dune*, was based on *Dune Messiah* and *Children of Dune* and aired in 2003. Herbert's son Brian is continuing the *Dune* saga in novels he co-writes with Kevin J. Anderson.

SELECTED WORKS BY FRANK HERBERT

"The *Dune Chronicles*" Series

- Dune* (1965)
Dune Messiah (1970)
Children of Dune (1976)
God Emperor of Dune (1981)
Heretics of Dune (1984)
Chapterhouse: Dune (1985)
Science Fiction Novels
The Dragon in the Sea (1956; published as *Under Pressure* 1974)
The Green Brain (1966)
Destination: Void (1966)
The Eyes of Heisenberg (1966)
The Heaven Makers (1968)
The Santaroga Barrier (1968)
Whipping Star (1970)
The God Makers (1971)
Hellstrom's Hive (1973)
The Dosadi Experiment (1977)
The Jesus Incident (1979, with Bill Ransom)
Direct Descent (1980)
Priests of Psi (1980)
The White Plague (1982)
The Lazarus Effect (1983, with Bill Ransom)
Man of Two Worlds (1987, with son Brian Herbert)
The Ascension Factor (1989, with Bill Ransom)
Other
Soul Catcher (1972)

BIBLIOGRAPHY

- Aldiss, Brian W. *Billion Year Spree: The True History of Science Fiction*. NY: Doubleday, 1973.
Bleiler, E.F., ed. *Science Fiction Writers*. NY: Chas. Scribner's Sons, 1982.
Booklist, February 1, 1966, p. 519.
Contemporary Authors, New Revision Series, Vols. 5 (interview) & 43. Detroit: Gale Research, 1982, 1994.
Contemporary Literary Criticism, Vols. 12, 23, 35, 44 (obituary) & 85 (*Dune*). Detroit: Gale Research, 1980, 1983, 1985, 1987, 1995.
Dictionary of Literary Biography, Vol. 8. Detroit: Gale, 1981.
Herbert, Brian. *Dreamer of Dune: The Biography of Frank Herbert*. NY: Tom Doherty Associates, 2003.
Kirkus Reviews, August 15, 1965, p. 847.
Levack, Daniel J., and Mark Willard. *The Dune Master: A Frank Herbert Bibliography*. Westport, CT: Greenwood Publishing Group, 1988.
McNelly, Willis E., ed. *The Dune Encyclopedia*. NY: Putnam, 1984.

DUNE

Miller, David M. *Frank Herbert*. London: Starmount House, 1985.

New York Times Book Review, Aug. 1, 1976, p. 18.

O'Reilly, Timothy O. *Frank Herbert*. NY: Ungar, 1981.

"The Plowboy Interview: Frank Herbert," *Mother Earth News*, May/June 1981, pp. 17-23.

Prosser, Harold L. *Frank Herbert: Prophet of Dune*. San Bernardino, CA: Millefleurs, 1989.

Riley, Dick, ed. *Critical Encounters: Writers and Themes in Science Fiction*. NY: Ungar, 1978.

Sheppard, R. Z., "Future Grok," *Time*, March 29, 1971, pp. 86-88.

Something About the Author, Vols. 37 & 47. Detroit: Gale Research, 1985, 1987.

Stagner, Ross, "PT Conversation: Frank Herbert, Master of Dune," *Psychology Today*, October 1984, pp. 68ff.

Touponce, William F. *Frank Herbert*. Boston: Twayne Publishers, 1988.

Internet Sites for Frank Herbert

"Frank Herbert": <www.arrakis.co.uk/herbert.html>

"Frank Herbert": <www.dunenovels.com/bios/frank.html>

GENERAL OBJECTIVES

1. To explore characteristics of science fiction novels
2. To consider the possible future characteristics of human life on other planets
3. To become familiar with messianic movements and their wellsprings and motivations
4. To contemplate the concept that any change causes unpredictable future results
5. To examine the interrelatedness of people and their environment
6. To understand the corrupting effects of power and the dangers of giving power to messianic or charismatic leaders
7. To investigate psychological techniques of heightened perception and awareness
8. To review aspects of life in medieval and late Roman Empire times
9. To learn about desert ecosystems

SPECIFIC OBJECTIVES

1. To understand the complex power struggle that drives the novel's action
2. To note the ways in which the Fremen have adapted to their harsh desert environment, and the effects this has had on them as a people
3. To identify the significance of each of Paul's names and titles
4. To examine the role of women on Dune
5. To trace Paul's process of maturation in the course of the novel
6. To identify Paul's "terrible purpose" and understand the limits on his gift of prescience
7. To note historical, contemporary, and futuristic elements of *Dune*
8. To analyze the author's use of epic characteristics, chapter-opening epigraphs, and chapter-ending suspense

LITERARY TERMS AND APPLICATIONS

To enhance students' appreciation and understanding of

the novel, present them with these terms.

allegory: a story or image with a second distinct meaning hidden behind its literal or visible meaning. The economics and politics that rotate around Dune's spice can be seen as an allegory of our modern world's obsession with and huge demand for oil.

coming-of-age novel: a work of fiction in which the main character moves into and/or through adolescence and develops at least the beginnings of maturity. In this novel, immature 15-year-old Paul is catapulted into young manhood by his father's assassination and his flight with his mother into the desert. As he becomes the Fremen leader and develops his remarkable gift of prescience, Paul moves into full adulthood.

epigraph: a quotation placed at the beginning of a book or chapter, indicating its theme. In this novel, each chapter opens with an epigraph taken from one of the many books "written" by Princess Irulan about Maud'Dib and the events surrounding his ascension. These epigraphs suggest the chapters' themes and give background information.

heroic journey: typically undergone by an epic hero, it brings the hero through a perilous ordeal to a final glorified state, from the departure through the testing of the character's worth by ordeal to the final perilous journey and the transformation of the character to heroic, godlike status. Paul undergoes this journey as he flees with his mother into the desert, undergoes grueling initiation rites with the Fremen, and retakes the city of Arrakeen at the head of his Fremen soldiers, who consider him their prophesied messiah.

science fiction: a fictional work that speculates on the possibilities of science and technology to change the human experience and society as we know it, or, more generally, imaginative literature that presents plausible events that might take place in the future. As with the plentiful action and the spaceships in this novel, a science fiction tale may be an interplanetary adventure story dealing with forms of travel not possible at the time the book is written. Science fiction can also be a means of commenting on human nature and society or speculating on theological and ethical matters, which this novel does in large degree, probing, for example, the human yearning for a messiah and the hazards of the superhero mystique, the ethics of ruling, ecological interdependence, and the inability to predict the results of any change.

SETTINGS

Virtually all of the action occurs on the desert planet Arrakis, also called Dune. The opening scenes take place in the medieval-style Castle Caladan on the Atréides home planet of Caladan, and a few scenes are set on the Harkonnen home planet of Giedi Prime. A primary feature of Arrakis is the extreme scarcity of water; it is a land of rock and desert. The Atréides household settles in another medieval-style castle in the city of Arrakeen. There, a robot assassination machine nearly kills Paul in the boy's bedroom, and Jessica discovers a hidden water-plant conservatory and hosts a dinner party in the Great Hall and the formal dining room, presided over by a portrait of the old duke and the mounted head of the bull that killed him. Here, too, Dr. Yueh lures Duke Leto into a dark corridor, immobilizes him with a powerful drug, and delivers him into the hands of the Harkonnen.

The focus of action now switches to the harsh desert beyond the Shield Wall that protects Arrakan communities. Paul and Jessica elude the Harkonnen and Sardaukar who

DUNE

are hunting for them by fleeing deep into the southern desert. Here are the major sources of the extremely valuable spice melange, and the giant sandworms associated with the spice. Here also are the Fremen, who have adapted thoroughly to their environment. By day, the Fremen sleep in underground caverns sealed with moisture-proof doors. By night, they don body-water-collecting stillsuits and go out into the desert to mine spice, catch and ride sandworms, and secretly carry on their centuries-old project of collecting water and covering expanding areas of the desert with green plants.

The novel's final scenes move back to Arrakeen, with a giant sandstorm breaching the Shield Wall and Paul leading his sandworm-riding Fremen forces into the Emperor's giant landing craft, where Alia kills the Baron. A victorious Paul confronts the Emperor and his retinue in the Great Hall of the Atreides castle and forces both the Emperor and the Guild to yield to him.

CROSS-CURRICULAR SOURCES

Fiction

Douglas Adams, *The Hitchhiker's Guide to the Galaxy* series
Catherine Asaro, *Primary Inversion*
Isaac Asimov, *Foundation* trilogy
Terry Blisson, *Pirates of the Universe*
Ray Bradbury, *The Martian Chronicles*
John Brunner, *A Maze of Stars*
Edgar Rice Burroughs, *A Princess of Mars*
Mary Caraker, *The Faces of Ceti*
Orson Scott Card, *The Ships of Earth*
John Christopher, *The White Mountains* trilogy
Arthur Clarke, *Childhood's End*, *The City and the Stars* and *2001: A Space Odyssey*
Gardner Dozois, ed. *Modern Classic Short Novels of Science Fiction*
Nancy Farmer, *The Ear, the Eye and the Arm*
Robert Heinlein, *Between Planets* and *Stranger in a Strange Land*
Nancy Cress, *Beggars* trilogy
Louise Lawrence, *Andra* and *Dream-Weaver*
Ursula Le Guin, *Earthsea* trilogy and *The Lathe of Heaven*
C.S. Lewis, *Narnia* series
Anne McCaffrey, *Freedom's Landing*
Larry Niven, *Ringworld*
Kim Stanley Robinson. *Future Primitive: The New Ectopias and Green Mars*
Robert Silverberg, ed., *Robert Silverberg's Worlds of Wonder: Exploring the Craft of Science Fiction*
William Sleator, *Others See Us*
J.R.R. Tolkien, *The Lord of the Rings* trilogy
Kurt Vonnegut, *Cat's Cradle*
John Wyndham, *The Chrysalids* and *Day of the Triffids*
Jane Yolen, ed., *Xanadu*

Nonfiction

Richard Amdur, *The Fragile Earth*
Susan Arritt, *The Living Earth Book of Deserts*
Isaac Asimov, *Isaac Asimov's Guide to Earth and Space*
John Clute, *Science Fiction: The Illustrated Encyclopedia*
Nancy Hathaway, *The Friendly Guide to the Universe*
Judith Herbst, *How to Get Around the Universe*
T.E. Lawrence, *Seven Pillars of Wisdom*
MacQuitty, Miranda, *Desert* (Eyewitness Books)
George Ochoa and Jeff Osier, *The Writer's Guide to Creating*

a Science Fiction Universe

Suzanne Elizabeth Reid, *Presenting Young Adult Science Fiction* (Twayne's U.S. Authors Series)

Philip Shabecoff, *A Fierce Green Fire: The American Environmental Movement*

David Shipman, *A Pictorial History of Science Fiction Films CD-ROM*

Castle Explorer (Dorling Kindersley)

Exploring Land Habitats (Steck-Vaughn)

Eyewitness Encyclopedia of Nature (Dorling Kindersley)

Eyewitness Encyclopedia of Space and the Universe (Dorling Kindersley)

Sonoran Desert: A Multimedia Field Trip to the Cactus Desert of Arizona (Warwick Interactive)

Internet

"Castles on the Web": <www.castlesontheweb.com/>

"Desert" (Think Quest):

<www.library.thinkquest.org/28855/main.html>

"Deserts Field Trip" (Virtual Field Trips Site):

<www.field_guides.com/desert/desert.htm>

"Dune: The Official Website": <www.dunenovels.com/>

"Dune FAQ": <www.geocities.com/Area51/6796/freq.html>

"The Green Page" (high schoolers' annotated guide to environmental science Web pages):

<www.vcomm.net/enviro/greenpg.html>

"Linköping Science Fiction & Fantasy Archive":

<www2.lysator.liu.se/sf_archive/>

"NASA Home Page":

<www.gsfc.nasa.gov/NASA_homepage.html>

"Sci-Fi Channel: The Dominion": <www.scifi.com/>

"Usul's Homepage": <www.usul.net/>

Video

David Macaulay: *Castles* (WGBH)

Desert (*Eyewitness Living Earth Series*) (DK Multimedia/BBC Worldwide Americas)

Desert Biomes: Essential and Endangered (Cochran Communications/Rainbow Educational Media)

Deserts (Hawkill Associates)

The Middle Ages: A Wanderer's Guide to Life and Letters (Learning Corp. of America)

THEMES AND MOTIFS

A study of the central issues and situations in *Dune* should include these aspects.

Themes

- prescience
- inability to predict results of any change
- society's need for a messiah
- hazards of the superhero mystique
- ecological interdependence
- eugenics
- corrupting effects of power
- interrelatedness of events in time and space
- father-son relationships
- power of myth
- necessity of change
- development of supernormal mental powers

Motifs

- water, sand, and desert
- jihad
- physical combat
- poison
- drug use and addiction

DUNE

- elements of medieval culture
- cults, ritual, and tradition
- sandworms
- concealment and insight
- intrigues and treachery vs. love and loyalty

MEANING STUDY

Below are words, phrases, or sentences that have a particular meaning in the novel. Explain each as it relates to the book. Use the page numbers given in parentheses to reread the term in context if you wish.

1. The Harkonnens were leaving Arrakis to be replaced by the House of Atreides in fief-complete. (p. 4)
(This establishes the feudal nature of the novel's world, in which the Emperor grants planets to his nobles to rule, in return for the nobles' service to him. Each such planet is a fief, and the right to rule it passes from father to son. The Emperor, in a canny political move, has granted Duke Leto Atreides fiefdom over the planet Arrakis.)
2. a duke's concubine, and mother of the ducal heir (p. 4)
(Paul's mother, Jessica, is not married to Paul's father, the Duke Leto. Rather, she has official status as the duke's concubine, a legally sanctioned role in this society for an unwed woman cohabiting with a man. The legal and formal union of the duke and concubine is reflected in the fact that Paul is the ducal heir—he is a legitimate child and as such will inherit his father's dukedom and estate when his father dies.)
3. The old woman studied Paul in one gestalten flicker. (p. 6)
(Gestalten refers to Gestalt psychology, which deals mainly with the processes of perception and with heightening awareness. Acutely heightened awareness, mental and physical, is a key facet of Bene Gesserit training.)
4. "This is like single combat, Son, only on a larger scale—a feint within a feint within a feint." (p. 43)
(Paul will have learned feints in his swordplay lessons, a feint being a pretended thrust designed to throw the opponent off guard; while the opponent reacts to the false attack, the swordsman executes the real attack on an unguarded side. The moves surrounding the Harkonnen withdrawal from and Atreides arrival on Arrakis are indeed a series of feints.)
5. the ducal signet (p. 70)
(This is the duke's ring, which contains a signet—a seal that the duke can affix to documents to mark them as official or as authentically coming from him. In this case, the duke has sent his ring with the men he has dispatched to bring Paul to him, so that Paul and Jessica will know that the men are authentic, not impostors.)
6. "Tell the smugglers I'll ignore their operations as long as they give me a ducal tithe." (p. 85)
(Duke Leto knows he can't prevent all smuggling operations, so he intends to profit from them by having the smugglers pay him a portion of the money they make smuggling spice.)
7. "I hope to smoke out a traitor. It must seem that I've been completely cozened. Your mother must be hurt this way that she does not suffer greater hurt." (p. 103)
(Duke Leto is going to pretend to believe the false Harkonnen note that speaks of Jessica as planning to betray the Duke, hoping that a resulting false sense of security will cause the real traitor to reveal himself. He

knows Jessica will be hurt by his apparent suspicion of her, but he wants to prevent her much greater pain if the traitor succeeds in betraying the Duke.)

8. I've felt the cold hand of my mortality. (p. 128)
(Duke Leto has a sense of his impending death. He has several death thoughts in the days just before his assassination, including the thought at the bottom of this same page that Paul will "wear the title" of duke well.)
9. prophecy and prescience (p. 277)
(A prophecy is a prediction of the future, especially by or as by the influence of divine guidance. Prescience is apparent knowledge of things before they happen or come into being. Fremen prophecy has foretold the coming of a messiah from another world, and Paul has a very strong gift of prescience.)
10. "I will take the boy-man, your son, and he shall have my countenance." (p. 280)
(Stilgar, the Fremen leader, is saying that he will support and protect Paul's right to join this tribe. This is crucial, because Paul and Jessica cannot survive on their own in the desert.)
11. And what he saw was a time nexus within this cave. (p. 296)
(Paul experiences some of his visions of the future as a nexus—a critical point of interconnection where past events come together and can then move forward into the future along any of many possible lines. Any action, even the most minute, at the moment of nexus can create "vast shiftings" in the future pattern.)
12. "There cannot be more than a handful of Fremen left after the Sardaukar pogrom." (p. 375)
(The Harkonnen have always severely underestimated the great size of the Fremen population. During the rule of the "Beast Rabban," Duke Vladimir Harkonnen's nephew, the imperial Sardaukar troops have carried out a pogrom—an organized persecution and massacre—against the Fremen, but neither the Harkonnen nor the Sardaukar realize that they have only found a small fraction of the Fremen people.)

COMPREHENSION STUDY

Answer the following questions in your own words. There is not always a right answer. Your judgment is important, and you should be ready to defend your answers by referring to passages in the book.

Literal Level (Questions 1-3)

1. Explain the galaxy-wide power struggle that fuels the novel's action. How does Paul emerge as the victor?
(The galaxy is an empire ruled by the Emperor Shaddam IV. He dispatches dukes and barons of the noble Great Houses to rule the various planets for him. The Great Houses are allied through their Landsraad, a parliament. The Emperor foments rivalries among the Great Houses as a divide-and-conquer strategy to avert any unified challenge to his throne. A third entity, the Spacing Guild, also wields considerable power through its monopoly on space travel; the Emperor and each Great House must abide by the Guild's rules and tithes in order to conduct trade and travel. Another power player is CHOAM, the interplanetary corporation that controls trade; the Emperor and Great Houses compete for lucrative positions in CHOAM. A shadowy fifth entity, the Bene Gesserit—a

DUNE

sort of religious cult—operates behind the scenes, placing its trainees as wives and concubines of rulers and conducting a secret breeding program. House Atreides and House Harkonnen are bitter enemies; the assassination of Duke Leto Atreides by agents of Baron Vladimir Harkonnen sends Leto's son Paul and the boy's mother Jessica into the desert, where they live among the warlike desert people called Fremen. Paul emerges as a messiah-like leader of the Fremen, defeats the Harkonnen forces to take control of the planet Arrakis [Dune], and then forces the Emperor, Great Houses, and Spacing Guild to yield to his superiority through his Fremen's control of Dune's all-important spice melange.)

2. In what ways have the Fremen adapted to their harsh desert environment?

(They are at all times aware of the urgent need to conserve moisture. When out in the desert, Fremen wear sealed stillsuits that capture all the moisture their bodies excrete. They live below ground in caverns sealed by moisture-proof doors. They retrieve the water from the body of each Fremen who dies. They have machines that trap atmospheric moisture. They have also found a way to control the monstrous sandworms and thus safely harvest the planet's abundant, highly coveted spice, melange. They have developed great fortitude and fierce tribal loyalty in banding together to adapt to their environment. They are also secretly engaged in a centuries-long project of transforming parts of the desert into self-sustaining planted areas.)

3. How does the Harkonnen-Atreides rivalry play out?

(Humane Duke Leto Atreides replaces the evil Baron Vladimir Harkonnen as ruler of Arrakis. But the Baron forces Dr. Yueh, a trusted Atreides retainer, to turn traitor. Duke Leto is killed, and Paul and Jessica flee into the desert. The Baron's surrogate, his nephew Rabban, becomes Dune's harsh ruler, and Harkonnen forces seek out and kill virtually all of Duke Leto's supporters and troops. The Fremen come to see Paul as their prophesied messiah and accept him as their leader. He directs the Fremen in a guerrilla war against the Harkonnen, taking control of the planet and its spice. In the final battle for the city of Arrakeen, Alia, born to Jessica after Duke Leto's death, kills the Baron—who is her own grandfather, prescience having revealed that Jessica is the natural daughter of the Baron.)

Interpretive Level (Questions 4-8)

4. Paul becomes a duke, a Mentat, a Bene Gesserit, the Kwisatz Haderach, Usul, Maud'Dib, and Lisan al-Gaib. Explain each role.

(As the son of Duke Leto, Paul inherits the title when his father dies, and under the Imperium system, he is therefore the rightful ruler of Arrakis, a right Paul has to fight with his Fremen army to secure. As a Mentat, Paul's mind is trained in supreme logic; he is a human computer. Bene Gesserit training has given Paul a keen ability to read people's most minute reactions and to exert powerful psychological control over himself and others. Paul eventually proves himself to be the Kwisatz Haderach, the object of the Bene Gesserit's centuries-long breeding project to produce a male "reverend mother" who can see through space and time with complete racial memory. As a sign of his belonging among the Fremen, Paul is

given a Fremen name of Usul, "the base of the pillar," a secret name used only among members of his sietch. For his public Fremen name, Paul chooses Paul-Maud'Dib, after the well-adapted little desert mouse, signaling his own adaptation to the desert life. Paul also becomes, rather unwillingly, the Fremen's Lisan al-Gaib, the off-world prophet predicted in Fremen legends as a messiah who will lead them out of the wilderness.)

5. What role do women play in the world of Dune?

(Women of the Bene Gesserit wield secret power through their abilities to manipulate their mates and through the special seeing powers of the Reverend Mothers. Jessica is one of the most thoroughly developed female figures in science fiction. Yet the women remain mostly secondary. The ultimate object of the Bene Gesserit's secret breeding program is an all-powerful male. Bene Gesserit women must operate only behind the scenes. Jessica has trained Paul throughout his childhood in Bene Gesserit techniques, but as Paul reaches manhood and moves toward his roles as Kwisatz Haderach and Lisan al-Gaib, he becomes the dominant figure in the mother-son relationship and rejects Jessica's continuing attempts to control or guide him. [Many critics have commented on the Oedipal theme in the Paul-Jessica relationship.] Like all of their people, Fremen women are fierce fighters, yet they are subservient possessions of their men. Chani is strong and smart, yet functions merely as Paul's love focus, and Harah becomes Paul's possession after Paul kills her husband Jamis.)

6. How does Paul grow and change in the course of the novel? What is his gift, how is it limited, and what is his "terrible purpose"?

(One aspect of the novel is the coming-of-age sequence for Paul. He begins as a callow 15-year-old, develops into a maturing young man, and ends as a determined, capable hero-messiah. In the course of this journey he uses his mental and physical skills to survive many perils—such as the ornithopter flight through the giant sandstorm, the knife fights with Jamis and Feyd-Rautha, and the Fremen manhood initiation rite of catching and riding the monstrous sandworm. As he matures, Paul gains increasing understanding of his extraordinary mental powers, expanding the scope of his prescience to include finally the ability to see through all space and time. This prescience is Paul's gift, but he comes to realize that while he can see the future, it is impossible to know what, if any, action will alter that future, because the results of any action cannot be predicted with any certainty. Paul's "terrible purpose" is to unloose the jihad, the galaxy-wide holy war his Fremen warriors will wage, which will accomplish the necessary remix of the human gene pool. Paul does not want to unleash the jihad, but he realizes he is powerless to stop it.)

7. Compare Fremen and Imperium cultures.

(They are opposites. The Fremen are thoroughly adapted to highly disciplined, austere lives in the harsh desert environment; they are completely loyal to all members of their tribe and to all the traditions of their way of life and belief system. Their fight for survival in the desert has molded them into fierce fighters. Imperium culture is marked by intrigue, treachery, assassination, and

DUNE

oppression of the ruled by the rulers. The upper classes of the Imperium live a luxurious feudal life in castles. In the end, the Fremens vanquish the Imperium, and its surrogates the Harkonnens, on Arrakis much as the "barbarian" hordes overwhelmed the declining Roman Empire.)

8. In what ways are the societies of Arrakis and the Imperium futuristic yet also similar to long-ago historical cultures and to our own current cultures?

(Answers will vary. Futuristic elements include fighting with force-field body shields, suspensor lamps, the Reverend Mother's hand-torture box, space travel, ornithopters, stillsuits, and hunter-seeker killing machines. Other aspects of these societies strongly resemble European feudal society, with castles, fiefs, and the emperor-vassal power structure. The Emperor's specially trained warriors, the Sardaukar, resemble the Roman Empire's Imperial Guard, and the Imperium itself is in social and political decline much like the later Roman Empire. The Fremens emerging out of the desert led by their messiah-hero strongly evoke the histories of both Mohammed and Christ. The Imperium's insatiable appetite for melange, and the power struggles and wealth this creates, find a parallel with the role of oil in today's world. The elements of human nature that cause turmoil in the Imperium—greed, lust for power, arrogance, short-sightedness—continue to be powerful disruptive forces today.)

Critical Level (Questions 9-11)

9. What characteristics of the epic do you find in this novel? (The novel includes many characteristics of the traditional epic, including a hero with superior abilities, a heroic journey or quest, a setting of grand scale, a fight of good vs. evil, a hero who regains a wrongfully seized throne, and a hero whose actions affect his entire world. Specific epic devices include starting in media res, in the middle of things; set pieces such as banquets that reveal important information; and ritualized battle scenes and funeral rites.)
10. What purposes do the opening-chapter epigraphs serve? (They add an extra element of seeming reality to the novel's events; while the action takes place very far in the future from our times, the epigraphs were "written" as a history after the novel's events, so we "know" that the events really did take place. The epigraphs also provide brief clues of what is going to happen next in the narrative, suggest the ways in which Paul is going to develop, and alert the reader to elements the author considers important to note.)
11. *Dune* first appeared in serialized form in the sci-fi magazine *Analog*. In what ways would this novel have been effective for serial publication? (The chapters are relatively short, and frequently end in moments of climax and great suspense.)

Creative Level (Questions 12-14)

12. Describe the details of Paul's rule over Arrakis and the likely effects of his messianic leadership.
13. Predict the positive and negative effects that changing Arrakis into a water planet may have.
14. Write some vivid descriptive passages about the planet Arrakis, using some of Herbert's passages as models—for example, the nighttime scene with the Duke on page

77 and the sunset desert scene on page 263.

ACROSS THE CURRICULUM

Art

1. Create an image or a model of a sandworm.
2. Design uniforms for the opposing armies and clothing for the novel's nonmilitary women and men.
3. Design a detailed setting for one of the novel's scenes, such as the Fremens Cave of the Birds or the ducal castle's Great Hall.

History and Social Studies

1. Study the ways of life of desert-dwelling Arab societies. What parallels do you find with Fremens culture?
2. Write a biography of Mohammed or of Lawrence of Arabia. Which characters, if any, in the novel would you equate with Mohammed or Lawrence?
3. Identify elements of European feudal society, the Roman Empire, the Turkish Empire, and biblical peoples in the novel.
4. Identify historical figures who developed a devoted, even fanatical, following, as with Paul and the Fremens. What was the outcome in each case?

Language Arts

1. Identify traditional elements of the epic in *Dune*.
2. Read the *Dune* sequels *Dune Messiah* and *Children of Dune* to find out the result of Paul's becoming Emperor.

Mathematics

1. Convert some of the novel's many metric measurements to U.S. figures—for example, the hand-enclosing torture box and the size of the largest sandworms.
2. Using worm-length measurement figures given in the novel, create a drawing to scale of Paul confronting and/or riding the giant sandworm.

Psychology

1. Research gestalt and Jungian psychology, then identify elements of these in the novel.
2. Explain the Oedipus complex and its relevance to *Dune*.
3. Explain in psychological terms the recurring human desire for and belief in a messiah.

Science

1. Create an illustrated explanation/demonstration of desert ecology.
2. Write an illustrated field-guide entry for the sandworm, including such information as preferred habitat and food, range, and physical details.
3. Research and report on the use and allocation of scarce water resources in the U.S. Southwest.
4. Create a classroom display of images of our universe taken by interplanetary spacecraft.

STUDENT INVOLVEMENT ACTIVITIES

1. With classmates, act out dramatic scenes from the novel—for example, Paul and Jessica's initial encounter with the Fremens.
2. Describe a time in your life when you felt fear. Discuss with classmates the likely effectiveness of the Bene Gesserit Litany against Fear (see page 8 of the novel).
3. With classmates, compile a handbook of Bene Gesserit sayings that you feel are relevant to life today.
4. Discuss in class the parallels between the *Dune* world's focus on production, sale, and control of the spice melange and our contemporary world's similar focus on oil.
5. Investigate the practices of yoga and biofeedback. Do

DUNE

TEACHER'S NOTES

you find elements of these in the Bene Gesserit way?

6. Frank Herbert said that when he began to create characters for a novel, he filled a folder with information about a character and then added a photograph that fit the image of how he thought this person should appear. Do the same—clip photos from printed media or download images from the Internet that match the way you think various characters in *Dune* should look.
7. Review in your mind the *Star Wars* movies you have seen. What parallels do you find with *Dune*?
8. View a video or DVD of the 1984 movie *Dune* or of the Sci-Fi Channel's 2000 *Dune* mini-series, then discuss the film or mini-series as compared with the novel. Identify strengths and weaknesses of both, react to the portrayals of the various characters and the interpretations of the settings, and talk about any plot variations.

ALTERNATE ASSESSMENT

1. Develop a detailed character list for the novel. Beside each name, describe the person's physical appearance, character traits, relationship to other people in the novel, and role in the novel's events.
2. Outline the settings that would be featured in a *Dune* screenplay. Describe each setting and tell what happens there. You could also list essential props that would be needed at that setting for each scene.
3. With classmates, conduct a mock hearing at which the legitimacy of Paul's ascension to power over the Imperium is scrutinized.

DUNE

VOCABULARY TEST

Match each underlined word with its meaning listed below. Write the letter of the meaning in the space next to the sentence number.

- | | | | |
|----------------|-------------------------|---------------------|--------------|
| a. steep slope | f. spell-casting chants | k. close watch | p. loot |
| b. hesitate | g. show of bravery | l. very impressive | q. sleepy |
| c. betrayal | h. violent confusion | m. embarrassed | r. touching |
| d. carelessly | i. low female voice | n. disgusting thing | s. dried up |
| e. pretending | j. temporary relief | o. sharp reprimand | t. deceitful |

- ___ 1. Paul's mother answered in her soft contralto.
- ___ 2. Now, there was a man who appreciated the power of bravura—even in death.
- ___ 3. "The Padishah Emperor believes he's given the Duke your spice planet. How poignant."
- ___ 4. "You'd enjoy seeing the Corps of Sardaukar pillage through my cities and sack this castle."
- ___ 5. Maud'Dib had wonderful teacher-companions, including Dr. Yueh, a name black in treachery.
- ___ 6. Paul stepped back, chagrined at his mistake.
- ___ 7. "I give him the surcease of religion before betraying him."
- ___ 8. "A Mentat Duke would be formidable indeed."
- ___ 9. The woman looked as wrinkled and desiccated as any member of the mob outside.
- ___ 10. The Bene Gesserit ways were devious and compelling.
- ___ 11. That was a specific catchphrase from the Missionaria Protectiva's stock of incantations.
- ___ 12. The rebuke came naturally to his lips.
- ___ 13. Paul lay on the bed feigning sleep.
- ___ 14. It is said that the Duke Leto blinded himself to the perils of Arrakis, that he walked heedlessly into the pit.
- ___ 15. An unmarked ornithopter squatted nearby, humming softly on standby like a somnolent insect.
- ___ 16. "Under pretext of guarding her, you will keep the Lady Jessica under constant surveillance."
- ___ 17. Paul looked north across a line of rocks, studying a distant escarpment.
- ___ 18. Jessica could feel them sinking deeper into the maelstrom of the storm.
- ___ 19. "Now is no time for you to falter. They've followed you this far."
- ___ 20. "The child Alia is an abomination!"

DUNE

COMPREHENSION TEST A

Part I: Matching (30 points)

Read each character description. In the list below, find the character who matches the description. Write the letter of the character in the space next to the description number. Use each name only once.

- | | | |
|------------|-----------------------|-----------------|
| a. Alia | f. Feyd-Rautha | k. Stilgar |
| b. Paul | g. Vladimir Harkonnen | l. Liet-Kynes |
| c. Wanna | h. Gurney Halleck | m. Dr. Yueh |
| d. Jessica | i. Piter de Vries | n. Duke Leto |
| e. Chani | j. Helen Gaius Mohiam | o. Thufir Hawat |

- ___ 1. Harkonnen Mentat-Assassin killed by Duke Leto.
- ___ 2. Paul's love mate and concubine.
- ___ 3. Atrides ruler assassinated by his Harkonnen foes.
- ___ 4. Harkonnen nephew who hopes to be his uncle's heir.
- ___ 5. Valiant Atrides soldier who is reunited with Paul in the desert.
- ___ 6. Planetary ecologist who dies in a spice-blow.
- ___ 7. Mentat who serves first House Atrides and later House Harkonnen.
- ___ 8. Highly trained Bene Gesserit concubine.
- ___ 9. Leader of the Fremen tribe that Paul and Jessica join.
- ___ 10. Daughter of Jessica and Duke Leto.
- ___ 11. Betrays the Atrides ruler to the enemy.
- ___ 12. Reverend Mother who puts Paul to the gom jabbar test.
- ___ 13. Also known by his other name, Maud'Dib.
- ___ 14. Enormously fat plotter who is killed by his own granddaughter.
- ___ 15. Wife of the traitor, captured by Harkonnen agents.

Part II: Fill-In (20 points)

Write one or two words in each blank to make each statement true.

- 1. Paul's ability to see into the future is called _____.
- 2. The giant creatures that live in Arrakis's deserts are called _____.
- 3. Shaddam IV's title is _____ of the Imperium.
- 4. Space travel among the planets of the Imperium is entirely controlled by the Spacing _____.
- 5. The duke rules Arrakis from the city of _____.
- 6. The galaxy's prison planet is called Selusa _____.
- 7. The Fremen's most precious substance is the _____ of Life.
- 8. The Princess _____ is the "author" of this novel's chapter-opening epigraphs.
- 9. Dr. Yueh gives Paul an old copy of the Orange _____.
- 10. The Fremen believe that Paul is Lisan al-Gaib, their _____ predicted by prophecy.

DUNE

Part III: Short Answer (20 points)

Briefly explain what each of the following is and discuss the significance of each.

1. Butlerian Jihad
2. Mentat
3. Kwisatz Haderach
4. Fremen
5. CHOAM

Part IV: Essay (30 points)

Choose two and answer in complete sentences.

1. Which characters function as Paul's father-figures, and in what ways?
2. What groups jockey for power in the Imperium?
3. What forces propel Paul into his leadership roles?

DUNE

COMPREHENSION TEST B

Part I: Matching (30 points)

Read each character description. In the list below, find the character who matches the description. Write the letter of the character in the space next to the description number. Use each name only once.

- | | | |
|------------|-----------------------|-----------------|
| a. Alia | f. Feyd-Rautha | k. Stilgar |
| b. Paul | g. Vladimir Harkonnen | l. Liet-Kynes |
| c. Irulan | h. Gurney Halleck | m. Dr. Yueh |
| d. Jessica | i. Count Fenrig | n. Duke Leto |
| e. Chani | j. Duncan Idaho | o. Thufir Hawat |

- ___ 1. Is locked in a deadly rivalry with Baron Vladimir Harkonnen.
- ___ 2. Dies while attempting to kill Paul with poison in hand-to-hand combat.
- ___ 3. Kills her own grandfather with an Atreides gom jabbar.
- ___ 4. Flies Paul and Jessica deeper into the desert in a 'thopter during their escape from the Harkonnen.
- ___ 5. Gives birth to a daughter months after her husband dies.
- ___ 6. Trains Paul in fighting skills and fights beside Paul in the final battle.
- ___ 7. Betrays Duke Leto because the Harkonnen hold his wife hostage.
- ___ 8. Openly works as the Emperor's planetologist and secretly directs the Fremen water and plant project.
- ___ 9. Gives birth to Paul's son.
- ___ 10. Chronicles the saga of Maud'Dib and marries Paul.
- ___ 11. Refuses the order of his emperor and friend to kill Paul.
- ___ 12. Elderly, highly logical retainer who kills himself rather than poison Paul in the novel's final scene.
- ___ 13. Succeeds his father as ruler of Arrakis.
- ___ 14. Schemes to regain his control of Arrakis.
- ___ 15. Decides to allow Paul and Jessica to become members of his tribe.

Part II: Short Answer (20 points)

Write a one- or two-word answer to each of the following questions and discuss the significance of each.

- 1. What is Jessica's official status as the mate of Duke Leto?
- 2. What deadly weapon without a blade is often used by assassins (and would-be assassins) in this feudal world?
- 3. What is the term for a person in this novel's world whose brain functions like a human computer?
- 4. What is the name of the Atreides family's native planet?
- 5. What is the name of the all-important spice produced on Arrakis?
- 6. From what creature is the blade of a crysknife made?
- 7. What is the name of the secretive cult-like organization that trains women in heightened sensitivity?
- 8. What powerful force does Paul unhappily permit to be loosed on his universe?
- 9. What is one of Paul's other names?
- 10. What is the group name for the fierce desert people of Arrakis?

DUNE

Part III: Short Answer (20 points)

Briefly explain what each of the following is and how it pertains to the plot.

1. Landsraad
2. Sardaukar
3. Bene Gesserit
4. Spacing Guild
5. Missionaria Protectiva

Part IV: Essay (30 points)

Choose two and answer in complete sentences.

1. Compare the primary Harkonnen and Atreides characteristics.
2. What role does Paul play as Usul, Maud'Dib, Lisan al-Gaib, and Kwisatz Haderach?
3. How and why do affairs throughout the Imperium revolve around the spice?

DUNE

ANSWER KEY

VOCABULARY TEST

- | | | | |
|------|-------|-------|-------|
| 1. i | 6. m | 11. f | 16. k |
| 2. g | 7. j | 12. o | 17. a |
| 3. r | 8. l | 13. e | 18. h |
| 4. p | 9. s | 14. d | 19. b |
| 5. c | 10. t | 15. q | 20. n |

COMPREHENSION TEST A

Part I: Matching (30 points)

- | | | |
|------|-------|-------|
| 1. i | 6. l | 11. m |
| 2. e | 7. o | 12. j |
| 3. n | 8. d | 13. b |
| 4. f | 9. k | 14. g |
| 5. h | 10. a | 15. c |

Part II: Fill-In (20 points)

- | | |
|---------------|-------------------|
| 1. prescience | 6. Secundus |
| 2. sandworms | 7. Water |
| 3. Emperor | 8. Irulan |
| 4. Guild | 9. Catholic Bible |
| 5. Arrakeen | 10. messiah |

Part III: Short Answer (20 points)

1. Butlerian Jihad—the crusade against computers, thinking machines, and robots that occurred many centuries ago in the empire
2. Mentat—human beings trained so highly in logic that they are best described as “human computers”
3. Kwisatz Haderach—the desired end product of the secret Bene Gesserit breeding program, a male Bene Gesserit with access to all ancestral memories, male as well as female, able to mentally bridge time and space
4. Fremen—native inhabitants of Arrakis who dwell in the desert, fierce fighters who have adapted thoroughly to their harsh environment
5. CHOAM—the universal development corporation of the empire, controlled by the Emperor and those Great Houses who have secured a directorship

Part IV: Essay (30 points)

Answers will vary.

COMPREHENSION TEST B

Part I: Matching (30 points)

- | | | |
|------|-------|-------|
| 1. n | 6. h | 11. i |
| 2. f | 7. m | 12. o |
| 3. a | 8. l | 13. b |
| 4. j | 9. e | 14. g |
| 5. d | 10. c | 15. k |

Part II: Short Answer (20 points)

- | | |
|--------------|-----------------------------------|
| 1. concubine | 6. sandworm |
| 2. poison | 7. Bene Gesserit |
| 3. Mentat | 8. jihad |
| 4. Caladan | 9. Usual, Maud'Dib, Lisan al-Gaib |
| 5. melange | 10. Fremen |

Part III: Short Answer (20 points)

1. Landsraad—the parliament of the Great Houses
2. Sardaukar—the Emperor's ferocious fighting soldiers, raised and trained on the harsh prison planet Selusa Secundus
3. Bene Gesserit—ancient school of mental and physical training for female students resulting in vastly heightened awareness and physical and psychological control; females trained in this school are also called Bene Gesserit
4. Spacing Guild—entity that has a monopoly on space travel and transport throughout the empire, an important balancing power relative to the Emperor and the Great Houses
5. Missionaria Protectiva—arm of the Bene Gesserit charged with sowing infectious superstitions on primitive planets that will benefit Bene Gesserit who later arrive on those planets

Part IV: Essay (30 points)

Answers will vary.



THE STRONGEST BOOKS YOU CAN BUY

PERMA-BOUND BOOKS • 617 East Vandalia Road • Jacksonville, Illinois 62650

Toll Free 1-800-637-6581 • Fax 1-800-551-1169

E-mail: books@perma-bound.com

PERMA-BOUND CANADA • Box 517, Station A • Willowdale, Ontario M2N 5T1

Toll Free 1-800-461-1999 • Fax 1-888-250-3811

E-mail: perma-bound.ca@sympatico.ca

VISIT OUR WEB SITE: <http://www.perma-bound.com>