

Assassins Creed Renaissance 1 Oliver Bowden

While Rome lies in ruins and in the shadow of the Borgia family, Ezio, the master assassin, seeks to avenge his uncle's death.

In the depths of World War II, fresh Assassin Eddie Gorum uncovers Templar plans to create a devastating new weapon at the dawn of the atomic age.

International bestseller Michelle Paver sets the stage for an epic final battle in this riveting conclusion to Gods and Warriors, the Bronze Age adventure series. Hylas has returned to his homeland, and the fate of the world rests on his shoulders: He must find the prophesized dagger of Koronos and keep the Crows from wielding it in battle, or they will rule the land forever. But he must also locate Issi, his lost sister, and keep her safe from the impending war. Torn between his duty and his family, Hylas and Pirra split up to conquer their tasks. But fate has many surprises for them, and neither challenge is as straightforward as it seems. Aided by Havoc the lioness, Echo the falcon, and many old friends, Hylas and Pirra must defeat the Crows once and for all—or lose everything trying.

'I was spellbound by the hooded man at work. Mesmerized by this agent of death, who had ignored the carnage around him by biding his time and waiting to strike.' It is the Golden Age of Piracy and the New World beckons. Edward Kenway - the brash young son of a wool merchant who dreams of gold - cannot resist the lure of a life of glory on the high seas. When his family homestead is attacked there is no time like no better time to escape, and Kenway soon establishes himself as one of the deadliest privateers of his day. But greed, ambition and betrayal follow closely in his wake. And when evidence of a crippling conspiracy begins to surface, threatening to destroy everything that holds dear, Kenway can't resist the urge for retribution. And so he is drawn into the centuries-old battle between the Assassins and the Templars.

Michelangelo, Florence, and the David 1492-1504

Assassin's Creed Odyssey

The Complete Official Guide

The Secret Crusade

Learn how the Assassin known as Connor came to be a deadly killer in this novel based on the Assassin's Creed™ video game series that follows his father—Templar Grand Master, Haytham Kenway. “I am an expert swordsman. And I am skilled in the business of death. I take no pleasure in my skill. Simply, I am good at it.” 1735, London. Haytham Kenway has been taught to use a sword from the age he was able to hold one. When his family’s house is attacked—his father murdered and his sister taken by armed men—Haytham defends his home the only way he can: he kills. With his family destroyed, he is taken in by a mysterious tutor who trains him to become a deadly killer. Consumed by his thirst for revenge, Haytham begins a quest for retribution, trusting no one and questioning everything he has ever known. Conspiracy and betrayal surround him as he is drawn into the centuries-old battle between the Assassins and the Templars. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

An officially licensed guide to the exciting historical destinations and ancient battlegrounds of Ubisoft's Assassin's Creed series. Meticulously re-created historical sites are a staple of the bestselling Assassin's Creed series--and, in fact, are one of the main draws of Ubisoft's all-time bestselling property. Each new game transports gamers to a different era and locale, beginning with Jerusalem in the time of the Crusades and going on to explore Renaissance-era Italy, colonial America, Paris during the French Revolution, 19th-century London, and ancient Greece and Egypt. Assassin's Creed has provided a means to walk through the past and experience world history in a firsthand, immersive way. In Assassin's Creed: Atlas, previously unpublished maps, diagrams, and drawings illuminate all of the lands of antiquity featured across the series that have defined both real-world history and the games themselves.

Throughout, gaming journalist Guillaume Delalande expands on Assassin's Creed's fascinating lore and reflects on the critical moments that gamers experienced in these locations.

A Viking adventure, packed with battles, blood and gore, Raven is historical fiction at its very best, and marks the debut of an outstanding new talent. For two years Osric has lived a simple life, apprenticed to the mute old carpenter who took him in when others spurned him. But when Norsemen from across the sea burn his village, Osric is taken prisoner by these warriors. Their chief, Sigurd the Lucky, believes the Norns have woven this strange boy's fate together with his own, and Osric begins to sense glorious purpose among this fellowship of warriors. Immersed in the Norsemen's world and driven by their lust for adventure, Osric proves a natural warrior and forges a blood bond with Sigurd, who renames him Raven. But the Norsemen's world is a savage one, where loyalty is often repaid in blood and where a young man must become a killer in order to survive. When the Fellowship faces annihilation from ealdorman Ealdred of Wessex, Raven chooses a bloody and dangerous path, accepting the mission of raiding deep into hostile lands to steal a holy book from Coenwolf, King of Mercia. There he will find much more than the Holy Gospels of St Jerome. He will find Cynethryth, an English girl with a soul to match his own. And he will find betrayal at the hands of cruel men, some of whom he regards as friends.

'I will seek Vengeance upon those who betrayed my family. I am Ezio Auditore da Firenze. I am an Assassin...' Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance. To eradicate corruption and restore his family's honour, he will learn the art of the assassins. Along the way, Ezio will call upon the wisdom of such great minds as

Leonardo Da Vinci and Niccolo Machiavelli - knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change - fighting for freedom and justice. To his enemies, he will become a threat dedicated to the destruction of the tyrants abusing the people of Italy. So begins an epic story of power, revenge and conspiracy. TRUTH WILL BE WRITTEN IN BLOOD

Assassin's Creed Brotherhood

Assassin's Creed Renaissance

Night of the Hunter

The Obsidian Mountain Trilogy, Book One

The Ming Storm

Betrayed by the ruling families of Italy, Ezio vows to exact his revenge and restore his family's honor by using the skills he has learned from such great minds as Da Vinci and Macchiavelli to become a righteous assassin. The new book set in the universe of Assassin's Creed. Reliving the memories of his ancestor who fought beside Joan of Arc, high-ranking Templar Simon Hathaway slowly uncovers secrets of the past that could dangerously impact his present . . . and that of the entire Templar order. An endless conflict. An old wrong. A new revelation. Simon Hathaway, member of the Templar Inner Sanctum, brings a cool head and detached manner to his new role as Head of Abstergo Industry's Historical Research Division. But Simon also has an insatiable curiosity, and is fascinated by the thought of experiencing history first-hand through his ancestor Gabriel Laxart, who fought alongside the legendary Joan of Arc. When he enters the newly-designed Animus for its initial project, Simon finds himself unprepared for what he discovers: how deep the conflict between the Templars and the Assassins goes, and what his ancestor is willing to do for the woman he loves. And as he slowly uncovers secrets of the past, Simon is confronted with the most dangerous truth of all: Who is the heretic . . . and who is the true believer?

A Templar and an Assassin are caught up in a quest for vengeance during the French Revolution in this novel based on the Assassin's Creed™ video game series. "I have been beaten, deceived and betrayed. They murdered my father—and I will have my revenge at whatever cost!" 1789: The magnificent city of Paris sees the dawn of the French Revolution. The cobblestone streets run red with blood as the people rise against the oppressive aristocracy. But revolutionary justice comes at a high price... At a time when the divide between the rich and the poor is at its most extreme, and a nation is tearing itself apart, a young man and woman fight to avenge all they have lost. Soon Arno and Élise are drawn into the centuries-old battle between the Assassins and the Templars—a world with dangers more deadly than they could ever have imagined. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

"An original novel based on the multiplatinum video game from Ubisoft"--Cover.

Reckoning of Fallen Gods

An Assassin's Creed Novel

A Novel (Raven: Book 1)

Assassin's Creed: Atlas

Assassin's Creed: The Official Movie Novelization

Assassin's Creed is one of the biggest entertainment properties in the world. A sweeping and visually rich narrative covering the Crusades in medieval Jerusalem, the pirate-infested oceans of the Caribbean, the height of the French Revolution, and more, Assassin's Creed immerses fans in the most dramatic periods in human history and brings to life some of its most intriguing and influential characters. This comprehensive book explores the history and legacy of Assassin's Creed, its rich mythology, and the vivid artwork of the entire franchise, including works created for the graphic novels and downloadable content. With never-before-seen concept and character art, Assassin's Creed: The Complete Visual History reveals the creative process behind the immersive historical settings as well as the development of such iconic characters as Altair, Ezio, Connor, and Arno, to name a few, chronicling how the franchise has evolved over the years while retaining its bold, signature look. Written by gaming journalist Matthew Miller and featuring commentary from key Ubisoft developers and artists, this comprehensive visual history offers unparalleled insight into one of the industry's most acclaimed franchises. The ultimate word on the blockbuster gaming phenomenon, Assassin's Creed: The Complete Visual History is a must read for fans of the franchise and those interested in discovering the astounding artistry behind the creation of a major contemporary video game series.

Before Assassin's Creed Origins, there was an Oath. Egypt, 70BC, a merciless killer stalks the land. His mission- to find and destroy the last members of an ancient order, the Medjay - to eradicate the bloodline. In peaceful Siwa, the town's protector abruptly departs, leaving his teenage son, Bayek, with questions about his own future and a sense of purpose he knows he must fulfill. Bayek sets off in search of answers, his journey taking him along the Nile and through an Egypt in turmoil, facing the dangers and the mysteries of the Medjay's path.

The Ming dynasty becomes a battleground for the Brotherhood of Assassins and the Order of the Templars in this blockbuster action novel from a previously unexplored part of the beloved Assassin's Creed universe. China, 16th century. The Assassins are gone. Zhang Yong, the relentless leader of the Eight Tigers, took advantage of the emperor's death to eliminate all his opponents, and now the Templars hold all the power. Shao Jun, the last representative of her clan, barely escapes death and has no choice but to flee her homeland. Vowing to avenge her former brothers in arms, she travels to Europe to train with the legendary Ezio Auditore. When she returns to the Middle Kingdom, her saber and her determination alone will not be enough to eliminate Zhang Yong: she will have to surround herself with allies and walk in the shadows to defeat the Eight Tigers.

Owen, Javier, and the rest of the Last Descendants teens uncover their destiny in this epic third book in the trilogy based on the hit Ubisoft video game!

Assassin's Creed: Heresy

Assassin's Creed IV Black Flag

Blackbeard: The Lost Journal

Renaissance : [der offizielle Roman zu Ubisofts Videogame-Bestseller Assassin's Creed II]

Assassin's creed

At the turn of the 16th century, Italy was a turbulent territory made up of independent states, each at war with or intriguing against its neighbor. There were the proud, cultivated, and degenerate Sforzas in Milan, and in Rome, the corrupt Spanish family of the Borgia whose head, Rodrigo, ascended to St Peter's throne as Pope Alexander VI. In Florence, a golden age of culture and sophistication ended

with the death of the greatest of the Medici family, Lorenzo the Magnificent, giving way to an era of uncertainty, cruelty, and religious fundamentalism. In the midst of this turmoil, there existed the greatest concentration of artists that Europe has ever known. Influenced by the rediscovery of the ancient cultures of Greece and Rome, artists and thinkers such as Botticelli and da Vinci threw off the shackles of the Middle Ages to produce one of the most creative periods in history - the Renaissance. This is the story of twelve years when war, plague, famine, and chaos made their mark on a volatile Italy, and when a young, erratic genius, Michelangelo Buonarroti, made his first great statue - the David. It was to become a symbol not only of the independence and defiance of the city of Florence but also of the tortured soul who created it. Anton Gill's *Il Gigante* is a wonderful history of the artist, his times, and one of his most magnificent works. Soon to be a show on Hulu! *Mississippi Roll: A Wild Cards Novel* is an adventurous journey along Ol' Man River, featuring beloved characters from the bestselling shared-universe science fiction superhero series, edited by #1 New York Times bestselling author George R. R. Martin. Now on its final voyage, the historical steamboat Natchez is known for her super-powered guest entertainers. But after the suspicious death of a crewmember, retired NY police detective Leo Storgman decides to make this incident his personal case. His findings only lead to a growing number of questions. Is there some truth behind the ghostly sightings of the steamboat's first captain Wilbur Leathers? What secret does the current captain seem to be hiding? And could the Natchez be ferrying mysterious - and possibly dangerous - cargo onboard? *Mississippi Roll* features the writing talents of Stephen Leigh, John Jos. Miller, Kevin Andrew Murphy, Carrie Vaughn (*Martians Abroad*), Hugo-Award winning author David D. Levine (*Arabella of Mars*), and Hugo and Nebula Award finalist Cherie Priest (*Boneshaker*). Now in development for TV: Rights to develop *Wild Cards* have been acquired by Universal Cable Productions, the team behind *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass, as executive producer. The *Wild Cards* Universe The Original Triad #1 *Wild Cards* #2 *Aces High* #3 *Jokers Wild* The Puppetman Quartet #4: *Aces Abroad* #5: *Down and Dirty* #6: *Ace in the Hole* #7: *Dead Man's Hand* The Rox Triad #8: *One-Eyed Jacks* #9: *Jokertown Shuffle* #10: *Dealer's Choice* #11: *Double Solitaire* #12: *Turn of the Cards* The Card Sharks Triad #13: *Card Sharks* #14: *Marked Cards* #15: *Black Trump* #16: *Deuces Down* #17: *Death Draws Five* The Committee Triad #18: *Inside Straight* #19: *Busted Flush* #20: *Suicide Kings* The Fort Freak Triad #21: *Fort Freak* #22: *Lowball* #23: *High Stakes* The American Triad #24: *Mississippi Roll* #25: *Low Chicago* #26: *Texas Hold 'Em* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

R.A. Salvatore's New York Times best-selling saga continues as dark elf Drizzt Do'Urden returns to Gauntlgrym with old friends by his side once again, as they seek to rescue Bruenor's loyal shield dwarf-turned-vampire. But not only do Drizzt and his allies face a perilous journey through the Underdark and the dangers of the undead that lie within, but they must cross through a colony of drow, who would like nothing better than to see Drizzt Do'Urden dead.

An illustrated journal about the latest historical figure to join the *Assassin's Creed* franchise shares insider views into the world of the game, accounts of the day-to-day lives of key characters, original images, and wanted posters.

Sleb

Assassin's Creed: Conspiracies #1

Last Descendants: Assassin's Creed: Tomb of the Khan

Mississippi Roll

Brotherhood

- **This is the 100% complete guide to *Assassin's Creed Brotherhood* - A colossal 40+page Extras chapter features every Secret along with a Behind-the-Scenes section, an Artwork Gallery and an in-depth examination of key events and protagonists in the *Assassin's Creed* series - The user-friendly Walkthrough chapter charts a successful and rewarding path through the main story with step-by-step action on the left-hand page and advanced data and new features on the right - A 40+page Side Quests chapter presents a game roadmap, all optional activities and Metagames and every secret collectible on highly detailed area maps - The Reference & Analysis chapter offers lists and analysis of all Enemies, Weapons, Equipment, Moves, Shop Items and Achievements & Trophies - The dedicated Multiplayer chapter details all Multiplayer features and maps and includes expert advice on the scoring system & bonuses, abilities, streaks, perks, challenges and level progression - Carefully designed to avoid unnecessary story spoilers - Quick search index for ease-of-use - Includes a large map poster with the collectibles marked**

***Black Flag* is the sixth title in Oliver Bowden's phenomenally successful *Assassin's Creed* videogame tie-in series. It's the Golden Age of Piracy - a time when greed, ambition and corruption overcome all loyalties - and a brash young captain, Edward Kenway, is making his name known for being one of the greatest pirates of his day. In the brilliant new novel, *Assassin's Creed: Black Flag*, discover the story of how Edward, a young privateer, became one of the world's most deadly pirates and was drawn into the centuries-old battle between the Templars and the Assassins. The immersive story of the Assassins is continued in Oliver Bowden's gripping sixth *Assassin's Creed* novel, following *Renaissance*, *Brotherhood*, *The Secret Crusade*, *Revelations* and *Forsaken*. Oliver Bowden is the pen-name of an acclaimed novelist.**

Master Assassin Ezio Auditore da Firenze's hunt for revenge pits him against the Knights Templar in this novel based on the *Assassin's Creed*™ video game series. After his family was betrayed by the ruthless nobles of Renaissance Italy, young Ezio vowed to restore the honor of the da Firenze name at any cost. Learning the arts of the Assassins, he fought with both his mind and body, ultimately confronting and defeating a secret evil. Or so he thought... For the power of the dreaded Templars has not been broken. The sinister enemies of the Brotherhood are now aware of the threat Ezio poses to them and their plans to engulf the world in their dark shadow. And Ezio must once again walk the razor-thin line between preserving innocent life—and killing all in his path... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Traicionado por las familias que gobiernan Florencia, Venecia y Roma en Italia del siglo XV, el joven Ezio Auditore da Firenze emprende una lucha épica contra la corrupción y la maldad.

A Tale of the Coven

The Sacred Scroll

Assassin's Creed: Revelations

Heresy

Il Gigante

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Egypt - the turbulent final years of the Ptolemaic Period. With a dangerous cabal emerging, Alexandrian native Aya has dedicated her life towards building a Brotherhood to resist its power. Known as the 'Hidden Ones', they work from the shadows to assassinate those who would seek to control the free will of the people. With the city of Rome as her new base of operations, Aya now sets her sights on a new target - the power-hungry dictator, Julius Caesar... Based on Ubisoft's bestselling videogame, journey with us to the very beginnings of the *Assassin Brotherhood* in this thrilling adventure from Anthony Del Col (*Kill Shakespeare*) and PJ Kaiowa (*Pacific Rim*). Collects *Assassin's Creed Origins* #1-4. "A fabulous expansion to

the recent videogame." - Snappow.

Assassin's Creed: Renaissance is the thrilling novelisation by Oliver Bowden based on the game series. 'I will seek Vengeance upon those who betrayed my family. I am Ezio Auditore di Firenze. I am an Assassin...' The Year of Our Lord 1476 - the Renaissance: culture and art flourish alongside the bloodiest corruption and violence. Bitter blood-feuds rage between the warring political families of Italy. Following the murder of his father and brothers, Ezio Auditore di Firenze is entrusted with an ancient Codex, the key to a conspiracy that goes back to the centuries-old conflict between the shadowy Templar Knights and the elite Order of Assassins. Ezio must avenge the deaths of his kinsmen and in doing so fulfil his destiny, and live by the laws of the Assassin's Creed. Truth is written in blood Assassin's Creed: Renaissance is based on the phenomenally successful gaming series. Fans of the game will love these stories. Other titles in the series include Assassin's Creed: Forsaken, Assassin's Creed: Brotherhood, Assassin's Creed: The Secret Crusade, and Assassin's Creed: Revelations. Oliver Bowden is the pen-name of an acclaimed novelist.

The new Coven series from the bestselling creator of Drizzt Do'Urden, continues with New York Times bestselling author R.A. Salvatore's Reckoning of Fallen Gods. The winds of change are blowing upon Fireach Spaur. Aoelyn risked her life to save the trader Talmadge and it cost her everything that is dear to her, but Talmadge survived and can't forget the amazing woman that killed a god. Little do they realize, war is coming to the mountain. Far to the west, a fallen empire stirs. One that sees a solar eclipse as a call to war. Their empire once dominated the known world and they want it back. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This first volume of the French comic trilogy from Ubisoft, tells the story of Desmond Miles' abduction by Abstergo and their plans to rip the blood-steeped memories of Desmond's ancestors from his genetic code. Add to the mix the mysterious and violently terrified Subject 16 and a desperate flight from Abstergo, and this makes for a fast-paced and thrilling addition to the game's universe.

The Outstretched Shadow

Black Flag

64 Clarke

Assassin's Creed: Desmond

Assassin's Creed: Brotherhood

Here's a top tip for the heavy drinker... Never get drunk and force your way into the home of the country's biggest pop star wielding a gun. It's bound to go off, big time. Christopher Sewell is famous. He used to be an advertising sales executive with a wife, a drink problem and not much more. Now he's serving life for the murder of Felix Carter, who used to be a famous pop star with an acting career, a drink problem and the world at his feet. Only he's dead now. How and why Chris killed Felix is a mystery. Until, that is, he agrees to give a single interview from prison. Just the one interview, mind. You know what these celebrities are like...

Tremendously sharp and at times laugh-out-loud, this is a delicious satire about celebrities and their fans, and the way the media attempts both to satisfy and to inflame our obsession with success.

« Je me vengerai de ceux qui ont trahi ma famille. Ezio est ma nouvelle identité. Assassin est ma destinée. » Trahi par les familles dirigeantes d'Italie, un jeune homme se lance dans une épique quête de vengeance. Afin d'éliminer la corruption et de rétablir l'honneur des siens, il deviendra un assassin. Il fera appel à la sagesse de grands esprits comme Léonard de Vinci ou Nicolas Machiavel, car il sait que sa survie dépend des dons qu'il doit développer. Aux yeux de ses alliés, il représente le changement car il combat pour la liberté et la justice. Mais ses ennemis le considèrent comme la pire des menaces car il a voué son existence à la destruction des tyrans qui oppriment le peuple d'Italie. Ainsi commence une histoire de pouvoir, de vengeance et de conspiration. La vérité s'écrit dans le sang. D'après le jeu vidéo à succès d'Ubisoft.

In "Last Descendants," Owen and a group of other teens located the first piece of an ancient and powerful relic long considered a legend-the Trident of Eden. This piece was sought by the Brotherhood of Assassins and the Templar Order, but before either organization could take the piece, it was stolen by an unknown, third party. The tenuous relationship between Owen and the teens fractured, with some taking sides with the Templars, and others with the Assassins. "Last Descendants" book 2 picks up weeks after the events of book 1. There are still two pieces of the Trident of Eden to find, and both groups are determined to not repeat their mistakes. The next piece is said to have been buried with Mongol Warlord Genghis Khan, whose tomb has never been found. Now the teens on either side of the conflict will have to go deep into simulations in war-torn Mongolian China in a race against time to discover the next piece, and ensure their safety, before the others.

Constantinople 1204: the holy city is razed to the ground by Crusaders - the streets awash with blood. Modern day Istanbul: an elite group of archaeologists uncover the grave of Enrico Dandolo, once Doge of Venice, and leader of the bloodthirsty Fourth Crusade. They seek a legendary set of documents that reveal the truth behind Dandolo's rumoured secret links to the Templar knights. Days later the team vanishes without a trace. All that remains in the ransacked grave is a strange key inscribed with an ancient code. Special Interpol Operatives Jack and Laura are called in. They soon find themselves battling against an ancient enemy in a life or death race against time. The dark secret of the Templar knights is about to be revealed.

Assassin's Creed 1. Renaissance

black flag

The Official Novel of the Highly Anticipated New Game

The Complete Visual History

Companions Codex, I

Six-year old Ben Snape went missing at Finsbury Park tube station one Saturday afternoon, and hasn't been seen since. Max and Dash live at 64 Clarke Street but essentially they're good people, like you, they would have helped Ben if they could have done. Like you, they'd do the right thing.....wouldn't they?

"Tras sufrir la traición de las familias que gobiernan Florencia, Venecia y Roma en la Italia del Renacimiento, el joven Ezio Auditore se embarca en una épica lucha para poner fin a la corrupción y resaurar el honor de su familia. Para elio deberá aprender el arte de la muerte. En su camino de venganza y lucha se encontrará con las grandiosas mentes de Leonardo da Vinci y Maquiavelo; deberá decidir entre el amor y su destino, y descubrirá que este último es mucho más complejo y elevado de lo que nunca imaginó. Para sus aliados, Ezio se convertirá en la fuerza que les guiará en la búsqueda de la libertad y la justicia. Para sus enemigos, en una amenaza consagrada a la destrucción de los tiranos que abusan del pueblo italiano. Una historia épica de poder y venganza en la que la verdad se escribirá con sangre."--Back cover.

Assassin's CreedRenaissanceAssassin's Creed

Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Altaïr in this novel based on the Assassin's Creed™ video game series. The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Altaïr, Ezio must defeat the Templars for the final time. For the stakes have never been higher, and what started as a pilgrimage has become a race against time... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Renaissance

Fate of the Gods (Last Descendants: An Assassin's Creed Novel Series #3)

Assassin's Creed

Warrior Bronze

A Wild Cards Novel

The Outstretched Shadow, the first book in The Obsidian Trilogy from Mercedes Lackey and James Mallory Kellen Tavaddon, son of the Arch-Mage Lycaelon, thought he knew the way the world worked. His father, leading the wise and benevolent Council of Mages, protected and guided the citizens of the Golden City of the Bells. Young Mages in training--all men, for women were unfit to practice magic--memorized the intricate details of High Magic and aspired to seats on the council. Then he found the forbidden Books of Wild Magic--or did they find him? The three slim volumes woke Kellen to the wide world outside the City's isolating walls. Their Magic was not dead, strangled by rules and regulations. It felt like a living thing, guided by the hearts and minds of those who practiced it and benefited from it. Questioning everything he has known, Kellen discovers too many of the City's dark secrets. Banished, with the Outlaw Hunt on his heels, Kellen invokes Wild Magic--and finds himself running for his life with a unicorn at his side. Kellen's life changes almost faster than he can understand or accept. Rescued by a unicorn, healed by a female Wild Mage who knows more about Kellen than anyone outside the City should, meeting Elven royalty and Elven warriors, and plunged into a world where the magical beings he has learned about as abstract concepts are flesh and blood creatures--Kellen both revels in and fears his new freedom. Especially once he learns about Demons. He'd always thought they were another abstract concept--a stand-in for ultimate evil. But if centaurs and dryads are real, then Demons surely are as well. And the one thing all the Mages of the City agreed on was that practicing Wild Magic corrupted a Mage. Turned him into a Demon. Would that be Kellen's fate? Deep in Obsidian Mountain, the Demons are waiting. Since their defeat in the last great War, they've been biding their time, sowing the seeds of distrust and discontent between their human and Elven enemies. Very soon now, when the Demons rise to make war, there will be no alliance between High and Wild Magic to stand against them. And all the world will belong to the Endarkened. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Desert Oath

Assassin's Creed: Unity

Blood Eye

Assassin's Creed: Origins (complete collection)

Assassin's Creed: Forsaken