

The First Assassin

"A truly thrilling expose of the previously unknown Nazi assassination plot that could have changed history." — Edward Jay Epstein, New York Times bestselling author of The Assassination Chronicles

The New York Times bestselling author returns with a tale as riveting and suspenseful as any thriller: the true story of the Nazi plot to kill the leaders of the United States, Great Britain, and the U.S.S.R. during World War II. The mission: to kill the three most important and heavily guarded men in the

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world. The assassins: a specially trained team headed by the killer known as The Most Dangerous Man in Europe. The stakes: nothing less than the future of the Western world. The year is 1943 and the three Allied leaders—Franklin D. Roosevelt, Winston Churchill, and Joseph Stalin—are meeting for the first time at a top-secret conference in Tehran. But the Nazis have learned about the meeting and Hitler sees it as his last chance to turn the tide. Although the war is undoubtedly lost, the Germans believe that perhaps a new set of Allied leaders might be willing to make a more reasonable peace in its aftermath. And so a plan is

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devised—code name Operation Long Jump—to assassinate FDR, Churchill, and Stalin. Immediately, a highly trained, hand-picked team of Nazi commandos is assembled, trained, armed with special weapons, and parachuted into Iran. They have six days to complete the daring assignment before the statesmen will return home. With no margin for error and little time to spare, Mike Reilly, the head of FDR's Secret Service detail—a man from a Montana silver mining town who describes himself as “an Irish cop with more muscle than brains”—must overcome his suspicions and instincts to work with a Soviet agent from the NKVD

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(the precursor to the KGB) to save the three most powerful men in the world. Filled with eight pages of black-and-white photographs, *Night of the Assassins* is a suspenseful true-life tale about an impossible mission, a ticking clock, and one man who stepped up to the challenge and prevented a world catastrophe.

Collected together for the first time, all eight *Assassin's Creed* novels based on the phenomenally successful gaming series. Fans of the game will love these stories. Titles in this Collection include: *Underworld*, *Unity*, *Black Flag*, *Forsaken*, *Revelations*, *The Secret Crusade*, *Brotherhood*, *Renaissance*. The covert war

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between two secret organizations, the shadowy Templar Knights and the elite Order of Assassins, has been raging for millennia. 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 centuries. 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. Ezio's quest will test him to his limits. And in such treacherous times, conspiracy is everywhere, even within the ranks of the brotherhood itself . . . We work in the dark to serve the light. We are assassins.

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In 1927, Darius Gift, young, handsome, terribly entitled, is given his first mission for the ancient Templar Order, and the chance to clear his tarnished family name. All doesn't quite go to plan when he arrives in Shanghai, however, and his inexperience jeopardizes the whole operation. Thankfully, he isn't the only Templar new to the city, as the enigmatic Black Cross is stalking the shadows... and saving Darius from failure!

Collecting the first arc of the brand new explosive Templars series, from the world of Assassin's Creed, Fred Van Lente and Dennis Calero offer a new perspective on the century-spanning feud between

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the Assassin Brotherhood and the Templar Order!

Niccolò Polo, father of Marco, will finally reveal the story he has kept secret all his life - the story of Altaïr, one of the brotherhood's most extraordinary Assassins. Altaïr embarks on a formidable mission - one that takes him throughout the Holy Land and shows him the true meaning of the Assassin's Creed. To demonstrate his commitment, Altaïr must defeat nine deadly enemies, including Templar leader, Robert de Sable. Altaïr's life story is told here for the first time: a journey that will change the course of history; his ongoing battle with the Templar conspiracy; a family life

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that is as tragic as it is shocking;
and the ultimate betrayal of an old
friend. Based on Ubisoft's
bestselling game, Assassin's Creed
Night of the Assassins
The Official Novel of the Highly
Anticipated New Game
The Official Prequel to Assassin's
Creed Origins

Assassin's Creed: Origins Special Edition

*A novice assassin is on
the hunt for someone
killing their own in K.
A. Doore's The Perfect
Assassin, a breakout
high fantasy beginning
the Chronicles of Ghadid*

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series. Divine justice is written in blood. Or so Amastan has been taught. As a new assassin in the Basbowen family, he's already having second thoughts about taking a life. A scarcity of contracts ends up being just what he needs. Until, unexpectedly, Amastan finds the body of a very important drum chief. Until, impossibly, Basbowen's finest start showing up dead, with their murderous jaan running wild in the

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dusty streets of Ghadid. Until, inevitably, Amastan is ordered to solve these murders, before the family gets blamed. Every life has its price, but when the tables are turned, Amastan must find this perfect assassin or be their next target. "The Perfect Assassin is a thrilling fantastical mystery that had me racing through the pages." –S. A. Chakraborty, author of The City of Brass "Full of rooftop fights,

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frightening magic, and nonstop excitement and mystery, I absolutely loved it from start to finish!” – Sarah Beth Durst

Assassin's Creed Odyssey is the ninth large installment of the best-selling series launched in 2007. Unlike the previous parts of the series, which were action games, this production represents the RPG action genre. The title was created by Ubisoft's in-house studio in Montreal.

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Assassin's Creed Odyssey begins in 431 BC with the outbreak of the conflict between Sparta and Athens, known as the Peloponnesian War. Before starting the game we choose one of the two characters - Alexios or Kassandra, grandchildren of the famous king of Sparta, Leonidas. However, they were cursed by the family and banished; we meet them when they earn a living as mercenaries as adults. The beginning of the title *Odyssey*, on

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the other hand, is the moment when the heroine or heroine takes on orders that will radically change his life, opening the way for him to become a Spartan heroine. Unlike earlier Assassin's Creed games, Odyssey's plot is to some extent non-linear. In the course of the struggle, we make decisions that influence the course and end of the script - although we cannot influence the fate of the world, the choices we make are

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translated into the life of the protagonist (the creators allow us, for example, to romance with selected people) and the characters around him. The story is conveyed both in film interviews and in conversations in which the developers, for the first time in the history of the series, gave players the opportunity to choose dialogue issues. Separate mention should be made of the fact that in Assassin's Creed Odyssey historical and mythical

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*characters appear,
headed by Socrates,
documenting our actions
by Herodotus,
Hippocrates known as the
father of modern
medicine, or even
Pericles, who fought to
defend Athens'
independence. In
Assassin's Creed Odyssey
we observe the action
from a third party
perspective (TPP). The
game gives us a vast
open world, which
consists of several
regions, varying in
terms of landscape,*

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season and population density. In addition to Attica, which is central to Athens and Lakonia, where Sparta is located, there are also militarized Achaia and Messinia, forest islands with a beautiful golden autumn, or even the glamorous city of Corinth. We can travel along this "sandbox" both on foot (which makes the parkour system, which is a showpiece of the series, allowing the heroes to overcome obstacles in a

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spectacular and instant way), and on the back of a mountain named Phobos. In addition, the game returns free sailing, a hallmark of Assassin's Creed IV: Black Flag released in 2013. Our ship, Adrestia, can be modified by changing its appearance and equipment. Of course, we do not swim alone on the sea - during the game we can recruit the crew (also from among stunned enemies), and each of its members has unique abilities, which

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influence our combat potential during battles with enemy units. It is worth noting that sailing is once again made more attractive by the shanties sung in Greek by our subordinates. Legacy of the First Blade is a downloadable content expansion pack for Assassin's Creed: Odyssey which was released on December 4, 2018. It is the first out of two expansion packs for the game, alongside The Fate of

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Atlantis. A three-part episodic story arc, it is comprised of the memory sequences Hunted, Shadow Heritage, and Bloodline, with each episode being released roughly every six weeks from December 4, onward. The expansion introduces players to the first person to ever use the Hidden Blade and will reveal more about the history that ultimately led to the formation of the Assassins.

The First

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AssassinMariner Books
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

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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

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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.

*The Blind Assassin
Last Descendants:
Assassin's Creed: Tomb*

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of the Khan

Assassin's Creed

*Valhalla: Sword of the
White Horse*

The Fifth Assassin

Assassin's Creed:

Forsaken

Colonel Charles Rook strives to protect President Lincoln from an elusive assassin who has managed to slip into Washington D.C., and a runaway slave is the only person who knows the killer's identity.

"Ten days after the war ended, my sister Laura drove a car off a bridge." These words are spoken by Iris Chase Griffen, married at eighteen to a

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wealthy industrialist but now poor and eighty-two. Iris recalls her far from exemplary life, and the events leading up to her sister's death, gradually revealing the carefully guarded Chase family secrets. Among these is "The Blind Assassin," a novel that earned the dead Laura Chase not only notoriety but also a devoted cult following. Sexually explicit for its time, it was a pulp fantasy improvised by two unnamed lovers who meet secretly in rented rooms and seedy cafés. As this novel-within-a-novel twists and turns through love and jealousy, self-sacrifice and betrayal, so does the real

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narrative, as both move closer to war and catastrophe.

Margaret Atwood's Booker Prize-winning sensation combines elements of gothic drama, romantic suspense, and science fiction fantasy in a spellbinding tale.

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

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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.

'I was spellbound by the

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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 seems 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

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crippling conspiracy begins to surface, threatening to destroy everything that he 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.

The Perfect Assassin

Assassin's Creed

Cassio

The Malichea Quest

The Untold Story of Hitler's Plot to Kill FDR, Churchill, and Stalin

USA Today Best-Selling Author

& Winner of Florida Book

Award Silver Medal One

Perfect Shot Will Change the

Course of History Christine

Palmer, a young American

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doctor sailing solo across the Atlantic, makes an incredible discovery—a man narrowly clinging to his life in the frigid waters. But there is much more to this desperate survivor than meets the eye. David Slaton is a Kidon—a highly-trained, highly-precise, and highly-dangerous assassin. The Kidon is both the hunter and the hunted, and he and Christine are in grave danger. Will they win in this race against time? With the precision of a sharpshooter, author Ward Larsen weaves an intricate tale of espionage and intrigue. The Bourne Identity meets The Day of the Jackal

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The characters and places from the Assassin's Creed video games come to life in this unique non-fiction guide to the historical time periods of the games. It's a perfect-and age appropriate-- book for middle grade and YA fans of the Assassin's Creed franchise, exploring how the game's characters figure into their various time periods and then diving into the real history of each. It features the true stories behind the battles, assassinations, and historical figures such as George Washington, Leonardo da Vinci and the infamous pirate Blackbeard. Illustrated with

images from the games as well as historical illustrations and photographs, time periods include the Crusades, Italian Renaissance, Colonial Americas, French Revolution, and Victorian England. Both unbelievably cool and educational, Assassin's Creed Through the ages is a stunning visual guide that shows how the hugely popular game series brings history to life.

Providing fans and newcomers everything they need to know about the fascinating world of Assassin's Creed, this beautifully illustrated guide is packed with information about the key characters, storylines

and historical settings from the blockbuster video game franchise. The covert war between two secret organizations, the Templars order and the Brotherhood of the Assassins, has been raging for millennia. Packed with beautiful images and featuring the latest lore, "Assassin's Creed: the essential guide", explores the major characters, technology, key historical settings, and epic story of this conflict. Encompassing the entire franchise, Assassin's Creed: the essential guide is both an ideal introduction and the perfect guide to the Assassin's Creed universe, full

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with facts on: -The Assassin Brotherhood and the Templar order -The First Civilisation -Technology and Weapons -Historical Settings and Locations -The Present day storyline

In The Assassin's Accomplice, historian Kate Clifford Larson tells the gripping story of Mary Surratt, a little-known participant in the plot to kill Abraham Lincoln, and the first woman ever to be executed by the federal government of the United States. Surratt, a Confederate sympathizer, ran the boarding house in Washington where the conspirators-including her

rebel son, John Surratt met to plan the assassination. When a military tribunal convicted her for her crimes and sentenced her to death, five of the nine commissioners petitioned President Andrew Johnson to show mercy on Surratt because of her sex and age. Unmoved, Johnson refused-Surratt, he said, "kept the nest that hatched the egg." Set against the backdrop of the Civil War, The Assassin's Accomplice tells the intricate story of the Lincoln conspiracy through the eyes of its only female participant. Based on long-lost interviews, confessions, and court testimony, the text

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explores how Mary's actions defied nineteenth-century norms of femininity, piety, and motherhood, leaving her vulnerable to deadly punishment historically reserved for men. A riveting narrative account of sex, espionage, and murder cloaked in the enchantments of Southern womanhood, The Assassin's Accomplice offers a fresh perspective on America's most famous murder.

A Walk Through History (1189-1868) : a Visual Guide

Assassin's Creed Odyssey

An Assassin's Creed Novel

Assassin's Creed: Atlas

Assassin's Creed: Renaissance

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Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance during the Renaissance in this novel based on the Assassin's Creed™ video game series. “I will seek vengeance upon those who betrayed my family. I am Ezio Auditore Da Firenze. I am an Assassin...” To eradicate corruption and restore his family's honor, Ezio will learn the art of the Assassins. Along the way, he will call upon the wisdom of such great minds as Leonardo da Vinci and Niccolo Machiavello—knowing that survival is bound to the skills by

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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... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

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

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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

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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

A New York Times bestseller, *The Midnight Assassin* is a sweeping narrative history of a terrifying serial killer--America's first--who stalked Austin, Texas in 1885. In the late 1800s, the city of Austin, Texas was on the cusp of emerging from an isolated western outpost into a truly cosmopolitan metropolis. But beginning in December

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1884, Austin was terrorized by someone equally as vicious and, in some ways, far more diabolical than London's infamous Jack the Ripper. For almost exactly one year, the Midnight Assassin crisscrossed the entire city, striking on moonlit nights, using axes, knives, and long steel rods to rip apart women from every race and class. At the time the concept of a serial killer was unthinkable, but the murders continued, the killer became more brazen, and the citizens' panic reached a fever pitch. Before it was all over, at least a dozen men would be arrested in connection with the

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murders, and the crimes would expose what a newspaper described as "the most extensive and profound scandal ever known in Austin." And yes, when Jack the Ripper began his attacks in 1888, London police investigators did wonder if the killer from Austin had crossed the ocean to terrorize their own city. With vivid historical detail and novelistic flair, Texas Monthly journalist Skip Hollandsworth brings this terrifying saga to life.

Bursting with timelines, concept art, locations, history, character profiles, and technology, this is the ultimate guide to the millennia-

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long struggle between the Assassin Brotherhood and the Templar Order. The covert war between two secret organizations, the Templars order and the Brotherhood of the Assassins, has been raging for millennia. Packed with beautiful images and featuring the latest lore, "Assassin's Creed: The Essential Guide," explores the major characters, technology, key historical settings, and epic story of this conflict.

Encompassing the entire franchise, Assassin's Creed: The Essential Guide is both an ideal introduction and the perfect guide to the Assassin's Creed

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universe, full with facts on: -The Assassin Brotherhood and the Templar order -The First Civilisation -Technology and Weapons -Historical Settings and Locations -The Present day storyline

Mary Surratt and the Plot to Kill Abraham Lincoln

Assassin's Creed: Blade of Shao Jun, Vol. 1

The Invisible Assassin

Cassio 1. The First Assassin

The Butterfly Assassin

As a Junior Press

Officer for the British government, Jake is sent to cover a 'non-story' - a demonstration against

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the construction of a laboratory on the supposed site of an ancient fairy ring. But what Jake sees there is shocking and terrifying and leads him to investigate a clandestine organisation - the Order of Malichea. And then sinister things start happening: Jake is 'accidentally' pushed, almost falling under a tube train; Lauren, Jake's girlfriend, has all her notes on the Order stolen; and then Jake returns home to

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find a dead body in his flat and is accused of murder. Who is trying to scare Jake? Is it the British government? Or other, more sinister agencies? Either way, Jake and Lauren must fight for their lives .

..

A Celtic warrior defending her people from Viking raiders infiltrates an ancient sect to save her homeland, in this gripping original saga set in the world of Assassin's Creed®

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Valhalla Mercia, 878.
Witch-warrior Niamh discovers a new order called the Hidden Ones is seeking to establish a foothold in Lunden. Her land is already scarred by Viking raiders, bloody wars, and clashing cultures. Determined to protect what remains of her homeland, she infiltrates this new group to discover whether they stand with her... or against her. Yet when Niamh learns the Hidden Ones have stolen

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an artifact sacred to her people, her own loyalties are challenged. Casting aside newfound alliances and friendships, Niamh soon discovers that betrayal comes with a heavy price and it will take everything in her power – her gods willing – to survive.

A special edition of Assassin's Creed: Origins, featuring never-before-seen exclusive content! In Ancient Egypt, a sinister cabal is attempting to steal

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the throne and seize power. From the depths of Alexandria, a secret brotherhood of assassins, known as the 'Hidden Ones,' work from the shadows to try and stop them. Now, in Rome, the assassins' leader, Aya, has set her sights on a new target – the power-hungry emperor, Julius Caesar... Based on Ubisoft's bestselling videogame, this thrilling adventure, by Anthony Del Col (Kill Shakespeare) and PJ Kaiowa (Pacific Rim),

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chronicles the very beginnings of the Assassin Brotherhood. Collects Assassin's Creed: Origins issues 1-4 with special behind-the-scenes extras from the comic, an interview with the creative team, and concept art from the game.

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

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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

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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.

Assassin's Creed: Heresy

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The First Assassin

The Militia of Heaven

The Secret Crusade

Panic, Scandal, and the

Hunt for America's First

Serial Killer

Rome, 145 CE: Cassio, a prominent lawyer who once saved the Emperor's life, wakes in the night to noises. Four assassins have entered his villa and overpowered his formidable slave, the warrior Alva. He seems to know them, and knows why they have come... Ephesus, present day: archeologist Ornella Grazzi finds a ruin with a fresco of Cassio's face. The papyrus scrolls inside tell the beginning of a story she has long suspected and been searching for clues to all her life: how Cassio survived his own assassination and

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came back from the dead for vengeance...

- An examination of the interactions of the Christian Knights Templar and their Muslim counterparts, the Assassins, and of the profound changes in Western society that resulted.
- Restores the reputation of the secret Muslim order of the Assassins, disparaged as the world's first terrorist group.
- Dispels many myths about the Knights Templar and provides the most incisive portrait of them to date.

A thousand years ago Christian battled Muslim for possession of a strip of land upon which both their religions were founded. These Crusades changed the course of Western history, but less known is the fact that they also were the meeting ground for two legendary secret societies: The

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Knights Templar and their Muslim counterparts, the Assassins. In *The Templars and the Assassins: The Militia of Heaven*, occult scholar and secret society member James Wasserman provides compelling evidence that the interaction of the Knights Templar and the Assassins in the Holy Land transformed the Templars from the Pope's private army into a true occult society, from which they would sow the seeds of the Renaissance and the Western Mystery Tradition. Both orders were destroyed as heretical some seven hundred years ago, but Templar survivors are believed to have carried the secret teachings of the East into an occult underground, from which sprang both Rosicrucianism and Masonry. Assassin survivors, known as Nizari Ismailis, flourish to this day

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under the spiritual leadership of the Aga Khan. Wasserman strips the myths from both groups and penetrates to the heart of their enlightened beliefs and rigorous practices, delivering the most probing picture yet of these holy warriors.

Who is Jot Soora? Devoted fiance of movie star Monima Das, gifted programmer at software giant MysoreTech, or deadly Assassin with a secret? When Jot stumbles into a layer of code deep in his company's new device, the discovery threatens his relationship, his job, and his life. It also reveals shocking links to an ancestral past that cause him to question everything he knows about himself. As he delves further into memories stored in his genetic makeup, he uncovers an age-old

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battle between The Templar Order and The Assassin Brotherhood, both of whom are racing to find a mysterious artifact buried in the past that has the power to alter the fate of all mankind!

1526 AD—China is ruled by the Great Ming Empire. Though the empire flourishes, the winds of the new emperor ' s political purge are sweeping over the land, and turmoil is brewing. With the decimation of her comrades, Shao Jun has become China ' s last Assassin. After escaping to Europe, she has now returned alone to her homeland. Her purpose: vengeance! -- VIZ Media

Assassin's Creed: Templars

Assassin's Creed Boxed Set

Brahman

Assassin's Creed Odyssey Legacy of the First Blade DLC Game Guide: Main

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Quests, Side Quests, Trophies & Etc.
The Ming Storm

Assassin's Creed Manga - printed in English in the US for the first time! Assassin's Creed Awakening is a manga adaptation of the Assassin's Creed IV: Black Flag video game. The title stars Edward Kenway in the 18th century and Yanao Seijin in the present as Seijin relives Edward's memories under the eye of Abstergo Industries. In 1715, pirates established a lawless republic in the Caribbean and ruled the land and seas. These outlaws paralyzed navies, halted international trade, and

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plundered vast fortunes. They threatened the power structures that ruled Europe, inspired the imaginations of millions, and left a legacy that still endures. Into this world sails a young, cocky, and fearsome captain named Edward Kenway. His skill with a sword and disdain for authority earn him the respect of pirate legends like Blackbeard, but thrust him into an ancient conflict that threatens to destroy everything the pirates have built. Innocent by day, killer by night: a dark, twisting thriller about a teen assassin's attempt to live a normal life. 'An electrifying debut!' Chelsea Pitcher, author

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of This Lie Will Kill You Trained and traumatised by a secret assassin programme for minors, Isabel Ryans wants nothing more than to be a normal civilian. After running away from home, she has a new name, a new life and a new friend, Emma, and for the first time, things are looking up. But old habits die hard, and it's not long until she blows her cover, drawing the attention of the guilds – the two rival organisations who control the city of Espera. An unaffiliated killer like Isabel is either a potential asset . . . or a threat to be eliminated. Will the blood on her hands cost her everything?

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From Finn Longman, an exhilarating new voice in YA fiction, comes an addictive new blockbuster series for fans of global phenomena The Girl with the Dragon Tattoo, Killing Eve and The Hunger Games.

PRAISE FOR THE BUTTERFLY

ASSASSIN: *'This dark, enthralling thriller is a compulsive debut'* *The Guardian* *'An immersive, fast-paced thriller'*

The Irish Times *'A heart-in-your-mouth thriller that grips you from the first page until the very last.'*

Benjamin Dean, author of The King is Dead *'A bold, jagged and uncompromising thriller that will keep you guessing all the way to*

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the end.' Tom Pollock, author of *White Rabbit, Red Wolf* 'Sharp and layered, with a bright beating heart. *The Butterfly Assassin* will lure you deep into a fascinating and dangerous new world.' Rory Power, author of *Wilder Girls* 'An utterly addictive story. I told myself "just one more chapter" well into the night.' Emily Suvada, author of *This Mortal Coil* 'Fierce, thrilling, and impossible to put down. Packed full of amazing friendships, plot twists and a desperate fight to survive' C. G. Drews, author of *The Boy Who Steals Houses* Niccolò Polo, father of Marco, will finally reveal the story he has

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kept secret all his life - the story of Altaïr, one of the brotherhood's most extraordinary Assassins. Altaïr embarks on a formidable mission - one that takes him throughout the Holy Land and shows him the true meaning of the Assassin's Creed. To demonstrate his commitment, Altaïr must defeat nine deadly enemies, including Templar leader, Robert de Sable. Altaïr's life story is told here for the first time: a journey that will change the course of history; his ongoing battle with the Templar conspiracy; a family life that is as tragic as it is shocking; and the ultimate

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betrayal of an old friend.

THE LATEST in the Assassin's Creed series . . . Travel further back in time than ever before . . . Discover an ancient Egypt on the brink of collapse, and meet the characters in the official prequel to the latest instalment of the bestselling Assassin's Creed 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,

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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.

Assassin's Creed: Templars Vol. 1: Black Cross

*The Templars and the Assassins
Book 1 in the Chronicles of
Ghadid*

The Midnight Assassin

*Assassin's Creed: Desmond
Based on the popular game
series, Assassin's Creed:
Templars Volume 1: Black*

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Cross collects the first five issues of a brand new story arc exclusive to Titan Comics.

Collecting the first arc of the brand new explosive Templars series, from the world of Assassin's Creed, Fred Van Lente and Dennis Calero offer a new perspective on the century-spanning feud between the Assassin Brotherhood and the Templar Order

Based on the popular game series, this omnibus follows a fresh inductee into the modern-day Assassin Brotherhood - as they uncover a conspiracy in their DNA that stretches back hundreds of years! Compiles

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the first three volumes of the Assassin's Creed comic. For the first time collected together in a special omnibus edition, follow the rise of Charlotte De La Cruz as she's thrown into the world of the Assassin Brotherhood in their generation-spanning war with the Templar Order!

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion

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of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

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.

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The first assassin. Volume 1

Desert Oath

The Perfect Assassin: A David Slaton Novel

The Art of Assassin's Creed

Valhalla

The Assassin's Accomplice

Archivist Beecher White, the hero of the #1 NYT bestselling Culper Ring series, discovers a killer in Washington, DC, who's meticulously re-creating history's four presidential assassinations. From John Wilkes Booth to Lee Harvey Oswald, there have been more than two dozen assassination attempts on the President of the United States. Four have been successful. Historians have branded them as four lone wolves. But what if they were wrong?

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Beecher is about to discover the truth: that during the course of a hundred years, all four assassins were secretly working together. What was their purpose? For whom do they really work? And why are they planning to kill the current President? Beecher's about to find out. And most terrifyingly, he's about to come face-to-face with the fifth assassin.

Black Flag

Assassin's Creed: The Essential Guide

Assassin's Creed: Origins -

SPECIAL EDITION

Assassin's Creed: Awakening Vol. 1