

Assassin

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Bella isn't evil. But even people with good intentions can end up doing bad things. Especially when they meet people with the power to persuade them to do almost anything, like John Wilkes Booth—the most charismatic and famous actor of his time. So when Booth sets his sights on Bella, an assistant seamstress to Mary Todd Lincoln, to help with his plot to kidnap President Lincoln, he is able to persuade her to betray her president and even turn her back on the boy she has loved her entire life. Bella believes Booth is only trying to force the North to release Southern war prisoners, and will not harm her dear friend Mr. Lincoln. But the kidnapping plot fails, and now Booth will stop at nothing—even if it means harming Bella in the process. Anna Myers has crafted a provocative new look at the Lincoln assassination through the eyes of both a young White House insider and the assassin himself. An author's note provides the historical background to this tragic event.

The Assassin Game

It was just a game...until it wasn't. Will Cate discover the assassin before it's too late? Perfect for fans of teen mystery books! TAG. You're It... At Cate's isolated boarding school Killer is more than a game—it's an elite secret society. Members must avoid being \"killed\" during a series of thrilling pranks—and only the Game Master knows who the \"killer\" is. When Cate's finally invited to join The Guild of Assassins, she thinks it's her ticket to finally feeling like she belongs. But when the game becomes all too real, the school threatens to shut it down. Cate will do anything to keep playing and save The Guild. But can she find the real assassin—before she's the next target? \"An intriguing, tightly wound mystery. The game is on!\" —Hannah Jayne, author of *Truly, Madly, Deadly* and *Twisted Perfect* for those looking for: Teen books for girls ages 11–14 Secret societies in fiction Psychological thrillers

The Queen's Assassin

A New York Times and Indie Bestseller! Perfect for fans of Sarah J. Maas and *Red Queen*, this is the first novel in a sweeping YA fantasy-romance duet about a deadly assassin, his mysterious apprentice, and the country they are sworn to protect from #1 NYT bestselling author Melissa de la Cruz. Caledon Holt is the kingdom's deadliest weapon. No one alive can best him in speed, strength, or brains, which is why he's the Hearthstone Guild's most dangerous member. Cal is also the Queen's Assassin, bound to her by magic and unable to leave her service until the task she's set for him is fulfilled. Shadow of the Honey Glade has been training all her life to join the Guild, hoping that one day she'll become an assassin as feared and revered as Cal. But Shadow's mother and aunts expect her to serve the crown as a lady of the Renovian Court. When a surprise attack brings Shadow and Cal together, they're forced to team up as assassin and apprentice. Even though Shadow's life belongs to the court and Cal's belongs to the queen, they cannot deny their attraction to each other. But now, with war on the horizon and true love at risk, Shadow and Cal will uncover a shocking web of lies that will change their paths forever.

Saving My Assassin

\"I should be dead. Buried in an unmarked grave in Romania. Obviously, I am not. God had other plans.\" At just under five feet tall, Virginia Prodan was no match for the towering 6' 10\" gun-wielding assassin the Romanian government sent to her office to take her life. It was not the first time her life had been threatened--nor would it be the last. As a young attorney under Nicolae Ceausescu's brutal communist

regime, Virginia had spent her entire life searching for the truth. When she finally found it in the pages of the most forbidden book in all of Romania, Virginia accepted the divine call to defend fellow followers of Christ against unjust persecution in an otherwise ungodly land. For this act of treason, she was kidnapped, beaten, tortured, placed under house arrest, and came within seconds of being executed under the orders of Ceausescu himself. How Virginia not only managed to elude her enemies time and again, but how she also helped expose the appalling secret that would ultimately lead to the demise of Ceausescu's evil empire is one of the most extraordinary stories ever told. A must-read for all generations, *Saving My Assassin* is the unforgettable account of one woman's search for truth, her defiance in the face of evil, and a surprise encounter that proves without a shadow of a doubt that nothing is impossible with God.

The Perfect Assassin

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* 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 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, frightening magic, and nonstop excitement and mystery, I absolutely loved it from start to finish!" —Sarah Beth Durst *The Chronicles of Ghadid* #1: *The Perfect Assassin* #2: *The Impossible Contract* #3: *The Unconquered City* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hour of the Assassin

A former Secret Service agent must expose a dangerous conspiracy in this electrifying thriller from the author of *THE NIGHT AGENT*. Season 2 of the Netflix original series *THE NIGHT AGENT* out January 2025! Readers love Matthew Quirk: 'Breathless stay-up-late suspense' Lee Child 'A thriller writer to watch' Daily Mail 'Quirk has earned his spot in the front ranks of thriller writers' David Baldacci 'A powerful and taut thriller' Mark Greaney 'One of the best thrillers to come along in years' Michael Connelly His job is to protect them. But now he has to save himself. Secret Service agent Nick Averose spent a decade guarding the most powerful people in the US. Now he's a mock killer, testing the security around the highest officials to find vulnerabilities before America's enemies can. But now someone's out to get him. Nick's latest assignment leads him to the home of a former CIA director. But when he breaches the director's study, Nick is entangled in a vicious crime that will shake Washington to its foundations. He's the perfect scapegoat. Nick needs to find out who is framing him for the crime and why. If he can't uncover the truth, a dark conspiracy will consume him and everyone else within the Oval Office. **READ ALL THE FANTASTIC THRILLERS BY MATTHEW QUIRK FROM HEAD OF ZEUS - AVAILABLE NOW** *Hour of the Assassin* *The Night Agent* *Red Warning* *Inside Threat*

The Blind Assassin

The bestselling author of *The Handmaid's Tale* and *The Testaments* weaves together strands of gothic suspense, romance, and science fiction into one utterly spellbinding narrative, beginning with the mysterious death of a young woman named Laura Chase in 1945. Decades later, Laura's sister Iris recounts her memories of their childhood, and of the dramatic deaths that have punctuated their wealthy, eccentric family's history. Intertwined with Iris's account are chapters from the scandalous novel that made Laura famous, in which two illicit lovers amuse each other by spinning a tale of a blind killer on a distant planet. These richly layered stories-within-stories gradually illuminate the secrets that have long haunted the Chase

family, coming together in a brilliant and astonishing final twist.

Graceling

Discover the Graceling Realm in this unforgettable, award-winning novel from bestselling author Kristin Cashore. A New York Times bestseller * ALA Best Book for Young Adults * Mythopoeic Fantasy Award for Children's Literature Winner * Publishers Weekly, School Library Journal, Booklist, and BCCB Best Book of the Year "Rageful, exhilarating, wistful in turns\" (New York Times Book Review) with "a knee weakening romance" (Los Angeles Times). Graceling is a thrilling, action-packed fantasy adventure that will resonate deeply with anyone trying to find their way in the world. Graceling tells the story of the vulnerable-yet-strong Katsa, who is smart and beautiful and lives in the Seven Kingdoms where selected people are born with a Grace, a special talent that can be anything at all. Katsa's Grace is killing. As the king's niece, she is forced to use her extreme skills as his brutal enforcer. Until the day she meets Prince Po, who is Graced with combat skills, and Katsa's life begins to change. She never expects to become Po's friend. She never expects to learn a new truth about her own Grace—or about a terrible secret that lies hidden far away . . . a secret that could destroy all seven kingdoms with words alone. And don't miss the sequel *Fire and companion Bitterblue*, both award-winning New York Times bestsellers featuring Kristin Cashore's elegant, evocative prose and unforgettable characters. This ebook includes sample chapters of *Fire*, *Bitterblue*, and *Jane, Unlimited*.

The Angel and the Assassin

A thrilling story of scientific detective work and medical potential that illuminates the newly understood role of microglia—an elusive type of brain cell that is vitally relevant to our everyday lives. "The rarest of books: a combination of page-turning discovery and remarkably readable science journalism."—Mark Hyman, MD, #1 New York Times bestselling author of *Food: What the Heck Should I Eat?* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY WIRED Until recently, microglia were thought to be helpful but rather boring: housekeeper cells in the brain. But a recent groundbreaking discovery has revealed that they connect our physical and mental health in surprising ways. When triggered—and anything that stirs up the immune system in the body can activate microglia, including chronic stressors, trauma, and viral infections—they can contribute to memory problems, anxiety, depression, and Alzheimer's. Under the right circumstances, however, microglia can be coaxed back into being angelic healers, able to make brain repairs in ways that help alleviate symptoms and hold the promise to one day prevent disease. With the compassion born of her own experience, award-winning journalist Donna Jackson Nakazawa illuminates this newly understood science, following practitioners and patients on the front lines of treatments that help to "reboot" microglia. In at least one case, she witnesses a stunning recovery—and in others, significant relief from pressing symptoms, offering new hope to the tens of millions who suffer from mental, cognitive, and physical health issues. Hailed as a "riveting," "stunning," and "visionary," *The Angel and the Assassin* offers us a radically reconceived picture of human health and promises to change everything we thought we knew about how to heal ourselves.

They Call Me Assassin

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous Relocation Program (WARP) Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now

not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

WARP Book 1: The Reluctant Assassin

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 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 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.

The Midnight Assassin

In the fifteenth-century kingdom of Brittany, seventeen-year-old Ismae escapes from the brutality of an arranged marriage into the sanctuary of the convent of St. Mortain, where she learns that the god of Death has blessed her with dangerous gifts--and a violent destiny.

Grave Mercy

NEW YORK TIMES BESTSELLER Nearly twenty years ago, Robin Hobb burst upon the fantasy scene with the first of her acclaimed Farseer novels, *Assassin's Apprentice*, which introduced the characters of FitzChivalry Farseer and his uncanny friend the Fool. A watershed moment in modern fantasy, this novel—and those that followed—broke exciting new ground in a beloved genre. Together with George R. R. Martin, Robin Hobb helped pave the way for such talented new voices as Scott Lynch, Brandon Sanderson, and Naomi Novik. Over the years, Hobb's imagination has soared throughout the mythic lands of the Six Duchies in such bestselling series as the *Liveship Traders Trilogy* and the *Rain Wilds Chronicles*. But no matter how far she roamed, her heart always remained with Fitz. And now, at last, she has come home, with an astonishing new novel that opens a dark and gripping chapter in the Farseer saga. FitzChivalry—royal bastard and former king's assassin—has left his life of intrigue behind. As far as the rest of the world knows, FitzChivalry Farseer is dead and buried. Masquerading as Tom Badgerlock, Fitz is now married to his childhood sweetheart, Molly, and leading the quiet life of a country squire. Though Fitz is haunted by the disappearance of the Fool, who did so much to shape Fitz into the man he has become, such private hurts are put aside in the business of daily life, at least until the appearance of menacing, pale-skinned strangers casts a sinister shadow over Fitz's past . . . and his future. Now, to protect his new life, the former assassin must once again take up his old one. . . . Praise for *Fool's Assassin* “Hobb knows the complicated workings of the wayward human heart, and she takes time to depict them in her tale, to tell her story sweetly, insistently, compellingly. . . . A book meant to be inhabited rather than run through.”—*The Seattle Times* “[FitzChivalry Farseer is] one of the best characters in fantasy literature.”—*Fantasy Book Review* “[Hobb's] prose sparkles, her characters leap off the page.”—*Tordotcom* “Modern fantasy at its irresistible best.”—*The Guardian* “Fantastic . . . emotionally rich storytelling.”—*Library Journal* (starred review)

Fool's Assassin

They were orphans, Chris and Saul -- raised in a Philadelphia school for boys, bonded by friendship, and devoted to a mysterious man called Eliot. He visited them and brought them candy. He treated them like sons. He trained them to be assassins. Now he is trying desperately to have them killed. From the master of high action comes a classic espionage thriller that changed the way spy novels were written, the first to combine the British tradition of authentic espionage tradecraft with the American tradition of non-stop action. He visited them in the orphanage. He brought them candy and taught them to love him as a father. He trained them to be assassins. Now he is trying desperately to have them killed. Spanning the globe and decades of CIA history, **THE BROTHERHOOD OF THE ROSE** is a thriller of fierce loyalty and violent betrayal, of murders planned and coolly executed, of revenge bitterly, urgently desired. "David Morrell is a master of suspense. He wields it like a stiletto—know just where to stick it and how to turn it. If you're reading Morrell, you're sitting on the edge of your seat." —Michael Connelly "Imagine a suspense thriller as riveting as *The Thirty-Nine Steps* or *Rogue Male*, featuring heroes the equal of Adam Hall's Quiller, and crackling with more action than *The Road Warrior*, *Dirty Harry*, and *The Seven Samurai*. Sounds too good to be true? Then just read David Morrell's **THE BROTHERHOOD OF THE ROSE**."—Washington Post Book World "Fast-paced, intelligent, exciting and hard-hitting." —Nelson DeMille, New York Times bestselling author of *The Panther* "David Morrell is, to me, the finest thriller writer living today." —Steve Berry, New York Times bestselling author of *The Columbus Affair*

The Brotherhood of the Rose

2018 BookNest Fantasy Awards Finalist for Best Novel "This book has everything I love: Clean, crisp worldbuilding. Characters that live and breathe. A story that teases and surprises me. I like Master Assassins so much I wish I'd written it, but deep down, I know I couldn't have written it this well."—#1 New York Times bestselling author Patrick Rothfuss Two village boys mistaken for assassins become the decisive figures in the battle for a continent in the thrilling new desert-based epic fantasy by the author of *The Red Wolf Conspiracy*. Kandri Hinjuman was never meant to be a soldier. His brother Mektu was never meant for this world. Rivals since childhood, they are drafted into a horrific war led by a madwoman-Prophet, and survive each day only by hiding their disbelief. Kandri is good at blending in, but Mektu is hopeless: impulsive, erratic—and certain that a demon is stalking him. Is this madness or a second sense? Either way, Kandri knows that Mektu's antics will land them both in early graves. But all bets are off when the brothers' simmering feud explodes into violence, and holy blood is spilled. Kandri and Mektu are taken for contract killers and must flee for their lives—to the one place where they can hope to disappear: the sprawling desert known as the Land that Eats Men. In this eerie wilderness, the terrain is as deadly as the monsters, ghouls, and traffickers in human flesh. Here the brothers find strange allies: an aging warlord, a desert nomad searching for her family, a lethal child-soldier still in her teens. They also find themselves in possession of a secret that could bring peace to the continent of Urrath. Or unthinkable carnage. On their heels are the Prophet's death squads. Ahead lie warring armies, sandstorms, evil spirits and the deeper evil of human greed. But hope beckons as well—if the "Master Assassins" can expose the lie that has made them the world's most wanted men.

Master Assassins

Look out for *The Bone Ships*, the start of a new fantasy series by RJ Barker! 'Age of Assassins reveals its mysteries with the style of a magic show and the artful grace of a gifted storyteller' Nicholas Eames, author of *Kings of the Wyld* TO CATCH AN ASSASSIN, USE AN ASSASSIN... Girton Club-Foot, apprentice to the land's best assassin, still has much to learn about the art of taking lives. But his latest mission tasks Girton and his master with a far more difficult challenge: to save a life. Someone, or many someones, is trying to kill the heir to the throne, and it is up to Girton and his master to uncover the traitor and prevent the prince's murder. In a kingdom on the brink of civil war and a castle thick with lies Girton finds friends he never expected, responsibilities he never wanted, and a conspiracy that could destroy an entire land. ***SHORTLISTED FOR THE DAVID GEMMELL AWARDS 2018*** ***SHORTLISTED FOR THE KITSCHIE AWARDS 2018*** 'Dead gods, dread magic, and a lead that feels like a breath of

fresh air. Great fun' Peter Newman, author of The Vagrant 'Outstanding. Beautifully written, perfectly paced and assured. Kept me reading well into the early hours of the morning. A wonderful first book - a wonderful book, period - that should be at the very top of your to-read list' James Islington, author of The Shadow of what was Lost 'Simply unputdownable . . . the perfect mix of fantasy and mystery' Fantasy Book Review 'With an original, immersive world that wouldn't let me go and a pair of assassins worth rooting for, Age of Assassins is a pleasure to read. I can't wait for more!' Melissa Caruso, author of The Tethered Mage 'A dark-humored game of cat and mouse between assassins, with traitors on all sides' David Dalglish, author of the Shadowdance series 'Age of Assassins builds a compelling fantasy world and peoples it with characters you can care about. Riddled with intrigue and dangerous magic, this is a hugely enjoyable debut' Jen Williams, author of The Copper Promise 'Age of Assassins is a beguiling story of action and intrigue combined with a poignancy and humour that are as sharp as any blade' Jon Skovron, author of Hope and Red 'Compellingly complex political intrigue and steel-sparking action sequences leavened by warm humour and genuine emotional depth' Chris Brookmyre, author of the Jack Parlabane novels The Wounded Kingdom trilogy begins with AGE OF ASSASSINS, continues with BLOOD OF ASSASSINS and will continue with KING OF ASSASSINS.

Age of Assassins

A thrilling YA fantasy novel from award-winning author Arthur Slade! Carmen is a student at Red Assassin School. She's an expert at bladed weapons and poisons; and she's desperate to finish at the top of the class, ahead of her twin brother. The students have been trained to hunt using giant black swans, but Carmen has discovered a dragon. All she has to do is get on his back. One problem: he's killed everyone who gets near him. Then the Emperor declares war on assassins. And there might be a traitor among them. Carmen wants to graduate. But the emperor wants her dead. Her classmates might, too. Graduation night is about to become the fight of her life. In this heartstopping adventure by Arthur Slade, readers will root for Carmen - an Assassin with a heart of gold, determined to follow her dream against all odds.

Dragon Assassin

An oversized full-color hardcover that celebrates fifteen years of the iconic Assassin's Creed video game saga! Discover the genesis of each Assassin's Creed game and get an insider's look at the efforts that went into creating one of the biggest franchises in the video game industry. In observance of Assassin's Creed's fifteen-year anniversary, Ubisoft and Dark Horse Books have teamed up to create an extensive examination into the creation of the award-winning Assassin's Creed franchise. Featuring gorgeous art from over a decade-and-a-half of development, and detailed interviews with the games' past and present creators, this is the perfect companion piece for any aspiring Assassin.

The Making of Assassin's Creed: 15th Anniversary

Dive into the captivating world of Assassin's Creed: Origins, a thrilling novelization that expands upon the beloved video game series. Follow Bayek, a Medjay warrior, as he navigates the intricate political landscape of Ptolemaic Egypt and confronts the insidious Order of the Ancients. Witness the birth of the legendary Assassins Brotherhood, unravel ancient secrets, and experience the epic clash between freedom and oppression. Journey through vibrant settings, from the bustling streets of Alexandria to the awe-inspiring pyramids of Giza, as you uncover the hidden truths and captivating mysteries that lie within.

Assassin's Creed-Origins: Unveiling the Genesis of a Legendary Saga

Escaping a surprise attack, the Assassins continue the hunt for Erudito, nursing their wounds as they do. Getting back into the Animus, Charlotte finds that the stakes are just as high for her ancestor Quila, who must find the strength, one more time, to do what she knows is right...

Assassin's Creed: Assassins #9

All-new adventures from the world of Assassin's Creed. In 1927 Darius Gift arrived in Shanghai on his first assignment for the Templar Order. A minor misstep means he soon finds himself mixed up in the shadowy underworld of the International Settlement, and mixed up with the mysterious, enigmatic, Black Cross. Titan Comics' newest Assassin's Creed comic is off to a great start as it expands the franchise; it works to humanize the Templar faction and makes great use of a very distinctive historical setting. IGN "a promising start to what is an interesting new take on the Assassin's Creed universe" - Nerdy "executed well and an Assassin's Creed fan will appreciate the Easter eggs from the video game. 4/5" "Comic Bastards "issue 1 shows us a unique and exciting new frontier for us to explore with the Templars and Assassins." "She Attacks "I'm really looking forward to next issue and seeing more of the world of the Templars." "Hulking Reviewer

Assassin's Creed: Templars #1

The open world role-playing Assassin's Creed video game series is one of the most successful series of all time, praised for its in-depth use of historical characters and events, compelling graphics, and addictive gameplay. Assassin's Creed games offer up the possibility of exploring history, mythology, and heritage immersively, graphically, and imaginatively. This collection of essays by architects archaeologists and historians explores the learning opportunities of playing, modifying, and extending the games in the classroom, on location, in the architectural studio, and in a museum.

›Assassin's Creed‹ in the Classroom

The year is 1715. Pirates rule the Caribbean and have established their own lawless Republic where corruption, greediness, and cruelty are commonplace. Among these outlaws is a brash young captain named Edward Kenway. His fight for glory has earned him the respect of legends like Blackbeard, but also drawn him into the ancient war between Assassins and Templars, a war that may destroy everything the pirates have built. Welcome to the Golden Age of Piracy. Inside this guide: - Every story mission (and how to get FULL Synch for each one!). - Every single side quest covered (Legendary Ships, Contracts etc). - All hidden treasure maps and treasures located. - Every miscellaneous mission is detailed. - Hunting/Harpooning/Crafting - it's all in here. - All Templar Hunts - Trophy/achievement guide. - "Freedom Cry" and Playstation-exclusive "Aveline" DLCs covered in full.

Assassin's Creed IV: Black Flag - Strategy Guide

After the events in the Colosseum Vault at the end of Assassin's Creed: Brotherhood, Desmond Miles falls into a coma and finds himself in the Animus' Black Room. There he must search Ezio Auditore's memories once again to uncover the secrets needed to protect the things he loves. Join us as we dive into the 16th century and seek out the knowledge of the legendary Assassin Mentor Altaïr Ibn-La'Ahad. In this guide you will discover: - All main story missions with 100% synchronisation. - How to locate and complete every side-mission in full. - Where to find every hidden Memoir Page and all of the fragments. - High Definition screenshots and videos showing you the best strategies in action.

Assassin's Creed: Revelations - Strategy Guide

Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a

land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves.

Assassin's Creed Valhalla: Geirmund's Saga

In the infamous pleasure tower that dominates the Shanghai nightlife, the Great World, Black Cross battles with the triads that have pursued him through the city night. With time running out, Black Cross has to find the missing information that will reveal what is about to happen in China...

Assassin's Creed: Templars #3

With a powerful artifact in their possession, the Instruments of the First Will step up their game -- taking the fight directly to the Assassins! The Phoenix Project saga reaches its heady climax in this final chapter of Assassin's Creed Uprising!

Assassin's Creed: Uprising #10

Back to where it all began, in this brand-new series spinning out of the smash-hit new Assassin's Creed game. Witness the birth of the Creed, from the mother of all assassin's! Written by Anthony Del Col ('Kill Shakespeare'). Direct tie-in to the brand-new videogame, Assassin's Creed: Origins! Egypt – the turbulent final years of the Ptolemaic period. Succeeding in their mission of vengeance, Bayek of Siwa and his wife Aya eliminated those responsible for the death of their son. But their quest for retribution led them to uncover the secretive Order of the Ancients, and its plans to control all of Egypt – and beyond. Aware of the magnitude of the threat the Order poses towards the freedom of all people, Bayek and Aya parted ways to dedicate their lives towards building a brotherhood to resist the power of the Order. 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 has already enlisted the help of a number of like-minded individuals to set her sights on a new target: the increasingly power-hungry dictator Julius Caesar...

Assassin's Creed: Origins #1

Eddie Gorm, newest of the Assassins, must weigh his quest for revenge against the race for atomic secrets – as the battle against the Templars comes to a head in World War II!

Assassin's Creed: Conspiracies #2

After uncovering a mole within their operation and coming to blows with a mysterious and highly powered faction, the Assassins Brotherhood is on high-alert. Known as the Instruments of the First Will, this ancient fanatical cult hopes to revive the Isu entity, Juno, and usher in a New World Order. Forced into an uneasy alliance with Master Templar Otso Berg, our Assassins now look to the past for answers. Hoping to discover the location of the Koh-I-Noor, a devastating Isu weapon that could turn the tide in the upcoming battle, Charlotte de la Cruz has entered the memories of her ancestor, the Spanish anarchist Assassin Ignacio Cardona.

Assassin's Creed: Uprising #6

A full-color over-sized hardcover volume chronicling the development of the newest game in the iconic Assassin's Creed saga. Two compelling new protagonists, Naoe—an adept shinobi assassin from Iga Province—and Yasuke—the powerful African samurai of historical renown—emerge from the shadows of 15th Century Japan to discover their common destiny. Along the way, they're joined and confronted by charismatic characters, will master a variety of weapons and tools, and traverse across dynamic and

dangerous Sengoku-era Japanese landscapes—all of which is explored in this comprehensive tome. The Art of Assassin's Creed Shadows celebrates and chronicles the venerable series' first foray into the landscape of feudal Japan. Dark Horse Books and Ubisoft have combined their efforts to produce an art book in the tradition of the world-spanning Brotherhood, aiming to satisfy and inspire shinobi assassin and samurai of all generations.

The Art of Assassin's Creed Shadows

Fearless Vikings confront their destiny in this glory-seeking prequel to Ubisoft's next hit video game, Assassin's Creed Valhalla. Tensions escalate when a village caught between two rival kingdoms is brutally raided. Eivor, warrior and daughter of wise King Styrbjorn, dispatches the raiders, rescues the villagers, and claims the settlement for her father. She also seizes a prisoner--a woman, Gull, left behind by the rivals--who declares she possesses the secrets of Asgard itself. But there is more to Gull than meets the eye, and her capture will bring death and destruction to Eivor's family. In disgrace and lured by the promise of treasures and glory, Eivor undergoes a dangerous quest to regain her honor, but what terror awaits in the forgotten temple of a powerful god? All the time, her brother Sigurd forges his own legend while searching for fortune in the lands of the East. Far from home, he finds new weapons and fresh plunder, making a discovery that will change his destiny forever . . . The Assassin's Creed universe expands with a Viking epic brought to you by writer Cavan Scott (Star Wars: The High Republic, Doctor Who, Shadow Service) with art by Martin Tunica (Crossed Plus One Hundred), and colors by Michael Atiyeh (Star Wars, The Division, Dragon Age)! Collects Assassin's Creed Valhalla: Song of Glory #1- #3.

Assassin's Creed Valhalla: Song of Glory

A young emperor's life hangs in the balance in ancient Constantinople, and only the Brotherhood of Assassins can save him, in this action-packed historical adventure from the award-winning Assassin's Creed universe Constantinople, 867 – A murderous plot is afoot. Assisted by the Order of the Ancients, the emperor schemes to assassinate his son and throw the city into chaos. In response, the Hidden Ones have dispatched Assassin acolyte Hytham to join his mentor, Basim Ibn Ishaq, to infiltrate the palace and foil the emperor's plan. But that is not his only mission... Hytham's brotherhood have entrusted him with uncovering where Basim's true loyalties lie and whether the master Assassin's personal obsessions outweigh his sense of duty. For Hytham to succeed, he must tread carefully, for Constantinople is a city of shadows, and danger hides in all of them.

Assassin's Creed: The Golden City

Time has run out for our modern day Assassins! With a new world order on the horizon, Charlotte and her cell are faced with the biggest threat the Brotherhood has ever encountered as they race to halt the impending resurrection of the Isu deity Juno, her fanatical acolytes, and their plans for global domination! The Phoenix Project saga reaches its heady climax in this final chapter of Assassin's Creed Uprising!

Assassin's Creed: Uprising #12

This masterfully designed oversized hardcover art book invites the reader on a visual journey through the world of Assassin's Creed Valhalla. A world defined by the harsh beauty of Viking life, rich with fascinating characters and breathtaking landscapes. This is the only book you need for all references on Assassin's Creed Valhalla.

The Art of Assassin's Creed Valhalla

After securing his own freedom from a clan of Vikings that kidnapped him, Edward, a scribe and reluctant

monk, returns to find his brother missing and strange documents blackened by a language he innately understands. No one knows where these occult-looking symbols came from, but Edward has seen such writings before: in the workshop of an enigmatic wise man among the Vikings who is part of a secret order: Those Unseen. An order that could offer answers to Edward, and guarantee his aspirations of freedom and knowledge. But with that knowledge can he find and rescue his own brother before it's too late? A graphic novel of historical adventure written by Mathieu Gabella, and with kinetic art by Paolo Traisci. Discover the mysteries behind the hidden codex.

Assassin's Creed Valhalla: The Hidden Codex

"One of the most beautiful comics of this year" "C Geekmundo When all seems lost, the Creed remains. The mundane life of Charlotte De La Cruz is flipped upside down when she is catapulted into the shadowy world of the Assassin Brotherhood. Joining them in their centuries-old feud with the Templar Order, Charlotte is inducted into the rites of the Brotherhood as she leaps into her genetic memories of her Assassin ancestor, Tom Stoddard. Searching desperately for a clue that could save lives, Charlotte witnesses firsthand the panic and hysteria of the terrifying Salem Witch Trials! Collects Assassin's Creed: Trial By Fire #1-5

Assassin's Creed Volume 1 - Trial by Fire

Execute the perfect assassination with the Hitman 3 Assassin's Handbook, transforming you from a silent assassin novice into Agent 47 at his peak. This guide walks you through every mission in the World of Assassination trilogy's grand finale, from the skyscraper in Dubai to the vineyards of Mendoza. Learn effective stealth strategies how to utilize disguises to access restricted areas, hide in plain sight, and use the environment for "accidental" kills that leave no trace. You'll get tips on loadout selection and using Agent 47's tools – from silenced pistols and fiber wire to poison vials and improvised weapons – to eliminate targets efficiently and creatively. Struggling to get the Silent Assassin rating? Follow our mission walkthroughs outlining optimal paths, key item locations, and guard patterns so you can complete each hit with perfection. Whether you're tackling story missions, uncovering mission stories for unique kills, or going for high scores in Contracts and Elusive Targets, this Assassin's Handbook is your indispensable companion. Packed with maps revealing camera locations, escape routes, and every opportunity, plus insider advice for mastery on each level, it ensures you'll experience all of Hitman 3's intricacies and leave no target standing.

Hitman 3 Assassin's Handbook

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® 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 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.

Assassin's Creed Valhalla: Sword of the White Horse

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