

---

## Read Book Bowden Oliver 7 Unity Creed Ins

---

Eventually, you will completely discover a other experience and attainment by spending more cash. yet when? attain you endure that you require to acquire those every needs in the same way as having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will guide you to understand even more around the globe, experience, some places, taking into consideration history, amusement, and a lot more?

It is your enormously own time to play a part reviewing habit. in the middle of guides you could enjoy now is **Bowden Oliver 7 Unity Creed Ins** below.

---

### KEY=CREED - SIMMONS HARRISON

---

## Unity

*Michael Joseph* **'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 has been brought to the brink of destruction by the French Revolution. Ruled by an oppressive aristocracy, the cobblestone streets now run red with the blood of those who dare to question their leaders. At a time when the divide between the rich and poor is at its most extreme, and a nation is tearing itself apart, there is a young man and woman who fight to avenge all that they have lost. Soon Arno and Elise 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.**

## Unity

# Assassin's Creed

*Penguin UK* **Assassin's Creed: Unity** is the seventh title in Oliver Bowden's phenomenally successful Assassin's Creed videogame tie-in series. 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 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. The immersive story of the Assassins is continued in Oliver Bowden's gripping seventh Assassin's Creed novel, following Renaissance, Brotherhood, The Secret Crusade, Revelations, Forsaken and Black Flag. Oliver Bowden is the pen-name of an acclaimed novelist.

## Assassin's Creed: Unity

*Penguin* **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

## Assassin's Creed. Unity

# Assassin's Creed Odyssey

## The official novel of the highly anticipated new game

*Penguin UK* **Get ready for Odyssey: journey deeper in the world of Assassin's Creed in the official novel of the highly anticipated new game, coming October 2018. Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The Assassin's Creed novels have sold more than 1 million copies around the world, gaining almost 30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series: 'A brilliant read' \*\*\*\*\* 'I love this book' \*\*\*\*\* 'Original and unique' \*\*\*\*\* 'A brilliant accompaniment to the games' \*\*\*\*\* New Feature Information 0**

## Assassin's Creed

### Black Flag

*Michael Joseph* **'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 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 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.**

# Assassin's Creed Renaissance

*Assassin's Creed* **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.**

## Heresy

# Assassin's Creed

*Michael Joseph* **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?**

## Desert Oath

# The Official Prequel to Assassin's Creed Origins

*Penguin UK* **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, 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.

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

*Scholastic UK* 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.

## Assassin's Creed: The Official Movie Novelization -

## Special Edition

*Ubisoft Publishing* **The official movie novelization of the "Assassin's Creed" motion picture starring Michael Fassbender. This premium hardcover edition features exclusive behind the scenes details on the creation of the Assassin's Creed movie, as well as concept art from the film and a special code to unlock Assassin's Creed rewards through Ubisoft Club's loyalty program. We work in the dark to serve the light. We are assassins. Through a revolutionary technology that unlocks his genetic memories, Callum Lynch experiences the adventures of his ancestor, Aguilar, in 15th Century Spain. Callum discovers he is descended from a mysterious secret society, the Assassins, and amasses incredible knowledge and skills to take on the oppressive and powerful Templar organization in the present day.**

## The Ming Storm

## An Assassin's Creed Novel

*Simon and Schuster* **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.**

## Assassin's Creed

# Brotherhood

*Penguin UK* 'I will journey to the black heart of a corrupt Empire to root out my foes. But Rome wasn't built in a day and it won't be restored by a lone assassin. I am Ezio Auditore da Firenze. This is my brotherhood.' Rome, once mighty, lies in ruins. The city swarms with suffering and degradation, her citizens living in the shadow of the ruthless Borgia family. Only one man can free the people from the Borgia tyranny - Ezio Auditore, the Master Assassin. Ezio's quest will test him to his limits. Cesare Borgia, a man more villainous and dangerous than his father the Pope, will not rest until he has conquered Italy. And in such treacherous times, conspiracy is everywhere, even within the ranks of the brotherhood itself...

# Sleb

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.

# The Sacred & the Digital

# Critical Depictions of Religions in Video Games

*MDPI* Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is

not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

## Assassin's Creed Valhalla: Geirmund's Saga

*Penguin UK* Discover the epic adventure of legendary viking Geirmund Hel-hide in this new novel set in the world of **Assassin's Creed Valhalla**. Norway, Mid-9th century. 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: Forsaken

*Penguin* 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

## Assassin's Creed: Heresy

*Ubisoft*

## Assassin's Creed IV Black Flag

## Blackbeard: The Lost Journal

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.

## Assassin's Creed: Revelations

*Penguin UK* When a man has won all his battles and defeated his enemies, what is left for him to achieve? Ezio Auditore must leave his life behind in search of answers, in search of the truth. In Assassin's Creed®: Revelations, master assassin Ezio Auditore walks in the footsteps of the legendary mentor Altair, on a journey of discovery and revelation. It is a perilous path - one that will take Ezio to Constantinople, the heart of the Ottoman Empire, where a growing army of Templars threatens to destabilise the region.

## Assassin's Creed: Desmond

*Titan Books (US, CA)* 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.

# Assassin's Creed

## The Secret Crusade

*Penguin UK* 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 that is as tragic as it is shocking; and the ultimate betrayal of an old friend.

## Mrs. Morris and the Vampire

*Kensington Cozies* It's B&B owner Charlene Morris's second Halloween in Salem, Massachusetts, and one she won't soon forget when a self-proclaimed vampire is murdered . . . Charlene's bed and breakfast is fully booked with guests wanting to experience Salem's wildest holiday—especially the annual Witch Ball, held at the historic Hawthorne Hotel. At the dance, actual witch and winery owner Brandy Flint has her back up over her daughter Serenity's new beau—it's bad enough he's a decade older, he also claims to be a vampire from Romania. As for Charlene, with handsome ghost Dr. Jack Strathmore haunting her B&B, she has developed an open mind regarding the supernatural. But her mind is blown when the clock strikes midnight, the lights flare and dim, and the vampire vanishes—leaving behind only his cape and a wooden stake with a thick red substance on the sharp tip. The next morning, a naked man washes up on the shore with a hole punched through his chest, and Detective Sam Holden has a homicide on his hands. Now Charlene and Jack must put their heads together to find out who staged the trick to stake a vampire . . .

## 64 Clarke

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?

## Get A Clue

## A warm, funny and thrilling romance!

*Hachette UK* **'Perfect, feel-good fiction'** Sarah Morgan on The Lemon Sisters If you love Holly Martin, Jill Mansell and Debbie Macomber, you'll LOVE Jill Shalvis and her irresistible trademark gift for humour, warmth and romance! Jill's books are guaranteed to make you smile: 'You can't go wrong with a Jill Shalvis book' 5\* reader review 'A heartwarming read with all the feels' 5\* reader review 'Another winner... I cannot wait for more' 5\* reader review 'A riveting and comforting romance' 5\* reader review When Breanne Mooreland gets left at the altar, she decides the best thing to do is to go on her honeymoon alone. Of course, she loses her luggage along the way and ends up snowed in at a Sierra mountains lodge run by a noticeably quirky staff. And before she can order room service, she finds a naked - and gorgeous - man taking a shower in her suite who refuses to leave... Vice cop Cooper Scott is in serious need of a vacation. He's not about to give up the only available room to a stranger because of a mix-up. They'll just have to make the best of it by sharing the bed. They're mature adults after all. But when Cooper wakes up kissing the long, leggy Breanne, he wants to show her exactly what the honeymoon suite is intended for. That will have to wait, though, because a screaming Breanne has just stumbled over one very dead body... Want more warm, funny romance? Check out the Heartbreaker Bay novels starting with Sweet Little Lies, visit stunning Wildstone, gorgeous Cedar Ridge, spellbinding Lucky Harbor or experience some Animal Magnetism in Sunshine, Idaho in Jill's other unforgettable series.

## Assassin's Creed Unity

### Abstergo Entertainment - New Employee Handbook

Following the narrative of the popular video game series, a companion book, which resembles a collection of Abstergo case files, provides a glimpse into the inner-workings of the fictional corporation through data, schematics and artifacts.

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

*Scholastic Inc.* 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

### The Complete Visual History

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.

## Devil May Cry

*TokyoPop* "First published in Japan in 2003 by Kadokawa Shoten Publishing Co., Ltd., Tokyo"--T.p. verso.

## Deck the Donuts

*Kensington Cozies* 'Tis the season for the delectable desserts Emily Westhill and her cuddly cat serve up at Deputy Donut—but someone naughty on Santa's list has come to town . . . It's Christmastime again in Fallingbrook, Wisconsin. Emily has truly decked the halls of her donut shop and decorated her donuts with festive designs from green and red frosting to snowflake sprinkles. For the annual Ice and Lights Festival, she's commissioned a sculpture with three ice-carved donut shapes to form a holey snowman, Frosty the Donut. She has one Christmas wish this year—to spend some time under the mistletoe with a certain detective. But the holidays just aren't the same without an unexpected disaster or two. A tour bus on its way to the festival has crashed and a snowstorm has left all the shaken passengers stranded and shivering. Emily and her friends open their homes to shelter the traveling families, while the bus driver is admitted to the hospital for his injuries. But the following morning, Emily discovers his body—buried beneath Frosty the Donut. The bus passengers show little sympathy for the man who dashed through the snow so badly, some claiming he was under the influence while behind the wheel. Emily also discovers that the driver had a history with folks in Fallingbrook. With multiple motives for murder piling up, it will take a Christmas miracle for Emily to solve this crime . . . Praise for *Boston Scream Murder* "Spooky delights don't discourage a murderer in small town Wisconsin. . . . Cozy fare with a dollop of moonlight mist." —Kirkus Reviews Includes delicious recipes!

## Fate of the Gods

*Last Descendants: An Assassin'* **The stunning conclusion to the Last Descendants trilogy! Only one piece of the Trident of Eden remains -- Isaiah, a rogue Templar agent, has discovered both the faith prong and the fear prong of this powerful relic. Should he possess the devotion prong, there is little that can stop him. For the time being, Owen and his fellow teens have established an uneasy alliance across Assassin and Templar lines in order to stop Isaiah while they still can. Over a thousand years earlier, Styrbjorn the Strong, a Danish warrior, leads the Jomsvikings against the Danish king, Harald Bluetooth. It is on those Viking battlefields that the secrets of the devotion prong lie. It is there that the fate of the world, the truth behind the teens' collective unconsciousness, and their ancestral links to one another lie. History has already been written. The rest is up to Owen, Javier, and the other members of their unlikely alliance. The actions they take will change the world of Assassin's Creed forever.**

## Assassin's Creed: Origins (complete collection)

*Titan Comics* 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: Uprising Volume 3 (complete

collection)

## Finale

*Titan Comics* 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} Time has run out for our modern day Assassins. With a new world order on the horizon, Charlotte de la Cruz 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, and the plans of her fanatical acolytes for global domination. From Paknadel, Watters, Holder, and Lesko comes the eagerly anticipated final chapter in the ongoing Assassin's Creed saga. Collects Assassin's Creed: Uprising #9-12. "The growing level of chaos is perfectly illustrated."  
- Nerdly

## Assassin's Creed: The Essential Guide

*Titan Books (US, CA)* Bursting with timelines, concept art, locations, history, character profiles, and technology, this is the ultimate guide to the millennia-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 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

## Assassin's Creed: Conspiracies #1

*Titan Comics* 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.

# Assassin's Creed: Atlas

*Abrams* **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.

## Last Descendants

*Scholastic Paperbacks* **An all-new series based on the hit video game franchise Assassin's Creed!** Nothing in Owen's life has been right since his father died in prison, accused of a crime Owen is certain he didn't commit. Monroe, the IT guy at school, might finally bring Owen the means to clear his father's name by letting him use an Animus-a device that lets users explore genetic memories buried within their own DNA. During a simulation, Owen comes uncovers the existence of a powerful relic long considered a legend-the Trident of Eden. Now two secret organizations will stop at nothing to take possession of this artifact-the Brotherhood of Assassins and the Templar Order. It becomes clear the only way to save himself is to find the Trident first. Under the guidance of Monroe, Owen and a group of other teenagers go into a memory they all share within their DNA: the 1863 Draft Riots in New York City. Owen and his companions will find themselves tested on the violent streets of New York, and their experiences in the past will have far-reaching consequences in the present.

## The Art of Assassin's Creed Valhalla

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

## Warrior Bronze (Gods and Warriors Book 5)

*Penguin UK* Michelle Paver's superb **Bronze Age** epic reaches its dramatic, spine-tingling conclusion. Hylas and Pirra return to Akea for their final confrontation with their arch-enemies, the Crows. They must recover the dagger of Koronos if they are to end the warriors' brutal rule. Only if old and new friends join forces can they hope to triumph - but the price of victory may be higher than either Hylas or Pirra has dreamed . . .

## Love in Unity Springs

## Christmas in Unity Springs

♥ ♥ ♥ "It was like stepping into a Hallmark Christmas Romance... Just what you want for a cold winter's night." ♥ ♥ ♥  
 ☐☐☐♥☐☐☐ There's always something wonderful happening in a town as small as Unity Springs. Immerse yourself in a snowy wonderland filled with love and laughter this holiday season as Bestselling Author, JOSEPHINE BLAKE, crafts a **BRAND NEW SERIES** that will steal your heart and warm your soul.☐☐☐♥☐☐☐ **CHRISTMAS IN UNITY SPRINGS INCLUDES: Yours at Yuletide Second Chance Santa Mistletoe Miracles Candy-Cane Kisses**