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 Free the Darkness

Assassin S Creed Renaissance

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JOHNNY STEVENS

[Assassins Creed Renaissance](#) Fantasio.us

In the English countryside, a former Special Forces officer must go undercover in a high stakes game . . . but he might not make it out alive. Someone is luring men from the streets to play a mysterious, high stakes game in the English countryside. Former Special Forces officer David Shelley will go undercover to shut it down-but this might be a game he can't win. BookShots Lightning-fast stories by James Patterson Novels you can devour in a few hours Impossible to stop reading All original content from James Patterson [Shadow Raiders](#) Ubisoft

In eleven years time, a million members of an alien race will arrive at Earth. Years before they enter orbit, their approach will be announced by the flare of a thousand flames in the sky, their ships' huge engines burning hard to slow them from the vast speeds needed to cross interstellar

space. These foreboding lights will shine in our night sky like new stars, getting ever brighter until they outshine even the sun, casting ominous shadows and banishing the night until they suddenly blink out. Their technology is vastly superior to ours, and they know they cannot possibly lose the coming conflict. But they, like us, have found no answer to the destructive force of the atom, and they have no intention of facing the onslaught of our primitive nuclear arsenal, or the devastation it would wreak on the planet they crave. So they have flung out an advanced party in front of them, hidden within one of the countless asteroids randomly roaming the void. They do not want us, they want our planet. Their Agents are arriving. "Fear the Sky is a brutal and powerful rendering of what would really happen if a race capable of interstellar travel set its sights on taking our planet from us. Book 1 in The Fear Saga sees very human protagonists pitted against an interesting and three-dimensional alien culture. It is as enjoyable as it is frightening." Reviewer - Chronicles Science Fiction Fantasy Community "Sometimes even a superior foe is worth fighting. Fear the Sky is an explosive story filled with awesome tech: from the best of today's military machines to the worst of tomorrow's death dealers." Reviewer - SyFy

The Ming Storm Simon and Schuster

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

[Assassin's Creed: Reflections #1](#) National Geographic Books

When Owen uses an Animus-- a device that allows him to explore the genetic memories in his DNA-- to try to clear his late father's name, he uncovers the existence of an ancient and powerful relic that has two secret organizations after him and the artifact.

[Hunted](#) Scholastic UK

Assassin's Creed: Forsaken is the latest thrilling novelisation by Oliver Bowden based on the phenomenally successful game series. '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 no family, 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. The world of the Assassin's has become far more lethal than ever before. Assassin's Creed: Forsaken is based on the phenomenally successful gaming series. Fans of the game will love these stories. Other titles in the series include Assassin's Creed: Renaissance, Assassin's Creed: Brotherhood, Assassin's Creed: The Secret Crusade, and Assassin's Creed: Revelations. Oliver Bowden is the pen-name of an acclaimed novelist.

Assassin's Creed: Heresy Tor Books

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

[The Immunity Code](#) Bragelonne

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' *****

Assassin's Creed: Conspiracies #1 Ateneo

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

Assassin's Creed IV Black Flag National Geographic Books

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 Ubisoft

In this novel based on the Assassin's Creed™ video game series, 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. An Original Novel Based on the Multiplatinum Video Game from Ubisoft
Renaissance Astra Publishing House

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 Altaïr, 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.

Assassin's Creed: The Secret Crusade Titan Comics

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 Niccolò Machiavello—knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change—fighting for freedom and justice. To his enemies, he will become a threat dedicated to the destruction of the tyrants abusing the people of Italy. So begins an epic story of power, revenge and conspiracy... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Assassin's Creed Odyssey Insight Editions

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.

The Renaissance in Rome Arcadia Publishing

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

The Montefeltro Conspiracy Penguin UK

A brutal murder, a nefarious plot, a coded letter. After five hundred years, the most notorious

mystery of the Renaissance is finally solved. The Italian Renaissance is remembered as much for intrigue as it is for art, with papal politics and infighting among Italy’s many city-states providing the grist for Machiavelli’s classic work on take-no-prisoners politics, The Prince. The attempted assassination of the Medici brothers in the Duomo in Florence in 1478 is one of the best-known examples of the machinations endemic to the age. While the assailants were the Medici’s rivals, the Pazzi family, questions have always lingered about who really orchestrated the attack, which has come to be known as the Pazzi Conspiracy. More than five hundred years later, Marcello Simonetta, working in a private archive in Italy, stumbled upon a coded letter written by Federico da Montefeltro, the Duke of Urbino, to Pope Sixtus IV. Using a codebook written by his own ancestor to crack its secrets, Simonetta unearthed proof of an all-out power grab by the Pope for control of Florence. Montefeltro, long believed to be a close friend of Lorenzo de Medici, was in fact conspiring with the Pope to unseat the Medici and put the more malleable Pazzi in their place. In The Montefeltro Conspiracy, Simonetta unravels this plot, showing not only how the plot came together but how its failure (only one of the Medici brothers, Giuliano, was killed; Lorenzo survived) changed the course of Italian and papal history for generations. In the course of his gripping narrative, we encounter the period’s most colorful characters, relive its tumultuous politics, and discover that two famous paintings, including one in the Sistine Chapel, contain the Medici’s astounding revenge.

Assassin's Creed: The Essential Guide BookShots

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.

Renaissance Penguin

Assassin's Creed: Brotherhood is the thrilling novelisation by Oliver Bowden based on the game series. '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... Assassin's Creed: Brotherhood is based on the phenomenally successful gaming series. Fans of the game will love these stories. Other titles in the series include Assassin's Creed: Renaissance, Assassin's Creed: Forsaken, Assassin's Creed: The Secret Crusade, and Assassin's Creed: Revelations. Oliver Bowden is the pen-name of an acclaimed novelist.

Assassin's Creed: Renaissance National Geographic Books

Delve into the world of Ubisoft’s latest installment in the acclaimed Assassin’s Creed® series with this fascinating glimpse of one of history’s most storied legends: Edward Thatch, otherwise known as the infamous pirate captain Blackbeard. Few moments in history have proven as timelessly fascinating as the lawless Golden Age of Piracy, which was largely played out in the Caribbean of the sixteenth and early seventeenth centuries. In this time of rebellion, fortune, intrigue, and adventure, Blackbeard stands as one of the most fearsome captains to have ever sailed the seas. Now, as the latest historical figure to take center stage in the Assassin’s Creed® franchise, Blackbeard joins the ranks of Edward Kenway—father of Haytham Kenway and grandfather of Connor—as they navigate troubled island waters and carve out their destinies. Thoughtfully crafted to resemble an authentic pirate artifact, this illustrated journal delivers a unique insider’s view into the world of the game through fascinating entries that provide a firsthand account of the day-to-day lives of the characters. This one-of-a-kind graphic novel — featuring beautifully etched illustrations and portraits, a wanted poster, removable Letter of Marque, torn pages ripped out by Blackbeard himself, and more — brings the bold worlds of Blackbeard and Kenway strikingly to life.
Assassin's Creed: Atlas Penguin UK

Trahi par les familles dirigeantes d'Italie, un jeune homme se lance dans une épique quête de vengeance. Afin d'éliminer la corruption et de rétablir l'honneur des siens, il deviendra un assassin. Il fera appel à la sagesse de grands esprits comme Léonard de Vinci ou Nicolas Machiavel, car il sait que sa survie dépend des dons qu'il doit développer. Aux yeux de ses alliés, il représente le

changement car il combat pour la liberté et la justice. Mais ses ennemis le considèrent comme la pire des menaces car il a voué son existence à la destruction des tyrans qui oppriment le peuple d'Italie. Ainsi commence une histoire de pouvoir, de vengeance et de conspiration.

Reckoning of Fallen Gods Penguin UK

Probes the basic attitudes, the underlying values and the core convictions that Rome's intellectuals and artists experienced, lived for, and believed in from Pope Eugenius IV's reign to the Eternal City in 1443 to the sacking of 1527.

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