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BRYANT STARK

Heresy. Assassin's Creed Dark Horse Comics

After she is restored to her human form by an ancient relic wielded by Jim Raynor, a still-formidable Sarah Kerrigan unites zerg broods throughout the Koprulu sector in what is revealed to be a menacing new agenda.

The Ming Storm Del Rey

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.

Before the Storm (World of Warcraft) Simon and Schuster

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

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

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the

Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for Before the Storm "This is easily the best book in the World of Warcraft series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book."—Blizzard Watch

Assassin's Creed: Heresy - Special Edition Pandora

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.

The Eastern Kingdoms: Exploring Azeroth Dark Horse Comics

The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

Assassin's Creed: Conspiracies #1 Ubisoft

Discover the astonishing story of Seven of Nine—one of the most fascinating and unforgettable characters in Star Trek history. Once she was Annika Hansen, an innocent child assimilated by the fearsome, all-conquering Borg. Now she is Seven of Nine, a unique mixture of human biology and Borg technology. Cut off from the collective that has been her only reality for most of her existence, and forced to join the crew of the USS Voyager, she must come to grips with her surprising new environment—and her own lost individuality. Seven of Nine has already captured the imagination of fans all over the world. Now the most sensational new character of the twenty-fourth century stars in her first full-length novel. Resistance is futile.

Assassin's Creed Valhalla: Song of Glory Michael Joseph

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} 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 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

Warcraft Official Movie Novelization Del Rey

The national bestseller and direct tie-in to the new game expansion pack Warlords of Draenor—a thrilling novel set in the universe of the record-breaking, internationally bestselling video game World of Warcraft! The brutal siege of Orgrimmar is over. Alliance and Horde forces have stripped Garrosh Hellscream, one of the most reviled figures on Azeroth, of his title as warchief. His thirst for conquest devastated cities, nearly tore the Horde apart, and destroyed countless lives. Now, on the legendary continent of Pandaria, he will stand trial for his transgressions. Renowned leaders from across the world have gathered to witness this historic event. As the trial unfolds, agents of the bronze dragonflight present shocking visions of Garrosh's atrocities. For many of those in attendance, these glimpses into history force them to relive painful memories and even question their own innocence or guilt. For others, the chilling details stoke the flames of their hatred. Unbeknownst to anyone, shadowy forces are at work on Azeroth, threatening not only the court's ability to mete out justice...but also the lives of everyone at the trial. © 2015 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries.

Assassin's Creed: Origins (complete collection) Titan Books (US, CA)

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Alone in a strange world and torn by grief, a vampire accepts the hospitality of the local lord. But can the vampire trust him once he discovers the land's dark connection to his own quest for revenge? From the Trade Paperback edition.

The Art of Assassin's Creed Valhalla Deluxe Edition Wizards of the Coast

The official prequel novel to the Xbox 360 videogame, Fable:™ The Journey It's been almost a decade since the events of Fable 3, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope. . . . that somewhere, somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, Fable, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

Sylvanas (World of Warcraft) Lucas Books

Konflikt bez końca. Stary grzech. Nowe objawienie. Simon Hathaway, członek Wewnętrznego Sanktuarium Zakonu Templariuszy, staje na czele wydziału Badań Historycznych Abstergo Industries, wnosząc do nowej pracy swoje analityczne podejście i chłodne spojrzenie. Ale Simon jest także głodny wiedzy i zafascynowany możliwością bezpośredniego doświadczenia historii poprzez wspomnienia swojego przodka, Gabriela Laxarta, który walczył ramię w ramię z legendarną Joanną d'Arc. Kiedy zaczyna korzystać z nowego modelu Animusa, odkrywa fakty, na które nie był przygotowany: dowiadyuje się, jak głęboko sięgają źródła konfliktu templariuszy i asasynów, a także jak wiele gotów był zrobić jego przodek dla ukochanej kobiety. Poznając dawne tajemnice, Simon musi zmierzyć się z odpowiedzią na niebezpieczne pytanie: kto tak naprawdę jest heretykiem, a kto prawowiernym wyznawcą?

My Name Is Viktoria Titan Books (US, CA)

From New York Times bestselling author Christie Golden comes an original story 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. This premium hardcover edition features exclusive art sketches and behind the scenes interviews, as well as a special code to unlock Assassin's Creed rewards through Ubisoft Club's loyalty program. 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. What Gabriel will do for the woman he both loves and reveres. And the most dangerous truth of all: Who is the heretic...and who is the true believer.

Seven of Nine Del Rey

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.

An Assassin's Creed Novel Titan Comics

In the 28th century, Valerian (Dane DeHaan) and Laureline (Cara Delevingne) are a team of special operatives charged with maintaining order throughout the human territories. Under assignment from the Minister of Defense, the two embark on a mission to the astonishing city of Alpha—an ever-expanding metropolis where species from all over the universe have converged over centuries to share knowledge, intelligence and cultures with each other. There is a mystery at the center of Alpha, a dark force which threatens the peaceful existence of the City of a Thousand

Planets, and Valerian and Laureline must race to identify the marauding menace and safeguard not just Alpha, but the future of the universe.

Black Flag Del Rey

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.

World of Warcraft Simon and Schuster

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Splymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, Exploring Azeroth: The Eastern Kingdoms is your first step on a truly remarkable journey across the beloved lands of Azeroth

Assassin's Creed: The Official Movie Novelization Penguin

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 Unity Michael Joseph

An immersive introduction to the dystopian world of ARKTIKA.1, the upcoming VR videogame from the developers of Metro 2033, Metro: Last Light, Metro Redux, and the upcoming Metro Exodus. Viktoria can barely remember life before 2081. It's painful to think of the time before the Great Freeze, when humanity finally paid its due for plundering the earth, plunging the world into frigid cold, scarcity, and decay. Yet humanity has found a way to carry on. The remnants of civilization persist in settlements like ARKTIKA.1, where Vika tends to survivors with her Mamochka and Papochka, protecting their fledgling colony from the threat that lurks in the snows. The yaga—vicious, deformed cannibals made monstrous by disease—prey on the surviving communities, spreading their affliction as they go. And Vika's parents are the only scientists left who can stop the contagion. Called upon by the Citadel Security defense corporation, Vika's family makes their way to a research facility near the Equator. Only there, with mercenary protection and superior laboratory equipment, can the two scientists hope to make the discoveries that might protect ARKTIKA.1. But when shots ring out through the cold, their research expedition becomes a mad dash for survival. Because saving the world means nothing if they can't save their daughter.

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