

Assassins Creed Encyclopedia Second Edition

From the acclaimed author of *The Information and Chaos*, a mind-bending exploration of time travel: its subversive origins, its evolution in literature and science, and its influence on our understanding of time itself. An introduction to the basic concepts of game design, focusing on techniques used in commercial game production. This textbook by a well-known game designer introduces the basics of game design, covering tools and techniques used by practitioners in commercial game production. It presents a model for analyzing game design in terms of three interconnected levels—mechanics and systems, gameplay, and player experience—and explains how novice game designers can use these three levels as a framework to guide their design process. The text is notable for emphasizing models and vocabulary used in industry practice and focusing on the design of games as dynamic systems of gameplay. The book first introduces the core model and framework for analyzing and designing games. It then discusses the three levels in detail, explaining player experience and identifying design goals; introducing low-level structural analysis of gameplay in terms of basic mechanics; describing how mechanics build up into systems; and presenting concepts for understanding gameplay, defined as the dynamic behavior of players when they interact with mechanics and systems. Finally, the book offers students advice on creating game

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prototypes using an iterative, user-centered process. Each chapter offers a set of exercises for individuals and design challenges for groups.

1526 AD—China is ruled by the Great Ming Empire.

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

Assassin's Creed 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

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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.

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

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. 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. This deluxe edition includes:

- An exclusive cover
- A decorative slipcase
- A gallery-quality lithograph print

Ubisoft and Dark Horse Books offer this enticing collection of art and commentary that is sure to attract returning fans and

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newcomers alike.

Every significant Marvel Comics character, location, weapon, gadget, and vehicle: one ultimate encyclopedia. Packed full of incredible facts and stunning images, this authoritative encyclopedia contains more than 650 entries and features a foreword by the legendary comic book writer Roy Thomas. All of Marvel's iconic super heroes and villains are here, from Captain Marvel to Corvus Glaive and Iron Man to Gwenpool. Amazing vehicles are examined, such as the Avengers' Quinjets and S.H.I.E.L.D.'s Helicarriers. Magical artifacts, including Thor's hammer Mjolnir, are analysed and extraordinary locations, such as Wakanda and Asgard, are explored. Advanced technology is explained, including Iron Man's incredible armor, and key events in the Marvel Comics universe are richly unpacked.

Ultimate Marvel is an ideal go-to resource for enthusiasts who wish to brush up on their Marvel knowledge, and for a new generation of fans eager to start delving into the world of Marvel comics. © 2017 MARVEL

This comprehensive guide to the Star Wars series of films follows on from the re-release of the first three films. Everything from the smugglers' spaceport on Abregado-Rae and technical explanations of the Millennium Falcon's acceleration compensator is covered.

Boldly go and explore the ally and enemy ships encountered by the Federation in the Alpha and Beta Quadrants in the newest Star Trek Shipyards book. Hero Collector's popular Star Trek Shipyards series continues with detailed looks at ships from the Alpha and Beta Quadrants as seen in Star

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Trek: The Next Generation, Star Trek: The Original Series, and Star Trek: Deep Space Nine. First up? Ships of the Breen, Cardassians, and those pesky Ferengi. Each featured ship is profiled with technical details, in-universe operational history, and illustrated with plan-view CG renders, wherever possible utilizing the original VFX models created for the Star Trek shows and features from across the franchise's remarkable 55 years. This volume includes more than 40 ships, including the Anaxar cargo vessel, the Breen Warship, the Cardassian Bok'Nor, Cardassian military freighter, the Ferengi shuttle, the Gorn warship, the Husnok warship and the Jem'Hadar battlecruiser.

A full-colour hardcover companion tome that offers a look behind the scenes as the iconic online fantasy RPG celebrates its 20th birthday! In 2001, RuneScape transformed the world of MMORPGs with a magical world that was free-to-play in your browser. Assuming any number of fantasy roles, players carved their own adventures in a fantasy land filled with vibrant characters, daring adventure and mystery. In an industry where success can often be short lived, RuneScape has defied the odds by not just surviving, but thriving over an incredible two decades. Now you can get an insider's look at the tremendous talent and enormous effort that went into creating the land of Gielinor and the magical races who inhabit it. Jagex and Dark Horse present a guide to the history of the RuneScape franchise, exploring the detailed tapestry of RuneScape and Old School RuneScape through exciting and exclusive art and behind the scenes interviews! Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into the otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering

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edges of the Slayer's arsenal and armor. Dissect the chaotic viscera of Hell's soldiers and lords - all in gloriously designed full color images straight from the files of the game's artists themselves!

"From the City of New Angeles to the colony Heinlein on the Moon, the World of Android is a futuristic world like no other. This volume highlights the intricate designs of each character from the game itself. In addition, dive into the art of each locale and world, as well as each threat and gadget noted in the game!"--

Assassin's Creed: The Essential Guide Titan Books (US, CA)
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.

An exclusive art book published to coincide with the much-anticipated release of Assassin's Creed III. Initially launched in 2007, the first four Assassin's Creed games have sold more than 38 million units worldwide, and the franchise is

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now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more. Assassin's Creed III sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately detailed environments and finely-honed and evocative historical reimaginations, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed III promises to be the biggest and best yet. Highlights in the game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio.

Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In *How to Talk about Videogames*, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, *Mirror's Edge*, Mario Kart, *Scribblenauts*, Ms. Pac-Man, *FarmVille*, *Candy Crush Saga*, *Bully*, *Medal of Honor*, *Madden NFL*, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do

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something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study." 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

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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.

An in-depth special edition covering all 7 seasons of the fan-favorite, award-winning animated program.

The magazine features behind-the-scenes interviews, character profiles, a detailed episode guide, and synopses for all the episodes, all lavishly illustrated with imagery from the Lucasfilm Image Archives and final frames.

The second volume of the epic new Assassin's Creed adventure, set in the Vietnam War! Tomo, one of the youngest members of the Japanese Assassin cell, has uncovered a conspiracy. In this thrilling sequel, what secrets will Tomo uncover in his ancestor's memories? What horrific experiments took place secretly during the Vietnam War?

Representing a unique reference tool for readers interested in history, criminology, or terrorism, this book provides the most complete and up-to-date coverage of assassinations of key figures throughout history and around the world. • Provides timely content about past assassinations that will enable students to better understand historical and contemporary social unrest • Introduces new information and theories on historic cases of assassination that in some cases afford novel interpretations of "what really happened" •

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Establishes the links between famous or notorious social movements and political assassinations, underscoring how an individual or a small group can be motivated to commit an act of violence by the climate of their society • Includes more than 20 primary source documents that provide accounts of assassinations in world history as well as numerous sidebars that augment the reading experience with interesting discussions of individuals, groups, movements, or events related to important assassinations

Smackdown with over 1,000 WWE superstars Experience the excitement of WWE with WWE 50, the definitive slam-by-slam look at the worldwide wrestling phenomenon. Get detailed histories on all your favourite wrestlers from the 60s and 70s right up to today's WWE stars and on the great partnerships, tag teams and stables from WWE history. From the Hardcore Champion to the World Heavyweight title holder and from the Survivor Series to the grand spectacle of Wrestlemania, WWE 50 covers it all. Plus, you'll have the facts at your fingertips on all of WWE's movies, video games and music. WWE 50 is the ultimate wrestling experience, so step into the ring and get up close and personal with the superstars of WWE.

Making-of art book: Beautiful artwork and renders reveal the dawning of Altair. Interviews: Revealing interviews with Jade Raymond and key members of

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every team. Lithograph: A high-quality lithograph of a stunning rendered scene. High-quality Packaging: Hardcover package with stunning artwork from the team on the cover. Clean box art: Prima's one-sheet will fall away when the shrinkwrap is removed, leaving pristine art, unmarred by logos, barcodes, or taglines.

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. 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.

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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. Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms When Desmond Miles is called away on an urgent mission, he entrusts fellow Assassin Jonathan Hawk with File 24. Hawk sets out to search for the Scepter

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of Isis – a powerful ancient artifact, lost in time. Through his Assassin ancestor, El Cakr, Hawk travels to Egypt in 1257, where the Scepter lies in the hands of the new Sultan. Pursued in the present by the formidable Templar agent Vernon Hest, Hawk finds himself in a race against time...throughout time. The first of three fantastic new albums in the second cycle of Assassin's Creed graphic novels from Ubisoft's Les Deux Royaumes, published for the first time in the English language, Assassin's Creed: Hawk is the continuation to the exciting, fast-paced Assassin's Creed comic series, featuring an all-new Assassin in an all-new era!

NATIONAL BESTSELLER Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In *Blood, Sweat, and Pixels*, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, *Blood, Sweat, and Pixels* reveals how bringing any game to completion is more than Sisyphean—it's nothing short of

miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build *Dragon Age: Inquisition*; indie developer Eric Barone's single-handed efforts to grow country-life RPG *Stardew Valley* from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create *Destiny*, a brand new universe that they hoped would become as iconic as *Star Wars* and *Lord of the Rings*—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, *Blood, Sweat, and Pixels* is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

The Art of Splatoon contains 320 incredible pages of artwork, including 2D and 3D illustrations of your favorite characters, maps, concept art, weapon and gear design, storyboards, sketches, hand-drawn comics . . . and that's only an inkling of what's inside. We're not squidding around: this is a must have for all fans of *Splatoon*! Character illustrations! Concept art! Behind the scenes notes! All the content that splatters most!

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The World of Tom Clancy's The Division is the meticulously crafted result of a partnership between Dark Horse books and Ubisoft Entertainment, offering readers a unique insight into the chaotic and dangerous world of the hit games. This limited-edition package includes:

- "Tactical" clamshell case with light-up "SHD Tech" icon.
- Exclusive cloth poster.
- Exclusive "dossier" cover.
- 192 Page The World of Tom Clancy's The Division Hardcover book that will bring readers into the ravaged streets of New York City and Washington DC as seen in Ubisoft's record-breaking videogame series! Will be Limited to 2,500 copies. Don't miss this opportunity to learn all there is to know about the tactical methods, the high-tech tools, and the all-important mission of the Division!

Updated for the first time in a decade, a deluxe, three-volume encyclopedia covers the entire Star Wars universe, including everything having to do with the six films, radio dramas, books, comics, video games, and more, with information on the characters, production, special effects, chronology, and the like, all enhanced with full-color illustrations. 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.

Over 250 pages of concept art and developer

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commentary compiled in a fascinating and vibrant hardcover volume! Return to the enchanted world of Luxendarc with a collection of art that celebrates another critically revered entry in the BRAVELY series! Enjoy in-depth commentary from the creative team, and explore detailed concept art from the ethereal sequel to BRAVELY DEFAULT. Dark Horse Books is proud to collaborate with Square Enix to present The Art of BRAVELY SECOND: END LAYER, published in English for the first time! This localization of the original Japanese text features gorgeous concept art and extensive commentary from the team behind BRAVELY SECOND. The second of two-volumes, this collection intimately explores the concepts and creativity from the next chapter in the fan-favorite BRAVELY series!

Even now, at the age of 82, Iris lives in the shadow cast by her younger sister Laura. Now poor and trying to cope with a failing body, Iris reflects on her far from exemplary life, in particular the events surrounding her sister's tragic death and the novel which earned her such notoriety.

The perfect companion guide to the WWE Universe. Exciting page-by-page profiles of more than 200 WWE Superstars packed with facts, trivia, and behind-the-scenes information. This unmissable new edition has been compiled from scratch, with brand new text throughout. Did you know that John Cena's championship reigns have lasted at total of 1339

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days or that Roman Reigns defeated legendary Superstar, Undertaker, at WrestleMania 33, ending the superstar's illustrious in-ring career? Fans will be thrilled by profiles of popular competitors from RAW, SmackDown, and NXT including John Cena, Charlotte Flair, The Rock, Andre the Giant, Sasha Banks, and many more. Every single entry has bold photographs, action shots, and all the essential information about your favourite Superstars. Discover super stats and in-ring action in this ideal gift for every WWE fan. Previous edition ISBN 9781465431240 TM & 2018 WWE. All Rights Reserved.

Explore the vibrant island of Yara, a nation trapped in time. Dark Horse Books and Ubisoft have joined forces to create The Art of Far Cry 6, a beautiful volume that is perfect for any fan of the Far Cry adventures. Welcome to Yara. Viva Libertad! Become a living legend with this Collector's Edition guide from Prima Games! Assassin's Creed® Odyssey Map Poster: All of the major cities and key locations called out on an easy to reference poster. Art and Gallery Concepts: Game images and art concepts provide a visual narrative of the Assassin's Creed® Odyssey development team's artful recreation of Ancient Greece. A Message For Fans: This Collector's Edition guide features a foreword written by Jonathan Dumont, the Creative Director of Assassin's Creed® Odyssey. Epic Odyssey: Embark

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on your journey and follow the main story campaign as you uncover the truth about your family. We help guide you through Ancient Greece where your choices and their consequences impact your story during this epic journey. Odyssey Atlas: Detailed maps that identify points of interest, rare treasures, and other important locations throughout Ancient Greece. Much More! Special Abilities and naval combat upgrades, engraving information, playstyle tips, and a lot more! Digital Bonus: Unlock your digital version of this guide with the free code included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

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

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Civilisation -Technology and Weapons -Historical Settings and Locations -The Present day storyline

New and expanded, this lavishly illustrated, jam-packed encyclopedia covers more than 1,200 of the classic DC characters, including Batman, the Flash, Aquaman, Wonder Woman and many more, created by comics giant DC. The DC Comics Encyclopedia is a true essential for any comic book fan and a vital addition to every DC fan's shelf. Explore fascinating, extensive coverage of your favourite DC heroes, and catch up with the most infamous bad guys from blockbuster films including Suicide Squad and Batman v. Superman: Dawn of Justice. Exciting special features celebrate some of the DC heroes and villains' vehicles and weaponry, their titanic clashes and romantic encounters. From birth to Rebirth, The DC Comics Encyclopedia is fully up-to-date with the latest earth-shaking DC developments. With a brand new cover designed by Carlo Pagulayan, one of the world's pre-eminent comic book artists, and thrilling comic artwork, the fun and excitement of more than 75 years of comics history explodes off every page! Experience the DC Comics Universe like never before with The DC Comics Encyclopedia. Previous edition ISBN 9781405328913 TM & © DC Comics.

Knight Assassin by Rima Jean Seventeen-year-old Zayn has special powers she cannot control—powers that others fear and covet. Powers that cause the

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Templar Knights to burn Zayn's mother at the stake for witchcraft. When a mysterious stranger tempts Zayn to become the first female member of the heretical Assassins, the chance to seek her revenge lures her in. She trains to harness her supernatural strength and agility, and then enters the King of Jerusalem's court in disguise with the assignment to assassinate Guy de Molay, her mother's condemner. But once there, she discovers Earic Goodwin, the childhood friend who still holds her heart, among the knights—and his ocean-blue eyes don't miss a thing. Will vengeance be worth the life of the one love she has left?

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