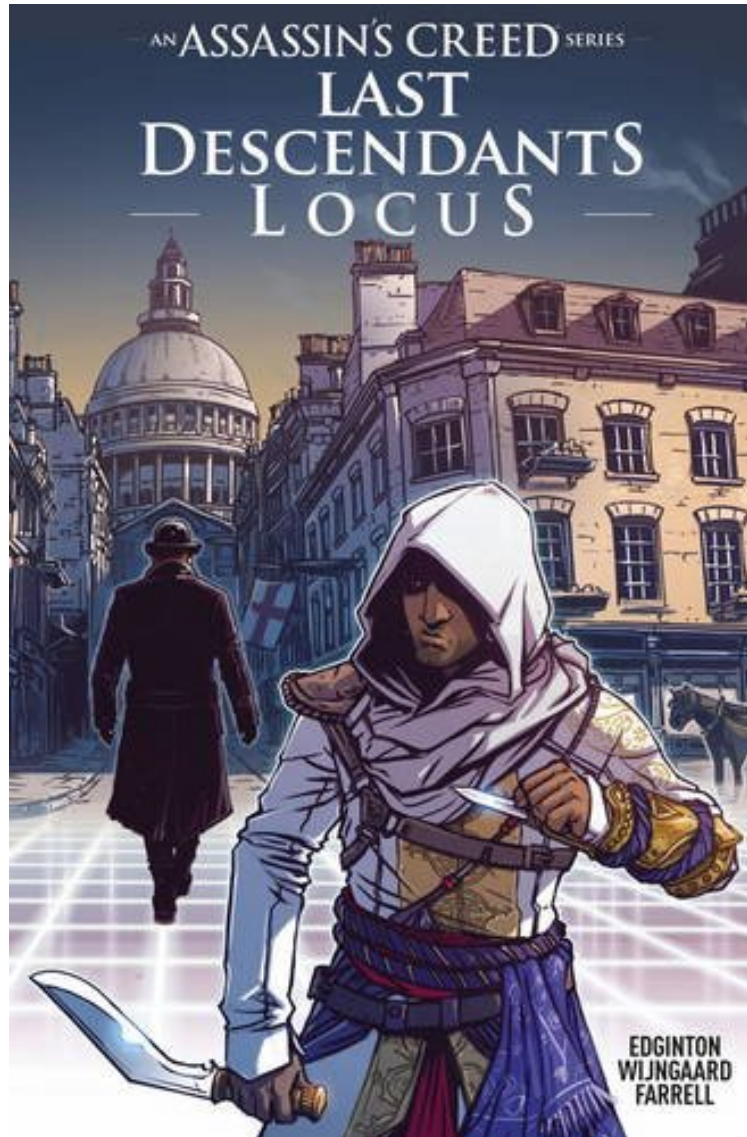


[Get free] Assassin's Creed: LOCUS

Assassin's Creed: LOCUS

Ian Edginton

*ePub | *DOC | audiobook | ebooks | Download PDF*



[Download](#)

[Read Online](#)

#589727 in Books TITAN 2017-05-09 2017-05-09 Original language: English 10.20 x .20 x 6.80l, .81 #File Name: 1782763139112 pages TITAN | File size: 77.Mb

Ian Edginton : Assassin's Creed: LOCUS before purchasing it in order to gauge whether or not it would be worth my time, and all praised Assassin's Creed: LOCUS:

0 of 0 people found the following review helpful. A cool side story to the main YA books By scikaiju A graphic novel that takes place between the two books of the main series, The Last Descendants and Tomb of the Khan. Primarily follows Sean, a teenage boy recently confined to a wheelchair, as he goes through the memories of an ancestor of his, Tommy Greyling a former beat cop who's now, as of this story, a Pinkerton Agent. There's an article at the end that

describes exactly what the agency was. The main thrust of the story is Tommy headed to London on the trail of a killer who took something precursor related. Along the way he's helped by Mark Twain, not exactly sure why he became part of the story, and Inspector Abberline. The latter of which brings in two friends of his Henry Green and Evie Fry of Assassin's Creed Syndicate fame. No Jacob, but after having played Syndicate there's a chance he might have caused a bigger mess lol. A small note, this takes place after the game and there is a certain spoiler about a particular relationship inside. The story itself is decent, Henry and Evie play a more secondary role here as Tommy is the focus. Also in the present his friends worry Sean may be using the animus a bit too much since he can "walk" again while in there. While they could have done something similar in the novels proper it is nice they gave that story a bit to breathe on its own. Art is alright. Skimming through it I had a hard time telling Evie apart from the villain of the piece but sitting down and reading it proper I was finally able to tell them apart. Although Evie looks a bit younger here than she does in the game, but that could just be the styles of the different mediums. If you're an Assassin's Creed fan, or even enjoyed the book this is spun off from, I'd say pick it up. 0 of 0 people found the following review helpful. GREAT By ofer GREAT 0 of 0 people found the following review helpful. so I highly recommend it to teens and older. By SciFiChick LOCUS ties in to the young adult The Last Descendants mini-series from Scholastic by Matthew J. Kirby. This story focuses solely on the Templars investigation, using young Sean to get the details about Tommy Greyling a Pinkerton agent in Victorian London. This standalone story is a fast-paced and exciting story for fans of the series. It's not absolutely necessary to have read the Last Descendants series (books 1 and 2 are out now) to get to know the modern day characters, as the story focuses mostly on the Victorian quest. But I'm really enjoying the series, so I highly recommend it to teens and older. They are quick and easy reads with a great twist. And this graphic novel installment is another exciting story and some fun interactions with a historical figure.

The collection of the young adult mini-series that revisits the streets of Victorian London and tie-ins with the Scholastic Young Adult Novels, The Last Descendants! Tommy Greyling has travelled to London in search of a murderer - and a secret! Teaming up with the Assassins Evie Frye and Henry Green, he sets out on a quest to uncover the mystery that has changed the world! Ties-in with the Scholastic Young Adult Novel series, launching August 2016. Features the characters Evie Frye and Henry Green, stars of the 2015 Assassin's Creed game, Syndicate! Brand new story in the ever-popular setting of Victorian London!

"a fast-paced and exciting story" - SciFiChick About the Author Ian Edginton is a British comic book writer, known for his work on such titles as X-Force, Scarlet Traces, H. G. Wells' The War of the Worlds and Leviathan. He is also known for his steampunk/alternate history work (often with the artist D'Israeli) and is the co-creator of Scarlet Traces, a sequel to H. G. Wells' The War of the Worlds, which they later went on to adapt in turn, and The Great Game, a sequel to Scarlet Traces. For 2000 AD he has written Leviathan, Stickleback and, with art by Steve Yeowell, The Red Seas as well as one-off serials such as American Gothic (2005). Caspar Wijngaard is the wunderkind artist of the comics scene, with his art in his first full length graphic novel, Limbo, praised as being an example of kinetic, dynamic energy infused with a noir-pulp aesthetic. Triona Farrell is an Ireland-based colourist who earned her stripes in the Jordie Bellarrie internship programme and has gone from strength to strength. Her vibrant colours perfectly complement the art of everything she works on.