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# Diablo Iii Book Of Cain

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Legacy of Blood

Stories

How Two Blizzards Unleashed Diablo and Forged a Video-Game Empire

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## STEWART DILLON

Legacy of Blood Insight  
Editions

Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in an eternal conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of man. Three thousand years before the darkening of Tristram, Uldyssian, son of Diomedes, was a simple farmer from the village of Seram. Content with his quiet, idyllic life, Uldyssian is shocked as dark events rapidly unfold around him. Mistakenly blamed for the grisly murders of two traveling missionaries, Uldyssian is forced to flee his homeland and set out on a perilous quest to redeem his good name. To his horror, he has begun to manifest strange new powers -- powers no

mortal man has ever dreamed of. Now, Uldyssian must grapple with the energies building within him -- lest they consume the last vestiges of his humanity.

*Stories* Insight Editions  
An original e-novella based on the bestselling video game! Morbed is a thief and a survivor, and his skills in both roles are about to be put to the ultimate test. Joining together with a wizard, a druid, a necromancer, and a crusader, Morbed has arrived at a remote island to track down an elusive vagabond and reclaim valuable items pilfered from the city of Westmarch. But there is something loose on the island, something that has killed and is very close to killing again. In order to leave the island alive, Morbed will be forced to confront not only the terrifying creature that stalks the forests, but the darkest corners of his own spirit as well.

**How Two Blizzards  
Unleashed Diablo and  
Forged a Video-Game  
Empire** Simon and  
Schuster

This spectacular pop-up book from paper engineers David Hawcock and Becca Zerkin forms the perfect guide to the world of AMC's The

Walking Dead. Filled with eye-catchingly gory pops, the book takes the reader through some of the most iconic moments from the hugely popular series. The book features five spreads, each with its own central pop that depicts a key element from the show, such as the prison where the survivors found refuge before being attacked by the Governor or the Walker known as "Bicycle Girl" reaching out at the reader. Each spread also includes several smaller pops depicting other memorable elements from The Walking Dead, such as the Governor's "man cave" (including his unique aquarium complete with severed heads), the Well Walker, and much, much more.

**Diablo: Moon of the  
Spider** Brady

Enter the tavern, take your seat by the fire, and tuck into The Hearthstone Pop-Up Book, a celebration of Blizzard Entertainment's acclaimed collectible card game. Embark on an exhilarating journey into the world of Blizzard Entertainment's Hearthstone. Take your place alongside the nine major heroes, engage in a stunning arena battle, and enjoy a charming story

told with the game's signature wit and whimsy. Unfold each page to reveal a spectacular central pop accompanied by booklets of smaller pops. The Hearthstone Pop-Up Book is a marvel of creativity and paper engineering—and a must-have for Hearthstone fans everywhere. About the game: Hearthstone® is a fast-paced digital strategy card game in which players sling spells, summon minions, and wield powerful weapons to do battle with their opponent. Featuring familiar characters from the Warcraft® universe, Hearthstone has won over legions of fans with its compelling gameplay and lively style.

#### Diablo III: Book of Tyrael

Simon and Schuster

In Hearthstone: Heroes of Warcraft, card-wielding players sling spells and summon creatures to do battle in an epic online arena. From Blizzard Entertainment, the developer of World of Warcraft, this digital card game has won over legions of fans with its fast-paced and deceptively simple gameplay. This finely crafted journal features a selection of the imaginative artwork from the game and is perfect

for drafting strategies, creating deck lists, and taking notes as you move up the ranks—smiting foes and collecting cards along the way.

#### **The Diablo: The Kingdom of Shadow**

Pocket Books

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed....

Legend speaks of a long-dead city known as Ureh, thought by many to have been a gateway to the High Heavens. It is believed that every two thousand years, when the stars align and the shadow of Mount Nymyr falls upon the ruins, Ureh is reborn -- and all its lost riches are revealed to those brave enough to seek them out. Now, after a lifetime of research and intense calculation, the Vizjerei sorcerer, Quov Tsin, has come to witness Ureh's rebirth for himself. But that which awaits Tsin and his hired band of mercenaries is nothing like what they expected. They will find that the dream of radiant Ureh is,

in fact, a twisted nightmare of horror -- one that will draw them inexorably into The Kingdom of Shadow An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

#### Game of Thrones

HarperCollins

People of the Dark is a collection of stories by Robert E. Howard that includes: "The Black Stone", "Children of the Night", "The Dark Man", "The Footfalls Within", "Gods of Bal Sagoth", "Horror from the Mound", "Kings of the Night", "The Last Day", "People of the Dark", "The Song of the Mad Minstrel", and "The Thing on the Roof". The title story, "People of the Dark", is considered to be part of the Cthulhu Mythos. It was first published in Strange Tales, June 1932.

#### Diablo III Signature Series Guide

Center Point

Go behind the scenes of HBO's global television phenomenon with Game of Thrones: The Storyboards - an official collection featuring striking storyboard art. Go behind the scenes of HBO's global television

phenomenon with Game of Thrones: The Storyboards - an official collection featuring striking storyboard art. In this exceptional art collection, Game of Thrones storyboard artist William Simpson shares the brilliant work that is an integral part of assembling each episode of the award-winning series. This gorgeous book features a unique behind-the-scenes look into pivotal moments and early conceptual art from Game of Thrones. Curated from Simpson's extensive archive, this revealing collection represents the exemplary artistic development involved in one of the most visually dynamic shows on television. Game of Thrones: The Storyboards is the definitive compendium of storyboards for this hit series and captures the impressive scope of its rich development and artistry. This unique collection is housed in a finely crafted, deluxe slipcase and is a must-have for all fans of this breathtaking show. Offerings Insight Editions From Blizzard Entertainment, the makers of critically acclaimed games such as Warcraft®, StarCraft®,

and Diablo® comes this exciting companion edition to Diablo III: Book of Cain, giving fans an in-depth look into the mind of Tyrael, a key character of the Diablo universe. One of the most exciting and visceral action role-playing games in recent memory, Diablo® has become a worldwide gaming phenomenon. Diablo III: Book of Tyrael takes fans even further into the universe with a detailed and beautifully crafted artifact that focuses on the renowned champion Tyrael. As a former archangel of the High Heavens, he ranks among the most important and influential characters in the Diablo franchise. Here, in this illustrated and comprehensive tome, he reveals never-before-known secrets about the history of the world, the dark threats that yet face mankind, and his decision to join the ranks of humanity as a mortal. Featuring stunning original art throughout, this beautifully illustrated follow-up to Diablo III: Book of Cain will also feature letters from Leah and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating

story for the members of the Horadrim.

Diablo: Demonsbane

Valancourt Books

Kojou Akatsuki lives on the artificial island of Itogami, and he has a secret: He's the "Fourth Primogenitor," the most powerful vampire in the world. He's carefully kept this dark knowledge from his family and friends, but one day, a beautiful girl named Yukina Himeragi appears before him and tells him that she knows who he really is--and that she's been sent to...kill him?!

Diablo: The Sin War #2:

Scales of the Serpent

Digital Monument Press, LLC

Stories of fear in all its forms, from "the leading craftsman in the literature of terror and dread" (Louisville Courier Journal & Times). You have nothing to fear but fear itself. The only trouble is, fear comes in so many different shapes and sizes these days—the rejection by a beautiful woman, the threat of impending nuclear holocaust, the erratic behavior of wackos walking the streets who only need a wrong word and there they go to the top of an apartment building with a sniperscope'd rifle. Fear is all around you, and the

minute you get all the rational fears taken care of, all battened down and secure, here comes something new. Like the special fears generated in these sixteen incredible stories. Fear described as it has never been described before, by the startling imagination of Harlan Ellison, master fantasist, tour guide through the land of dreadful visions, unerring observer of human folly and supernatural diabolism.

*Diablo III: The Order* Dark Horse Comics

An exceptionally illustrated fiction for millions of Blizzard fans, *Diablo III: Book of Cain* is the source book for Blizzard Entertainment's *Diablo* franchise and forthcoming *Diablo III* game. *Book of Cain* is the must-have illustrated history of the *Diablo* universe as told by the games' core narrator Deckard Cain. In Blizzard Entertainment's *Diablo®* and *Diablo II*, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted

at a larger story, providing snippets of it in his notebook. *Diablo III: Book of Cain* is Cain's formal record of this greater tale—a dissertation on the lore of the *Diablo* universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict between the High Heavens and the Burning Hells. Designed as an "in-world" artifact from the *Diablo* universe, *Diablo III: Book of Cain* includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another.

### **The Walking Dead**

*Diablo III: Book of Cain* Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of

man. The demon-backed Triune has fallen. All that now stands in Uldyssian's path to freeing humanity is the Cathedral of Light and its charismatic leader the Prophet. But the Prophet is actually the renegade angel Inarius, who sees the world he created as his uncontested domain. Facing a cunning foe that would just as readily see Sanctuary destroyed than let it slip from his grasp, Uldyssian is blind to the others who would possess his world. Both the Burning Hells and the High Heavens now know of Sanctuary...and their warring hosts of demons and angels will stop at nothing to claim it. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers. *The Deadly Streets* Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will

be left unscathed.... What was to have been a victorious last stand against the demonic invasion of Entsteig has instead become a massacre. Only Siggard remains, a warrior unable to remember the final hours of the battle, driven by the carnage he experienced and the void in his mind to avenge those slain by the army of darkness. As he hunts the demon lord who butchered everything dear to him, Siggard also pieces together the truth of that terrible battle...and finds that his nightmare is only just beginning. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

**Nightshade and Damnations (Valancourt 20th Century Classics)** Simon and Schuster  
Delve deeper into the dark fantasy world of the Diablo universe in this illustrated tome as a mortal angel reveals history and lore. One of the most exciting and visceral action role-playing games in recent memory, Diablo® has

become a worldwide gaming phenomenon. Diablo III: Book of Tyrael takes fans even further into the universe with a detailed and beautifully crafted artifact that focuses on the renowned champion Tyrael. As a former archangel of the High Heavens, he ranks among the most important and influential characters in the Diablo franchise. Here, in this illustrated and comprehensive tome, he reveals never-before-known secrets about the history of the world, the dark threats that yet face mankind, and his decision to join the ranks of humanity as a mortal. Featuring stunning original art throughout, this beautifully illustrated follow-up to Diablo III: Book of Cain will also feature letters from Leah and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating story for the members of the Horadrim. *Diablo: Sword of Justice* Simon and Schuster Struggling as the new Aspect of Wisdom and being a mortal among angels, Tyrael puts the fate of Heaven into the hands of the human race after the Black Soulstone

brings growing darkness and discord into the realm. Original. The Legend of Steel Bashaw Simon and Schuster Deckard Cain made his way across the floor, following the footprints to an alcove in the far wall. Rotted boards clung to supports, the last remains of an ancient library. This had been a ritual chamber, many centuries before, used to summon things from beyond the human world. A portal to the Burning Hells themselves, perhaps. The shelves were empty now. He saw a speck of yellow underneath a splinter of wood and bent to pick up a corner of parchment paper, curled and speckled with mildew. Something moved in the shadows to his right. He whirled, holding the light up. For a moment it appeared as if the shadows themselves were alive, bunching and swirling like ink in water. At the same time, a voice like the distant moan of wind drifted through the empty room and raised the hairs on the back of his neck. "Deckaaaaarrrrrrd Caiiiiiinnnn . . ." Cain felt a strange doubling, a memory of a night many years before, when he



was just a boy. A whispered voice calling to him, just like this. He backed away, fumbling in his rucksack with one hand, holding the lighted staff with the other against the darkness. Already he was doubting himself: had it just been the wind moving through the broken remains of the building above him, a trick his mind had played after so long in the sun? The voice came again, a sound like bones scraping together in the grave. "Your ghosts are many, old man, and they are active." A grating of metal over rock seemed to come from everywhere at once. Once again a pool of black smoke thickened and then dissipated, only to reassemble somewhere else: a shape carrying a sword, the form of a man, but with eyes that glowed red with the fires of hell. Cain knew what this was, yanked from the depths of his own mind and used against him: the image of the Dark Wanderer himself, conjured up to weaken his resolve. The smoke-shape swirled and shifted, reforming into two indistinct human shapes, one taller and clearly female, one small and delicate. Shock raced through Cain's limbs as an older, familiar memory

fought to surface. He closed his eyes against the darkness as the yawning pit of despair opened within him, threatening to pull him in. You must not listen. \*\*\* Deckard Cain is the last of the Horadrim, the sole surviving member of a mysterious and legendary order. Assembled by the archangel Tyrael, the Horadrim were charged with the sacred duty of seeking out and vanquishing the three Prime Evils: Diablo (the Lord of Terror), Mephisto (the Lord of Hatred), and Baal (the Lord of Destruction). But that was many years ago. As the decades passed, the Horadrim's strength diminished, and they fell into obscurity. Now all of their collected history, tactics, and wisdom lie within the aged hands of one man. A man who is growing concerned. Dark whisperings have begun to fill the air, tales of ancient evil stirring, rumblings of a demonic invasion set to tear the land apart. Amid the mounting dread, Deckard Cain uncovers startling new information that could bring about the salvation—or ruin—of the mortal world: other remnants of the Horadrim still exist. He must

unravel where they have been and why they are hiding from one of their own. As Cain searches for the lost members of his order, he is thrust into an alliance with an unlikely ally: Leah, an eight-year-old girl feared by many to carry a diabolical curse. What is her secret? How is it tied to the prophesied End of Days? And if there are other living Horadrim, will they be able to stand against oblivion? These are the questions Deckard Cain must answer . . . . . before it is too late.

#### **Stay Awhile and Listen: Book I Insights**

Once, I would never have imagined myself here. But I'm settled now. In a place I love, in a home I renovated, spending time with new friends I adore, and working a job that fulfills me. I am reconciling the past and laying the groundwork for the future.

#### **The Hearthstone Pop-Up Book** Simon and Schuster

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new

artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

**Diablo III: Book of Cain**

Simon and Schuster

Timed to the twentieth

anniversary of the

blockbuster Warcraft

franchise, The Art of

World of Warcraft

celebrates the

groundbreaking art of the

complete series to date.

In the ten years since its

inception, World of

Warcraft® has

revolutionized the role-

playing genre, creating

the immense world of

Azeroth and filling it with

iconic characters and

legendary weapons and

environments. Featuring

interviews with key

developers and telling the

complete story of the

game's evolution, this

fully illustrated book

vibrantly displays the

renowned artwork at the

heart of the franchise.

Including never-before-

seen art from the latest

World of Warcraft

expansion, Warlords of

Draenor, The Art of World

of Warcraft will contain

hundreds of drawings and

concept art, forming the

ultimate tribute to the

epic gaming franchise.

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