
Diablo Iii The Order The Diablo Series

Birthright
 Starcraft: I, Mengsk
 The Demon Soul
 A Diablo Bestiary
 Diablo Archive
 Birthright
 Diablo III: The Order
 Book of Adria
 Diablo: The Sin War #2: Scales of the Serpent
 Legacy of Blood
 Liberty's Crusade
 Diablo: the Order
 Diablo III: Morbed
 The abomination vault
 Diablo III: Heroes Rise, Darkness Falls
 The Diablo: The Sin War #1: Birthright
 Mephistopheles
 Goblins
 Diablo III: Book of Cain
 Diablo III: Book of Tyrael
 Diablo III
 The Black Road
 God of War
 Diablo III: Storm of Light
 El Diablo II
 Sylvanas (World of Warcraft)
 Diablo III: Book of Tyrael
 Diablo: Sword of Justice
 The Diablo: The Kingdom of Shadow
 Blood, Sweat, and Pixels
 Diablo: Demonsbane
 The Triumphant, Turbulent Stories Behind How Video Games Are Made
 Diablo III: Book of Cain
 The Art of Destiny
 Gaël Turine - Voodoo
 Diablo II
 StarCraft: Ghost--Spectres
 Diablo: Moon of the Spider
 The Devil in the Modern World

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ARMSTRONG ORTIZ

Birthright 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.

Starcraft: I, Mengsk Diablo III: The Order

Looks at the concept of the devil from the Reformation to the present, discusses the witch craze, and considers the representation of the devil in literature, art, and music
The Demon Soul Simon and Schuster

Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles is locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. Danny Liberty was a good reporter...too good. When his investigations struck too close to the heart of the corrupt Terran Confederacy, he faced a simple choice: continue his current series of exposés, or take a hazardous new assignment covering the Marines on the front lines of the Koprulu Sector. It didn't take him long to decide.... Behind the attacks of the Zerg and the Protoss lies the story of a lifetime, but every piece of information blurs the mystery further. Thrown into the middle of a war where the outcome will determine mankind's very survival, the only thing that Danny Liberty knows for sure is that the only person he can trust to keep him alive is himself.

Liberty's Crusade The first in an epic new series of space warfare novels set in the world of the bestselling computer game!

A Diablo Bestiary Simon and Schuster

"Stunning photographs..." The Independent Gal Turine travelled to Benin, Haiti and the USA in order to capture the stunning images in this book. Charting the origins of voodoo, the photographs form an impressive series in black and white of voodoo pr

Diablo Archive 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.

Birthright Del Rey

For more than twenty years, the artists behind Diablo have conjured new visions of the heavens and the hells, built nightmarish corridors filled with monsters and demons, and unleashed swarms of malevolent creatures upon tens of millions of players worldwide. Featuring never before seen content, *The Art of Diablo* plunges into the concept, design, and environmental art that has defined the world of Sanctuary and the Eternal Conflict at the core of Blizzard Entertainment's action-packed dungeon-crawling game.

Diablo III: The Order Simon and Schuster

A collection of terrifying tales based on the award-winning video game! A bold demon hunter risks becoming her own worst enemy while tracking down her sinister prey...A haunted barbarian returns to his shattered homeland to face a harrowing past...A lone monk scours evil from an ancient forest where the line between friend and foe has vanished...A gifted but impetuous wizard finds out that great knowledge and power come with a price...A proud young witch doctor makes a chilling discovery that shakes his faith to its core...A desperate playwright embarks down a dark path of madness and depravity in his quest for fame...An unscrupulous wagon driver learns that his sole passenger is harboring a terrifying secret... These are stories from the world of Sanctuary, a land of mystery and dread that serves as the backdrop for Blizzard Entertainment's award-winning Diablo video game series. Although these narratives focus on different characters and settings, they are bound together by the web of horror and suspense that is intrinsic to the Diablo universe. In this gothic fantasy realm, terror is a constant. It comes in many forms, from grotesque horned demons to the deepest fears of mortal hearts and minds. Brace yourself for this collection of exciting and frightening tales that will keep you on the edge of your seat from start to finish.

Book of Adria Lannoo Publishers

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: The Sin War #2: Scales of the Serpent Simon and Schuster

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.

Legacy of Blood Simon and Schuster

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.

Liberty's Crusade Insight Editions

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.... Darrick Lang is coming home. Years ago he left the town of Bramwell to walk the wide world as a soldier of fortune and champion of the realm. But Bramwell is not as he left it. Something dark and terrifying has ensnared the townsfolk, something very old and very patient, tangling innocents in a web of malice and profaning the very earth itself. Now that same power calls to Darrick and his only hope may be to walk the same perilous path of damnation. *The Black Road* An original tale of space warfare set in the world of the bestselling computer game!

Diablo: the Order Simon and Schuster

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

Diablo III: Morbed Brady

From the renowned author of *Here Lies Arthur* and *No Such Thing As Dragons*, the adventures of a goblin outcast who must save his world from the rise of a dangerous dark magic... Welcome to a wild world of magical creatures and heroic adventure! The

squabbling goblins that live in the great towers of Clovenstone spend their time fighting and looting. Only clever young Skarper (who happens to be in exile) understands that dark magic created by a vanquished sorcerer is rising again. With the help of a wannabe-hero, a middle-aged princess, and a few bumbling wizards, Skarper must fight to save their world.

The abomination vault Simon and Schuster

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.

Diablo III: Heroes Rise, Darkness Falls HarperCollins

The sins of the father became those of the son. Wrath for taking what was precious to me. Greed for the lives that were mine to kill. Sloth for the destruction against their will. Lust for revenge and the blood I'd spill. Gluttony for the souls I craved. Envy for the spirits I had yet to take. Pride for the birthright I'd soon fulfill. One look. One moment. One girl. She was all it took for me to lose my focus. Sienna Lucano, my eighth deadly sin. It was the end of me, but not my legacy. It was only the beginning of...El Diablo's resurrection. Allow me to introduce myself. I'm Crucifirio Martinez.

The Diablo: The Sin War #1: Birthright Simon and Schuster

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.

Mephistopheles 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. “Deckaaaaarrddddd 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.

Goblins Simon and Schuster

Evil is in its prime in the world of *Diablo III*. The ultimate guide to the RPG game, *Diablo III Signature Series Guide* provides you with a complete quest guide, covering all four acts in the adventure, as well as in-depth coverage of Heroes, so whether you choose to play as a Witch Doctor, Barbarian, Wizard, Monk or Demon Hunter, the guide has you covered. Every monster in the game is listed as well as how to increase your skills in the Blacksmith, Jeweller and Mystic professions. Read all about how to find better weapons, items, collectibles and loot and discover strategies for dominating Multiplayer action online. *Diablo III*

Signature Series Guide is the only official resource to Blizzard's Online Auction House and is jam-packed with screen shots that capture info on the newest areas of Sanctuary. For warriors who have already survived the onslaught of the armies of the Burning Hells in Diablo I and II, to those who are new to the world of Sanctuary, Diablo III Signature Series Guide is the only guide you will need.

Diablo III: Book of Cain Random House Digital, Inc.

The High Heavens are healing after the fall of the Prime Evil. The Angiris Council has recovered the Black Soulstone and now stands vigil over the cursed artifact deep within the glimmering Silver City. Amid these momentous events, Tyrael struggles with his position as the new Aspect of Wisdom, feeling out of place as a mortal among his angelic brethren and doubting his ability to fully embody his role. As he searches within himself and the Heavens for reassurance, he senses the Black Soulstone's grim influence on his home. Where harmony of light and sound once reigned, a mounting discord is threatening to shroud the realm in darkness. Imperius and the other archangels vehemently oppose moving or destroying the crystal, leading Tyrael to put Heaven's fate in the hands of humankind... Drawing powerful humans to his side from the far ends of Sanctuary, Tyrael reforges the ancient Horadrim and charges the order with an impossible task: to steal the Soulstone from the heart of Heaven. Among the champions entrusted with this burden are Jacob of Staalbreak, former avatar of Justice and guardian of the angelic blade El'druin; Shanar, a

wizard with phenomenal powers; Mikulov, a lithe and reverent monk; Gynvir, a fearless and battle-hardened barbarian; and Zayl, a mysterious necromancer. With time and the forces of both good and evil against them, can these heroes unite as one and complete their perilous mission before Heaven falls to ruin?

Diablo III: Book of Tyrael Cornell University Press

THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion... Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment.

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