



# DIABLO

BOOK OF CAIN



# Resumo de Diablo III: Book of Cain

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(r) 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."

[Acesse aqui a versão completa deste livro](#)