

[eBooks] Diablo Iii Book Of Tyrael

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Diablo III: Book of Tyrael-Blizzard Entertainment 2017-07-18 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 III: Book of Cain-Blizzard Entertainment 2017-07-18 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 the best-selling Diablo III game, 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.

Diablo III: Book of Tyrael-Tyrael 2016-10-04 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.

Book of Adria-Robert Brooks 2018-09-15 Sanctuary is home to some of the most dangerous creatures to pull themselves from the pits of hell. Tread lightly, and never fall prey to monsters with the Diablo Bestiary. A celebration of the corrupted beasts and grotesque enemies that players have slain across the

franchise's history, this book is the perfect companion to guide you through the next layer of torment. Legacy of Blood-Richard A. Knaak 2002-01-16 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... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game form Blizzard Entertainment. Intended for mature readers.

Starcraft: War Stories-Blizzard Entertainment 2014-07-21 As the Swarm boils in chaotic uncertainty, Arcturus Mengsk has seized this opportunity to bolster his Dominion forces. He has gathered a seasoned team of scientists—the best terran minds in the Koprulu sector—to unravel the secrets of the savage zerg and the enigmatic protoss. Because in this brutal corner of the galaxy, the human race is going to need every chance it can get. Collected here for the first time is Blizzard Entertainment's revolutionary Project Blackstone transmedia campaign. It is a compilation of tightly woven short stories, journals, emails, chats, and tweets from the research staff of a top-secret government facility dedicated to shedding light on the mysteries of this sector. More than a simple anthology, this volume is a target-rich environment of weapons data, exotic alien science, and faceted backstory—the lore foundations of the StarCraft universe. © 2014 Blizzard Entertainment, Inc. All Rights Reserved.

Diablo III: Heroes Rise, Darkness Falls-Blizzard Entertainment 2012-11-27 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.

Art of Diablo-Jake Gerli 2019-11 A comprehensive look inside the art of the Diablo series, featuring never-before-seen concept art. The Art of Diablo features more than twenty years worth of stunning concept art from Diablo, Diablo II and Diablo III, plus never-before-seen concept, development, and environmental art. Explore new and familiar nightmares, discover monsters and demons, and descend into the hellish depths of the best-selling action role-playing game series.

Diablo III: Storm of Light-Nate Kenyon 2014-02-04 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: The Sin War #3: The Veiled Prophet-Richard A. Knaak 2007-09-25 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.

Diablo: The Sin War #2: Scales of the Serpent-Blizzard Entertainment 2007-05-01 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. Bent on destroying the evil cult of the Triune, Uldyssian does not yet suspect that Inarius -- secret Prophet of the Cathedral of Light -- has been subtly aiding his quest. Obsessed with restoring Sanctuary to its former glory, Inarius has been playing Uldyssian against the two great religions in a reckless attempt to topple them both. But another player has slipped back into the equation. The demon Lilith, once Inarius's lover, seeks to use Uldyssian as her own pawn in a scheme to turn humans into an army of naphalem -- godlike beings, more powerful than any angel or demon, who could overturn all Creation and elevate Lilith to supreme being. 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 Diablo: The Black Road-Mel Odom 2002-04-02 Returning to his hometown of Bramwell after years of wandering, mercenary Darrick Lang discovers that a dark and horrifying force has ensnared its citizens and now seeks to seize him, in a chilling novel of dark fantasy, based on the popular video game. Original. (A Blizzard Entertainment M-rated electronic game) (Horror)

The Cinematic Art of Overwatch-Matt Burns 2020-10-20 Starting with the announcement trailer in 2014, Overwatch's award-winning cinematics captured the hearts of millions across the world, introducing them to a hopeful science-fiction world where heroes are needed. Crafting these animated shorts required the Blizzard cinematics team to explore new ways of animated film making with a bold new art style, more frequent releases, and intimate collaboration with the game team. The Cinematic Art of Overwatch chronicles this journey, featuring never-before-seen art and anecdotes that illustrate how Overwatch's richly imagined characters and world were brought to life through cinematic storytelling.

The Diablo: The Kingdom of Shadow-Richard A. Knaak 2002-08-14 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.

The Diablo: The Sin War #1: Birthright-Richard A. Knaak 2007-05-01 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.

Birthright-Michael Stewart 1990

World of Warcraft: Paragons-Blizzard Entertainment 2014-03-31 Though their soldiers form a unified front on the battlefield, both the Alliance and the Horde include diverse races and nations within their ranks. Each of those nations has at its helm a leader of heroism and legend. Their actions and decisions shape Azeroth and forge its destiny. They inspire loyalty and loathing, fervor and fear, sometimes all from their own people. What do these heroes do when faced with conflict and strife? How do they handle the tremendous responsibility of guiding their armies and citizens on the front line and at home? In this anthology of sixteen short stories, each champion finds his or her own answers to these questions. Read their tales and learn what makes them who they are today—learn what makes them paragons. © 2014 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries.

Diablo III: Morbed-Micky Neilson 2014-04-21 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.

Blizzard Cosplay-Blizzard Entertainment 2018-09-15 The fans of Blizzard Entertainment are some of the most innovative and passionate fans in the world. The Blizzard Cosplay Book is a celebration of their creativity and love of the characters that inhabit the many worlds of Blizzard. Featuring costuming tips, tricks, and photos from the best across the globe, The Blizzard Cosplay Book is a must-have for fans old and new of epic adventures and killer shoulder pads.

Pass of Fire-Taylor Anderson 2019 After being transported to a strange alternate Earth, Matt Reddy and the crew of the USS Walker have learned desperate times call for desperate measures, in the return to the New York Times bestselling Destroyermen series. Time is running out for the Grand Human and Lemurian Alliance. The longer they take to prepare for their confrontations with the reptilian Grik, the Holy Dominion, and the League of Tripoli, the stronger their enemies become. Ready or not, they have to move—or the price in blood will break them. Matt Reddy and his battered old destroyer USS Walker lead the greatest army the humans and their Lemurian allies have ever assembled up the Zambezi toward the ancient Grik capital city. Standing against them is the largest, most dangerous force of Grik yet gathered. On the far side of the world, General Shinya and his Army of the Sisters are finally prepared for their long-expected assault on the mysterious El Paso del Fuego. Not only is the dreaded Dominion ready and waiting for them; they've formed closer, more sinister ties with the fascist League of Tripoli. Everything is on the line in both complex, grueling campaigns, and the Grand Alliance is stretched to its breaking point. Victory is the only option, whatever the cost, because there can be no second chances.

Assassin's Creed IV Black Flag-Christie Golden 2014 An illustrated journal about the latest historical figure to join the Assassin's Creed franchise shares insider views into the world of the game, accounts of the day-to-day lives of key characters, original images, and wanted posters.

Diablo Archive-Richard A. Knaak 2008-07-08 An anthology of the first three Diablo novels includes Legacy of Blood, The Black Road, and The Kingdom of Shadow, and is complemented by the original eBook title, Demonsbane, in which a warrior, the sole survivor of a massacre, is driven to avenge his fallen comrades. Original. 35,000 first printing.

The Hearthstone Pop-Up Book-Simon Arizpe 2018-10-02 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.

Ninja: Get Good-Tyler "Ninja" Blevins 2019-08-20 From one of the leading Fortnite gamers in the world comes your game plan for outclassing the rest at playing video games. Packed with illustrations, photographs, anecdotes, and insider tips, this complete compendium includes everything Tyler "Ninja" Blevins wishes he knew before he got serious about gaming. Here's how to: -Build a gaming PC -Practice with purpose -Develop strategy -Improve your game sense -Pull together the right team -Stream with skill -Form a community online -And much more Video games come and go, but Ninja's lessons are timeless. Pay attention to them and you'll find that you're never really starting over when the next big game launches. Who knows--you may even beat him one day. As he says, that's up to you.

Il libro di Tyrael. Diablo III-Doug Alexander 2014

Snow Fight-Chris Metzen 2017-10-15 An exciting adventure dealing with the topics of bullying and friendship based on the fictional characters from the award-winning video game World of Warcraft.

The Artist's Way-Julia Cameron 2002-03-04 "Without The Artist's Way, there would have been no Eat, Pray, Love." —Elizabeth Gilbert The Artist's Way is the seminal book on the subject of creativity. An international bestseller, millions of readers have found it to be an invaluable guide to living the artist's life. Still as vital today—or perhaps even more so—than it was when it was first published twenty five years ago, it is a powerfully provocative and inspiring work. Julia Cameron reflects upon the impact of The Artist's Way and shares additional insights into the creative process that she has gained. Updated and expanded, this anniversary edition reframes The Artist's Way for today's creatives.

Shadows of Ice-Richard A. Knaak 2018-09-15 Kalec, a blue dragon that has taken human form to escape the forces that seek to destroy his race, and Anveena, a maiden with mysterious powers, go on a quest to save the entire High Elven Kingdom from the evil forces of the Undead Scourge.

World of Warcraft Chronicle-BLIZZARD ENTERTAINMENT 2018-03-27 Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

World of Warcraft Chronicle-Blizzard Entertainment 2017-03-14 Offers an illustrated, in-depth look at the history and mythology of the World of Warcraft game universe.

The Legend of Steel Bashaw-Petar Meseldzija 2010-09-15 An adaptation of Bas Celik, a Serbian folktale traditionally told by fireplaces and burning lamps. Built from the same impossible truths that the ancients used to craft all myths, The Legend of Steel Bashaw concerns itself with a kidnapped princess, the deeds of a heroic prince, battles lost and won, death and redemption. Award-winning illustrator Petar Meseldzija brings the tale to life in this stunningly illustrated retelling.

StarCraft: Dark Templar--Twilight-Christie Golden 2009-06-30 As the release nears for Blizzard Entertainment's long-anticipated StarCraft II computer game, the epic Dark Templar trilogy reaches an explosive climax. After the seeming defeat of the dark archon Ulrezaj on the protoss homeworld of Aiur, Jake and Rosemary become separated as they flee through the newly repaired warp gate. Rosemary finds herself with the other refugee protoss on Shakuras, while Jake is catapulted elsewhere. But Jake does not have long to live: their enemies are regrouping, and Zamara's essence must be separated from Jake's mind before time runs out.

StarCraft Field Manual- 2015-11-05 Blizzard Entertainment's StarCraft saga has captivated millions of players worldwide since its initial release in 1998. A genre-defining military strategy and sci-fi adventure, gamers are drawn to StarCraft's iconic central characters, Sarah Kerrigan and Jim Raynor, and its thrilling storyline chronicling the battle between the scrappy Terrans, mystifying Protoss and terrifying Zerg swarm. Published in anticipation of the latest expansion, Legacy of the Void, StarCraft Field Manual draws on more than a decade's worth of lore to create an all-encompassing collector's item for fans, filling in every detail of the game's extensive tech, races and units. A visually distinctive, in-world overview of the entire StarCraft franchise, this unique book unveils new details about the wide range of combat forces and technology employed by each of the three primary races within the game universe. A definitive field-guide, original illustrations pair with an engaging narrative that showcases all of the vital statistics, origins, lore and other interesting facts that have emerged in each expansion. This beautiful hardback edition is an ideal gift for StarCraft fans.

Stay Awhile and Listen: Book I-David L. Craddock 2013-10-31

Diablo II-Dave Land 2001 Grab your sword and follow us as we venture deep into the world of Diablo II in

Tales of Sanctuary. Collecting three stories of horror, adventure, and action featuring characters and creatures from the hit video game Diablo II! Follow the Barbarian Renit and Necromancer Cairo as they search the fabled 'Hand of Naz' in order to overcome a demon horde. Meet a Paladin named Hale as he fights an evil that will cause him to question the very nature of his existence. Witness the Druid Azgar as he fights to defend his village and the demons that lie deep within him! Illustrated by master comics artist Francisco Ruiz 'Battlegods' Velasco, Diablo II: Tales of Sanctuary will slake your thirst for adventure and leave you crying for more!

Overwatch-Matt Burns 2017 From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

Sin War-Richard Knaak 2019-02-28 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.

YouTubers-Chris Stokel-Walker 2019-05-02 Two billion people now watch YouTube. Yet stars such as KSI and PewDiePie mystify many. What is the secret of their appeal? How do they cope with being in front of the lens? And who is behind their success? Chris Stokel-Walker has spoken to more than 100 insiders for this - the first independent, in-depth book on YouTube. He charts its rise from single home video to global boom industry, while getting the facts on brand deals, burnout and authenticity. Delve into the real lives of YouTubers, discover their true impact on society, and see the future of social media.

Overwatch Anniversary Puzzle-Blizzard Enterta Blizzard Entertainment 2018-10-15 Overwatch may have disbanded after the Omnic Crisis, but you can help piece them together again with this gorgeous Anniversary puzzle.

The Sunwell Trilogy-Richard A. Knaak 2018-03 In "Dragon Hunt", following the Battle of Mount Hyjal, the free races of Azeroth are beginning to rebuild. The fragile peace is threatened when an ancient power source emanates throughout the land, and all eyes turn in search of its source. Kalecgyos, a member of the decimated race of blue dragons, is sent on a clandestine quest to the Elven Kingdom of Quel'Thalas to find answers. Pursued by both a vengeful Dwarven bounty hunter and forces of the Undead Scourge, Kalec finds his fate bound to a beautiful peasant girl with secrets of her own.

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