



Diablo III: The Order

Nate Kenyon

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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: The Order Details

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From Reader Review Diablo III: The Order for online ebook

Michael says

As someone who has poured an ungodly amount of hours into the Diablo game series, I know frighteningly little about the actual lore behind all the mouse clicking. I picked up this book knowing nothing about it, and I would definitely recommend it to anyone who is a fan of the game series and who wants to learn more about the world of Sanctuary.

The main character is the beloved Deckard Cain ("Stay awhile and listen!"), the old sage present in all three Diablo games who acts as a guide and mentor to the player. The book follows Cain over the course of a few days in between the end of Diablo II: Lord of Destruction and Diablo III. Several key events are covered which relate directly to Diablo III, including the meeting and forming of a relationship between Cain and the girl who would come to call him "Uncle Deckard," Leah, who plays a critical role in Diablo III.

The story of this book follows Cain as he searches for clues about an impending demonic invasion following the destruction of the Worldstone in Diablo II: Lord of Destruction. On his journey, he travels from Caldeum, through Kurast, to Gea Kul, facing danger and making companions along the way as he finds clues and signs that suggest that the Horadrim (an ancient order of mages) has been resurrected by a new group of mages. Cain searches them out in hopes that this "order" (hence the title of the book) can help him unravel the mysterious omens and ultimately ward off the coming invasion of the Burning Hells into Sanctuary.

This book was good in that it never got too slow or boring. Granted, there weren't as many battle scenes as I would have expected being based on a game that is purely about fast paced action, but the movement from one part of the story to the next was fast and evenly balanced --- what needed to be done was done, what needed to be said was said, and there was never really any unnecessary lingering on details that didn't matter.

The battles, though few, were well written. One of the companions that befriends Cain and Leah along the way is a Monk (one of the character classes from Diablo III) named Mikulov. The descriptions of his superhuman speed and energy-infused punches made me think of pretty much exactly how the Monk in Diablo III plays.

My favorite parts of the book were without a doubt the flashback/dream sequences that take place in previous Diablo games (such as when Cain was trapped and strung up in a cage as Tristram burned in Diablo II). There are other flashback scenes during the previous games, which offer a different perspective than the one the player saw, or which showed the moments just before and after the events the player experienced. For example, after the defeat of Diablo in Diablo I, the game simply ends, but this book goes has scenes of celebration through Tristram which would have occurred post-credits of the game, as well as foreboding sequences such as when Cain spies the man who would become known as "The Dark Wanderer" of Diablo I meeting secretly with Adria during the celebration (which players of Diablo III will understand).

All in all, good book. It was interesting to learn about Deckard Cain as a character instead of an automated item identifying machine or quest dispenser. Will definitely read the next one in the series.

Katrina says

Well paced book outlining events prior to Diablo 3

I am a huge Diablo lore enthusiast and this book has satisfied my need for expansion of events prior to the game Diablo 3. If you are looking for a well paced read set in sanctuary i definitely advise reading this.

Eric Booth says

Pretty cool so far. Nice to have a history on Deckard Cain.

Garrison Kelly says

In a world full of demons and sorcery, Deckard Cain's better days are behind him. His muscles are sore, his bones are creaking, and he's not getting any younger. But more importantly, he feels traumatically guilty. Images of his friends and family being slaughtered by Diablo's forces haunt him to where he no longer believes in himself. This kind of thinking was amplified when a paladin under his watch, Akarat, succumbed to the forces of evil. With another wave of demons and undead set to take over the world of Sanctuary, Deckard Cain must now keep watch over a little girl named Leah who possesses magical abilities far beyond her own comprehension.

The entirety of this book, set to a dark fantasy backdrop, is a redemption tale as Deckard Cain looks to find peace within himself as he battles the forces of evil. How could he possibly win a war with a brittle body and a traumatized mind? Granted, he is extremely wise in his old age and can provide those around him with the wisdom and courage they need to carry on. But there are still those "fingers of doubt" that crawl up and down his spine to keep him from repairing his broken self-esteem. It seems like an impossible journey for an old man.

But if there's anything fantasy storytelling has taught me, it's that true adventure is not about extraordinary people doing extraordinary things. It's about everyday people like you and me doing extraordinary things. On paper, Deckard and Leah are not a formidable team. It takes 400 plus pages for them to realize their inner greatness, but it happens nonetheless. Fiction is not about if a happy ending is reached. It's about how it's reached and how much work it took to reach it.

Despite the fact that I'm a sucker for ass-kicking battle scenes, I'm actually glad the ultra-powerful monk Mikulov wasn't overused. He's a warrior in the truest sense of the word: powerful, disciplined, and the closest thing to God you'll find. If he goes around saving the world with his punches, kicks, and fire attacks, nobody will learn to fend for themselves. Don't get me wrong. Mikulov plays an important role in this story, but he's not the whole story and that's what makes the novel so breathtaking and believable.

You're probably wondering why I would rate such an incredible tale only four stars instead of the maximum five on Good Reads. Everything fell into place perfectly except for one thing: the pacing. Diablo III: The Order dictates a slower pace than the books I'm used to reading and because of that I've had to spend more time recovering my mental energies than I did reading the damn book. However, the novel has so many redeeming qualities that a slightly slower pace seems like small potatoes. The creative and vivid descriptions may slow you down a bit, but they're necessary in painting a picture of the blood-stained world of Sanctuary.

Buy a copy of this book and give Nate Kenyon your patronage. Even if you're not a fan of the Diablo videogame franchise, you'll be an instant believer in the power of morbid storytelling.

Fábio Rachid says

Diablo III: The Order is based on the famous Diablo franchise.

I am a big fan of the series and have always liked the lore, so I felt reading the book was a sort of must for me.

The story takes place after the events of Diablo II and before the beginning of Diablo III. It's about Cain and Leah and Cain's quest to find more about an evil that is about to rise once again.

Well, let me be very honest with you. I was generous by giving 3 stars to this book. If I wanted to be more rigid, it'd have received 2 stars.

Until the middle and a bit past, it's tiring and boring. We get told many times about how Cain feels about his past and how he constantly suffers because of it. OK, we want to know Cain better, but it's not necessary to repeat the very same thing dozens of times, with no new, additional information!

The most interesting parts in the first half are flashbacks to the events in Diablo I and II. They give you new information about them and bring memories of when you played the games.

No big events until the half and a bit further. After that, the story starts to grow and you get to see more action.

However, only in the end of the book, for 20 pages, you get the real action and what you were actually expecting. The rest is just the author building expectations to the moment, but he does that poorly; there are some times you just wish to skip some pages.

A positive point is that the horror and fear are well described in the book. The creatures seem real and you can feel yourself in the skin of the victims, something that is hard to achieve. It is the best aspect of the book, the author creates a dark, grim ambience that transports you to the story.

A regular book, nothing big about it. When I finish a book, I usually have a feeling of emptiness, a wish that the story hadn't ended. But, with this one, I was just "Ok, it's over...Next book!"

Timothy Pecoraro says

One of the best video game novelizations I've ever read. It really ties up the beginning of the story before the start of the game excellently. I will also mention that it describes the events of the other Diablos in case you haven't played them. It is a wonderful book for the hardcore fan and the new fan alike. They could have done a little more with some of the more horror aspects of the story. But it seemed like Nate Kenyon, who

had actually written some stuff for Blizzard before. Might have had his hands full with this project. It was a great effort and an enjoyable read. Perhaps someday these studios will get established authors to write books for their games. I can only image what someone like Clive Barker, Jeff Grub, or even some like Saladin Ahmed could have done with material.

Ernesto I. Ramirez says

Excellently written. The Order is a great take on Deckard Cain and his adventures through Sanctuary as he investigates the repercussions of the destruction of the Worldstone and how he meets Leah.

It's also a great take on Sanctuary's Monks and their outlook on life and war.

I need to read the other books of the line from this author.

Travis says

What do you get when you smash two great things like video games and books together?? Follow the link to my review of Nate Kenyon's Diablo III: The Order and find out why I think it is sooo good.

[Review of Diablo III: The Order](#)

Tee Jay says

The problem with this book is that the climax is pretty anti-climactic (as you're supposed to play the game to see how it all ends). It is a good compendium and precursor to the game, however.

Rebekah says

As a Diablo fan, I really enjoyed this extra bit of lore. It did take me a while to figure out where the book was on the timeline (between the second and third games) and its own timeline jumps around a bit which can be confusing. The book doesn't get a fifth star though simply because it tries to hard to be woeful. Every noise sounds like something inhuman, every smell unearthly and every creepy feeling is like something terrible watching them. It just tries a bit hard to be ominous with every single description. It was cool recognising some of the 'bad guys', like meeting an unburied, and having to make a journey avoiding sand wasps, and it was good to fill in some of the history blanks, like meeting Leah as a child. Basically, if you're a fan of the Diablo games, this book should interest you. =)

Mrs Giggles says

The Order is a fantasy story set in the world of the video game Diablo III. I didn't pay this book much attention when it was issued in hardcover, but when the mass market paperback edition hits the market a year later, I find my curiosity piqued by the fact that the main character is Deckard Cain.

Not much was known of that guy, other than he's this annoying old coot that, in Diablo, had kept repeating that one line ("Stay awhile and listen!") until I want to vomit, and there's no avoiding him because I needed to get him to identify rare items I picked up during the game. And he had the nerve to charge me each time when all I wanted was to save the world! Also, it became supremely annoying when I forgot to save the game before getting him to identify an item, only to discover that the item would sell for far less than the amount I paid that old coot to do his job. Asshole.

He was less annoying in Diablo II and he finally identified stuff for free, but he was still a useless sanctimonious old fart that ordered me around like a slave driver. In Diablo III HAHAHAHAHA... er, sorry about that. As you can tell, I'm sure, I never like him much. I liked Wirt and Griswold better - Deckard Cain should have died instead of any of them!

As I discover from reading this book after having played Diablo III, it is best read before the game is played, but oh well, cheapskates that didn't bother with hardcovers can't be choosers. This one can stand alone very well for people that have no clue what the game is about, however, so there's a big plus. The big minus is that I still can't muster even a little enthusiasm for Deckard Cain by the end of this book. I just think back to Diablo III and HAHAHAHAHAHA.

Deckard Cain is the last surviving member of the order called Horadrim. The Horadrim - the order referred to by the title of this book - was formed under the "wise" guidance of the archangel Tyrael to stop the forces of the evil rulers of Hell called the Prime Evils. The Horadrim's track record consisted of: (a) these losers cracking open the device that would trap Baal, the Lord of Destruction, inside forever, so (b) the leader decides to use his body instead to imprison Baal, thus sacrificing himself, only to (c) fail when Baal takes over his body completely and almost destroys the world later while (d) the Horadrim were almost entirely wiped out. It's really not an order to be proud of, although the good guys in this book treat it like the best bunch of people ever.

In The Order, Deckard Cain has lived through the events of Diablo and Diablo II. I learn that he spent the first half of his life denying his Horadrim heritage, and he really regretted it - still does to this day - when the forces of Hell rose to slaughter everyone and he was like, "Okay, maybe I should have been a little more open-minded and treated my mother nicer..." He proceeded to throw himself into books, neglecting everything else until his long-suffering wife decided that enough was enough and ran off to a better place with their kid. Those two died along the way, and Cain sighed some more and whined for another ten thousand times that he had yet again failed everyone and he was so guilty.

When the story opens, he and some disposable meat companion venture into some ruins, only to discover what seems to a legitimate copy of a Horadrim manuscript. He attempts to track down its origins, and discovered that there may be other Horadrims out there besides him. He also decides to pay Gillian - the useless barmaid NPC in Diablo - a visit, and I learn that, after Diablo ended with the hero smartly decides to use his own body to imprison the Lord Of Terror (smart move, genius), the hero knocked up Adria the witch and they had a daughter, Leah. Adria and Gillian departed before the ghouls rose up to kill everyone else apart from Cain (those useless ghouls), and Adria left Leah in Gillian's care once they reached Caldeum, the other city in the desert that isn't called Lut Gholein.

In this story, Cain finds that Gillian has gone crazy, raving about Leah being a threat to the world, and ends

up having Leah as his companion while poor Gillian is cast as the Cassandra, raving things that turn out to be true in the end. In other words, the events in Diablo III are partly Cain's fault. Eventually, Cain finds the other Horadrim, but instead of being the life of the party in a triumphant reunion of losers, he discovers that there may be more evil afoot than he already suspects. What will happen next? Will Leah avoid becoming that "kid that ends up being a 'help me, the bad guys have me!' cliché"? Find out, or whatever.

The good thing about *The Order* is that it is a competently written story, although the author's use of flashbacks often kill the momentum of his story. Those flashbacks could have been replaced by something that flows more smoothly with the rest of the story, perhaps a moment of introspection or a character sharing his thoughts with another - anything other than a flashback that actually pulls me away from the scene just as things are getting good. Still, everything else about the story is fine. This is a very readable and engaging story, surprisingly hard to put down.

However, Deckard Cain is such a bore for a main character. Even as the world goes mad around him, he just whines about his guilt and what not. I don't mind if he'd do something as well, but for the most part, he is just moping and sulking, carried along by various secondary characters. Faced by the first sign of adversity, he doubts himself and wails, with unnecessary melodrama, that he has failed everyone again. This guy survived seeing his people being butchered by demons in two video games, and he has supposedly bore mental scars from all his ordeals. He is entitled to whine a bit. But please, not all the time, not every time! If someone has smacked him and told him to shape up or get out by page 100, this story would have been far more enjoyable to wade through.

The villain is a sympathetic one. Normally, I would roll up my eyes at someone who, in addition to being power-crazy and inhumanly cruel like only a cartoon villain could be, also whole-heartedly believes the words of a demon known to all as the Lord of Lies. But he was indoctrinated from a young age, when he was full of anger, so the poor fellow ends up being more pitiful than anything else. Or maybe I'm just biased because, unlike Cain, he does something with his angst instead of just standing there and dumping everything on the poor reader.

The plot suffers from the problem that plagues *Diablo III*: the big bad demon Belial is known as the Lord of Lies. He is nothing like the schemer he is supposed to be, however, as in this story he acts with the subtlety of a hippo stampede and he even reveals all his plans to Cain without much prompting. Maybe the Lord of Lies is the biggest lie of all?

Anyway, *The Order* has its good points: the author's narrative style does the job and the story is a pleasant read despite the main character being a wet rag. But it also has a subpar plot that, with its laundry list of fantasy clichés, isn't memorable enough to leave much of an impact. This is a decent time-killer, in other words, as long as expectations aren't too high.

Daniel Facchini says

Having read *Diablo: The Sin War Box Set: Birthright, Scales of the Serpent, and The Veiled Prophet*, 5 other short novels (*Diablo Archive* and *Moon of the Spider*) and *Diablo III: Book of Cain*, this was finally a book worth the time.

Nate Kenyon writes in a much more entertaining way, compared to all the authors of the books aforementioned. If you would rather read just one of all the books, this might be it.

The Order tells a tale set between the destruction of the Worldstone (*Diablo II*'s ending) and the beginning of

The End of Days (Diablo III). More specifically, 8 years after DII and around 10 years before DIII. Along its storyline there are hints of the previous lore and characters from Legacy of Blood. Deckard Cain and Leah are portrayed in a very human way, which allows some empathy for them to arise. And you just can't help but reading all Deckard's lines with his remarkable voice. The ending was not very good... Too many miracles happening at once. But overall, I really enjoyed this book!

Frank says

This is not a bad fantasy novel, but it involves characters from the Diablo games. I wouldn't recommend it to anyone who hasn't played them. It is set between DiabloII, Lord of Destruction and DiabloIII and details the events leading to Leah becoming the ward of Deckard Cain. It also reflects on the events of the original game and fills in some details of what happened between this game and DiabloII.

Yuri Peixoto says

Um mergulho fantástico no mundo de Santuário! Eu comecei o livro com as expectativas bem baixas. Geralmente, os livros baseados em games não são marcantes (com a grata exceção de Battlefield 3: O Russo). Mas Nate Kenyon realmente me surpreendeu aqui.

Como pontos positivos, cito um esmero em amarrar e aprofundar os pontos mostrados em Diablo 1 e 2, sendo que a história desse livro é um prefácio do jogo Diablo 3. Temos uma profusão de personagens e locais que já ficaram gravados em nossa memória, desses referidos jogos, e que são referenciados a todo momento. O aprofundamento no personagem Deckard Cain também é primoroso, enriquecendo-o e dando mais vida ao velho sábio Horadrim. Seu relacionamento com Lea também fica muito bem demonstrado no livro.

Outro ponto de destaque é o monge Mikulov. Como elemento novo introduzido no jogo, a presença dele no livro enriquece mais a classe, e o personagem é bem descrito.

Como ponto negativo, o autor tem uma tendência entediante de citar, e citar, e citar novamente o quanto o protagonista se sente inseguro e indigno do seu papel no mundo. Fazer isso algumas vezes para reforçar o conceito, tudo bem. Agora, quando ele repete isto ad infinitum, isto deixa de ser legal, e passa a ser chato. Muito chato.

Ademais, uma boa leitura, que expandiu ainda mais o meu conceito do mundo de Santuário, e do último dos Horadrim!

Amy says

I'm a big fan of the game and loved this book. I had a very hard time putting this book down when life called. I would highly recommend it!
