

World Of Warcraft Cronicas 1

Bloodsworn, a horde militia group of warriors, must band together and forget their differences in order to defeat the tribes of the Centaur, who are threatening to destroy all of Azeroth.

Prepare a feast fit for a warchief with World of Warcraft: The Official Cookbook, a delicious compendium of recipes inspired by the hit online game from Blizzard Entertainment. Prepare a feast fit for a warchief with World of Warcraft: The Official Cookbook, a compendium of sweet and savory recipes inspired by the hit game from Blizzard Entertainment. Presenting delicacies favored by the Horde and the Alliance alike, this authorized cookbook teaches apprentice chefs how to conjure up a menu of food and drink from across the realm of Azeroth. Featuring food pairings for each dish, ideas for creating your own Azerothian feasts, and tips on adapting meals to specific diets, this otherworldly culinary guide offers something for everyone. The aromatic Spiced Blossom Soup is perfect for plant-loving druids, and orcs will go berserk for the fall-off-the-bone Beer-Basted Boar Ribs. With alternatives to the more obscure ingredients—just in case you don’t have Chimaerok Chops lying around—this comprehensive cookbook will ensure that you have no trouble staying Well Fed. Each chapter features dishes at a variety of skill levels for a total of more than one hundred easy-to-follow recipes for food and brews, including • Ancient Pandaren Spices • Fat Eggs and Ham • Mulgore Spice Bread • Dragonbreath Chili • Gracuu’s Homemade Meat Pie • Bloodberry Tart • Glasfathar’s Winter Ale Whether you’re cooking for two or revitalizing your raid group for a late-night dungeon run, World of Warcraft: The Official Cookbook brings the flavors of Azeroth to life like never before.

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you’ve never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop-Up Book brings the most well-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth! Noted Pandaren chef Nomi is your guide through the culinary world of Azeroth in this follow-up to World of Warcraft: The Official Cookbook. Journey through Azeroth and prepare to feast on new culinary delights inspired by this officially-licensed World of Warcraft cookbook. In this cookbook, Pandaren chef Nomi has collected the best recipes gathered during his travels and will instruct you in everything you need to know as you feast your way through Azeroth. As a young boy in Pandaria, Nomi answered the beckoning call of the Cooking School Bell and quickly grew into a promising chef. Through the years, this intrepid cook has traveled across Azeroth, learning countless regional recipes and techniques from Pandaria, the Broken Isles, and even the mysterious Shadowlands. Each chapter features easy-to-follow dishes, as well as numerous tips on how to not burn your food. Let culinary expert Nomi be your guide in World of Warcraft: New Flavors of Azeroth.

Prelude to Cataclysm

World of Warcraft: Folk & Fairy Tales of Azeroth

World of Warcraft Ultimate Visual Guide

Ready Player Two

Warcraft: Day of the Dragon

Egy váratlan küldetés. Két világ forog köckön. Felkészültél? Néhány nappal James Halliday, az OASIS alapítójának legendás versenye után Wade Watts újabb világraszóló felfedezést tesz. Halliday széféének a mélyén egy olyan technológiai újítás lapul az alapító örökösére várva, amely ismételten fel fogja forgatni a világot, az OASIS-t pedig ezerszer bámulatosabbá és lebilincsel?bbé teszi, mint amire Wade valaha is gondolni mert volna. Ez a titok azonban egy újabb rejtélynyt és küldetést is hoz magával egy titokzatos nyeremény ígérétével. Ráadásul felbukkan egy váratlan ellenfél is, aki elképzelhetetlen hatalommal bír és képes végezni akár milliókkal is, hogy els?kent érjen célba. A Ready Player One régóta várt folytatásában nem csak Wade élete és az OASIS jöv?je forog köckön: a játszma tétje a teljes emberiség sorsa!

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

Warcraft lore with this striking third volume!

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world’s tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft. A terrifying upheaval among the highest ranks of the world’s Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and bre if the world of Azeroth is to see another dawn.

A series of grisly, animalistic murders has rocked the walled town of Gileas. A detective sets out to expose the perpetrators and finds more than he bargained for. Collecting the five-issue mini-series!

World of Warcraft: The Official Cookbook

Sylvanas (World of Warcraft)

Ashbringer

World of Warcraft: Alliance Hardcover Ruled Journal

Alaska

The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, Exploring Azeroth: The Eastern Kingdoms is your first step on a truly remarkable journey across the beloved lands of Azeroth

From Blizzard Entertainment, the gaming powerhouse behind Warcraft®, Diablo®, and Starcraft®, a deluxe illustrated sketchbook inspired by the celebrated art of the classic role-playing game series, World of Warcraft. From Azeroth to the frozen kingdom of the Lich King and the savage jungles of war-torn Draenor, Blizzard Entertainment’s World of Warcraft has transported millions of players into an epic fantasy universe. Full of humor, adventure and brutal conflict, the game is beloved by fans for its immersive gameplay and colorful, highly stylized visuals. This deluxe blank sketchbook spotlights some of the most impressive artwork created for World of Warcraft and invites fans to partake in the spirit of the series by creating their own works of art on over 170 blank pages. Copyright © 2015 Blizzard Entertainment, Inc. All rights reserved. Warcraft, World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment in the U.S. and/or other countries.

Monsters, mystery, and magic abound in this stunning, illustrated collection of original fairy tales from the World of Warcraft universe, as told by an all-star cast of bestselling, award-winning storytellers. The power of stories is felt and known in every corner of Azeroth. From the windswept fields of the Eastern Kingdoms to the bustling city of Gadgetzan, differences were bridged by common tales of average people overcoming incredible odds. Lessons learned from cautionary tales tempered many brave heroes and brought them safely home, while stories of adventure spurred history’s most remarkable actors to greatness. Now you too can settle in, lay down your armor, and listen to the wondrous tales of adventure and peril in the Folk and Fairy Tales of Azeroth. Brimming with gorgeous artwork and twelve inspired stories crafted by fantasy’s brightest authors including Garth Nix, Catherynne M. Valente, Kami Garcia, and more, this enchanting anthology brings new voices, new meaning, and new wonder to World of Warcraft.

World of Warcraft: Thrall: Twilight of the Aspects

The Secret City

World of Warcraft: Grimoire of the Shadowlands and Beyond

Curse of the Worgen

The Shining Blade (World of Warcraft: Traveler, Book 3)

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.

An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment ’ s legendary online game World of Warcraft “ The Horde is nothing! ” With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas ’ s whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor ’ themar Theron, Baine Bloodhoof, First Arcanist Thalysssa, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Ewonsamdi. As Zekhan and Talanji work to save Ewonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

Gaming fans have been waiting more than two years for WRATH OF THE LICH KING the latest addition to World of Warcraft. Now, they can experience Northrend ’ s icy steppes and uncharted mountains through the art and imagination of the creative team behind this epic game. Containing more than 150 drawings, concept art pieces, and final renders, as well as secrets of game mythology and development stories, this mesmerizing book reveals how Blizzard Entertainment ’ s acclaimed series gets made. In addition to a behind-the-scenes technical look at the game cinematics and developmental art, Fans learn how Blizzard updated Arthas the Death Knight to be even more evil than in Warcraft III and how a new central character, Sindragosa the Frost Wyrmn, was developed. Other features explore technical dimensions and Blizzard ’ s influence on the game world and beyond. EACH BOOK COMES WITH: Two 8 " x 10 " original art cards in vellum sleeve and a 12-page illustrated storybook on the creation of the frostwyrn Sindragosa, that make this a must-have for any WoW fan.

The World of Warcraft: Comic Collection brings together eleven digital World of Warcraft comic books for the first time ever in print! Featuring all-new stories from the eras of Warlords of Draenor, Legion and Battle for Azeroth, go deeper into the lore of World of Warcraft with fan favorites such as Jaina Proudmoore, Magni Bronzebeard, Gul'dan and many more! Includes never seen concept art and sketches from Alex Horley, Nesskain and more acclaimed artists!

World of Warcraft: Chronicle

The World of Warcraft Pop-Up Book

Pearl of Pandaria

Emotion by Design

Cinematic Art of World of Warcraft

The World of Warcraft is more than just a game. It’s a work of art -- and you can enjoy these unique creations outside of the game with The Art of World of Warcraft. This beautiful hardbound book contains sketches, concepts, and final colored art for the following: All eight races -- Dwarf, Gnome, Human, Night Elf, Orc, Tauren, Troll, and Undead Monsters -- from the Ancients to Magnataurs to Yeti Environments -- landscapes and flora, from the magnificent beauty of Emerald Paradise to the bleak wasteland of Desolace Structures & Weapons -- buildings, terrain, and armor Cinematics -- from storybook to finished art Promotional -- full-page artwork, special drawings from Korea, and the Blizzard 2003 Christmas Card Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix the first in a multipart series exploring the Warcraft universe: from the distant past to the modern era.

"An amnesiac washes up on the shores of Kalimdor, starting the epic quest of the warrior Lo'Gosh and his unlikely allies, Broll Bearmantle and Valeera Sanguinar. Striking uneasy relationships with other races, as well as each other, they must fight both the Alliance and the Horde as they struggle to uncover the secrets of Lo'Gosh's past!" -- Back cover.

An engaging examination of how video game design can create strong, positive emotional experiences for players, with examples from popular, indie, and art games. This is a renaissance moment for video games—in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In How Games Move Us, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, lonely loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences: they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples—drawn from popular, indie, and art games—that unpack the game’s experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game designers tap upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players’ emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony’s Little Big Planet to the much-praised indie game Journey to art games like Brenda Romero’s Train. Isbister’s analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

Reflections on Land and Spirit

The Official Cookbook

The Eastern Kingdoms: Exploring Azeroth

World of Warcraft: Jaina Proudmoore: Tides of War

The Wrath of the Lich King

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, Grimoire of the Shadowlands and Beyond is made to be treasured for eternity. In his authorial debut, Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.

Enter and explore the World of Warcraft with this ultimate visual guide World of Warcraft: The Ultimate Visual Guidereveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

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.

The second graphic novel based on the world's most popular massively multiplayer videogame tells the saga of the Missing King of Stormwind. Upon learning he is in fact the lost ruler of Stormwind, Lo'Gosh returns to reclaim his throne with his comrades in arms Valeera and Broll. But all is not as it seems in the eastern kingdom, especially if one informed dwarf has anything to say about it.

Bloodsworn

The World of Warcraft

World of Warcraft: New Flavors of Azeroth

Chronicle of the World

World of Warcraft: Crónicas 1

In her New York Times bestseller, The Shattering, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion. Thrall, wise shaman and the warchief of the Horde, has sensed a disturbing change... Long ago, Azeroth ’ s destructive native elementals raged across the world until the benevolent titans imprisoned them within the Elemental Plane. Despite the titans ’ intervention, many elementals have ended up back on Azeroth. Over the ages, shaman like Thrall have communed with these spirits and, through patience and dedication, learned to soothe roaring infernos, bring rain to sun-scorched lands, and otherwise temper the elementals ’ ruinous influence on the world of Azeroth. Now Thrall has discovered that the elementals no longer heed the shaman ’ s call. The link shared with these spirits has grown thin and frayed, as if Azeroth itself were under great duress. While Thrall seeks answers to what ails the confused elements, he also wrestles with the orcs ’ precarious future as his people face dwindling supplies and growing hostility with their night elf neighbors. Meanwhile, King Varian Wrymn of Stormwind is considering violent action in response to mounting tensions between the Alliance and the Horde, a hard-line approach that threatens to alienate those closest to him, including his son, Anduin. The conflicted young prince has set out to find his own path, but in doing so, he risks becoming entangled in political instability that is setting the world on edge. The fate of Azeroth ’ s great races is shrouded in a fog of uncertainty, and the erratic behavior of the elemental spirits, troubling though it is, may only be the first ominous warning sign of the cataclysm to come.

The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: Orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds one army faces destruction and the other faces extinction. From opposing sides two heroes are set on a collision course that will decide the fate of their family their people and their home.

Celebrate your allegiance to the Alliance with this deluxe hardcover World of Warcraft® journal. World of Warcraft® is one of the most visually distinct fantasy settings ever created. Expansive hyper-realized landscapes, super-stylized characters, and dynamic conflicts combine for an epic gameplay amid a world of boundless possibilities. Now fans can chronicle their adventures in this finely crafted writing journal featuring powerful images of the noble Alliance faction. This journal is a must-have for players seeking to bring light to the darkest corners of Azeroth. With sturdy construction and sewn binding, this journal lies flat, and the 192 lined, acid-free pages of high-quality heavy stock paper take both pen and pencil nicely to invite a flow of inspiration. All this plus a ribbon placeholder, elastic closure, and 7.5 x 4.5-inch back pocket perfect for photographs and mementos, makes the World of Warcraft®: Alliance Hardcover Ruled Journal the ultimate game-inspired portable journal.

"Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

World of Warcraft: Paragons

The Cinematic Art of World of Warcraft

Wrath of the Lich King

World of Warcraft: Dawn of the Aspects

Volume One: Comic Collection

Don't miss the epic conclusion to the World of Warcraft: Traveler trilogy, brought to life by New York Times bestselling author Madeleine Roux!

With never-before-seen concept art and accounts of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.

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.

BradyGames' World of Warcraft Atlas includes the following: Complete resource detailing each area of this expansive MMORPG. Maps are provided for every area including all regions and major cities. Each illustration shows critical locations and characters such as NPCs, enemies, mobs, shops, merchants, flight points, entry and exit points from regions and where they lead. As an added bonus, cross-referenced indices of all information are also provided for ease of use. Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

How Games Move Us

World of Warcraft Chronicle

The Art of World of Warcraft

Warcraft: The Official Movie Novelization

World of Warcraft: Legion Hardcover Blank Sketchbook

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 Wrymn. 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. A chronological summary of world events from 3.5 million years B.C. to the present day depicts the history of humanity in its entirety

Gaming fans have been waiting for this reprint of The Wrath of the Lich King, with cinematic art from World of Warcraft that offers a rare, behind-the-series look for collectors. Fans can experience Northrends icy steppes and uncharted mountains through the art and imagination of the creative team behind this epic game.

'Remember: Demons Lie' Locked away inside the fortified walls of Oxford's St Wilfred's College, surrounded by alchemists sworn to protect them, Taylor and Sacha are safe from the Darkness. For now. But time is short. In seven days Sacha will turn 18, and the ancient curse that once made him invincible will kill him, unleashing unimaginable demonic horror upon the world. There is one way to stop it. Taylor and Sacha must go to where the curse was first cast - the medieval French city of Carcassonne - and face the demons. The journey will be dangerous. And monsters are waiting for them. But as Darkness descends on Oxford, their choice is stark. They must face everything that scares them, or lose everything they love.

Shadows Rising (World of Warcraft: Shadowlands)

World of Warcraft Atlas

World of Warcraft: The Shattering

World of Warcraft

A New York Times Bestseller! In this enthralling original graphic novel published in a landscape format, you will meet the PANDAREN, one of the most beloved (and mysterious) races in World of Warcraft! Written by Blizzard's own Micky Neilson (the World of Warcraft MMORPG, World of Warcraft: Ashbringer and World of Warcraft: Curse of the Worgen), with art by fan favorite Sean "Cheeks" Galloway (TV's Teen Titans Go and Wednesday Comics), this story ties directly into the upcoming World of Warcraft: Mists of Pandaria expansion pack. World of Warcraft: Pearl of Pandaria introduces Li Li Stormstout, a precocious young student who lives atop a giant turtle called Shen-zin Su. Like the rest of the wandering island's pandaren, Li Li comes from a line of adventurers who left their homeland long ago to explore the world...and she wants nothing more than to chase that dream. But when Li Li runs away to find her famous uncle Chen, how will she survive Azeroth's perils? This aptly named book contains 22 selections by John Muir, John McPhee, Barry Lopez, and others on Alaska and to some extent on the neighboring Yukon, accompanied by a small but evocative collection of photographs of Eskimos. The pieces, most of which are top-notch, vividly describe the harsh climate, the Arctic and sub-Arctic habitats, and the animals of Alaska, and tell the stories of the Native Americans and others who have made their home or worked in the North. This excellent sampler of some of the best writing on Alaska is recommended for academic and, especially, public libraries.

Traces the downfall of a beloved peacekeeper who is pushed to a breaking point by an inconceivable horror that changes her in irrevocable, ethics-testing ways.