

Creature

Deep beneath the waves, a creature named Grue defies his nature, no longer wanting to eat lusty beachgoers, no matter how their hormones call to him. Grue discovers love after finding Shakespeare's plays in cola bottles. When his first attempt at companionship in the world above ends . . . poorly, Grue searches for the person who cast the plays into the sea. What he finds is love in the arms of Giulietta-but with his wicked past catching up to him, Grue must decide if becoming a new man means ignoring the monster he was. Rising from a brine of drive-in pulp and gentle poetry, award winner Jonathan Case's brand-new hardcover edition of his debut graphic novel *Dear Creature* is the love story you never imagined!

Praise for a previous edition of *Dear Creature*:

"Marvelously entertaining . . . A funny, bizarre, unexpected pleasure that gives a creature from the depths heart and soul."-Kirkus Reviews "Exuberantly weird . . . Startlingly assured for a debut effort."

-Publishers Weekly "Dear Creature is sure to be one of the quirkiest and most surprising love stories you will ever read." -Gene Yang

Christine M. Korsgaard presents a compelling new view of humans' moral relationships to the other animals. She defends the claim that we are obligated to treat all sentient beings as what Kant called "ends-in-themselves". Drawing on a theory of the good derived from Aristotle, she offers an explanation of why animals are the sorts of beings for whom things can be good or bad. She then turns to Kant's argument for the value of

humanity to show that rationality commits us to claiming the standing of ends-in-ourselves, in two senses. Kant argued that as autonomous beings, we claim to be ends-in-ourselves when we claim the standing to make laws for ourselves and each other. Korsgaard argues that as beings who have a good, we also claim to be ends-in-ourselves when we take the things that are good for us to be good absolutely and so worthy of pursuit. The first claim commits us to joining with other autonomous beings in relations of moral reciprocity. The second claim commits us to treating the good of every sentient creature as something of absolute importance.

Korsgaard argues that human beings are not more important than the other animals, that our moral nature does not make us superior to the other animals, and that our unique capacities do not make us better off than the other animals. She criticizes the "marginal cases" argument and advances a new view of moral standing as attaching to the atemporal subjects of lives. She criticizes Kant's own view that our duties to animals are indirect, and offers a non-utilitarian account of the relation between pleasure and the good. She also addresses a number of directly practical questions: whether we have the right to eat animals, experiment on them, make them work for us and fight in our wars, and keep them as pets; and how to understand the wrong that we do when we cause a species to go extinct.

This whopping big McFarland Classic brings together 43 interviews with horror and science fiction movie writers, producers, directors and the men and women who saved the planet from aliens, behemoths, robots, zombies, and

other sinister, stumbling threats--in the movies, at least. The interviewees reminisce about some of their great (and not so great!) films and tell their stories. This classic volume represents the union of two previous volumes: 1994's *Attack of the Monster Movie Makers* ("anecdotes are frank and revealing"--Video Watchdog); and 1995's *They Fought in the Creature Features* ("a fun book for all SF film enthusiasts"--Interzone). Together at last, this combined collection of interviews offers a candid and delightful perspective on the movies that still make audiences howl and squeal (though fear has long been replaced with sweet nostalgia).

Creature Discomfort innovates the notion of "fauna-criticism" to reframe the literary history of and expound animal ethical positions from Spanish American nineteenth century, modernista, Regional, indigenista, and contemporary fiction and poetry.

"Part *THE TALENTED MR. RIPLEY*, part Bret Easton Ellis's *THE RULES OF ATTRACTION*, about a small-town girl trying to survive in New York and become part of the city's literati, who forms an intense friendship with a troubled socialite, leading to extreme consequences"--
"Stunning. . . . a bit like if you took Charlie and the Chocolate Factory and Monsters Inc. and shoved them in a TARDIS."—Buzzfeed It's a tentacled, inventive, gooey, world in there. . . . Elliot Von Doppler and his friend Leslie think nothing ever happens in Bickleburgh, except inside the gleaming headquarters of DENKi-3000—the world's eighth-largest electronics factory. Beneath the glass towers and glittering skywalks, there's a rambling old mansion from which all

the company's amazing inventions spring forth. And no one except Uncle Archie knows what's behind the second-to-last door at the end of the hall. Until Elliot and Leslie are invited to take a glimpse inside. They find stooped, troll-like creatures with jutting jaws and broken teeth. Tiny winged things that sparkle as they fly. And huge, hulking, hairy nonhumans (with horns). It is unlike anything they've ever seen. But when Chuck Brickweather threatens to shut down the DENKi-3000 factory if a new product isn't presented soon, the creatures know they are in danger. And when Uncle Archie vanishes, it's up to Elliot, Leslie, and every one of the unusual, er, "employees" to create an invention so astonishing it will save the Creature Department. Space invaders, experiments run amok, rampaging dinosaurs and other horrors parade across the Star-Lite Drive-In's screen for the greatest summer ever. This book contains a fascinating treatise on ethical animal treatment, with information on cultural differences, social implications, history, and much more. A veritably thought-provoking and insightful volume, "Every Living Creature - or Heart-Training Through the Animal World" would make for a worthy addition to any collection and is not to be missed by animal lovers. Contents include: "Hunting", "Vivisection", "Docking", "Cattle Transport", "Dress and Fashion", "Flesh as Food", "Sport and War", "Treatment of Criminals", "Home for Animals", "The Enduring Soul", "Heart-Training", and more. Many vintage books such as this are becoming increasingly rare and expensive. We are republishing this volume now in an affordable, modern,

high-quality edition complete with a specially commissioned new introduction.

In this daring book, internationally acclaimed author and playwright Eve Ensler offers fictional monologues and stories inspired by girls around the globe. Fierce, tender, and smart, *I Am an Emotional Creature* is a celebration of the authentic voice inside every girl and an inspiring call to action for girls everywhere to speak up, follow their dreams, and become the women they were always meant to be. This edition features new material about starting a discussion group based on the book.

Meet Meme, the good-for-nothing daughter of the Demon World's mighty Summoners Clan leader. Her dad has kicked her out into the human realm to learn some responsibility, and she needs to find a home! Enter Sentarou Narigane, wealthy landlord of Kuroyuri Apartments. Suffering from the worst case of malaise, Sentarou offers Meme a free apartment on one condition: She has to be his entertainment!

Molly's family and Kayley go on a camping trip. With a new camera in hand, Molly is determined to take a picture of a mysterious creature. Will Molly click the perfect pic? Or will the campground creature remain a mystery?

"Join Ethan and Emily Tuttle in their exciting third adventure, as they uncover the curious mystery of how a powerful creature is stealing their grandparents' hard-earned savings, and how the twins are also being controlled by the same creature--without even knowing it! In honor of the classic *The creature from Jekyll Island* by G. Edward Griffin, this book introduces children to the

history and nature of money, banking, inflation, savings, and bartering in an informative and entertaining format that both entertains and excites its young readers!"--Page 4 of cover.

A New York Times bestseller! National Book Award finalist Sy Montgomery reflects on the personalities and quirks of 13 animals—her friends—who have profoundly affected her in this stunning, poetic, and life-affirming memoir featuring illustrations by Rebecca Green.

Understanding someone who belongs to another species can be transformative. No one knows this better than author, naturalist, and adventurer Sy Montgomery. To research her books, Sy has traveled the world and encountered some of the planet's rarest and most beautiful animals. From tarantulas to tigers, Sy's life continually intersects with and is informed by the creatures she meets. This restorative memoir reflects on the personalities and quirks of thirteen animals—Sy's friends—and the truths revealed by their grace. It also explores vast themes: the otherness and sameness of people and animals; the various ways we learn to love and become empathetic; how we find our passion; how we create our families; coping with loss and despair; gratitude; forgiveness; and most of all, how to be a good creature in the world.

A Belletrist Book Club Selection “Van Meter’s debut is an unwavering triumph . . . A coming-of-age that’s as human as it is wild.” —The New York Times Book Review
On the eve of Evangeline’s wedding, on the shore of Winter Island, a dead whale is trapped in the harbor, the groom may be lost at sea, and Evie’s mostly absent

mother has shown up out of the blue. From there, in this mesmerizing, provocative debut, the narrative flows back and forth through time as Evie reckons with her complicated upbringing in this lush, wild land off the coast of Southern California. Evie grew up with her well-meaning but negligent father, surviving on the money he made dealing the island's world-famous strain of weed, Winter Wonderland. Although her father raised her with a deep respect for the elements, the sea, and the creatures living within it, he also left her to parent herself. With wit, love, and bracing flashes of anger, *Creatures* probes the complexities of love and abandonment, guilt and forgiveness, betrayal and grief—and the ways in which our childhoods can threaten our ability to love if we are not brave enough to conquer the past. Lyrical, darkly funny, and ultimately cathartic, *Creatures* exerts a pull as strong as the tides.

This comprehensive atlas provides information on supernatural beings from around the world, presented in alphabetical order and including such creatures as changelings, the hydra, and werewolves. Sidebars and boxes highlight interesting facts, glossary, an index, and resources for further study conclude this meticulously illustrated book.

National Book Award finalist Sy Montgomery reflects on the personalities and quirks of 13 animals--her friends--who have profoundly affected her in this stunning, poetic, and life-affirming memoir featuring illustrations by Rebecca Green.

"A luxe, full color picture book adaptation of Sy Montgomery and Rebecca Green's New York Times bestselling *How to Be*

a Good Creature"--

A serial killer's obsession with the preservation of beauty sees him return to stalk the streets of Penzance in the summer of 2019. It's 23 years since his first victims went missing, setting DI Brandon Hammett on the hunt for the Sleeping Beauty Killer. A beautiful woman is being held captive in an unknown location. Although not physically injured, she is manacled to a chair in a darkened, sinister dining room. Her captor is polite but menacing. Her female companions silent spectators. When a glass box is found in Prussia Cove, containing a conch and the ear of a missing beauty, a murder investigation is launched. Is the Sleeping Beauty Killer back? Or is this a copycat killing? What's clear is an evasive, clever killer is at large, presenting DI Brandon Hammett with a deadly race against time. "A dark and sinister hunt for a serial killer had me hooked from the first page." Dreda Say Mitchell "Assured and intriguing, Fairest Creatures is a novel that will grip you from the first page and hold you to the last." William Ryan, author of the Captain Korolev books. "I loved this novel with its unusual viewpoints and characters. It raced along with a great pace taking the reader with it. It was easy to invest in the main characters; they were so well-drawn and rounded. I even found myself feeling sorry for the killer! This is a great debut novel from a writer I can't wait to read again. Highly recommended." Judi Daykin, author of the DS Sara Hirst novels.

Photographer Andrew Zuckerman's collection of astonishing studio portraits of 175 wild creatures from baby leopards to parrots, bears, mandrills, and many more are stunningly foregrounded against white backgrounds, depicting their subjects with rare sensitivity, insight, humor, and wonder. --From publisher description.

The doors of gloomy gothic mansion Direspire Hall creak open just once a year, and finally it is Seren's chance to enter

and discover what treasures lie within. The mysterious owner, the Collector, has a menagerie of magical animals and chooses Seren to be his new Creature Keeper - it's the most exciting thing that's ever happened to her, the role of her wildest dreams! But the animals - including the elephant-like tusker, Mika, who fast becomes Seren's friend, live in cramped cages and are mistreated, stifled and sad. Can Seren set them free, or will the Collector keep them locked away for ever?

Which sea creature is the greatest? Is it the one with the most venom, the greatest diver, the one with blue blood, or the best rotating eyes? Or is it the master of disguise, the one with the best light, the most slime, or the most eggs?

Fascinating facts and spectacular illustrations will inspire young readers to choose their own favorite sea creatures!

"In 1833, Charles Darwin was astonished by an animal he met in the Falkland Islands: handsome, social, and oddly crow-like falcons that were 'tame and inquisitive, quarrelsome and passionate,' and so insatiably curious that they stole hats, compasses, and other valuables from the crew of the *Beagle*. Darwin wondered why these birds were confined to remote islands at the tip of South America, sensing a larger story, but he set this mystery aside and never returned to it. Almost two hundred years later, Jonathan Meiburg ... takes us through South America, from the fog-bound coasts of Tierra del Fuego to the tropical forests of Guyana, in search of these birds: striated caracaras, which still exist, though they're very rare"--Publisher marketin

One brave feline, exiled from her clan, must fight to survive in this PEN Award-winning author's epic fantasy adventure about a tribe of prehistoric cats. Twenty-five million years in the past, a clan of sentient, prehistoric big cats called "the Named" have their own language, traditions, and law. Led by Meoran, the Named herd horses and deer for food. They

keep order and peace, fending off predatory raiders—the UnNamed—from all sides. But, the battle has taken its toll, and the Named are skirting the edge of survival. Much to the displeasure of Meoran, a young female named Ratha discovers a powerful defense against the UnNamed. She calls it “the Red Tongue,” and it is a creature of incredible power. Red Tongue is fire, a force of both life and destruction that must be at once nurtured and tamed. Sensing that Ratha’s mastery of fire threatens his power, Meoran banishes her from the clan. As she travels out amongst the savage UnNamed, Ratha learns about both them and herself. But, her tribe needs her. Can she return? Will the Named survive constant attacks without the Red Tongue? Will the power of the Red Tongue change the clan forever?

Acclaimed author Clare Bell crafts a serious coming-of-age story filled with adventure, triumph, and heartbreak. Perfect for readers of Jean M. Auel’s *The Clan of the Cave Bear*, Ratha’s Creature will have readers hooked and clamoring for more stories of these big, noble cats.

Examines unusual animal facial features and how they help the animals survive.

In these stories Dostoevsky explores both the figure of the dreamer divorced from reality and also his own ambiguous attitude to utopianism, themes central to many of his great novels. This new translation captures the power and lyricism of Dostoevsky's writing, while the introduction examines the stories in relation to one another and to his novels.

Once upon a time, in the forest of Gravelly Valley, which is surrounded by mountains, a fog comes rolling in from the wooden range. Rumors of strange

things happened in this valley. The Valley of Gravely has rolling hills where there are scattered grave sites and the screams and moans of the spiritual world that lies within. There are plenty of skulls lying on the ground around the grave site. The people in the Gravely Valley shudder when the creature of gloom is seen in the black forest.

Vibrantly illustrated by Creature Features illustrator Natasha Durley, this is a dinosaur book with a difference. Each page is bursting with unusual creatures from the time of the dinosaurs, all united by a common characteristic. From long necks to terrific teeth, and from tyrannosaurs to ancient turtles, this eclectic collection of species celebrates the diversity of the dinosaurs and the animals they lived alongside. And with something to look for on every page, it's guaranteed to inspire and fascinate young dinosaur lovers.

Good battles evil, and the world hangs in the balance! Resurrected by the Shroud of Turin, the zombified Dr. Jameson intends to finish what he started 150 years ago -- destroying the earth with a giant space eel. Standing in his way is Dr. Ong, a would-be pastor turned scientist who now works in a government research facility infamously known as "Creature Tech." Aided by an unlikely cast of rednecks, symbiotic aliens, and a CIA-trained mantid, Dr. Ong embarks on a journey of faith, love, and self-discovery. All in a day's work at Creature

Tech! ... And, by the way, 20th Century Fox and New Regency are currently developing Doug TenNapel's Creature Tech for the silver screen. We'll keep you posted as things develop.

A powerful high-tech company. A postcard-pretty company town. Families. Children. Sunshine.

Happiness. A high school football team that never-ever loses. And something else. Something horrible ... Now, there is a new family in town. A shy, nature-loving teenager. A new hometown. A new set of bullies. Maybe the team's sports clinic can help him. Rebuild him. They won't hurt him again. They won't dare.

Hold your breath fantastical creature lovers, and try to stay calm coloring book fans because here comes a Monster Collection of All Coloring Books!

""Naturally Monstrous and Magical Creatures"" Is a series of coloring books filled with 'natural' monsters and/or magical creatures from around the world.

These books are guaranteed to test any artist's skill and churn the brain of the most imaginative learner. Nicolle R. Murray's whimsical drawings, coupled with fun facts and the personal details of each creature, sends viewers on an extraordinary journey through time, across cultures, and into the very heart of the 'natural world' of the monstrous and magical. Make sure you bring plenty of supplies, including sandwiches and a tent to sleep in, for this adventure is not easily put down!

(Peeters 1996)

'It's much more than most creature features, it has heart and thought, and a superb, head-on horror conclusion. The best Hunter Shea I've read so far and by more than a little.' - Eddie Generous

(Unnerving Magazine) The monsters live inside of Kate Woodson. Chronic pain and a host of autoimmune diseases have robbed her of a normal, happy life. Her husband Andrew's surprise of their dream Maine lake cottage for the summer is the gift of a lifetime. It's beautiful, remote, idyllic, a place to heal. But they are not alone. Something is in the woods, screeching in the darkness, banging on the house, leaving animals for dead. Just like her body, Kate's cottage becomes her prison. She and Andrew must fight to survive the creature that lurks in the dead of night. FLAME TREE PRESS is the new fiction imprint of Flame Tree Publishing.

Launching in 2018 the list brings together brilliant new authors and the more established; the award winners, and exciting, original voices.

Creator of the notorious film *Flaming Creatures*, Jack Smith astonished an international audience with his work in film, photography, theater, performance and the written word. Example and antagonist to generations of artists and performers, revered by Robert Wilson, denounced by Kenneth Anger, imitated by Andy Warhol? Jack Smith is ready for his close-up, on location in the streets and ruins of the world. This volume

recognizes Smith's seminal contributions and the need for a significant rethinking of the history of the American avant-garde.

For Ellen and Blake Tanner, along with their son Mark, Silverdale, Colorado seems too good to be true, but the family is soon subjected to secret rituals and a hidden evil

On the island of Habit lives a very big creature who does the exact same things in the exact same order every day, but when a small creature comes along who wants to do something different every day, the creature of habit must learn to adapt.

CreatureA NovelBantam

The Creature Garden is an illustrator's step-by-step sourcebook for drawing and painting 50 real and imagined creatures in a whimsical folk-art style. With an embossed cover, striking endpapers, and extraordinary interior illustrations, this beautifully crafted book is a unique piece of art in itself. Husband-and-wife illustrator team Harry and Zanna Goldhawk, the founders of Papio Press, teach you how to make vibrant paintings of these beautiful beasts and fictional fauna: Mammals, including big cats, wolves, sloths, and red pandas Marine life, including whales, sea dragons, narwhals, and giant Pacific octopi Birds, including peacocks, cranes, owls, and flamingos Insects, including butterflies, moths, bumblebees, and damselflies Mythical creatures, including mermaids, unicorns, dragons, phoenixes, centaurs, and hippogriffs And more! The Creature Garden begins with the basics, first instructing you on which tools to use, how to create patterns, the

importance of keeping a sketchbook, and even avoiding comparison with other artists. The book then navigates through each illustration in a step-by-step manner that is manageable and easy to understand. Each project carefully guides you through each phase of the artistic process, from creating an outline to adding a realistic animal pattern. You'll also learn how to draw botanical patterns from different environments—the garden, forest, jungle, and ocean—that enable you to surround your animal drawings with a natural environment. Full of lush warmth and fairy-tale wonder, *The Creature Garden* is a wonderful addition to the repertoire of both seasoned artists and novices alike.

[Copyright: 8a52e7a8d3b4c955d6f7927c6ba3fe72](#)