

An Apple For The Creature Kate Daniels 53 Charlaine Harris

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.

Comet Press presents the ultimate collection of extreme creature horror with 17 deviant and gore-soaked stories featuring demons, cannibals, mutants, golems, werewolves, and many more vile creatures. Brace yourself for a wild and bestial ride in these disturbing tales of Sick Things. FANGORIA MAGAZINE REVIEW "Cover every orifice. Comet Press' new collection SICK THINGS: AN ANTHOLOGY OF EXTREME CREATURE HORROR is making a beeline for the soft contents of your body—and it doesn't care one bit where it makes its grand entrance, orbital sockets or otherwise. Rest assured this violation will be painful, given the tight confinements of our fallible frames of flesh—but anything less than a full-on ass-rape would probably seem insufficient in the eyes of editrix Cheryl Mullenax. Read on at your own stomach's peril." FATALLY YOURS REVIEW "If you are an extreme fan of horror looking for the ultimate in disgusting, vile and disturbing fiction, Sick Things: An Anthology of Extreme Creature Horror is a must-read...just make sure you have your barf bag handy!" TOXIC GRAVEYARD REVIEW "Recently I've discovered the awesomeness that is Comet Press. There is a myriad of small press horror publishers out there, and more seem to be popping up all the time. Many times these small press companies promise "extreme" horror but often what you get is a poorly edited book riddled with grammatical and spelling errors with mediocre unknowns sandwiched between old stories from established authors. Thank goodness for Comet Press. I've reviewed their previous releases Vile Things and The Death Panel and loved em both. The bar was set high for Sick Things, and it soared over it on cloven hoof." This collection of 14 short stories chosen by the editors of An Apple for the Creature features paranormal creatures enjoying their favorite hobbies, pastimes and contact sports and includes a brand-new tale featuring Sookie Stackhouse and Manfred Bernando. 100,000 first printing.

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

An Apple for the Creature Penguin

Charlaine Harris and Toni L. P. Kelner have selected the best of a rare crop of supernatural and urban fantasy stories from some of the greatest writers in the school, including a brand new Sookie Stackhouse story.

A New York Times bestseller! Unicorns are real. (At least we think they are.) Are you ready to protect the creatures of myth and legend? Then you belong in The Unicorn Rescue Society. HURRY-THE CREATURES NEED YOU! Elliot Eisner

isn't exactly thrilled with the first day at his new school. His class is going on a field trip to a creepy forest called the Pine Barrens. The trip is being led by Professor Fauna, the weirdest teacher Elliot has ever met. And the only kid who will talk to Elliot, Uchenna Devereaux, isn't afraid of danger. She likes danger. Elliot and Uchenna are about to become part of a secret group of adventurers, The Unicorn Rescue Society, whose goal is to protect and defend the world's mythical creatures. Together with Professor Fauna, Elliot and Uchenna must help rescue a Jersey Devil from a duo of conniving, greedy billionaires, the Schmoke Brothers. Join Elliot and Uchenna on their very first quest as members of the Unicorn Rescue Society in this fantasy-adventure series from Adam Gidwitz, the beloved bestselling and Newbery Honor-winning author of *The Inquisitors Tale* and *A Tale Dark & Grimm*. Illustrated throughout, this is the perfect fit for newly independent readers looking for a story full of adventure, fun, and friendship. In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "An Apple for the Creature." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

Night is coming, and so are they. Milena's twentieth birthday, the day she would join the ranks of her village's hunters, should have been the most exciting day of her life. Being a hunter meant she would be able to help protect her village from the murderous wolves who take human form—the creatures of the night. But a chance encounter with Elias, the enigmatic leader of the creatures, leaves her questioning everything she has ever believed to be true. Up until now, Elias has managed to protect the creatures of the night and keep the secrets of his past well hidden. Now, as tensions between the groups grow, Elias is forced to make hard decisions: ones that will cost lives. Nobody is safe, especially Milena, the person he is inexplicably drawn to even though it could destroy them both. Equal parts suspense, mystery, and romance, *Creatures of the Night* captures the struggle between learning to trust your instincts and each other.

"A lost classic . . . the history of a horror-film star and a treatise on human frailty . . . is back to be savored and marveled at anew" (James Ellroy, *New York Times*—bestselling author of the *Lloyd Hopkins Trilogy*). Simon Moro, a sixty-eight-year-old star, is making his last picture, a low-budget remake of Edgar Allan Poe's *The Raven*. Moro, infuriated by the bland horror movies of his day, sees his own career—even as it ends—as an ongoing effort to wallop the public with an overwhelming moral shock. And he succeeds when an elaborate publicity stunt turns into a gruesome and grand personal statement. As Moro's life reels toward its macabre end, it also reels backward through lies and evasions to show its surprising beginning. Underneath his Frankensteinian exaggeration, Moro has a vivid and humane story to tell, even as the coffins break open and dark, erotic secrets are revealed. Brock Brower has taken the horror film in all its gory glory to create a book that recycles pop material into literature, creating a Dickensian tale of America. "A wonderful book . . . Like a circus with several brilliant performances going on at the same time . . . A real breaking through. I don't think anybody ever again will be able to dabble politely in mixing 'real life' and fiction." —Joan Didion, *New York Times*—bestselling author of *Slouching Towards Bethlehem* "The way the book skewers society's obsession with celebrity culture is even more valid today than when it was written, proving that great art stands

the test of time.” —Forbes “A cult novel that amounts to a loving satiric tribute to cinema schlockmeister Roger Corman.” —New York Post

How close would you hold those you love, when the end comes? In a society where self-preservation is as much an art as a science, Norah and Arthur are learning how to co-exist in their new little world. Though they hardly know each other, everything seems to be going perfectly – from the home they’re building together to the ring on Norah’s finger. But survival in this world is a tricky thing, the air is thicker every day and illness creeps fast through the body. And the earth is becoming increasingly hostile to live in. Fortunately, Easton Grove is here for that in the form of a perfect little bundle to take home and harvest. You can live for as long as you keep it – or her – close. File Under: Science Fiction [Teratoma for One | Nine Lives | Cell Patchwork | Till Death]

This book constitutes the proceedings of the 4th International Workshop on Motion in Games, held in Edinburgh, UK, in November 2011. The 30 revised full papers presented together with 8 revised poster papers in this volume were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on character animation, motion synthesis, physically-based character motion, behavior animation, animation systems, crowd simulation, as well as path planning and navigation.

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.

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. *Grow with Me* peers into a beehive, a cocoon, garden soil, and elsewhere to explore the lives and growth of an assortment of creatures and plants. These books for ages eight and up offer elementary but fascinating studies of the life stages that bugs, animals, and vegetation experience as they mature. Magnified photos, easy-to-follow text explaining life stages, and a life-cycle recap all contribute to an educational experience focused on an up-close look at how the featured creature or plant changes and grows throughout its life span. In this title explore the life cycle and life span of apples, using up-close photographs and step-by-step text to

follow an apple's growth process from seed to seedling to mature tree.

Marni, a young flower seller who has been living in exile, must choose between claiming her birthright as princess of a realm whose king wants her dead, and a life with the father she has never known—a wild dragon. Simultaneous eBook. 15,000 first printing.

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.

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?

With echoes of Toni Morrison's *Beloved*, Yejidé's novel explores a forgotten quadrant of Washington, DC, and the ghosts that haunt it. "Yejidé's writing captures both real news and spiritual truths with the deftness and capacious imagination of her writing foremothers: Zora Neale Hurston, Toni Morrison and N.K. Jemisin...Creatures of Passage is that rare novel that dispenses ancestral wisdom and literary virtuosity in equal measure." --Washington Post "Creatures of Passage resists comparison. It's reminiscent of *Beloved* as well as the *Odyssey*, but perhaps its most apt progenitor is the genre of epic poems performed by the djelis of West Africa...All these otherwise clashing elements become, in this cast, a cohesive whole, telling us that this, too, is America." --New York Times Book Review "In its luminous prose, and its nods to mysticism and myth, the novel brings to mind the best of Toni Morrison. It's that good." --Washington Post, One of the Best Books about Washington, DC, recommended by George Pelecanos "Yejidé's surreal new novel has no shortage of otherworldly surprises, but it's her this-worldly protagonist who steals the show...Informed by a richly woven mythology and propelled by themes of regret and revenge, *Creatures of Passage* has earned some apt comparisons to Toni Morrison's *Beloved*." --Philadelphia Inquirer, One of the Best Books of Winter 2021 "Written over the course of 17 years, Morowa Yejidé's new book, *Creatures of Passage*, is set in Anacostia in 1977 and follows twins--one living, one dead--who share names with the Egyptian gods Nephthys and Osiris. But that barely hints at the richness and complexity of the book's many strands." --Washingtonian "Hauntingly magical, this sophomore novel by Morowa Yejidé centers a young woman dealing with the loss of her brother, her young great-nephew who mysteriously shows up at her door and Washington, DC, the city that provides an otherworldly backdrop to this imaginative thriller." --Ms. Magazine, A Most Anticipated Book of 2021 "Morowa Yejidé's *Creatures of Passage* gives readers a chance to

experience grief and intergenerational trauma in a unique way." --The Root "This enthralling, otherworldly story follows Nephthys Kinwell, a taxi driver in Washington, D.C., as she grapples with grief." --Woman's World "Comparisons to Toni Morrison's masterpiece *Beloved* always perk up our ears, but in the case of Morowa Yejidé's *Creatures of Passage* the hype is warranted...History-haunted in the best sense, readers shouldn't miss this mythic thriller." --Chicago Review of Books Nephthys Kinwell is a taxi driver of sorts in Washington, DC, ferrying passengers in a 1967 Plymouth Belvedere with a ghost in the trunk. Endless rides and alcohol help her manage her grief over the death of her twin brother, Osiris, who was murdered and dumped in the Anacostia River. Unknown to Nephthys when the novel opens in 1977, her estranged great-nephew, ten-year-old Dash, is finding himself drawn to the banks of that very same river. It is there that Dash--reeling from having witnessed an act of molestation at his school, but still questioning what and who he saw--has charmed conversations with a mysterious figure he calls the "River Man." When Dash arrives unexpectedly at Nephthys's door bearing a cryptic note about his unusual conversations with the River Man, Nephthys must face what frightens her most. Morowa Yejidé's deeply captivating novel shows us an unseen Washington filled with otherworldly landscapes, flawed super-humans, and reluctant ghosts, and brings together a community intent on saving one young boy in order to reclaim itself.

SPOOKY SHORTS A-D contains the first four creepy short stories from a proposed collection of these fast reads. APPLE PIE: A freaky fairy tale with two witchy sisters searching for the perfect candidate. BLACK-EYED KIDS: A babysitter notices unusual children roaming the neighborhood and getting closer to her and the child she babysits. CREATURE: You will never drive alone in the dark again, especially down an isolated road in the middle of the night. DUNGEON: Disturbing to most, oddly hopeful to a few, Dungeon takes a princess to a blessed land of love. But what Martha does not know is why she is even on this unusual journey. There's a weird noise in Gran's cellar, so Sebastian bolts the door. In the night he hears another noise, and finds the door ajar. next morning, he notices a half-eaten apple, a split vase of flowers, and a curtain hanging off its rail. Later, the bolt on the cellar door is locked again, but Gran explains that she closed the door. Sebastian climbs a tree and sees movement in the front window of the house. then he discovers a possum in the cellar. the mystery is solved, but Sebastian realises that while he was up in the tree the possum had been locked in the cellar - so what could the movement in the window have been? (The answer is revealed in the pictures on pp.19 and 32 - There is a second possum in the house!)

When their island kingdom falls under siege, royal brothers Noa and Dagan must follow a magical map and confront the legendary one-eyed pirate before evil takes over their world. Alphabet book featuring two wildlife photographic portraits for each creature, offering an up-close view of the animal kingdom.

Includes an original Sookie Stackhouse story TALES OUT OF SCHOOL BY ILONA ANDREWS • AMBER BENSON • RHYS BOWEN • MIKE CAREY • CHARLAINE HARRIS • DONALD HARSTAD • STEVE HOCKENSMITH • NANCY HOLDER • FAITH HUNTER • TONI L. P. KELNER • MARJORIE M. LIU • JONATHAN MABERRY • THOMAS E.

SNIEGOSKI What could be scarier than the first day of school? How about a crash course in the paranormal from Charlene Harris and Toni L. P. Kelner, editors of *Games Creatures Play*? Your worst school nightmares—taking that math test you never studied for, finding yourself naked at a school assembly, not knowing which door to enter through—will pale in comparison to these thirteen stories that take academic anxiety to realms you never dared to imagine. You'll need more than an apple to stave off these creatures. Remember your first lesson: Resistance is fruitless!

Welcome to the wide world of paranormal pastimes, where striking out might strike you dead. Editors Charlene Harris and Toni L. P. Kelner are your

announcers for this collection of the most peculiar plays ever made—including a story featuring Sookie Stackhouse and Manfred Bernardo... Sports fans live and die by their teams' successes and failures—though not literally. But these fifteen authors have written spirited—in more ways than one—tales of killer competitions that would make even the most die-hard players ask to be benched. This anthology includes tales of unusual athletics by: JAN BURKE • DANA CAMERON • ADAM-TROY CASTRO • BRENDAN DuBOIS • CHARLAINE HARRIS • TONI L. P. KELNER • CAITLIN KITTREDGE • WILLIAM KENT KRUEGER • ELLEN KUSHNER • MERCEDES LACKEY • JOE R. LANSDALE • LAURA LIPPMAN • SEANAN McGUIRE • BRANDON SANDERSON • SCOTT SIGLER

A journey into the bizarre world of science, religion, and pseudoscience looks at the mysteries of the Yeti, Shangri-La, lost civilizations, strange creatures in Loch Ness, Nikola Tesla's time travel and anti-gravity theories, Atlantis, and other oddities.

A story for creatures of habit big and small who might be surprised by the joy of trying something new. On the island of Habit, there lives a very big creature with big teeth, big eyes, and very big feet. Every day the creature does the exact same things in the exact same order. He gets up in the morning, eats three pineapples and two bananas, collects shells, says hello to the fish, rocks, trees, and crabs of the island before he eats three more pineapples and two bananas, and finally goes to bed. It is exactly the way the big creature likes it. That is, until a small boat carrying a very small creature with small teeth, small eyes, and very, very small feet arrives on the island. At first the big creature is excited to show the little creature around and explain how things are done on the island, but the small creature has his own ideas. He does not like pineapples or bananas, but he does like coconuts. Instead of saying hello to the fish, he swims with them. And instead of collecting shells, he collects...well, everything else. Also, the little creature does something different every day--it's madness, thinks the big creature. Can these two creatures learn to appreciate each other? Is the island big enough for both of them? Told with heart and humor, this is a story about being open to new ways of doing things.

The Los Angeles Times Bestseller A Tor.com Most Anticipated Book of 2019 A PureWow "Book We Can't Wait to Read in 2019" A Bustle Nonfiction Book Coming Out In 2019 To Start Getting Excited About The Lady from the Black Lagoon uncovers the life and work of Millicent Patrick—one of Disney's first female animators and the only woman in history to create one of Hollywood's classic movie monsters As a teenager, Mallory O'Meara was thrilled to discover that one of her favorite movies, Creature from the Black Lagoon, featured a monster designed by a woman, Millicent Patrick. But for someone who should have been hailed as a pioneer in the genre, there was little information available. For, as O'Meara soon discovered, Patrick's contribution had been claimed by a jealous male colleague, her career had been cut short and she soon after had

disappeared from film history. No one even knew if she was still alive. As a young woman working in the horror film industry, O'Meara set out to right the wrong, and in the process discovered the full, fascinating story of an ambitious, artistic woman ahead of her time. Patrick's contribution to special effects proved to be just the latest chapter in a remarkable, unconventional life, from her youth growing up in the shadow of Hearst Castle, to her career as one of Disney's first female animators. And at last, O'Meara discovered what really had happened to Patrick after *The Creature's* success, and where she went. A true-life detective story and a celebration of a forgotten feminist trailblazer, Mallory O'Meara's *The Lady from the Black Lagoon* establishes Patrick in her rightful place in film history while calling out a Hollywood culture where little has changed since.

When a vampire enlists the aid of cocktail waitress Sookie Stackhouse to use her telepathic talents to find a missing vampire in Dallas, she agrees to the deal if the vampires promise to behave and to let the humans go unharmed. Original.

A lift-the-flap counting book for the very young 5 little apples Mr Elephant ate one, which left only ? (Lift the flap) 4 little apples The flaps reveal the creature that eats an apple in this board book that helps little ones count backwards. An elephant, a rabbit, and a caterpillar are some of the hungry critters who take apples away. But when there are none left, a surprise awaits.

Rotten Apple Books: Unexpected. Unforgettable. Undead. Get bitten! Becky's family has moved right next door to the creepy, abandoned McNally house.

Rumors fly around school about the ghosts and monsters that live there, and Becky isn't sure what to believe. Even her mischievous dog, Bear, stays away from it. When Becky starts hearing mysterious howls coming from next door, paired with an awful smell, she starts to wonder if the rumors might be true.

Snarls and glowing eyes confirm it--something is over there, and it's not happy. Worse, Becky's parents are blaming Bear for all the unexplained damage around their property. Can Becky stop this creature before it's too late?

Little Critter stays with his grandparents for the weekend, where he does chores around the farm, helps his grandmother bake a pie, and visits the fair.

"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"--

Twelve-year-old underachiever Rob has better things to do than read. His parents give him lots of books but most of them just end up in the messy pile of junk he keeps locked in his closet that once doubled as a makeshift science laboratory. One day, Rob hears weird sounds coming from behind his closet door and discovers a funny little creature that seems to be a cross between two characters from books he's tried to ignore. He names him Wonkenstein. Keeping track of "Wonk" is hard work. But with help from friends and a little off-the-wall magic, Rob and Wonkenstein's crazy adventures set the stage for great laughs . . . and Rob might even read some good books along the way.

There were no surprises in Gatlin County. We were pretty much the epicenter of the middle of nowhere. At least, that's what I thought. Turns out, I couldn't have been more wrong. There was a curse. There was a girl. And in the end, there was a grave. Lena Duchannes is unlike anyone the small Southern town of Gatlin has ever seen, and she's struggling to conceal her

power and a curse that has haunted her family for generations. But even within the overgrown gardens, murky swamps and crumbling graveyards of the forgotten South, a secret cannot stay hidden forever. Ethan Wate, who has been counting the months until he can escape from Gatlin, is haunted by dreams of a beautiful girl he has never met. When Lena moves into the town's oldest and most infamous plantation, Ethan is inexplicably drawn to her and determined to uncover the connection between them. In a town with no surprises, one secret could change everything.

A woman discovers the literal skeleton in her family's closet in the first Family Skeleton Mystery! Moving back into her parents' house with her teenage daughter had not been Georgia Thackery's "Plan A." But when she got a job at the local college, it seemed the sensible thing to do. So she settled in and began reconnecting with old friends. Including Sid. Sid is the Thackery family's skeleton. He's lived in the house as long as Georgia can remember, although no one, including Sid, knows exactly where he came from and how he came to be a skeleton. Sid walks, he talks, he makes bad jokes, he tries to keep Georgia's dog from considering him a snack. And he manages to persuade Georgia to let him leave the house. But when she takes him to an anime convention—disguised as a skeleton, of course—he sees a woman who triggers memories of his past. Now he is determined to find out how he died—with Georgia's help. But their investigation may uncover a killer who's still alive and well and bad to the bone...

"Rich in magic and mythos, *Beasts of Prey* is a feast for all the senses." --Renée Ahdieh, New York Times bestselling author of *The Beautiful* "The hunt for your next YA fantasy book trilogy obsession has ended." --Entertainment Weekly In this blockbuster fantasy series, perfect for fans of Holly Black and Tomi Adeyemi, fate binds two Black teenagers together as they journey into a magical jungle to hunt down the vicious monster who is threatening their home. But as they begin to uncover ancient deadly secrets, it quickly becomes unclear whether they are the hunters...or the hunted. There's no such thing as magic in the broken city of Lkossa, especially for sixteen-year-old Koffi, who holds a power within her that could only be described as magic--a power that if discovered could cost her life. Indentured to the notorious Night Zoo, Koffi knows the fearsome creatures in her care and paying off her family's debts to secure their eventual freedom can be her only focus. But the night those she loves are gravely threatened by the Zoo's cruel master, Koffi finally unleashes the power she doesn't fully understand, upending her life completely. As the second son of a decorated hero, Ekon is all but destined to become a Son of the Six--an elite warrior--and uphold a family legacy. But on the night of his final rite of passage, Ekon encounters not only the Shetani--a vicious monster that has plagued the city for nearly a century and stalks his nightmares, but Koffi who seems to have the power to ward off the beast. Koffi's power ultimately saves Ekon's life, but his choice to let her flee dooms his hopes of becoming a warrior. Desperate to redeem himself, Ekon vows to hunt the Shetani and end its reign of terror, but he can't do it alone. Meanwhile, Koffi believes finding the Shetani could also be the key to solving her own problems. Koffi and Ekon form a tentative alliance and together enter the Greater Jungle, a world steeped in wild, frightening magic and untold dangers. The hunt begins. But it quickly becomes unclear whether they are the hunters or the hunted.

"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.

In the ruins of civilization, a young girl's kindness and capacity for love will either save humanity -- or wipe it out in this USA Today bestselling thriller Joss Whedon calls "heartfelt, remorseless, and painfully human." Melanie is a very special girl. Dr Caldwell calls her "our little genius." Every morning, Melanie waits in her cell to be collected for class. When they come for her, Sergeant keeps his gun pointed at her while two of his people strap her into the wheelchair. She thinks they don't like her. She jokes that she won't bite, but they don't laugh. *The Girl With All the Gifts* is a genre-defying, emotionally charged thriller that will shatter your expectations of the classic zombie novel. For more from M. R. Carey, check out: *Someone Like Me* *Fellside* *The Boy on the Bridge* By the same author, writing as Mike Carey: *The Devil You Know* *Vicious Circle* *Dead Men's Boots* *Thicker Than Water* *The Naming of the Beasts*
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