

My Favorite Thing Is Monsters

The Blair Witch Project meets Imaginary Girls in this story of sisterhood turned toxic, imaginary monsters brought to life, and secrets that won't stay buried. Sixteen-year-old Skye is done playing the knight in shining armor for her insufferable younger sister, Deirdre. And moving across the country seems like the perfect chance to start over as someone different. In their isolated new neighborhood, Skye manages to fit in, but Deirdre withdraws from everyone, becoming fixated on the swampy woods behind their house and building monstrous sculptures out of sticks and bones. Then Deirdre disappears. And when something awful comes scratching at Skye's window in the middle of the night, claiming Skye's the only one who can save Deirdre, Skye knows she will stop at nothing to bring her sister home.

Max is sent to bed without supper and imagines sailing away to the land of Wild Things, where he is made king.

After a terrifying creature emerges from the swamp and takes her white playmate, Lee Wagstaff's father is accused of the kidnapping and Lee must enlist the help of a blues-singing swamp monster named Bayou to clear his name.

This is a dystopic coming-of-age graphic novel about two brothers trying to discover the secret of their father's diary. Two pre-adolescent brothers scavenge a post-apocalyptic landscape for anything that might help each other and their father exist for one more day. Although their survival hangs in the balance, the boys are obsessed with only one thing—the diary their father keeps. They've never been taught to read or write, but they have a hunch that the scribbles might answer their questions. Land of the Sons is Gipi's most artistically accomplished work to date.

120 inspiring visual stories on environmentalism from key figures, charities, activists, and artists. The Most Important Comic Book On Earth is a global collaboration for planetary change, bringing together a diverse team of 300 leading environmentalists, artists, authors, actors, filmmakers, musicians, and more to present over 120 stories to save the world. Whether it's inspirational tales from celebrity names such as Cara Delevingne and Andy Serkis, hilarious webcomics from War and Peas and Ricky Gervais, artworks by leading illustrators David Mack and Tula Lotay, calls to action from activists George Monbiot and Jane Goodall, or powerful stories by Brian Azzarello and Amy Chu, each of the comics in this anthology will support projects and organizations fighting to save the planet and Rewrite Extinction.

From the creator of the popular blog The Monsters Know What They're Doing comes a compilation of villainous battle plans for Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In The Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They're Doing is essential reading for every DM.

The children of U.S. small-town Alexandria are just trying to live like normal teens until their parents' promised return from a mysterious, four-year religious pilgrimage, and Ben Schiller is no exception. She's just trying to take care of her sister, keep faith that her parents will come back, and get through her teen years as painlessly as possible. But her relationship with her best friend is changing, her younger sister is hiding a dark secret, and a terrible tragedy is coming for them all.

One of Europe's most exciting young cartoonists makes his American debut. This superbly evocative graphic novella by the award-winning Norwegian cartoonist Jason (his first appearance in the English language) starts off as a melancholy childhood memoir and then, with a shocking twist midway through, becomes the summary of lives lived, wasted, and lost. Like Art Spiegelman did with Maus, Jason utilizes anthropomorphic stylizations to reach deeper, more general truths, and to create elegantly minimalist panels whose emotional depth-charge comes as an even greater shock. His sparse dialogue, dark wit, and supremely bold use of "jump-cuts" from one scene to the next (sometimes spanning a number of years) make Hey, Wait... one of the most surprising and engaging debuts of the year.

35 YEARS IN THE MAKING: THE MOST ANTICIPATED GRAPHIC NOVEL IN RECENT HISTORY *A GUARDIAN 'BOOKS OF 2021' PICK* The year is 1964. Bailey doesn't realize he is about to fulfil his tragic destiny when he walks into a US Army recruitment office. Secretive, damaged, innocent, trying to forget a past and looking for a future, Bobby is the perfect candidate for a secret US government experiment, an unholy continuation of a genetics program that was discovered in Nazi Germany nearly 20 years earlier in the waning days of World War II. Bailey's only ally and protector, Sergeant McFarland, intervenes, which sets off a chain of cascading events that spin out of everyone's control. As the monsters of the title multiply, becoming real and metaphorical, the story reaches a crescendo of moral reckoning. A 360-page tour de force of visual storytelling, Monsters' narrative canvas is copious: part familial drama, part thriller, part metaphysical journey, it is an intimate portrait of individuals struggling to reclaim their lives and an epic political odyssey that plays across two generations of American history. Monsters is rendered in Barry Windsor-Smith's impeccable pen-and-ink technique, the visual storytelling, with its sensitivity to gesture and composition, the most sophisticated of the artist's career. There are passages of heartbreaking tenderness, of excruciating pain, of redemption and sacrifice, and devastating violence. Monsters is surely one of the most intense graphic novels ever drawn.

Team Alchemical: A group of Magical Girls who defend their city from fiendish monsters that prowl by night. The adoring idol culture surrounding these girls, along with the genuine life-or-death struggles they face each night, forces them to grow up quickly and under severe pressure. When tragedy strikes, the team's least confident supporting member, Undine, must step up and learn to fight her own battles.

THE ULTIMATE BINGE-READ! Collecting the first nine volumes of the critically acclaimed, New York Times bestselling series into one massive paperback, this compendium tells the entire story (so far!) of a girl named Hazel and her star-crossed parents. Features 1,400 pages of gorgeously graphic full-color artwork, including a new cover from Eisner Award-winning SAGA co-creator FIONA STAPLES. Collects SAGA #1-54

From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called “the Dear Abby of the work world.” Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit “reply all” • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party Praise for Ask a Manager “A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work.”—Booklist (starred review) “The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers' lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience.”—Library Journal (starred review) “I am a huge fan of Alison Green's Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of The No Asshole Rule and The Asshole Survival Guide “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of Broke Millennial: Stop Scraping By and Get Your Financial Life Together

No one asks for the childhood they get, and no child ever deserved to go to Chartwell Manor. For Glenn Head, his two years spent at the now-defunct Mendham, NJ, boarding school ? run by a serial sexual and emotional abuser of young boys in the early 1970s ? left emotional scars in ways that he continues to process. This graphic memoir ? a book almost 50 years in the making ? tells the story of that experience, and then delves with even greater detail into the reverberations of that experience in adulthood, including addiction and other self-destructive behavior. Head tells his story with unsparing honesty, depicting himself as a deeply flawed human struggling to make sense of the childhood he was given.

"When Sabrina disappears, an airman in the U.S. Air Force is drawn into a web of suppositions, wild theories, and outright lies. Sabrina depicts a modern world devoid of personal interaction and responsibility, where relationships are stripped of intimacy through glowing computer screens. An indictment of our modern state, Drnaso contemplates the dangers of a fake news climate."--

Monsters seem inevitably linked to humans and not always as mere opposites. Maaheen Ahmed examines good monsters in comics to show how Romantic themes from the eighteenth and the nineteenth centuries persist in today's popular culture. Comics monsters, questioning the distinction between human and monster, self and other, are valuable conduits of Romantic inclinations. Engaging with Romanticism and the many monsters created by Romantic writers and artists such as Mary Shelley, Victor Hugo, and Goya, Ahmed maps the heritage, functions, and effects of monsters in contemporary comics and graphic novels. She highlights the persistence of recurrent Romantic features through monstrous protagonists in English- and French-language comics and draws out their implications. Aspects covered include the dark Romantic predilection for ruins and the sordid, the solitary protagonist and his quest, nostalgia, the prominence of the spectacle as well as excessive emotions, and above all, the monster's ambiguity and rebelliousness. Ahmed highlights each Romantic theme through close readings of well-known but often overlooked comics, including Enki Bilal's *Monstre* tetralogy, Jim O'Barr's *The Crow*, and Emil Ferris's *My Favorite Thing Is Monsters*, as well as the iconic comics series Alan Moore's *Swamp Thing* and Mike Mignola's *Hellboy*. In blurring the otherness of the monster, these protagonists retain the exaggeration and uncontrollability of all monsters while incorporating Romantic characteristics.

My Favorite Thing is Monsters Book 1 Fantagraphics Books

From one of the great comic innovators, the long-awaited fulfillment of a pioneering comic vision. Richard McGuire's *Here* is the story of a corner of a room and of the events that have occurred in that space over the course of hundreds of thousands of years. (With full-color illustrations throughout.)

Modelland - the FIERCE NEW NOVEL BY TYRA BANKS—IS OUT! No one gets in without being asked. And with her untamable hair, large forehead, and gawky body, Tookie De La Crème isn't expecting an invitation. Modelland—the exclusive, mysterious place on top of the mountain—never dares to make an appearance in her dreams. But someone has plans for Tookie. Before she can blink her mismatched eyes, Tookie finds herself in the very place every girl in the world obsesses about. And three unlikely girls have joined her. Only seven extraordinary young women become Intoxibellas each year. Famous. Worshipped. Magical. What happens to those who don't make it? Well, no one really speaks of

that. Some things are better left unsaid. Thrown into a world where she doesn't seem to belong, Tookie glimpses a future that could be hers—if she survives the beastly Catwalk Corridor and terrifying Thigh-High Boot Camp. Along the way, she learns all about friendship, courage, laughter and what it feels like to start to believe in yourself. When you enter the fantastical world of Modelland, you'll see that Tookie was inspired by Tyra's life as a supermodel. All those crazy and wild adventures Tookie has with her friends? Some of them were ripped straight from the headlines of Tyra's life! Tyra knows all about beauty and fashion and fierceness, and she shares everything here in **MODELLAND**. It's fun, zany, and 100 bazillion-percent Tyra. You don't want to miss Tyra's amazing new novel! From the Hardcover edition.

Meet the world's most unusual monsters in this darkly funny collection of creatures and cryptids from folkloric history. Illustrator Emma SanCartier captures the bizarre and hilarious elements of 17 monsters from around the world in a light, tongue-in-cheek tone, from the Japanese dream-eater Baku and the Persian carnivorous unicorn Shadhavar to the Eastern-European Shurale, a literal tickle monster. Illustrated in lush watercolor, **Monsters You Should Know** is a perfect primer for the many strange, frightening, and compelling things that go bump in the night.

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 Milicent 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, Milicent 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. Could Dr. Frankenstein's machine ever animate a body? Why should vampires drink from veins and not arteries? What body parts are best for zombies to eat? (It's not brains.) This fascinating encyclopedia of monsters delves into the history and science behind eight legendary creatures, from Bigfoot and the kraken to zombies and more. Find out each monster's origin story and the real-world history that informed it, and then explore the science of each creature in fun and surprising ways. Tips and infographics—including monster anatomy, how to survive a vampire attack, and real-life giant creatures of the deep sea—make this a highly visual and fun-to-browse book.

A cosmic plague has spread, transforming everyday people into violent, monstrous kaiju. Only the Ultramega—three individuals imbued with incredible powers—hold the line against this madness. Their battles level cities and leave untold horror in their wake. Now, the final reckoning approaches for the Ultramega...but is this a war they can even win? Fight monsters and stand with humanity in this new Skybound original from the greatest artist of his generation, JAMES HARRIS (RUMBLE, BPRD) and Eisner Award-winning colorist DAVE STEWART. Each issue is extra-sized, with a 60-page debut that can barely contain its giant heroes, creatures, and devastation!

A surprisingly honest and touching account of a trans girl surviving through sex work in Seattle. With excerpts published in the Eisner-nominated anthology **ISLAND**, the full-color volume, drawn and painted by REMY BOYDELL, is an unflinching debut graphic novel. Written by MICHELLE PEREZ.

Adorable Funko Pop! versions of the Universal Monsters: Dracula, Frankenstein, Bride of Frankenstein, Wolfman and other classic creatures of the night make their first ever frightful appearance in Little Golden Books! What better way to introduce everyone's favorite Universal Monsters to a new generation than with a Little Golden Book featuring Dracula, Bride of Frankenstein, Creature from the Black Lagoon, and many more. Humorous scenes introducing each monster as adorable Funko Pop! versions of these classic creatures is a safe and fun way to make reading a scary good time for kids 2 to 5 and fans of all ages. Funko and Universal Monster collectors will also love this new addition to the Little Golden Books line.

The next book in the red-hot **RECKLESS** series is here! "Oh man, this book pushed every crime fiction button for me...Bliss." —PATTON OSWALT Bestselling crime noir masters ED BRUBAKER and SEAN PHILLIPS bring us a new original graphic novel starring troublemaker-for-hire Ethan Reckless. It's 1988, and Ethan has been hired for his strangest case yet: finding the secrets of a Los Angeles real estate mogul. How hard could that be, right? But what starts as a deep dive into the life of a stranger will soon take a deadly turn, and Ethan will risk everything that still matters to him. Another smash hit from the award-winning creators of **RECKLESS**, **PULP**, **MY HEROES HAVE ALWAYS BEEN JUNKIES**, **CRIMINAL**, and **KILL OR BE KILLED**—and a must-have for all BRUBAKER and PHILLIPS fans!

EXPLOSIVE END OF A STORY ARC! It's the end of an era as KJ, Mac, Tiffany, and Erin must do the unthinkable to escape our prehistoric past. 24 pages of story on the best paper in comics.

Tillie Walden's Eisner Award winning graphic memoir **Spinning** captures what it's like to come of age, come out, and come to terms with leaving behind everything you used to know. It was the same every morning. Wake up, grab the ice skates, and head to the rink while the world was still dark. Weekends were spent in glitter and tights at competitions.

Perform. Smile. And do it again. She was good. She won. And she hated it. For ten years, figure skating was Tillie Walden's life. She woke before dawn for morning lessons, went straight to group practice after school, and spent weekends competing at ice rinks across the state. Skating was a central piece of her identity, her safe haven from the stress of school, bullies, and family. But as she switched schools, got into art, and fell in love with her first girlfriend, she began to question how the close-minded world of figure skating fit in with the rest of her life, and whether all the work was worth it given the reality: that she, and her friends on the team, were nowhere close to Olympic hopefuls. The more Tillie thought about it, the more Tillie realized she'd outgrown her passion—and she finally needed to find her own voice. This title has Common Core connections. A New York City Public Library Notable Best Book for Teens A Chicago Public Library Best Book of 2017 A 2018 YALSA Great Graphic Novel A 2017 Booklist Youth Editors' Choice A delightful tale of ambition, morality, and self-discovery, drawn in a decidedly beautiful fashion, reminiscent of Richard Scary and Lewis Trondheim. All ages.

NOW A #1 NEW YORK TIMES BESTSELLER! An unflinching, darkly funny, and deeply moving story of a boy, his seriously ill mother, and an unexpected monstrous visitor. At seven minutes past midnight, thirteen-year-old Conor wakes to find a monster outside his bedroom window. But it isn't the monster Conor's been expecting-- he's been expecting the one from his nightmare, the nightmare he's had nearly every night since his mother started her treatments. The monster in his backyard is different. It's ancient. And wild. And it wants something from Conor. Something terrible and dangerous. It wants the truth. From the final idea of award-winning author Siobhan Dowd-- whose premature death from cancer prevented her from writing it herself-- Patrick Ness has spun a haunting and darkly funny novel of mischief, loss, and monsters both real and imagined.

This enhanced eBook features read-along narration. Winner: CLC Seal of Approval 2017 Literary Classics Book Awards, Silver, Preschool/Early Reader Fantasy Finalist: 2017 Literary Classics Book Awards 2017 PNBA Long-List When Ethan looks under the bed for his monster, he finds this note instead: "So long, kid. Gotta go. Someone needs me more than you do. –Gabe" How will Ethan ever get to sleep without his monster's familiar, comforting snorts? And who could need Gabe more than Ethan does? Gabe must have gone to Ethan's little sister's room! She has been climbing out of bed every night to play, and obviously needs a monster to help her get to sleep – but not HIS monster! Ethan tries to help his sister find her own monster, but none are the perfect blend of cute and creepy. Just when it seems that Ethan will lose his monster forever, an uninvited, tutu-toting little monster full of frightening fun appears. Following in the spooky-silly tradition of *I Need My Monster*, here's another irresistible monster-under-the-bed story with the perfect balance of giggles and shivers.

In this rollicking queer western adventure, acclaimed cartoonist Melanie Gillman (*Stonewall Award Honor Book As the Crow Flies*) puts readers in the saddle alongside Flor and Grace, a Latinx outlaw and a trans runaway, as they team up to thwart a Confederate plot in the New Mexico Territory. When Flor—also known as the notorious Ghost Hawk—robs the stagecoach that Grace has used to escape her Georgia home, the first thing on her mind is ransom. But when the two get to talking about Flor's plan to crash a Confederate gala and steal some crucial documents, Grace convinces Flor to let her join the heist.

Fiction. Art. Hybrid Genre. Relentlessly original and brilliantly hybrid, *MONSTER PORTRAITS* investigates the concept of the monstrous through a mesmerizing combination of words and images. An uncanny and imaginative autobiography of otherness, it offers the fictional record of a writer in the realms of the fantastic shot through with the memories of a pair of Somali-American children growing up in the 1980s. Operating under the sign of two--texts and drawings, brother and sister, black and white, extraordinary and everyday--*MONSTER PORTRAITS* multiplies, disintegrates, and blends, inviting the reader to find the danger in the banal, the beautiful in the grotesque. Accumulating into a breathless journey and groundbreaking study, these brief fictions and sketches claim the monster as a fragmentary vastness: not the sum but the derangement of its parts. Del Samatar's drawings conjure beings who drag worlds in their wake. World Fantasy Award-winning author Sofia Samatar responds with allusive, critical, and ecstatic meditations. Together they have created a secret history of the mixed-race child, a guide to the beasts of an unknown mythos, and a dreamer's iconography. The monstrous never looked so simultaneously haunting and familiar.

Taking refuge in fairy tales after the loss of his mother, twelve-year-old David finds himself violently propelled into an imaginary land in which the boundaries of fantasy and reality are disturbingly melded. By the author of *The Black Angel*. 75,000 first printing.

The author's jumping-off point is the myth of Artemis and Siproites, in which a young man is turned into a woman as a punishment for the attempted rape of one of Artemis's virgin cohorts. Bunjevac's retelling follows Benny, a sexually deviant man who, coming across an alluring former classmate, concocts an elaborate, disturbing rape fantasy. Inked in her lush, stippled, illustrative style, Bunjevac crafts a gripping, noirish, Nabokovian tale, by turns surreal and harrowing, that turns the male gaze inside-out. *Bezimena* is both a radical examination of the misconceptions surrounding rape culture and an artistic and psychological tour de force.

Fantagraphics is proud to publish this edition of *TeotFW* in conjunction with the 2017 television drama on UK's Channel 4 (with distribution via Netflix in the U.S.). Originally released to critical and public acclaim in 2013, Charles Forsman's graphic novel debut follows James and Alyssa, two teenagers living a seemingly typical teen experience as they face the fear of coming adulthood. Forsman tells their story through each character's perspective, jumping between points of view with each chapter. But quickly, this somewhat familiar teenage experience takes a more nihilistic turn as James's character exhibits a rapidly forming sociopathy that threatens both of their futures. He harbors violent fantasies and begins to act on them, while Alyssa remains as willfully ignorant for as long as she can, blinded by young love.

Science fiction, fantasy, comics, romance, genre movies, games all drain into the Cultural Gutter, a website dedicated to thoughtful articles about disreputable art-media and genres that are a

little embarrassing. Irredeemable. Worthy of Note, but rolling like errant pennies back into the gutter. The Cultural Gutter is dangerous because we have a philosophy. We try to balance enthusiasm with clear-eyed, honest engagement with the material and with our readers. This book expands on our mission with 10 articles each from science fiction/fantasy editor James Schellenberg, comics editor and publisher Carol Borden, romance editor Chris Szego, screen editor Ian Driscoll and founding editor and former games editor Jim Munroe.

In the conclusion of this two-part graphic novel, set in 1960s Chicago, dark mysteries past and present abound, and 10-year-old Karen tries to solve them.

"In 1963, thirteen-year-old Arthur is sentenced to community service helping the neighborhood Junk Man after he throws a brick at the old man's head in a moment of rage, but the junk he collects might be more important than he suspects. Inspired by the work of American folk artist James Hampton"--

Set against the tumultuous political backdrop of late '60s Chicago, My Favorite Thing Is Monsters is the fictional graphic diary of 10-year-old Karen Reyes, filled with B-movie horror and pulp monster magazines iconography. Karen Reyes tries to solve the murder of her enigmatic upstairs neighbor, Anka Silverberg, a holocaust survivor, while the interconnected stories of those around her unfold. When Karen's investigation takes us back to Anka's life in Nazi Germany, the reader discovers how the personal, the political, the past, and the present converge.

Comic book studies has developed as a solid academic discipline, becoming an increasingly vibrant field in the United States and globally. A growing number of dissertations, monographs, and edited books publish every year on the subject, while world comics represent the fastest-growing sector of publishing. The Oxford Handbook of Comic Book Studies looks at the field systematically, examining the history and evolution of the genre from a global perspective. This includes a discussion of how comic books are built out of shared aesthetic systems such as literature, painting, drawing, photography, and film. The Handbook brings together readable, jargon-free essays written by established and emerging scholars from diverse geographic, institutional, gender, and national backgrounds. In particular, it explores how the term "global comics" has been defined, as well the major movements and trends that will drive the field in the years to come. Each essay will help readers understand comic books as a storytelling form grown within specific communities, and will also show how these forms exist within what can be considered a world system of comics.

[Copyright: 6fac93f7092a93709e235855258abb3d](#)