

# THE MAKER OF MONSTERS

by Lorraine Gregory

Brat has always lived in the isolated castle on the island, taking care of the vicious creatures that his master creates, **waiting in terror for the moment when they are ready to be put to use.** But then the unthinkable happens. The monsters get out. Now Brat must overcome his fears, **and venture into the world he has hidden from his whole life.** For the fate of everyone rests on his shoulders alone. . .



“*A monster mash of action, scares and adventure with a core of warm friendship. It had me on tenterhooks til the very end.*”

(Peter Buzl, author of Cogheart)

## About the author



**Lorraine Gregory** is the daughter of an Austrian mother and an Indian father. She grew up on a concrete council estate in East London, escaping into the imaginary worlds of books, and creating her own stories. She trained as a chef, married, became a mother and then retrained as an antenatal teacher – and it was when her young son was looking for something to read that she began to write again.

Her first book *Mold and the Poison Plot* was the winner of the SCWBI Crystal Kite Award.



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THE MAKER  
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**Maker of Monsters Wordsearch**

Hidden in the wordsearch below are words that you will find in *The Maker of Monsters*. Each word has its page number next to it. You can look up in a dictionary any words you don't know.

Look for them in the squares below – forwards, backwards, up, or down.

When you have found them, talk about what they mean in this story.

**NECROMANCY (p7)    RAVENOUS (p8)    NOXIOUS (p9)    FOETID (p9)**  
**BALM (p18)    BONDAGE (p32)    CATACOMBS (p45)    LABYRINTH (p97)**  
**POULTICE (p185)    CACOPHONY (p225)    SURVIVORS (p244)    WRATH (p37)**

N	Q	W	E	Y	U	I	P	L	J	G	D	H	A	Z	X
E	M	Z	G	Z	Q	G	Y	Y	F	D	I	T	E	O	F
C	A	T	A	C	O	M	B	S	B	V	X	A	A	S	W
R	V	F	D	G	X	C	W	K	S	F	H	R	L	I	G
O	X	W	N	Q	R	Y	Z	F	X	V	N	W	V	F	B
M	Z	X	O	L	X	Z	W	G	Y	J	G	D	Z	X	N
A	A	Z	B	A	L	M	B	J	Q	X	Z	M	J	F	K
N	F	Q	W	B	X	W	B	S	U	O	I	X	O	N	X
C	D	F	V	Y	J	M	K	U	W	Q	X	Z	V	D	F
Y	S	W	J	R	X	W	P	R	B	X	F	G	J	W	Z
W	G	Z	F	I	Z	X	F	V	J	W	Y	C	M	Q	V
B	J	C	X	N	W	E	C	I	T	L	U	O	P	Z	F
J	K	P	B	T	F	F	F	V	P	B	W	Z	V	O	B
G	P	Y	Z	H	G	Y	N	O	H	P	O	C	A	C	K
D	U	X	F	G	K	J	W	R	S	B	G	Z	P	W	J
B	R	A	V	E	N	O	U	S	F	V	K	M	T	S	W

(The answers are at the end!)

# THE MAKER OF MONSTERS

## *Things to think and talk about: your feelings about the book*

- How did you feel at the end of reading the book?
- Which parts did you especially like?
- Were there any parts that you didn't like?
- Which scenes from the story stay in your mind the most?
- Did you skip any parts? Which ones?
- Was there anything that took you by surprise?
- Were there any bits you couldn't make sense of?
- What kind of a book did you think it was going to be?
- If you gave up on this book can you say why?
- Would you recommend this book to someone else? Who to? What would you say about it?



## *Things to think and talk about: what happens in this story?*

- Who is Brat?
- Who is Lord Micawber?
- Who were the Mages and the Magestreki?
- Why did they go to war?
- What is the Domed City?
- What were the results of the war?
- Who are Ellari and Kurash?
- What is Lord Micawber up to?
- Who are Tingle and Sherman?
- Who is Wrath? What do the monsters do?
- What happens to Lord Micawber?
- What is the power of the magic locket?
- Where does Brat escape to and who helps him?
- What are some of the things that happen to Brat and his friends as they face up to Lord Karush and to the monsters?
- What is Brat's dilemma if they use the power in the magic locket?
- What finally happens to Karush and the monsters?
- What keeps Brat and his friends alive?

THE MAKER  
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*But I'm not going anywhere without my friends. I have lost enough for one day. (p43)*

Friendship is a key theme in this story. Look at how Brat, Tingle and Sherman care about each other, and the things which they do – and are prepared to do – for each other. Where else does Brat find friendship?

**Fears**

*My terror of the sea is overwhelmed for an instant by my fear of the many-legged horrors currently heading our way. (p61)*

What are your fears or terrors? If you have ever had to face any of them, how did you deal with them? Do you find that you are frightened by reading scary stories or watching spooky films, or do you enjoy them? Maybe they help you to think about and face up to your fears?

**'Monsters inside me'**

*The monsters are finally all gone. Even the ones inside me that told me I was no good, that I was useless. (p247)*

Compare Brat's perception of himself and lack of confidence at the beginning of the story, with the strength of mind and self-belief which he shows at the end. How does he tackle the 'monsters inside me' as well as the monsters created by Micawber?

**Polluting the land**

*...Ma managed to heal part of the land with this special compost she makes from seaweed and ash and fish bones. (p88)*

In his story the land and the rivers have been poisoned by the Mage war. People deal with this both by magic and by natural means.

In our real world how are we poisoning the land and the sea?

As we don't have magic, what do we do to address this? And what more could we do?



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**What happens next?**

To catch your attention and keep you reading, the chapters of a good story will often have exciting first sentences to get you reading, and cliff-hanger endings to hold you in suspense. Or maybe a chapter ending will leave you thoughtful or relieved.

Look at the beginnings and endings of chapters in this book and note down the ones which catch your attention. What do they get you thinking?

Here are a couple of examples, plus space for your favourites.

First sentences	Last sentences
<i>It won't be like this for ever.</i> (Chapter 1)	<i>And then I keep moving, leaving Micawber to his awful, bitter fate.</i> (Chapter 4)
<i>We are prey now. Hunted.</i> (Chapter 6)	

What do these sentences make you think? Why do you think these ones in particular caught your attention?



# THE MAKER OF MONSTERS

## The Maker of Monsters: where it all happens

Here is a list of the main places in this story. Grab a piece of paper and draw a map showing all of them and tracing Brat's journey from Lord Micawber's tower to the Domed City.

(Tip: start with the sea and tower on the left of your map and finish with the Domed City on the right.)



1. **Lord Micawber's tower:** ...a mouldering old castle in the middle of the sea... (p1)
2. **The causeway across the sea to the mainland:** ...the thin strip of rock running a mile or more across the sea to the mainland... (p55) ... soon the tide will rise to cover the causeway entirely. (p56)
3. **Molly's village:** The village is only a short walk over the beach and behind the dunes. (p71) The dozen or so dwellings have been crafted from the bones of some enormous sea creature and covered in the same grey leather as Molly's jerkin...it's a barren place. (p72)
4. **Journey from the village to the Domed City – river and canyons:** The river still runs to one side (of their path) but it's far below us now. Our path has taken us up into a labyrinth of canyons, another gift from the Mage war and the earthquakes they caused. (p97)
5. **The mountains, and the canyon to Arberra:** ...the narrow gap that runs between the huge granite mountains that fill the east horizon, continuing for miles in either direction. (p105)
6. **The town of Arberra:** ...this broken, crumbling, yellow stone ruin, half buried in the sun-baked earth... (p109)
7. **Tavern – Jack's Place:** ...through a cracked doorway and down a series of long tunnels, taking us deeper underground. (p110)
8. **Into the well house and down to an underground river which leads to the City:** We slip through a concealed gap in the rock wall and slide down a small waterfall onto an actual underground river. (p149)
9. **The Domed City:** ...we take in the enormous glass roof that covers the entire City...The walls that support the giant dome rise up five times the height of the tallest man. Perfectly smooth and immensely thick, they encircle a vast space...fields that fill the city almost to the horizon... (p174)



# THE MAKER OF MONSTERS

## *The Maker of Monsters: characters*

Below are the main characters in this story.

For each one, think of at least two words to describe them – for example Cassy: mother, inventive, grows things.

Character	Description...
Lord Micawber	
Brat	
Tingle	
Sherman	
Molly	
Cassy	
Patches	
Connor	
Lord Karush	
Ellari	

In stories we often have opposing **'good' and 'bad' characters**. Do you think that any of the characters in this book are complete 'baddies' – or is there something about them with which you can sympathise?

THE MAKER  
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Lord Micawber makes monsters that have been stitched together from the parts of many different creatures.

The names of some of the creatures he uses are listed below but the letters of each name have been jumbled up. Can you un-mash them? There are some clues to help.

A. **RABE** – sometimes called 'teddy'

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B. **EEGAL** – a high-flier with talons

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C. **DRIZAL** – a scaly reptile

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D. **THRAPEN** – large black cat

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E. **RUTTLE** – this has a shell on its back

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F. **ACT** – can be a domestic pet

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G. **FLOW** – a wild member of the dog family

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H. **HORNI** – this has a horn on its nose

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I. **ORAGILL** – a highly intelligent ape

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J. **FUBLOAF** – sometimes called a bison; a member of the cattle tribe

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*(The answers are at the end.)*





# THE MAKER OF MONSTERS

## Be a Maker of Monsters

*Each giant cell houses a monster. A creature that crawled from my master's unhinged imagination and was stitched together from the parts of many different monsters, before being dragged back to life using the magical art of necromancy. (p7)*

Look at the descriptions of monsters made by Lord Micawber – you'll find some examples on pages 35, 46, 52 and 135. Have a go at drawing one of them.

Brat's friend Sherman has a turtle shell, a boar's body, and lizards' legs, while Tingle has a cat face and a monkey tail. Wrath, the scariest of them all and the leader of the monster army, is called '**a terrifying masterpiece of a creature**'.

### Make your own masterpiece of a creature

From different animals choose the parts of your creature's body, then put them together and draw your monster!

For example, it could have an elephant's head, a snake's body, and legs of a horse and a lion!

What would you call your monster? What would you feed it? What sounds would it make? Write a description to go beneath your drawing.

### A monster-making game

This works well with at least two or three people taking part.

Get a sheet of paper - A4 or bigger.

On the top part the first person draws a monster's head – it could be imaginary or from a real creature, and as scary as you like!

Then fold this over so the head can't be seen, and pass the paper to the next person, who now draws the body of the monster at the top of the folded paper.

They then fold and hide the body they have drawn, and pass the paper on for someone to draw the legs. Continue like this till you have drawn all the parts of your creature – it could also have feet and a tail.

Unfold the paper to reveal the monster you have created.

# THE MAKER OF MONSTERS

## *The Maker of Monsters: book cover and frontispiece*

Have a look at the front cover of this book, and the first page, which has motifs of different items which occur in the story – for example a hammer, a tail, and pincers. You'll also find these motifs at the beginning of each chapter.

Put together some more ideas for motifs from the story, and then design your own front cover for the book.



THE MAKER  
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Many monsters in mythology and folk legends have bodies made up of the parts of different creatures. There is a Greek myth about a Minotaur, who has the body of a man and the head of a bull. And mermaids have a human body with the tail of a fish.

Be a fact finder and see what you can discover about these creatures – and any more 'mashed-up' monsters that you can find.

When you have found them, enjoy the stories which are told about them.

Mythological creature	Description
Minotaur	
Mermaid	
Unicorn	
Centaur	
Gorgon	
Kraken	
Sphynx	

# THE MAKER OF MONSTERS

## More to read

Here are some books that you will find some more 'mashed-up' monsters in.

Which of the monsters do you find the most scary or interesting?

By Lorraine Gregory			
	<i>Mold and the Poison Plot</i>	Oxford University Press	9780192745828
Creating a monster			
Mary Shelley	<i>Oxford Children's Classics: Frankenstein</i>	Oxford University Press	9780192759955
Stories with monsters			
Julia Golding	<i>Secret of the Sirens</i>	Oxford University Press	9780192754608
Eva Ibbotson	<i>Monster Mission</i>	Macmillan	9781447265696
Julie Pike	<i>The Last Spell Breather</i>	OUP	9780192771605
Alan Snow	<i>Here Be Monsters (The Box Trolls) which inspired the movie</i>	Oxford University Press	9780192739308
Non-fiction			
DK	<i>Children's Book of Mythical Creatures and Magical Monsters</i>	Dorling Kindersley	9780241189412
Michael Hearst	<i>Unusual Creatures: A Mostly Accurate Account of Some of Earth's Strangest Animals</i>	Chronicle Books	9781452136455

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Wordsearch solution

N	Q	W	E	Y	U	I	P	L	J	G	D	H	A	Z	X
E	M	Z	G	Z	Q	G	Y	Y	F	D	I	T	E	O	F
C	A	T	A	C	O	M	B	S	B	V	X	A	A	S	W
R	V	F	D	G	X	C	W	K	S	F	H	R	L	I	G
O	X	W	N	Q	R	Y	Z	F	X	V	N	W	V	F	B
M	Z	X	O	L	X	Z	W	G	Y	J	G	D	Z	X	N
A	A	Z	B	A	L	M	B	J	Q	X	Z	M	J	F	K
N	F	Q	W	B	X	W	B	S	U	O	I	X	O	N	X
C	D	F	V	Y	J	M	K	U	W	Q	X	Z	V	D	F
Y	S	W	J	R	X	W	P	R	B	X	F	G	J	W	Z
W	G	Z	F	I	Z	X	F	V	J	W	Y	C	M	Q	V
B	J	C	X	N	W	E	C	I	T	L	U	O	P	Z	F
J	K	P	B	T	F	F	F	V	P	B	W	Z	V	O	B
G	P	Y	Z	H	G	Y	N	O	H	P	O	C	A	C	K
D	U	X	F	G	K	J	W	R	S	B	G	Z	P	W	J
B	R	A	V	E	N	O	U	S	F	V	K	M	T	S	W

Monster mash answers

- |            |            |
|------------|------------|
| A. BEAR    | F. CAT     |
| B. EAGLE   | G. WOLF    |
| C. LIZARD  | H. RHINO   |
| D. PANTHER | I. GORILLA |
| E. TURTLE  | J. BUFFALO |