

### Chapter 1 : Savages and beasts : the birth of the modern Zoo in SearchWorks catalog

*"Savages and Beasts is an excellent book: Rothfels' arguments are subtle and well documented, and complemented by an excellent selection of photographs and illustrations." (Limina).*

The Birth of the Modern Zoo Nigel Rothfels To modern sensibilities, nineteenth-century zoos often seem to be unnatural places where animals led miserable lives in cramped, wrought-iron cages. Today zoo animals, in at least the better zoos, wander in open spaces that resemble natural habitats and are enclosed, not by bars, but by moats, cliffs, and other landscape features. In *Savages and Beasts*, Nigel Rothfels traces the origins of the modern zoo to the efforts of the German animal entrepreneur Carl Hagenbeck. His business included procuring and exhibiting indigenous peoples in highly profitable spectacles throughout Europe and training exotic animals—humanely, Hagenbeck advertised—for circuses around the world. When the Hagenbeck Animal Park opened in a village near Hamburg, Germany, Hagenbeck brought together all his business interests in a revolutionary zoological park. He moved wild animals out of their cages and into "natural landscapes" alongside "primitive" peoples from Africa, Asia, the Americas, and the islands of the Pacific. Hagenbeck had invented a new way of imagining captivity: Rothfels provides both fascinating reading and much-needed historical perspective on the nature of our relationship with the animal kingdom. Nigel Rothfels received his Ph. He is the editor of *Representing Animals*. The history of human displays conducted under the guise of anthropology and ethnography has been documented before, but never with such a keen sense of connection between these and zoo operations. Rothfels uses the experience of Carl Hagenbeck, a 19th-century animal dealer and a prominent force behind both zoos and human displays, to document the insidious links between the two enterprises: Carl Hagenbeck, a German animal dealer and zoo visionary, was the owner of the first zoo without bars, and he invented the use of a moated display and many other now-standard techniques. Rothfels has written a genuinely important book for anyone interested in zoos, his perspective is new and convincing. That enterprise had very little to do with love for animals, and everything to do with making money. More generally, Rothfels raises questions about past practices of exhibiting animals and people and about what zoos of the present are all about. It is an historical explanation for why the environments of zoos today are meant to mask the human character of the places in which animals are forced to live their unnatural lives. In short, this is an interesting book; it tells the story of [Carl] Hagenbeck, his peoples and animals from a slightly different perspective. Nigel Rothfels offers a complex but accessible account of the zoo as a cultural institution that has shaped our ideas about animals. The choice of illustrations is excellent and it should find a wide audience among historians, anthropologists, and general readers interested in the relationship between humans and animals.

### Chapter 2 : Beasts and Savages by Emma Woods

*" Savages and Beasts is an excellent book: Rothfels' arguments are subtle and well documented, and complemented by an excellent selection of photographs and illustrations." â€” Limina "A lucid, sophisticated, and nuanced account of the role that Carl Hagenbeck played in the history of the public exhibition of animals and people.*

Oct 20, Samyann rated it really liked it At approximately pages in length, Beasts and Savages is a young adult SciFi novel surrounding the adventures of Lea, a young girl in a wonderfully imaginative world. The story is a breakout novel by Emma Woods, and I would really love to go 5 stars. However, there are a few minor issues of spelling, scene break, etc. In this extremely creative domain, women are breeders and hunters of men, and men are savages and serve only one biological purp At approximately pages in length, Beasts and Savages is a young adult SciFi novel surrounding the adventures of Lea, a young girl in a wonderfully imaginative world. In this extremely creative domain, women are breeders and hunters of men, and men are savages and serve only one biological purpose. Girl children are coveted and raised by women, boy children reared by men to fulfill a single purpose that results in sacrificing their lives â€” or so we believe. The story begins with Lea facing physical changes that eventually confront all young ladies. No language issues, no graphic sex, no dragons, no vampires. What is it then? Well, a really, really fun story â€” great ending. It has memorable characters, an intriguing setting, and a story that will keep you turning the page. Dec 31, VK rated it it was amazing The book was a great read! It is a tale of women against men. The girls are given injections that transform them into something like werewolves. They grow sharp bristles on their hands and develop fangs. When they reach a certain stage of development, they are told they have to hunt. Hunt, as in chasing down a boy, mating with him, then cutting out his heart to feed the baby that could be forming soon. The boys come from a neighboring village to offer themselves as sacrifices. The boys are taught that to be caught by one of these girls is an honor. I leave this world with honor in my name. She wanted to be a nurse. She planned to run away, knowing she would never be able to return. One of them knocks her unconscious and they drag her away. She wakes up in a basement, but has no clue as to where she is. She had never seen a boy before and the boys had never seen a girl, yet each knew what the other was. They had heard but never actually seen. What I found disturbing about the book is the fact that the women Beasts and men Savages are separated. What is evident is that the women are far more sophisticated, if not superior, to the men. The women have heat, electricity, schools, running water, and bicycles for transportation. The men are far less outfitted. They live in rustic dwellings that have no heat other than wood-burning stoves, no running water, and no source of transportation other than walking. They hunt for food and make their clothing from animal furs. Lea soon finds out that other girls who were on the hunt were captured, too. She makes it her mission to escape with all of them. With the help of the two boys who captured her, she puts a plan into action. The story is dark, yet intriguing and exciting. There is a lot of action and more than a few surprises that kept the plot moving and me turning the pages. This book earns four out of five stars because of several instances of wrong word usage and some parts were a bit convoluted. Considering the theme of the book and some graphic violence, I would recommend that the reader be at least 13 years of age.

## Chapter 3 : Savages and Beasts

*In Savages and Beasts, Nigel Rothfels traces Today zoo animals, in at least the better zoos, wander in open spaces that resemble natural habitats and are enclosed, not by bars, but by moats, cliffs, and other landscape features.*

While not comprehensive, this should give you an idea of what to expect as you prepare to face the challenges ahead. Magnaron Ancient creatures of molten stone, the magnaron are directly descended from the colossals who first shaped Draenor. There are few living today who can communicate with these enigmatic giants, and fewer still who understand their seemingly chaotic motivations. Among the roiling lava spouts of Frostfire Ridge, the magnaron carve fiery sigils into the earth and shape entire mountains to their needs. Magnaron have been known to both enslave and befriend elemental furies, and they are seldom alone. Ogron Ogres, gronn, and magnaron all share a common lineage, with the beastly ogron demonstrating the missing link between savage gronn and their smaller, more numerous children. They take in their surroundings with a single yellow eye—slow to blink and even slower to comprehend. Too idiotic to disobey orders, but big and dangerous enough to keep even unruly ogres in line, ogron serve as expendable muscle for ogre leaders from warlords all the way up to the emperor himself. Any champions seeking to overthrow ogres in power had best prepare to face down one or more ogron towering in their way. Rylak The versatile, flying rylak have adapted to climates across Draenor, but their greatest density is in Frostfire Ridge. Here, warm volcanic stone ledges make for excellent nesting sites, while snowy featureless expanses serve as prime hunting grounds for these ferocious predators to seek flesh with their dual sets of eyes and nostrils. Their thick hides protect them from the elements, as well as from the arrows of frustrated hunters. Adventurers seeking to display a two-headed rylak trophy should remain wary of both sets of fangs. Frostwolves Only the hardest can survive the unforgiving climate of Frostfire Ridge. Numbering among the natives are the sturdy frostwolves. The Frostwolf orc clan has taken these beasts as their symbol and namesake, and the orcs and their wolf companions fight and hunt together as an extended pack family. These enormous beasts, twice the mass of an Azerothian bear, are identified by their massive jaws and jet-black fur. Even the Frostwolf orcs fear the unruly and wild garn. There are still countless other dangerous creatures out there, all of them looking forward to their next adventurer-sized meal—so keep your eyes open and your weapons sharp. Do you have what it takes to survive in Draenor? What dangers lurk in the shadows? Riverbeasts Adventurers are often misled by the seemingly docile riverbeasts. Though slow to anger, once disturbed, a charging riverbeast is a ferocious sight: Those looking to take a riverbeast as a trophy should take note of their durable armored flesh and tendency to charge unexpectedly. Small and seemingly harmless, they work together to capture their prey, attacking only when they have numerical superiority. Once podlings have overwhelmed their quarry, they will drag the unlucky creature down into the weeds to fertilize a new generation. The clear lesson for adventurers: Elekk The majestic elekk graze contentedly across the grassy plains of Draenor, relying on their huge size and the support of the herd to keep predators at bay. With the endurance to cover great distances and the ability to defend themselves by ramming or stomping attackers, these beasts have emerged as the draenei transport of choice. Explorers should take note of persistent draenei rumors that the Thunderlord Clan orcs torment and twist terrified elekk into vicious weapons of war, covering them in armor plating and inciting them to rampage when turned loose on their foes. Draenor Ancients It was only very recently that draenei rangari managed to communicate with these enormous sentient trees, but wildly different ways of life—not to mention a completely different perception of time—have made further interaction difficult. These enigmatic ancients remain in the same area for hundreds of years and are reluctant to move unless their home is threatened. Shadowmoon Valley is a dangerous place, but there are many deadly threats still to be discovered across the savage world of Draenor. Until next time, stay alive. A land of contradictions, Gorggrond features barren rocky plains and dense overgrown jungles. The Botani Slender, deliberate, and calculating, these enigmatic living trees single-mindedly tend to the wilds of Draenor. Wise in the ancient ways, they seek lost artifacts of bygone ages to empower the explosive growth of their territory. The botani wage an eternal war against the creatures of stone, and the natives of Gorggrond do their best to survive in the midst of constant conflict between the

botani and the goren , gronn , magnaron and others. Since the Iron Horde and the creatures of stone began working together, the botani have become even more aggressive – orcs and draenei both have been disappearing of late into dense botani enclaves. The Infested The botani have long cultured unique plantlife in their irrigated ponds or tree dwellings, but far more terrifying is their ability to cultivate flora within a living host. Unwary natives are captured and seeded in an agonizing process that alters their physical makeup and takes complete control over their bodies, turning them into mindless walking saplings. The entire process is poorly understood, but these grisly infested can be seen guarding botani enclaves or shambling ahead of the botani host as gruesome cannon fodder whose corpses eventually seed new terrain. Genesaur Genesaur are enormous demigods who date back to the age of colossals , when giants shaped the terrain of Draenor amidst constant warfare. The botani have retained the ability to communicate with these bastions of life, and genesaurs are revered as gods in their culture. Draenei have not yet determined if genesaur are immortal or not; genesaur emerging from botani-tended pools often retain the memories and will of their long-dead forebears. Adventurers fortunate enough to catch a glimpse of these rare beings are cautioned to give genesaur a wide berth. They are deceptively quick given their size and destroying them will take a small army of well-equipped heroes. Goren While the gronn and magnaron shape the world through their brute individual strength, the goren are scavenging opportunists who dart unseen between the lumbering feet of their larger cousins. Roughly the size of an Azerothian trogg , goren live in massive colonies that burrow through the earth, gobbling up minerals and leaving twisting caves in their wake. They enjoy devouring crystalline minerals, which are digested and extruded through their skin, giving some goren the benefit of an armored crystalline shell. The bane of both orc and draenei miners, goren sniff out and infest mineral-rich burrows. Up in the towering spires or down below in the woods, menacing creatures lurk unseen at every corner. The Arakkoa The winged arakkoa are the proud descendants of the once-grand Apexis civilization, a glorious empire of the sun that ruled vast territories alongside the ogre empire centuries ago. Approach winged arakkoa with caution, as they are known to attack ground-dwellers on-sight. The Arakkoa Outcasts Discipline is harsh for any arakkoa who conflicts with the sages ruling the capital of Skyreach. Those found guilty of breaking the law, dabbling in shadow magic, or worshipping gods other than Rukhmar are hurled from the spires and into the cursed pools of Sethekk Hollow , where their wings shrivel and their bodies contort. No longer able to fly, and forever cut off from their sun god, these outcasts have formed their own communities in the shadows of the spires, particularly in the refuge city of Skettis. The outcasts are a tight-knit group and deeply distrustful, but they share common enemies with adventurers from Azeroth, and it may be possible to forge a relationship with them if one knows who to speak with. Anzu disappeared into the shadows, later to become the patron God of many flightless arakkoa outcasts. His children, the dangerous and shadowy dread ravens , still populate the Spires of Arak to this day. Fiercely strong and surprisingly intelligent, dread ravens are dangerous when their territory is breeched, particularly if their hatchlings are jeopardized. They are a grave threat on land and even more terrifying when they strike from above. Adventurers should be wary of their powerful headbutt or deafening screech. Mandragora Draenei explorers have not yet determined if these multi-headed plant beasts are a natural species, or if they are created by the botani to defend their lands. Ravagers Ravagers hatch as small ravenous larva, but soon disappear into pupae, only to emerge as slender wasps with a swarm mentality and a ferocious sting. Wasps quickly set out to gorge themselves until their wings can no longer support their body weight, after which they undergo a third and final metamorphosis into a vicious four-legged insect, whose distinctive, gurgling click-hiss instills fear in orc and draenei alike. Surviving the Spires of Arak takes both a keen mind and a sharp blade. Next and final stop: Here sits the ogre capital of Highmaul , the valley home of the marauding Warsong orc clan, and the crash site that marks the arrival of the draenei to this world. The Pale When young orc shaman from around the world come of age, they make a pilgrimage to the Throne of Elements to seek the blessings of the elemental spirits. Those orcs who fall to the otherworldly voices flee their clan and become the Pale , withered remains of their former selves, hiding from the light and babbling incoherently in dark caves. Are they truly insane, or have they actually made contact with a malevolent force? The answers may lie in the twisting caverns beneath Nagrand, where some of the largest colonies of Pale linger and speak cryptic warnings. Saberon outwardly appear more advanced than beasts; they have a social

structure, and can shape simple tools into weapons. Adventurers should be especially wary of saberon hunting parties, whose coordinated attacks, sharp rending claws, and ability to shadowstep behind prey make them deadly indeed. Clefthoof Heroes who ventured to Outland may have encountered the clefthoof before, but seeing one of these majestic creatures in their prime is a different experience entirely. The meat of a single adult clefthoof can feed an orc clan for days, but their inclination to travel in large packs makes them dangerous prey - beware their devastating headbutt or swiping attacks with their formidable tusks. The Elementals of Draenor There are many similarities between the elemental spirits of Draenor and their counterparts on Azeroth, but also many differences that Alliance or Horde shaman will be forced to adapt to. Whereas the elements of Azeroth are in constant conflict, the elements of Draenor strive for balance within themselves. This is especially evident in the Throne of Elements in Nagrand, where the greatest elemental furies of Draenor have convened peacefully since the dawn of the world. Nagrand, like all regions in Draenor, eagerly awaits foolish would-be conquerors, ready to show them the error of their ways. Are you fully prepared? Draenor lies ahead! [5] References.

### Chapter 4 : Savage Synonyms, Savage Antonyms | calendrierdelascience.com

*"Savages and Beasts is an excellent book: Rothfels' arguments are subtle and well documented, and complemented by an excellent selection of photographs and illustrations." - Limina "A lucid, sophisticated, and nuanced account of the role that Carl Hagenbeck played in the history of the public exhibition of animals and people.*

### Chapter 5 : savage | Definition of savage in English by Oxford Dictionaries

*In Savages and Beasts, Nigel Rothfels traces the origins of the modern zoo to the efforts of the German animal entrepreneur Carl Hagenbeck. By the late nineteenth century, Hagenbeck had emerged as the world's undisputed leader in the capture and transport of exotic animals.*

### Chapter 6 : Beasts of the Savage Lands - Wowpedia - Your wiki guide to the World of Warcraft

*In Savages and Beasts, Nigel Rothfels traces the origins of the modern zoo to the efforts of the German animal entrepreneur Carl calendrierdelascience.com the late nineteenth century, Hagenbeck had emerged as the world's undisputed leader in the capture and transport of exotic animals.*

### Chapter 7 : Savages and Beasts: The Birth of the Modern Zoo - Nigel Rothfels - Google Books

*Beasts and Savages by Emma Woods tells a story of a society dominated by females"so much so that men are completely outcast, sent to live in male-only villages and referred to as "savages". Lea Corre is the youngest member of a family of strong female hunters.*

### Chapter 8 : Savages and Beasts: The Birth of the Modern Zoo: Nigel Rothfels | NHBS Book Shop

*Bibliography Includes bibliographical references (p. [ ]) and index. Publisher's Summary To modern sensibilities, 19th-century zoos often seem to be unnatural places where animals led miserable lives in cramped, wrought-iron cages.*

### Chapter 9 : Savages | Define Savages at calendrierdelascience.com

*Savages and Beasts Rothfels, Nigel Published by Johns Hopkins University Press Rothfels, Nigel. Savages and Beasts: The Birth of the Modern Zoo.*