

Pyramids: (Discworld Novel 7) (Discworld Series)

'Cracking dialogue, compelling illogic and unchained whimsy' Sunday Times The Discworld is very much like our own - if our own were to consist of a flat planet balanced on the back of four elephants which stand on the back of a giant turtle, that is . . . Death comes to us all. When he came to Mort, he offered him a job. Death is the Grim Reaper of the Discworld, a black-robed skeleton carrying a scythe who must collect a minimum number of souls in order to keep the momentum of dying, well . . . alive. He is also fond of cats and endlessly baffled by humanity. Soon Death is yearning to experience what humanity really has to offer . . . but to do that, he'll need to hire some help. It's an offer Mort can't refuse. As Death's apprentice he'll have free board, use of the company horse - and being dead isn't compulsory. It's a dream job - until Mort falls in love with Death's daughter, Ysabell, and discovers that your boss can be a killer on your love life . . . _____ The Discworld novels can be read in any order but Mort is the first book in the Death series.

'Some people would be asking: whose side are you on? If you're not for us, you're against us. Huh. If you're not an apple, you're a banana' Koom Valley, the ancient battle where the trolls ambushed the dwarfs, or the dwarfs ambushed the trolls, was a long time ago. But if he doesn't solve the murder of just one dwarf, Commander Sam Vimes of Ankh-Morpork City Watch is going to see it fought again, right outside his office. With his beloved Watch crumbling around him and war-drums sounding, he must unravel every clue, outwit every assassin and brave any darkness to find the solution. And darkness is following him. Oh . . . and at six o'clock every day, without fail, with no excuses, he must go home to read 'Where's My Cow?', with all the right farmyard noises, to his little boy. There are some things you have to do.

The final collection of short stories from the incredible Sir Terry Pratchett!

Imagination is an amazing thing. It can take you to the top of the highest mountain, or down to the bottom of the deepest depths of the sea. This where it took Doggins on his Awfully Big Adventure: a quest full of magic and flying machines. (And the world's best

joke - trust me, it's hilarious.) It took three young inventors to the moon (where they may or may not have left a bottle of lemonade) and a caveman on a trip to the dentist. You can join them on these adventures, and many more, in this incredible collection of stories . . . From the greatest imagination there ever was. Written for local newspapers when Terry Pratchett was a young lad, these never previously published stories are packed full of anarchic humour and wonderful wit. A must-have for Terry fans . . . and young readers looking for a fix of magic.

'A true original among contemporary writers.' - The Times The Discworld is very much like our own - if our own were to consist of a flat planet balanced on the back of four elephants which stand on the back of a giant turtle, that is... 'Holy Wood is a different sort of place. People act differently here. Everywhere else the most important things are gods or money or cattle. Here, the most important thing is to be important.' Alchemists have always thought that they can change reality, shape it to their own purpose. Imagine then the damage that could be wrought on the Discworld if they get their hands on the ultimate alchemy: the invention of motion pictures, the greatest making of illusions. It may be a triumph of universe-shaking proportions. It's either that or they're about to unlock the dark secret of the Holy Wood hills - by mistake...

(Discworld Novel 4)

Wizardry & Wild Romance

The Last Continent

A Discworld Graphic Novel

Tales of Discworld

The Play

This diary and handbook ensures that those noble defenders of the greatest city of the Discworld need never be late for a crime again. It is a fully-functioning diary with dates, holidays (including pagan holidays), notes and year planner. It also includes Octedays, the 8th Discworld Day.

'People didn't seem to be able to remember what it was like with the elves around. Life was certainly more interesting then, but usually because it was shorter. And it was more colourful, if you liked the colour of blood . . .' On Midsummer Night, dreams are especially powerful. So powerful, in fact, that they can cause the walls between realities to come

crashing down. And some things you really don't want to break through. The witches Granny Weatherwax, Nanny Ogg and Magrat Garlick return home to discover that elves have invaded Lancre. And even in a world of wizards, trolls, dwarfs, Morris dancers - and the odd orangutan - they're spectacularly nasty creatures. The fairies are back - and this time they don't just want your teeth . . . 'His spectacular inventiveness makes the Discworld series one of the perennial joys of modern fiction' Mail on Sunday 'Cracking dialogue, compelling illogic and unchained whimsy' The Sunday Times

Lords and Ladies is the fourth book in the Witches series, but you can read the Discworld novels in any order.

Pyramids(Discworld Novel 7)Random House

When a wizardly experiment goes adrift, the wizards of Unseen University find themselves with a pocket universe on their hands: Roundworld, where neither magic nor common sense seems to stand a chance against logic. The Universe, of course, is our own. And Roundworld is Earth. As the wizards watch their accidental creation grow, we follow the story of our universe from the primal singularity of the Big Bang to the Internet and beyond. Through this original Terry Pratchett story (with intervening chapters from Cohen and Stewart) we discover how puny and insignificant individual lives are against a cosmic backdrop of creation and disaster. Yet, paradoxically, we see how the richness of a universe based on rules, has led to a complex world and at least one species that tried to get a grip of what was going on.

The Light Fantastic

Wintersmith

Tiffany Aching 4-Book Collection

Ancient Texts of the Belgariad and the Malloreon

Only You Can Save Mankind

Discworld: The Unseen University Collection

Things like crowns had a troublesome effect on clever folks; it was best to leave all the reigning to the kind of people whose eyebrows met in the middle. Three witches gathered on a lonely heath. A king cruelly murdered, his throne usurped by an ambitious cousin. A child heir and the crown of the kingdom, both missing... Witches don't have these kind of dynasties for themselves - in fact, they don't have leaders. Granny Weatherwax was the most highly-regarded of the leaders they had. But even she found that meddling in royal politics was a lot more complicated than certain playwrights would have you think, particularly when the blood on your hands just won't wash off and you're facing a future with knives in it...

This is where the dragons went. They lie... not dead, not asleep, but... dormant. And although the space they occupy is not normal space, nevertheless they are packed in tightly. They could put you in mind of a can of sardines, if you thought of them as being were huge and scaly. And presumably, somewhere, there's a key... GUARDS! GUARDS! is the 8th Discworld novel - and this, dragons will never be the same again!

Dorian Hawkmoon, the last Duke of Koln, swore to destroy the Dark Empire of Granbretan. But after his defeat and capture in the hands of the vast forces of the Empire, Hawkmoon becomes a puppet, co-opted by his arch nemesis, the ruthless Meliadus, to infiltrate the last stronghold of rebellion against Granbretan: the small but powerful city of the Kamarg, implanted with a black jewel, through which the Dark Empire can control his every decision. But in the stronghold of Kamarg, Hawkmoon discovers the power inside him to overcome any control, and his vengeance against the Dark Empire comes with an unrelenting fury.

'Crivens!' Tiffany Aching put one foot wrong, made just one little mistake . . . And now the spirit of winter is in love with her and gives her roses and icebergs and showers her with snowflakes, which is tough when you're thirteen, but also just a little bit cool. And if Tiffany doesn't work out how to deal with him, there will never be another springtime . . . Crackling with wit and humour, Wintersmith is the third tale in a sequence about Tiffany Aching and the Wee Free Men - the Nac Mac Feegans who have determined to help Tiffany, whether she wants it or not. 'An extraordinary achievement' Books for Keeps 'A character study of an entertaining mix' Sunday Times 'One of the best and one of the funniest English authors alive' Independent

The Rivan Codex

Small Gods

The Last Hero

Guards! Guards!

Wyrd Sisters

Mort

Unable to be objective, Mort, Death's bumbling apprentice, kills an assassin instead of Keli, the princess who should have been his victim.

"The Rincewind Trilogy" is a bumper volume containing the complete text of two novels and one novella, all starring one of the Discworld's most popular characters: the Wizard Rincewind and his irrepressible - and quite intractable - Luggage.

'Vimes ran a practised eye over the assortment before him. It was the usual Ankh-Morpork mob in times of crisis; half of them were here to complain, a quarter of them were here to watch the other half, and the remainder were here to rob, importune or sell hotdogs to the rest.' Insurrection is in the air in Ankh-Morpork. The Haves and Have-Nots are about to fall out all over again. Captain Sam Vimes of the city's ramshackle Night Watch is used to this. It's enough to drive a man to drink. Well, to drink more. But this time, something is different - the Have-Nots have found the key to a dormant, lethal weapon that even they don't fully understand, and they're about to unleash a campaign of terror on the city. Time for Captain Vimes to sober up.

'They say that a little knowledge is a dangerous thing, but it is not one half so bad as a lot of ignorance.' Everybody

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knows there's no such thing as a female wizard. So when the wizard Drum Billet accidentally passes on his staff of power to an eighth daughter of an eighth son, a girl called Eskarina (Esk, for short), the misogynistic world of wizardry wants nothing to do with her. Thankfully Granny Weatherwax, the Discworld's most famous witch, has plenty of experience ignoring the status quo. With Granny's help, Esk sneaks her way into the magical Unseen University and befriends apprentice wizard Simon. But power is unpredictable, and these bright young students soon find themselves in a whole new dimension of trouble. Let the battle of the sexes begin . . . 'If you've never read a Discworld novel, what's the matter with you?' Guardian 'Pratchett uses his other world to hold up a distorting mirror to our own' The Times Equal Rites is the first book in the Witches series, but you can read the Discworld novels in any order.

Lords And Ladies

A Study of Epic Fantasy

The Jewel In The Skull

The Time-travelling Caveman

(Discworld Novel 14)

Equal Rites

Rincewind, a cowardly wizard, is the only one who can save Discworld as it falls slowly toward a red star.

The thirteenth Discworld novel. 'Just because you can't explain it, doesn't mean it's a miracle.' In the beginning was the Word. And the Word was: 'Hey, you!' This is the Discworld, after all, and religion is a controversial business. Everyone has their own opinion, and indeed their own gods, of every shape and size, and all elbowing for space at the top. In such a competitive environment, shape and size can be pretty crucial to make one's presence felt. So it's certainly not helpful to be reduced to appearing in the form of a tortoise, a manifestation far below god-like status in anyone's book. In such instances, you need an acolyte, and fast: for the Great God Om, Brutha the novice is the Chosen One -- or at least the only One available. He wants peace and justice and brotherly love. He also wants the Inquisition to stop torturing him now, please.

'You should do things because they're right. Not because gods say so. They might say something different another time.' Religion is a competitive business in the Discworld. Everyone has their own opinion and their own gods, of every shape and size - all fighting for faith, followers, and a place at the top. So when the great god Om accidentally manifests himself as a lowly tortoise, stripped of all divine power, it's clear he's become less important than he realised. In such instances, you need an acolyte, and fast. Enter Brutha, the Chosen One - or at least the only One available. He wants peace, justice and love - but that's hard to achieve in a world where religion means power, and corruption reigns supreme . . . 'An intriguing satire on institutionalized religion corrupted by power . . . ' Independent 'Deftly weaves themes of forgiveness, belief and spiritual regeneration' The Times The Discworld novels can be read in any order but Small Gods is a standalone.

In the tradition of Mira Grant and Stephen Graham Jones, Malcolm Devlin's And Then I Woke Up is a creepy, layered, literary

story about false narratives and their ability to divide us. "A scathing portrait of the world we live in and a running commentary on what's story, what's truth, and what's not."—Stephen Graham Jones In a world reeling from an unusual plague, monsters lurk in the streets while terrified survivors arm themselves and roam the countryside in packs. Or perhaps something very different is happening. When a disease affects how reality is perceived, it's hard to be certain of anything... Spence is one of the "cured" living at the Ironside rehabilitation facility. Haunted by guilt, he refuses to face the changed world until a new inmate challenges him to help her find her old crew. But if he can't tell the truth from the lies, how will he know if he has earned the redemption he dreams of? How will he know he hasn't just made things worse? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

(Discworld Novel 35)

The Gods Trilogy

The First Discworld Novels

(Discworld Novel 10)

(Discworld Novel 13)

Eric

Eric Vimes ran a practised eye over the assortment before him. It was the usual Ankh-Morpork mob in times of crisis; half of them were here to complain, a quarter of them were here to watch the other half, and the remainder were here to rob, importune or sell hotdogs to the rest. Insurrection is in the air in Ankh-Morpork. The Haves and Have-Nots are about to fall out all over again. Captain Sam Vimes of the city's ramshackle Night Watch is used to this. It's enough to drive a man to drink. Well, to drink more. But this time, something is different — the Have-Nots have found the key to a dormant, lethal weapon that even they don't fully understand, and they're about to unleash a campaign of terror on the city. Time for Captain Vimes to sober up.

Be a MAN in the City Watch! The City Watch needs MEN! (or dwarves or trolls or gargoyles or ...) The City Watch is a bumper volume in which those noble defenders of Ankh-Morpork, the greatest city of the Discworld*, come face to face with some of the most heinous crimes in history. GUARDS! GUARDS! Sees some night-time prowler turning (mostly) honest citizens into something resembling small charcoal biscuits. In MEN AT ARMS, there's a murder to be solved so that the world-weary Captain Vimes can be married at noon and retire happily ever after. And in the Discworld Howdunnit FEET OF CLAY, someone is murdering harmless old men and poisoning the Patrician ...and the golems are committing suicide ...*Which is flat and rides through space on

the back of four elephants who stand on the shell of an enormous turtle, as everyone knows. A beautiful hardback edition of the classic Discworld novel 'Anything you do in the past changes the future. The tiniest little actions have huge consequences. You might tread on an ant now and it might entirely prevent someone from being born in the future.' There's nothing like the issue of evolution to get under the skin of academics. Even if their field of expertise is magic rather than biology. With the best and most interfering minds of Unseen University somehow left in charge at a critical evolutionary turning point, the Discworld's last continent needs a saviour... Who is this hero striding across the red desert? Sheep shearer, beer drinker, bush ranger, and someone who'll even eat a Meat Pie Floater when he's sober. In fact, it's Rincewind, a wizard so inept he can't even spell wizard. He's the only hero left. Still...no worries, eh? On A World Supported On The Back Of A Giant Turtle (Sex Unknown), A Gleeful, Explosive, Wickedly Eccentric Expedition Sets Out. There S An Avaricious Buy Inept Wizard, A Naïve Tourist Whose Luggage Moves On Hundreds Of Dear Little Legs, Dragons Who Only Exist Ifyou Believe In Them, And Of Course The Edge Of The Planet&

Rincewind the Wizzard

The Colour of Magic

The Rincewind Trilogy

The Science Of Discworld Revised Edition

Terry Pratchett's Mort

The Colour of Magic ; The Light Fantastic ; Sourcery ; Eric

Eric calls up a demon to grant him three wishes - but what he gets is the Discworld's most incompetent wizard... Eric is the Discworld's only demonology hacker. The trouble is, he's not very good at it. All he wants is the usual three wishes: to be immortal, rule the world and have the most beautiful woman fall madly in love with him. The usual stuff. But what he gets is Rincewind, the Disc's most incompetent wizard, and Rincewind's Luggage (the world's most dangerous travel accessory) into the bargain. Terry Pratchett's hilarious take on the Faust legend stars many of the Discworld's most popular characters in an outrageous adventure that will leave Eric wishing once more - this time, quite fervently, that he'd never been born.

The Opera House, Ankh-Morpork: a huge rambling building, where innocent young sopranos are lured to their destiny by a strangely familiar evil mastermind in a hideously deformed evening dress. But Granny Weatherwax is in the audience, and she doesn't hold with that sort of thing. So there's going to be trouble (but nevertheless a good evening's entertainment with murders you can really hum.)

The Discworld is, as everyone knows, and no one should now need to be told, flat. It rides through space on the back of four elephants* which, in turn, are standing on the shell of an enormous turtle. But just because it is being borne through space on the back of a turtle, doesn't mean it doesn't need gods . . . The Gods Trilogy is a bumper volume containing the complete text of three of Terry Pratchett's celebrated novels: SMALL GODS Brutha is the Chosen One. His god has spoken to him, admittedly while currently in the shape of a tortoise; and Brutha now has a mission.PYRAMIDS It isn't easy, being a teenage pharaoh: you're not allowed to carry money; uninhibited young women peel grapes for you and the Great Pyramid has just exploded because of paracosmic instability . . . HOGFATHER It's the night before Hogswatch . . . and it's too quiet. There's snow, there're robins, there're trees covered with decorations, but there's a notable lack of the big fat man who delivers the toys . . . He's gone. *There used to be five, but that's another story entirely
This is how the Discworld began. Here is the sapient pearwood Luggage, a mobile trunk which launders any clothes put in it and incidentally homicidally defends its owner. Here is Twoflower, an innocent tourist in a world of nightmares and fairy tales
Thud!

**Josh Kirby Poster Bk
(Discworld Novel 3)**

Moving Pictures

And Then I Woke Up

Discworld's Ankh-Morpork City Watch Diary

Before David Eddings started the Belgariad, he spent a year working on the design and mythology of the fantasy world in which it is set. The Rivian Codex comprises those background materials.

A short but perfectly formed complete Discworld novel, fully illustrated in lavish colour throughout, THE LAST HERO is an essential part of any Discworld collection. It stars the legendary Cohen the Barbarian, a legend in his own lifetime. Cohen can remember when a hero didn't have to worry about fences and lawyers and civilisation, and when people didn't tell you off for killing dragons. But he can't always remember, these days, where he put his teeth... So now, with his ancient sword and his new walking stick and his old friends - and they're very old friends - Cohen the Barbarian is going on one final quest. He's going to climb the highest mountain in the Discworld and meet his gods. The last hero in the world is going to return what the first hero stole. With a vengeance. That'll mean the end of the world, if no one stops him in time.

A MAN WITH NO EYES. NO EYES AT ALL. TWO TUNNELS IN HIS HEAD. Somewhere - some time - there's a tangled ball of evil and spite, of hatred and malice, that has woken up. And it's waking up all the old stories too - stories about evil old witches . . . 'Brilliantly funny dialogue, high peaks of imagination' The Times

Debuting at #4, this "New York Times" bestseller by the popular author of "Going Postal" describes a game of Trolls and Dwarfs, where

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the player must take both sides to win.

(Discworld Novel 7)

Pyramids

(Discworld Novel 22)

The City Watch Trilogy

(Discworld Novel 18)

Maskerade

IF NOT YOU, WHO ELSE? As the mighty alien fleet from the latest computer game thunders across the screen, Johnny prepares to blow into the usual million pieces. And they send him a message: We surrender. They're not supposed to do that! They're supposed to die. And computer joysticks don't have 'Don't Fire' buttons . . . But it's only a game, isn't it. Isn't it? The first book in the Johnny Maxwell trilogy.

Newly revised and expanded by the author, this seminal study of epic fantasy analyzes the genre from its earliest beginnings in Medieval on through practitioners like Tolkien up to today's brightest lights.

Unlike most teenaged boys, Teppic isn't chasing girls and working at the mall. Instead he's just inherited the throne of the desert kingdom of Djelibeybi—a job that's come a bit earlier than he expected (a turn of fate his recently departed father wasn't too happy about either). Not enough being new on the job, but Teppic hasn't a clue as to what a pharaoh is supposed to do. After all, he's been trained at Ankh-Morpork's famed assassins' school, across the sea from the Kingdom of the Sun. First, there's the monumental task of building a suitable resting place for his Dad—a pyramid to end all pyramids. Then there are the myriad administrative duties, such as dealing with mad priests, sacred crocodiles, and marching mummies. And to top it all off, the adolescent pharaoh discovers deceit and betrayal—not to mention a headstrong handmaiden who has taken to his heart of his realm.

Includes "The Colour of Magic", "The Light Fantastic", "Sourcery" and "Eric".

I Shall Wear Midnight

A Hat Full of Sky, The Wee Free Men, Wintersmith, I Shall Wear Midnight

A Novel of Discworld

Set in the desert kingdom of Djelibeybi, *Pyramids* follows the adventures and, more often, misadventures of Teppic, a teenage pharaoh faced with a terror-filled world of mad high priests, sacred crocodiles, marching mummies and exploding pyramids.

'Look after the dead', said the priests, 'and the dead will look after you.' Wise words in all probability, but a tall order when, like Teppic, you have just become the pharaoh of a small and penniless country rather earlier than expected, and your treasury is unlikely to stretch to the building of a monumental pyramid to honour your dead father. He'd had the best education money could buy of course, but unfortunately the syllabus at the Assassin's Guild in Ankh-Morpork did not cover running a kingdom and basic financial acumen...

This collection includes all four Tiffany Aching novels in Terry Pratchett's beloved and bestselling Discworld series. The Wee Free Men: Armed with only a frying pan and her common sense, young witch-to-be Tiffany Aching must defend her home against the monsters of Fairyland.

Luckily she has some very unusual help: the local Nac Mac Feegle—aka the Wee Free Men—a clan of fierce, sheep-stealing, sword-wielding, six-

inch-high blue men. Together they must face headless horsemen, ferocious grimhounds, terrifying dreams come true, and ultimately the sinister Queen of the Elves herself. . . . A Hat Full of Sky: Tiffany Aching is ready to begin her apprenticeship in magic. She expects spells and magic—not chores and ill-tempered nanny goats! Surely there must be more to witchcraft than this! What Tiffany doesn't know is that an insidious, disembodied creature is pursuing her. In the end, it will take all of Tiffany's inner strength to save herself ... if it can be done at all. Wintersmith: When the Spirit of Winter takes a fancy to Tiffany Aching, he wants her to stay in his gleaming, frozen world. Forever. It will take the young witch's skill and cunning, as well as help from the legendary Granny Weatherwax and the irrepressible Wee Free Men, to survive until Spring. Because if Tiffany doesn't make it to Spring—Spring won't come. I Shall Wear Midnight: As the witch of the Chalk, Tiffany Aching performs the distinctly unglamorous work of caring for the needy. But someone—or something—is inciting fear, generating dark thoughts and angry murmurs against witches. Tiffany must find the source of unrest and defeat the evil at its root. Aided by the tiny-but-tough Wee Free Men, Tiffany faces a dire challenge, for if she falls, the whole Chalk falls with her. . . .