

Mort Discworld 4 Terry Pratchett

DOM SALABOS HAD A LOT OF ADVANTAGES As heir to a huge fortune, he had an excellent robot servant (with Man-Friday subcircuitry), a planet (the First Syrian Bank) as godfather, a security chief who even ran checks on himself, and on Dom's home world even death was not always fatal. Why, then, in an age when prediction was a science, was his future in doubt?

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

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&

A brand new edition of a Terry Pratchett classic – set in Victorian London, and starring cunning but kind Dodger, as he sets off on a whirlwind adventure through the city streets THE SEWER IS DODGER'S WORLD . . . He hunts treasure there – coins and jewels lost in the dark and dirty drains. It's a good life, if you don't mind getting your hands (and arms and feet and face) dirty. But one night, Dodger helps a young woman flee two ruffians. Now, a street urchin dressed as a gentleman, he must discover the secret behind her escape. Along the way he'll befriend Charles Dickens, outwit Sweeny Todd and reach the giddy heights of Victorian society. Dodger may be living in the gutter, but he's heading for the stars . . .

In July 1969, while the Rolling Stones played a free concert in Hyde Park, Alan Johnson and his young family left West London to start a new life. The Britwell Estate in Slough, apparently notorious among the locals, in fact came as a blessed relief after the tensions of Notting Hill, and the local community welcomed them with open arms. Alan had become a postman the previous year, and in order to support his growing family took on every bit of overtime he could, often working twelve-hour shifts six days a week. It was hard work, but not without its compensations – the crafty fag snatched in a country lane, the farmer's wife offering a hearty breakfast and even the mysterious lady on Glebe Road who appeared daily, topless, at her window as the postman passed by... Please, Mister Postman paints a vivid picture of England in the 1970s, where no celebration was complete without a Party Seven of Watney's Red Barrel, smoking was the norm rather than the exception, and Sunday lunchtime was about beer, bingo and cribbage. But as Alan's life appears to be settling down and his career in the Union of Postal Workers begins to take off, his close-knit family is struck once again by tragedy... Moving, hilarious and unforgettable, Please, Mister Postman is another astonishing book from the award-winning author of This Boy.

Mort(Discworld Novel 4)Random House

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

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 his ambitious cousin. A child heir and the crown of the kingdom, both missing... Witches don't have these kind of dynastic problems themselves - in fact, they don't have leaders. Granny Weatherwax was the most highly-regarded of the leaders they didn't have. But even she found that meddling in royal politics was a lot more complicated than certain playwrights would have you believe, particularly when the blood on your hands just won't wash off and you're facing a future with knives in it...

The newest entry in Pratchett's internationally bestselling series is a splendid send-up of government, the postal system, and everything that lies in between.

COMING TO AMAZON PRIME ON 31ST MAY - STARRING DAVID TENNANT, MICHAEL SHEEN AND BENEDICT CUMBERBATCH 'Marvellously benign, ridiculously inventive and gloriously funny' Guardian

'Armageddon only happens once, you know. They don't let you go around again until you get it right' According to The Nice and Accurate Prophecies of Agnes Nutter, Witch, Judgement Day is almost upon us and the world's going to end in a week . . . Now people have been predicting the end of the world almost from its very beginning, so it's only natural to be sceptical when a new date is set for Judgement Day. But what if, for once, the predictions are right, and the apocalypse really is due to arrive next Saturday, just after tea? You could spend the time left drowning your sorrows, giving away all your possessions in preparation for the rapture, or laughing it off as (hopefully) just another hoax. Or you could just try to do something about it. It's a predicament that Aziraphale, a somewhat fussy angel, and Crowley, a fast-living demon now finds themselves in. They've been living amongst Earth's mortals since The Beginning and, truth be told, have grown rather fond of the lifestyle and, in all honesty, are not actually looking forward to the coming Apocalypse. And then there's the small matter that someone appears to have misplaced the Antichrist . . .

GOD LIES DEFEATED, his corpse hidden in the catacombs beneath Mordew. On the surface, the streets of this the sea-battered city are slick with the Living Mud and the half-formed, short-lived creatures it spawns - creatures that die and are swept down from the Merchant Quarter by the brooms of the workers and relentless rains, where they rot in the slums. There, a young boy called Nathan Treeves lives with his parents, eking out a meagre existence by picking treasures from the Living Mud - until one day his mother, desperate and starving, sells him to the mysterious Master of Mordew. The Master derives his power from feeding on the corpse of God. But Nathan, despite his fear and lowly station, has his own strength – and it is greater than the Master has ever known. Great enough to destroy everything the Master has built. If only Nathan can discover how to use it. So it is that the Master begins to scheme against him - and Nathan has to fight his way through the betrayals, secrets, and vendettas of the city where God was murdered, and darkness reigns... WELCOME TO MORDEW – THE FIRST IN A FANTASTIC NEW TRILOGY FROM THE WELLCOME BOOK PRIZE-SHORTLISTED WRITER, ALEX PHEBY.

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.

Unable to be objective, Mort, Death's bumbling apprentice, kills an assassin instead of Keli, the princess who should have been his victim. Rincewind, a cowardly wizard, is the only one who can save Discworld as it falls slowly toward a red star.

Time is a resource. Everyone knows it has to be managed. And on the Discworld that is the job of the Monks of History, who store it and pump it from the places where it's wasted (like the underwater - how much time does a codfish need?) to places like cities, where there's never enough time. But the construction of the world's first truly accurate clock starts a race against, well, time for Lu Tze and his apprentice Lobsang Ludd. Because it will stop time. And that will only be the start of everyone's problems. THIEF OF TIME comes complete with a full supporting cast of heroes, villains, yetis, martial artists and Ronnie, the fifth Horseman of the Apocalypse (who left before they became famous).

Terry Pratchett's profoundly irreverent novels are consistent number one bestseller in England, where they have catapulted him into the highest echelons of parody next to Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. In this Discworld installment, Death comes to Mort with an offer he can't refuse -- especially since being, well, dead isn't compulsory. As Death's apprentice, he'll have free board and lodging, use of the company horse, and he won't need time off for family funerals. The position is everything Mort thought he'd ever wanted, until he discovers that this perfect job can be a killer on his love life.

Imagine a flat world, sitting on the backs of four elephants, who hurtle through space balanced on a giant turtle. The Discworld is a place (and a time) parallel to our own - but also very different. That is the setting for Terry Pratchett's phenomenally successful Discworld series, which now celebrates its 25th anniversary. The Discworld Graphic Novels presents the very first two volumes of this much-loved series in graphic novel form. First published fifteen years ago, these fully illustrated versions are now issued for the first time in hardback. Introduced here are the bizarre misadventures of Twoflower, the Discworld's first ever tourist, and possibly - portentously - its last, and his guide Rincewind, the spectacularly inept wizard. Not to mention the Luggage, which has a mind of its own.

A beautiful hardback edition of the classic Discworld novel William de Worde is the accidental editor of the Discworld's first newspaper. New printing technology means that words just won't obediently stay nailed down like usual. There's a very real threat of news getting out there. Now he must cope with the traditional perils of a journalist's life - people who want him dead, a recovering vampire with a suicidal fascination for flash photography, some more people who want him dead in a different way and, worst of all, the man who keeps begging him to publish pictures of his humorously shaped potatoes. William just wants to get at THE TRUTH. Unfortunately, everyone else wants to get at William. And it's only the third edition...

It's no more than a breath away... Everyone needs a place to relax after a long day, after all. So here is the place where the Grim Reaper can kick back and take the load off his scythe. Here's the golf course that's not so much crazy as insane, and the useless maze, and the dark gardens - all brought (incongruously) to life. And here, for the first time ever, you will find out the reason why Death can't understand rockeries, and what happens to garden gnomes. As Death rides Binky into the sunset (of other people's lives), you can at last see what he gets up to when he's not at work.

Unseen University are proud to present the most comprehensive map and guide to the Disc yet produced. In this noble endeavour, drawing upon the hard won knowledge of many great and, inevitably, late explorers, one may locate on a detailed plan of our world such fabled realms as the Condiment Isles, trace the course of the River Kneck as it deposits silt and border disputes in equal abundance on the lands either side, and contemplate the vast deserts of Klatch and Howondaland - a salutary lesson in the perils of allowing ones goats to graze unchecked. This stunning work brings to life the lands and locations of the Discworld stories in a way never seen before. Accompanied by lavish full-colour illustrations and a detailed world map, this is a must-have for any Discworld fan.

Death comes to Mort with an offer he can't refuse -- especially since being dead isn't compulsory. The position of Death's apprentice is everything Mort thought he'd ever wanted, until he discovers that this perfect job can be a killer on his love life. In the beginning, there was nothing but endless flatness. Then came the Carpet... That's the old story everyone knows and loves. But now the Carpet is home to many different tribes and peoples and there's a new story in the making. The story of Fray, sweeping a trail of destruction across the Carpet. The story of power-hungry moults - and of two Munrung brothers, who set out on an amazing adventure. It's a story that will come to a terrible end - if someone doesn't do something about it. If everyone doesn't do something about it... Co-written by Terry Pratchett, aged seventeen, and master storyteller, Terry Pratchett, aged forty-three. It's the night before Hogswatch. And it's too quiet. Superstition makes things work in the Discworld, and undermining it can have consequences. It's just not right to find Death creeping down chimneys and trying to say 'Ho Ho Ho...' It's the last night of the year, the time is turning, and if Susan, gothic governess and Death's granddaughter (sort of), doesn't sort everything out by morning, there won't be a morning. Ever again... Adapted by Terry Pratchett's long-time collaborator Stephen Briggs, this play text version of Pratchett's bestselling Discworld novel Hogfather wittily and faithfully reimagines the story for the stage.

This volume provides a 2005 almanac Terry Pratchett fans.

"Pratchett . . . has a satirist's instinct for the absurd and a cartoonist's eye for the telling detail." —Daily Telegraph (London) "The purely funniest English writer since Wodehouse." —Washington Post Book World Sam Vimes, watch commander of Ankh-Morpork, is at long last taking a much-needed (and well deserved) vacation. But, of course, this is Discworld®, where nothing goes as planned—and before Vimes can even change his cardboard-soled boots for vacationer's slippers, the gruff watch commander soon finds himself enmeshed in a fresh fiasco fraught with magic, cunning, daring, and (for the reader more than for poor Vimes) endless hilarity. Did he really expect time off? As Vimes himself says in Feet of Clay, "there's some magical creature called 'overtime,' only no one's even seen its footprints." Following the New York Times bestselling Unseen Academichals, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.

'Classic English humour, with all the slapstick, twists and dry observations you could hope for' 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 . . .

'This is a story about sex and drugs and Music With Rocks In. Well... ...one out of three ain't bad.' Being sixteen is always difficult, even more so when there's a Death in the family. After all, it's hard to grow up normally when Grandfather rides a white horse and wields a scythe. Especially if he decides to take a well-earned moment to uncover the meaning of life and discover himself in the process, so that you have to take over the family business, and everyone mistakes you for the Tooth Fairy. And especially when you have to face the new and addictive music that has entered Discworld. It's lawless. It changes people. It's got a beat and you can dance to it. It's called Music With Rocks In. And it won't fade away. _____ The Discworld novels can be read in any order but Soul Music is the third book in the Death series.

IT'S A RAT-EAT-RAT WORLD . . . Every town on Discworld knows the stories about rats and pipers, and Maurice – a streetwise tomcat – leads a band of educated ratty friends (and a stupid kid) on a nice little earner. Piper plus rats equals lots and lots of money. Until they run across someone playing a different tune. Now he and his rats must learn a new concept: evil . . .

Death comes to us all. When he came to Mort, he offered him a job. Henceforth, Death is no longer going to be the end, merely the means to an end. 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 he discovers that it can be a killer on his love life...

In a warren of crumbling buildings called the Old City, a hospital echoes with the screams of the poor souls inside. Inside, there is a woman. Her hair, once blond, hangs in tangles down her back. She doesn't remember why she's in such a terrible place. Just a tea party long ago, and long ears, and blood... Then, one night, a fire at the hospital gives the woman a chance to escape, leaving her free to uncover the truth about what happened to her all those years ago.

'One taste, and you'll scour bookstores for more' Daily Mail 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 has to happen. That's what bein' alive is all about. You're alive, and then you're dead. It can't just stop happening.' But it can. And it has. Death is missing – presumed gone. Which leads to the kind of chaos you always get when an important public service is withdrawn. If Death doesn't come for you, then what are you supposed to do in the meantime? You can't have the undead wandering about like lost souls - there's no telling what might happen! Particularly when they discover that life really is only for the living . . . _____ The Discworld novels can be read in any order but Reaper Man is the second book in the Death series.

A Young Dwarf's Dream Corporal Carrot has been promoted! He's now in charge of the new recruits guarding Ankh-Morpork, Discworld's greatest city, from Barbarian Tribes, Miscellaneous Marauders, unlicensed Thieves, and such. It's a big job, particularly for an adopted dwarf. But an even bigger job awaits. An ancient document has just revealed that Ankh-Morpork, ruled for decades by Disorganized crime, has a secret sovereign! And his name is Carrott... And so begins the most awesome epic encounter of all time, or at least all afternoon, in which the fate of a city—indeed of the universe itself!—depends on a young man's courage, an ancient sword's magic, and a three-legged poodle's bladder.

When an affluent Kempsey matron spots a young Aboriginal boy who bears an uncanny resemblance to her husband, not only does she scream for divorce, attempt to take control of the child's future and upend her comfortable life, but the whole town seems drawn into chaos. A hero of the First World War has a fit at the cinema and is taken to a psychiatric ward in Sydney, his Irish farmhand is murdered, and a gay piano-playing veteran, quietly a friend to many in town, is implicated. Corporal Hitler's Pistol speaks to the never-ending war that began with 'the war to end all wars'. Rural communities have always been a melting pot and many are happy to accept a diverse bunch ... as long as they don't overstep. Set in a town he knows very well, in this novel Tom Keneally tells a compelling story of the interactions and relationships between black and white Australians in early twentieth-century Australia.

Three generations of women uncover an ancient evil in this epic genre-bending horror-fantasy -- a "fearless" Faustian tale perfect for fans of Kendare Blake and Ransom Riggs (Cat Winters). Before the birth of time, a monk uncovers the Devil's Tongue and dares to speak it. The repercussions will be felt for generations . . . Sixteen-year-old photography enthusiast Zoey has been fascinated by the haunted, burnt-out ruins of Medwyn Mill House for as long as she can remember -- so she and her best friend, Poulton, run away from home to explore them. But are they really alone in the house? And who will know if something goes wrong? In 1851, seventeen-year-old Roan arrives at the Mill House as a ward -- one of three, all with something to hide from their new guardian. When Roan learns that she is connected to an ancient secret, she must escape the house before she is trapped forever. 1583. Hermione, a new young bride, accompanies her husband to the wilds of North Wales where he plans to build the largest water mill and mansion in the area. But rumors of unholy rituals lead to a tragic occurrence and she will need all her strength to defeat it. Three women, centuries apart, drawn together by one Unholy Pact. A pact made by a man who, more than a thousand years later, may still be watching . . . This haunting, captivating, and "delightfully disturbing" mystery redefines horror and fantasy (Kirkus). This collection includes all five Tiffany Aching novels in Terry Pratchett's beloved and bestselling Discworld series, including the final Discworld novel, The Shepherd's Crown. 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 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! Indeed, there is. . . . 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. 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, for if she falls, the whole Chalk falls with her. . . . The Shepherd's Crown: Deep in the Chalk, something is stirring. The owls and the foxes can sense it, and Tiffany Aching feels it in her boots. An old enemy is gathering strength. This is a time of endings and beginnings, old friends and new, a blurring of edges and a shifting of power. Now Tiffany stands between the light and the dark, the good and the bad. There will be a reckoning. . . .

Death comes to everyone eventually on Discworld. And now he's come to Mort with an offer the young man can't refuse. (No, literally, can't refuse since being dead isn't exactly compulsory.) Actually, it's a pretty good deal. As Death's apprentice, Mort will have free board and lodging. He'll get use of the company horse. And he won't have to take any time off for family funerals. But despite the obvious perks, young Mort is about to discover that there is a serious downside to working for the Reaper Man . . . because this perfect job can be a killer on one's love life.

There was an eighth son of an eighth son. He was, quite naturally, a wizard. And there it should have ended. However (for reasons we'd better not go into), he had seven sons. And then he had an eighth son... a wizard squared...a source of magic...a Sourcerer. SOURCERY SEES THE RETURN OF RINCEWIND AND THE LUGGAGE AS THE DISCWORLD FACES ITS GREATEST - AND FUNNIEST - CHALLENGE YET.

This volume contains Mort, Reaper Man and Soul Music, all starring Death, the Discworld's most endearing character, his steed Binky, his granddaughter Susan, the Death of Rats and all the various denizens of the Discworld.

Terry Pratchett takes Shakespeare's Macbeth and then turns it up 'till the knob comes off. It's all there - a wicked duke and duchess, the ghost of the murdered king, dim soldiers, strolling players, a land in peril. And who stands between the Kingdom and destruction? Three witches. Granny Weatherwax (intolerant, self-opinionated, powerful), Nanny Ogg (down-to-earth, vulgar) and Magrat Garlick (naïve, fond of occult jewellery and bunnies). Stephen Briggs has been involved in amateur dramatics for over 25 years and he assures us that the play can be staged without needing the budget of Industrial Light and Magic. Not only that, but the cast should still be able to be in the pub by 10 o'clock! Oh, and a world of advice omitted from the play text: LEARN THE WORDS Havelock, Lord Vetinari

Book Three of the Magic Kingdom of Landover Series It all began when the half-able wizard Questor Thews announced

that finally he could restore the Court Scribe Abernathy to human form. It was his spell that had turned Abernathy into a Wheaten Terrier—though with hands and able to talk. All went well—until the wizard breathed the magic dust of his spell and suddenly sneezed. Then, where Abernathy had stood, there was only a bottle containing a particularly evil imp. It had been in the collection of Michael Ard Rhi, former King of Landover, now exiled to Earth. Abernathy must now be a part of that collection! High Lord Ben Holiday set forth for Earth, taking his green but beautiful love, Willow, with him. Unfortunately, they were long in returning. And without the soil in which to root as a tree at times, Willow could not long survive. That left it up to Questor Thews to save them. Grimly he set out to seek help, knowing himself to be incompetent. And to make things worse, the imp had escaped and sought the help of the evil witch Nightshade, now back from exile in Faerie. Questor's only idea seemed impossible, but . . .

'Persistently amusing, good-hearted and shrewd' The 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 . . . They say that a little knowledge is a dangerous thing, but it's not half so bad as a lot of ignorance. The last thing the wizard Drum Billet did, before Death laid a bony hand on his shoulder, was to pass on his staff of power to the eighth son of an eighth son. Unfortunately for his colleagues in the chauvinistic (not to say misogynistic) world of magic, he failed to check that the baby in question was a son. Everybody knows that there's no such thing as a female wizard. But now it's gone and happened, there's nothing much anyone can do about it. Let the battle of the sexes begin . . .

_____ The Discworld novels can be read in any order but Equal Rites is the first book in the Witches series.

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