

The Color Of Magic Discworld

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?

A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. 'There's a saying that all roads lead to Ankh-Morpork. And it's wrong. All roads lead away from Ankh-Morpork, but sometimes people just walk along the wrong way.' Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)!

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

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

'Funny, delightfully inventive, and refuses to lie down in its genre' Observer 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 . . . There is a curse. They say: may you live in interesting times. 'May you live in interesting times' is the worst thing one can wish on a citizen of Discworld, especially on the distinctly unmagical Rincewind, who has had far too much perilous excitement in his life and can't even spell wizard. So when a request for a ;Great Wizzard; arrives in Ankh-Morpork via carrier albatross from the faraway Counterweight Continent, it's the endlessly unlucky Rincewind who's sent as emissary. The oldest (and most heavily fortified) empire on the Disc is in turmoil, and Chaos is building. And, for some incomprehensible reason, someone believes Rincewind will have a mythic role in the ensuing war and wholesale bloodletting. There are too many heroes already in the world, but there is only one Rincewind. And he owes it to the world to keep that one alive for as long as possible. _____ The Discworld novels can be read in any order but Interesting Times is the fifth book in the Wizards series.

Terry Pratchett's profoundly irreverent, bestselling novels have garnered him a revered position in the halls of parody next to the likes of Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. The Color of Magic is Terry Pratchett's maiden voyage through the now-legendary land of Discworld. This is where it all begins -- with the tourist Twoflower and his wizard guide, Rincewind.

For decades, Britain's warlocks have been all that stands between the British Empire and the Soviet Union - a vast domain stretching from the Pacific Ocean to the shores of the English Channel. Now each wizard's death is another blow to Britain's national security. Meanwhile, a brother and sister - the subjects of a twisted Nazi experiment to imbue ordinary people with superhuman abilities - escape from a top-secret facility deep behind the Iron Curtain. They head for England, because that's where former spy Raybould Marsh lives. And Gretel, the mad seer, has plans for him. As Marsh is once again drawn into the world of Milkweed, he discovers that Britain's darkest acts didn't end with the war. And while he strives to protect queen and country, he is forced to confront his own willingness to accept victory at any cost.

A stunning portfolio of Discworld illustrations from the brush of Paul Kidby, Sir Terry Pratchett's artist of choice. Paul Kidby, Sir Terry Pratchett's artist of choice, provided the illustrations for The Last Hero, designed the covers for the Discworld novels since 2002, and is the author of the bestselling The Art Of Discworld. Now, Paul Kidby has collected the very best of his Discworld illustrations in this definitive volume, including 40 pieces never before seen, 30 pieces that have only appeared in foreign editions, limited editions and BCA editions, and 17 book cover illustrations since 2004 that have never been seen without cover text. If Terry Pratchett's pen gave his characters life, Paul Kidby's brush allowed them to live it, and nowhere is that better illustrated than in this magnificent book. For fans old and new, this beautiful collectors item is the perfect gift for Christmas. 'The closest anyone's got to how I see the characters' - Sir Terry Pratchett 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.

A sumptuous illustrated journey through Pratchett's bestselling Discworld universe, this lavish full-color volume is the ultimate holiday gift for the legions of fans.

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 .

JAMAICA, 1976 Seven gunmen storm Bob Marley's house, machine guns blazing. The reggae superstar survives, but the gunmen are never caught. From the acclaimed author of *The Book of Night Women* comes a dazzling display of masterful storytelling exploring this near-mythic event. Spanning three decades and crossing continents, *A Brief History of Seven Killings* chronicles the lives of a host of unforgettable characters – slum kids, one-night stands, drug lords, girlfriends, gunmen, journalists, and even the CIA. Gripping and inventive, ambitious and mesmerising, *A Brief History of Seven Killings* is one of the most remarkable and extraordinary novels of the twenty-first century.

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

For use in schools and libraries only. A slightly disorganized and somewhat naive interplanetary tourist named Twosome joins up with a bumbling wizard and embarks on a chaotic voyage through a world filled with monsters, dragons, heroes, and knaves.

In a distant and second-hand set of dimensions, in an astral plane that was never meant to fly . . . 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 twenty-fifth 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.

THE COMPANY BUILDS PLANETS. Kin Arad is a high-ranking official of the Company. After twenty-one decades of living, and with the help of memory surgery, she is at the top of her profession. Discovering two of her employees have placed a fossilized plesiosaur in the wrong stratum, not to mention the fact it is holding a placard which reads, 'End Nuclear Testing Now', doesn't dismay the woman who built a mountain range in the shape of her initials during her own high-spirited youth. But then came discovery of something which did intrigue Kin Arad. A flat earth was something new...

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 . . .

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.

"Istanbul, Istanbul turns on the tension between the confines of a prison cell and the vastness of the imagination; between the vulnerable borders of the body and the unassailable depths of the mind. This is a harrowing, riveting novel, as unforgettable as it is inescapable." —Dale Peck, author of *Visions and Revisions* "A wrenching love poem to Istanbul told between torture sessions by four prisoners in their cell beneath the city. An ode to pain in which Dostoevsky meets *The Decameron*." —John Ralston Saul, author of *On Equilibrium*; former president, PEN International "Istanbul is a city of a million cells, and every cell is an Istanbul unto itself." Below the ancient streets of Istanbul, four prisoners—Demirtay the student, the doctor, Kamo the barber, and Uncle Küheylan—sit, awaiting their turn at the hands of their wardens. When they are not subject to unimaginable violence, the condemned tell one another stories about the city, shaded with love and humor, to pass the time. Quiet laughter is the prisoners' balm, delivered through parables and riddles. Gradually, the underground narrative turns into a narrative of the above-ground. Initially centered around people, the book comes to focus on the city itself. And we discover there is as much suffering and hope in the Istanbul above ground as there is in the cells underground. Despite its apparently bleak setting, this novel—translated into seventeen languages—is about creation, compassion, and the ultimate triumph of the imagination.

'His spectacular inventiveness makes the Discworld series one of the perennial joys of modern fiction' Mail on Sunday

_____ Somewhere on the frontier between thought and reality exists the Discworld, a parallel time and place which might sound and smell like our own, but which looks completely different. Particularly as it's carried through space on the back of a giant turtle (sex unknown). If you're new to the Discworld don't worry, you're not alone . . . Twoflower is the Discworld's first tourist, he's exceptionally naive and about to get himself into an array of dangerous and fantastical situations on his travels. And if that didn't sound fateful enough, it's the spectacularly inept wizard, Rincewind who is charged with safely chaperoning Twoflower and his Luggage (a walking suitcase that has half a mind of its own and a homicidal attitude to anything threatening) during his visit. Safe to say chaos ensues... _____

The Discworld novels can be read in any order but *The Colour of Magic* is the first Discworld book. It is also the starting point in the Wizards collection, followed by *The Light Fantastic*.

Why we all deserve a life worth living and a death worth dying for 'Most men don't fear death. They fear those things – the knife, the shipwreck, the illness, the bomb – which precede, by microseconds if you're lucky, and many years if you're not, the moment of death.'

When Terry Pratchett was diagnosed with Alzheimer's in his fifties he was angry - not with death but with the disease that would take him there, and with the suffering disease can cause when we are not allowed to put an end to it. In this essay, broadcast to millions as the BBC Richard Dimbleby Lecture 2010 and previously only available as part of *A Slip of the Keyboard*, he argues for our right to choose - our right to a good life, and a good death too.

Twoflower was a tourist, the first ever seen on the Discworld. Tourist, Rincewind decided, meant idiot. Somewhere on the frontier between thought and reality exists the Discworld, a parallel time and place which might sound and smell very much like our own, but which looks completely different. It plays by different rules. Certainly it refuses to succumb to the quaint notion that universes are ruled by pure logic and the harmony of numbers. But just because the Disc is different doesn't mean that some things don't stay the same. Its very existence is about to be threatened by a strange new blight: the arrival of the first tourist, upon whose survival rests the peace and prosperity of the land. But if the person charged with maintaining that survival in the face of robbers, mercenaries and, well, Death is a spectacularly inept wizard, a little logic might turn out to be a very good idea...

The Colour of Magic Random House

A princess in exile. Six enchanted cranes. An unspeakable curse. A beautiful and immersive YA fantasy retelling of the Grimm brothers' *The Six Swans* fairytale, set in an East-Asian inspired world, by the author of *Spin the Dawn*. 'A dazzling fairy tale full of breathtaking storytelling' Stephanie Garber, Sunday Times bestselling author of *Caraval* Shiori'anma, the only princess of Kiata, has a secret. Forbidden magic runs in

her veins. And on the morning of her betrothal ceremony, Shiori loses control. At first, her mistake seems like a stroke of luck, forestalling the wedding she never wanted, but it also catches the attention of Raikama, her stepmother. A sorceress in her own right, Raikama banishes the young princess, turning her brothers into cranes, and warning Shiori that she must speak of it to no one: for with every word that escapes her lips, one of her brothers will die. Penniless, voiceless, and alone, Shiori searches for her brothers, and uncovers a dark conspiracy to seize the throne. Only Shiori can set the kingdom to rights, but to do so she must place her trust in a paper bird, a mercurial dragon, and the very boy she fought so hard not to marry. And she must embrace the magic she's been taught all her life to contain - no matter what it costs.

Praise for *Six Crimson Cranes* 'An unputdownable, sweeping fairytale that thrills as much as it delights' Kerri Maniscalco, #1 New York Times bestselling author of *Kingdom of the Wicked* 'This book is magic!' Kristin Cashore, New York Times bestselling author of *Graceling* 'A stunning remake of a fairytale' Chloe Gong, New York Times bestselling author of *These Violent Delights* 'This is a gem for all lovers of whimsical fantasy!' Natasha Ngan, New York Times bestselling author of *Girls of Paper and Fire*

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.

As a punishment, failed wizard Rincewind is given the task of guiding and safeguarding the Disc's first tourist, Twoflower (with his magical luggage on legs). As they travel the city and beyond, they meet the world's oldest hero, Cohen the Barbarian. With him, and with Bethan (a qualified sacrificial victim), they encounter druids, trolls, adventurers, a hairdresser and a power-crazed wizard. Oh, and Death. But not fatally. Did we mention that Rincewind also has to save the world from destruction by a huge red star that will collide with the Discworld at Hogswatch? The Rince Cycle is mostly based on *The Light Fantastic*, with bits of *The Colour of Magic* and *Sourcery* added for good measure.

The Color of Magic is Terry Pratchett's maiden voyage through the now-legendary land of Discworld. This is where it all begins? with the tourist Twoflower and his wizard guide, Rincewind.

The absolute, comprehensive, from Tiffany Aching to Jack Zweiblumens guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also the global publishing phenomenon with sales of over 70 million books worldwide (but who's counting?). There's an awful lot of Discworld to keep track of. But fear not! Help is at hand. For the very first time, everything (and we mean everything) you could possibly want to know has been crammed into one place. If you need a handy guide to locales from Ankh-Morpork to Zemphis . . . If you can't tell your Achmed the Mads from your Jack Zweiblumens . . . If your life depends on distinguishing between the Agatean Empire and the Zoons . . . Look no further. Compiled and perfected by Stephen Briggs, the man behind *The Ultimate Discworld Companion's* predecessor *Turtle Recall*, this is your ultimate guide to Sir Terry Pratchett's beloved fantasy world.

THE NEW YORK TIMES BESTSELLER 'Glorious . . . a tale that will sweep you away' Yangsze Choo, New York Times bestselling author of *The Night Tiger* 'A gorgeous and thrilling paean to the ferocious power of women' Laini Taylor, New York Times bestselling author of *Strange the Dreamer* In 1893, there's no such thing as witches. There used to be, in the wild, dark days before the burnings began, but now witching is nothing but tidy charms and nursery rhymes. If the modern woman wants any measure of power, she must find it at the ballot box. But when the three Eastwood sisters join the suffragists of New Salem, they begin to pursue the forgotten ways that might turn the women's movement into the witch's movement. Stalked by shadows and sickness, hunted by forces who will not suffer a witch to vote - and perhaps not even to live - the sisters must delve into the oldest magics, draw new alliances, and heal the bond between them if they want to survive. There's no such thing as witches. But there will be. Praise for *The Once and Future Witches*: 'A brilliant dazzle of a book . . . I devoured it in enormous gulps, and utterly loved it' Kat Howard, author of *The Unkindness of Ghosts* 'Compelling, exhilarating and magical - a must-read' Booklist (starred review) 'Delightful . . . a tale of women's battle for equality, of fairy tales twisted into wonderfully witchy spells, of magics both large and small, and history re-imagined' Louisa Morgan, author of *A Secret History of Witches* 'A love letter to folklore and the rebellious women of history' Publishers Weekly 'A breathtaking book - brilliant and raw and dark and complicated' Sarah Gailey, author of *Magic for Liars*

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.

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!

Sam Vimes tries a variation on the usual bedtime story he shares with his son.

'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.

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. . . .

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.

The beginning of the hilarious and irreverent series that has more than 80 million copies worldwide, The Color of Magic is where we meet tourist Twoflower and wizard guide Ricewind, and follow them on their always-bizarre journeys. A writer who has been compared to Mark Twain, Kurt Vonnegut, and Douglas Adams, Sir Terry Pratchett has created a complex, yet zany world filled with a host of unforgettable characters who navigate around a profound fantasy universe, complete with its own set of cultures and rules.

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.

"The Ricewind 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 Ricewind and his irrepressible - and quite intractable - Luggage.

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.

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&

Terry Pratchett's profoundly irreverent novels are consistent number one bestsellers in England, where they have garnered him a revered position in the halls of parody next to Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. The Color of Magic is Terry Pratchett's maiden voyage through the now-legendary land of Discworld. This is where it all begins--with the tourist Twoflower and his wizard guide, Ricewind.

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