

The Light Fantastic Discworld Novel 2 Discworld Novels

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.

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.

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

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

Death comes to us all. When he came to Mort, he offered him a job. But when Mort is left in charge for an evening, he allows his heart to rule his head and soon the whole of causality and the future of the Discworld itself, are at risk. Along the way, Mort encounters not only Death's adopted daughter, Ysabell - who has been 16 for 35 years - and his mysterious manservant Albert - whose cooking can harden an artery at ten paces - but also an incompetent wizard with a talking doorknocker and a beautiful, but rather bad-tempered and dead, princess. He also, of course, meets Death. On Terry Pratchett's Discworld, Death really is a 7 foot skeleton in a black hooded robe and wielding a scythe. He is also fond of cats, enjoys a good curry, and rides around the skies on a magnificent white horse called Binky.

The Light Fantastic A Novel of Discworld Harper

In 1844, Alexandre Dumas published *The Three Musketeers*, a novel so famous and still so popular today that it scarcely needs introduction. Shortly thereafter he wrote a sequel, *Twenty Years After*. Later, toward the end of his career, Dumas wrote *The Red Sphinx*, another direct sequel to *The Three Musketeers* that begins a mere twenty days afterward. Picking up right where the *The Three Musketeers* left off, *The Red Sphinx* continues the stories of Cardinal Richelieu, Queen Anne, and King Louis XIII—and introduces a charming new hero, the Comte de Moret, a real historical figure from the period. Dumas wrote seventy-five chapters of *The Red Sphinx*, but never quite finished it and the novel

languished for almost a century. While Dumas never completed the book, he had earlier written a separate novella, *The Dove*, that recounts the final adventures of Moret and Cardinal Richelieu. Now for the first time in one cohesive narrative, *The Red Sphinx and The Dove* make a complete and satisfying storyline—a rip-roaring novel of historical adventure, heretofore unknown to English-language readers, by the great Alexandre Dumas, king of the swashbucklers.

‘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.

Is it ever too late to rewrite your own story? **COURAGE** In 1950, teenager Anne flees Wattle Island for the big city, where she learns that establishing the life she’s always dreamed of isn’t as easy as she thought. When a secret she’s been keeping is discovered, she has no choice but to retreat home and live a quiet life. But when tragedy strikes, establishing the Wattle Island book club is the only thing that offers her solace. **PASSION** In 2018, spirited librarian Grace has been writing bucket lists since she was a child, and is ticking off as many challenges as she can now that life has handed her a hefty dose of perspective. Heading to Wattle Island on one of her adventures, she is determined to uncover a long-held mystery surrounding the town’s historic book club, unlocking a buried truth that has been trapped between the dusty pages of secrecy for years. **HOPE** All too aware of how fragile life is, Anne and Grace must come together to help the residents of Wattle Island find the bravery to move beyond the trauma that tore the book club apart. Budding relationships offer new hope, along with a library project for the town’s future – but it will take more than a few lively literary debates to break the silence and heal the past. Welcome to the Wattle Island Book Club, where some chapters may end, but others are just beginning...

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. In *The Light Fantastic* only one individual can save the world from a disastrous collision. Unfortunately, the hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world...

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.

'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.

The side-splitting sequel to The Color of Magic, The Light Fantastic by New York Times bestselling author Sir Terry Pratchett takes readers on another offbeat journey with bumbling wizard Rincewind and hapless tourist Twoflower—both last seen falling off the edge of Discworld. The fate of Pratchett's alternative fantasy macrocosm are in the bumbling duo's hands as it hurtles its way toward a foreboding red star, threatening the fate of the entire universe. Sharp, sardonic, and brilliantly funny, in this third installment in the bestselling Discworld series, Pratchett once again earns his master satirist reputation, with witty wordplay and irreverent storytelling that fans are sure to love.

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) strikingly parallel to our own—but also very different. But also very similar. To commemorate the twenty-fifth anniversary of the birth of the Discworld, the first two volumes of the remarkable Terry Pratchett's equally remarkable—and phenomenally successful—series were made available together, right here, in graphic novel form. These beautifully illustrated renditions of The Colour of Magic and The Light Fantastic show and tell the bizarre misadventures of the spectacularly inept wizard Rincewind and Twoflower, Discworld's very first—and possibly, portentously its very last—tourist. Not to mention the Luggage, which has a mind of its own. And teeth.

Delaware, the morning of April 19. Senior Skip Day, and April Donovan's eighteenth birthday. Four days after the Boston Marathon bombing, the country is still reeling, and April's rare memory condition has her recounting all the tragedies that have cursed her birth month. And just what was that mysterious gathering under the bleachers about? Meanwhile, in Nebraska, Lincoln Evans struggles to pay attention in Honors English, distracted by the enigmatic presence of Laura Echols, capturer of his heart. His teacher tries to hold her class's interest, but she can't keep her mind off what Adrian George told her earlier. Over in Idaho, Phoebe is having second thoughts about the Plan mere

hours before the start of a cross-country ploy led by an Internet savant known as the Mastermind. Is all her heartache worth the cost of the Assassins' machinations? The Light Fantastic is a tense, shocking, and beautifully wrought exploration of the pain and pathos of a generation of teenagers on the brink—and the hope of moving from shame and isolation into the light of redemption.

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.

When you're four inches high in a world full of giant people, things never go very well for long. After running into trouble at the quarry, the nomes want to go home. The problem is, 'home' is somewhere up in the stars, in some sort of Ship. Masklin must find a way to get to the 'launch' of a 'communications satellite' (whatever that is). And so begins an incredible journey, filled with peril, planes, honking geese . . . and a walking sandwich. The fantastically funny third book of the nomes, from the author of the bestselling Discworld series.

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.

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.

'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.

Football has come to the ancient city of Ankh-Morpork. And now, the wizards of Unseen University must win a football match, without using magic, so they're in the mood for trying everything else. This is not going to be a gentleman's game. The prospect of the Big Match draws in a street urchin with a wonderful talent for kicking a tin can, a maker of jolly good pies, a dim but beautiful young woman, who might just turn out to be the greatest fashion model there has ever been, and the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt). As the match approaches, four lives are entangled and changed for ever. Because the thing about football - the important thing about football - is that it is not just about football. Here we go! Here we go! Here we go!

After a devastating tsunami destroys all that they have ever known, Mau, an island boy, and Daphne, an aristocratic English girl, together with a small band of refugees, set about rebuilding their community and all the things that are important in their lives. 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.

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

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.

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

'Incredibly funny, compulsively readable' 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 . . . 'What shall we do?' said Twoflower. 'Panic?' said Rincewind hopefully. He always held that panic was the best means of survival. As it moves towards a seemingly inevitable collision with a malevolent red star, the Discworld could do with a hero. What it doesn't need is a singularly inept and cowardly wizard, still recovering from the trauma of falling off the edge of the world, or a well-meaning tourist and his luggage which has a mind (and legs) of its own. Which is a shame, because that's all there is . . .

_____ The Discworld novels can be read in any order but The Light Fantastic is the second book in the Wizards series.

In the four decades since his first book appeared in print, Terry Pratchett has become one of the world's best-selling and best-loved authors. Here for the first time are his short stories and other short-form fiction collected into one volume.

The classic collaboration from the internationally bestselling authors Neil Gaiman and Terry Pratchett, soon to be an original series starring Michael Sheen and David Tennant. "Good Omens . . . is something like what would have happened if Thomas Pynchon, Tom Robbins and Don DeLillo had collaborated. Lots of literary inventiveness in the plotting and chunks of very good writing and characterization. It's a wow. It would make one hell of a movie. Or a heavenly one. Take your pick."—Washington Post According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (the world's only completely accurate book of prophecies, written in 1655, before she exploded), the world will end on a Saturday. Next Saturday, in fact. Just before dinner. So the armies of Good and Evil are amassing, Atlantis is rising, frogs are falling, tempers are flaring. Everything appears to be going according to Divine Plan. Except a somewhat fussy angel and a fast-living demon—both of whom have lived amongst Earth's mortals since The Beginning and have grown rather fond of the lifestyle—are not actually looking forward to the coming Rapture. And someone seems to have misplaced the Antichrist . . .

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. . . .

"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.

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. The fourth book in the Science of Discworld series, and this time around dealing with THE REALLY BIG QUESTIONS, Terry Pratchett's brilliant new Discworld story *Judgement Day* is annotated with very big footnotes (the interleaving chapters) by mathematician Ian Stewart and biologist Jack Cohen, to bring you a mind-mangling combination of fiction, cutting-edge science and philosophy. Marjorie Daw is a librarian, and takes her job – and indeed the truth of words – very seriously. She doesn't know it, but her world and ours – Roundworld – is in big trouble. On Discworld, a colossal row is brewing... The Wizards of Unseen University feel responsible for Roundworld (as one would for a pet gerbil). After all, they brought it into existence by bungling an experiment in Quantum Thaumodynamics. But legal action is being brought against them by Omnians, who say that the Wizards' god-like actions make a mockery of their noble religion. As the finest legal brains in Discworld (a zombie and a priest) gird their loins to do battle – and when the Great Big Thing in the High Energy Magic Laboratory is switched on – Marjorie Daw finds herself thrown across the multiverse and right in the middle of the whole explosive affair. As God, the Universe and, frankly, Everything Else is investigated by the trio, you can expect world-bearing elephants, quantum gravity in the Escher-verse, evolutionary

design, eternal inflation, dark matter, disbelief systems – and an in-depth study of how to invent a better mousetrap.

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&

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.

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