

## The Colour Of Magic Discworld Novel 1 Discworld Novels

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### Hogfather

The first novel in the Iron Druid Chronicles—introducing a cool, new, funny urban fantasy hero Atticus O’Sullivan, last of the Druids, lives peacefully in Arizona, running an occult bookshop and shape-shifting in his spare time to hunt with his Irish wolfhound. His neighbors and customers think that this handsome, tattooed Irish dude is about twenty-one years old—when in actuality, he’s twenty-one centuries old. Not to mention: He draws his power from the earth, possesses a sharp wit, and wields an even sharper magical sword known as Fragarach, the Answerer. Unfortunately, a very angry Celtic god wants that sword, and he’s hounded Atticus for centuries. Now the determined deity has tracked him down, and Atticus will need all his power—plus the help of a seductive goddess of death, his vampire and werewolf team of attorneys, a bartender possessed by a Hindu witch, and some good old-fashioned luck of the Irish—to kick some Celtic arse and deliver himself from evil. Don’t miss any of Kevin Hearne’s phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED This ebook edition includes a special preview of Kevin Hearne’s novel A Plague of Giants.

### Lords and Ladies

The new Discworld novel, the 40th in the series, sees the Disc's first train come steaming into town. Change is afoot in Ankh-Morpork. Discworld's first steam engine has arrived, and once again Moist von Lipwig finds himself with a new and challenging job.

### The Godmothers

Feet of Clay Someone is killing Lord Vetinari, Patrician of Ankh-Morpork. No one knows who, no one knows why and, worst of all, no one knows how – he just gets weaker and weaker. But it's not just Vetinari – across the city, people are being murdered, but there's no trace of anything alive having been at the crime scene. Commander Vimes, Head of the City Watch, is a man who hates 'clues'. He and his team must question everyone – the butcher, the baker, the candlestick maker. In a city teeming with vampires, werewolves, dwarfs with attitude and golems, Vimes must solve the crimes and save the Patrician. The Rince Cycle 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. Unseen Academicals 'Two households, both alike in dignity, in fair Ankh-Morpork, where we lay our scene' Football divides the city. Each area has its own team – and rivalry means supporters never mix. Until a Dimwell fan falls for a Dolly Sisters girl. And now an ancient bequest means the wizards of Unseen University must win a football match, without using magic. Luckily they're coached by the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt, which worries him, too). As the match approaches, four lives are entangled and changed forever. Because the thing about football – the important thing about football – is that it is not just about football.

### **Unseen Academicals**

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

### **All the Discworld's a Stage**

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 . . .

### **The Light Fantastic**

"The Gods of Pegana" by Lord Dunsany. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

### **The First Discworld Novels**

In Ian Tregillis' *The Coldest War*, a precarious balance of power maintains the peace between Britain and the USSR. 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 escape from a top-secret facility deep behind the Iron Curtain. Once subjects of a twisted Nazi experiment to imbue ordinary people with superhuman abilities, then prisoners of war in the immense Soviet research effort to reverse-engineer the Nazi technology, 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. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **The Way of Shadows**

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.

## The Discworld Graphic Novels

In THE ART OF DISCWORLD, Terry Pratchett takes us on a guided tour of the Discworld, courtesy of his favourite Discworld artist, Paul Kidby. Following on from THE LAST HERO, THE ART OF DISCWORLD is a lavish 112-page large format, sumptuously illustrated look at all things Discworldian. Terry Pratchett provides the written descriptions while Paul Kidby illustrates the world that has made Pratchett one of the best-selling authors of all time. Here you will find favourites old and new: the City Watch, including Vimes, Carrot and Angua, the three witches - Granny Weatherwax, Nanny Ogg and Magrat Garlick - and the denizens of the Unseen University Library, not forgetting the Librarian, of course: they're all here in sumptuous colour, together with the places: Ankh-Morpork, Lancre, Uberwald and more . . . No Discworld fan will want to be without this beautiful gift book.

## The Colour of Magic

All this books and stuff, that isn't what it should all be about. What we need is real wizardry. 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 magica Sourcerer. Unseen University has finally got what it wished for: the most powerful wizard on the disc. Which, unfortunately, could mean that the death of all wizardry is at hand. And that the world is going to end, depending on whom you listen to. Unless of course one inept wizard can take the University's most precious artefact, the very embodiment of magic itself, and deliver it halfway across the disc to safety

## Where's My Cow?

It's the most wonderful time of the year, Hogswatchnight, when the Hogfather himself dons his red suit and climbs in his sleigh pulled by—of course—eight hogs, to shower gifts across Discworld. But when the fat man goes missing, someone has to sit in. It's up to Death to take up the reins—otherwise the sun won't shine tomorrow . . . or ever again. Who would want to harm Discworld's most beloved icon? Very few things are held sacred in this twisted, corrupt, heartless—and oddly familiar—universe, but the Hogfather is one of them. Yet here it is, Hogswatchnight, that most joyous and acquisitive of times, and the jolly, old, red-suited gift-giver has vanished without a trace. And there's something shady going on involving an uncommonly psychotic member of the Assassins' Guild and certain representatives of Ankh-Morpork's rather extensive criminal element. Suddenly Discworld's entire myth system is unraveling at an alarming rate. Drastic measures must be taken, which is why Death himself is taking up the reins of the fat man's vacated sleigh . . . which, in turn, has Death's level-headed granddaughter, Susan, racing to unravel the nasty, humbuggian mess before the holiday season goes straight to

hell and takes everyone along with it.

### **Equal Rites**

Settle in for a sci-fi tour de force from top author E.E. Smith. "The Vortex Blaster" recounts the perilous path of Neal Cloud, a physicist destined to emerge as a key figure in intergalactic history through his ability to master and manipulate some of the most elemental forces in the universe.

### **False Value**

"Glorious. A story that will be found and enjoyed and dreamed about for years to come."—Neil Gaiman A stunning modern-day Dickensian fable and a celebration of friendship and bravery for freethinkers everywhere. It all starts on the morning the letter D disappears from language. First, it vanishes from Dhikilo's parents' conversation at breakfast, then from the road signs outside and from her school dinners. Soon the local dentist and the neighbor's dalmatian are missing, and even the Donkey Derby has been called off. Though she doesn't know why, Dhikilo is summoned to the home of her old history teacher Professor Dodderfield and his faithful Labrador, Nelly Robinson. And this is where our story begins. Set between England and the wintry land of Liminus, a world enslaved by the monstrous Gamp and populated by fearsome, enchanting creatures, D (A Tale of Two Worlds) is told with simple beauty and warmth. Its celebration of moral courage and freethinking is a powerful reminder of our human capacity for strength, hope and justice.

### **D (A Tale of Two Worlds)**

Although they may feature witches and wizards, vampires and dwarves, along with the occasional odd human, Terry Pratchett's bestselling Discworld novels are grounded firmly in the modern world. Taking humorous aim at all our foibles, each novel reveals our true character and nature. It's a dreamy midsummer's night in the Kingdom of Lancre. But music and romance aren't the only things filling the air. Magic and mischief are afoot, threatening to spoil the royal wedding of King Verence and his favorite witch, Magrat Garlick. Invaded by some Fairie Trash, soon it won't be only champagne that's flowing through the streets

### **The Colour of Magic**

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 bestseller 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.

### **The Rince Cycle**

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. In *Equal Rites*, a dying wizard tries to pass on his powers to an eighth son of an eighth son, who is just at that moment being born. The fact that the son is actually a daughter is discovered just a little too late.

### **Interesting Times**

From the international bestselling author of the *Broken Empire Trilogy*, the thrilling conclusion to the *Red Queen's War*. All the horrors of Hell stand between Snorri ver Snagason and the rescue of his family, if indeed the dead can be rescued. For Jalan Kendeth, getting out alive and with Loki's key is all that matters. Loki's creation can open any lock, any door, and it may also be the key to Jalan's fortune back in the living world. Jalan plans to return to the three w's that have been the core of his idle and debauched life: wine, women, and wagering. Fate, however, has other plans, larger plans. The Wheel of Osheim is turning ever faster, and it will crack the world unless it's stopped. When the end of all things looms, and there's nowhere to run, even the worst coward must find new answers. Jalan and Snorri face many dangers, from the corpse hordes of the Dead King to the many mirrors of the Lady Blue, but in the end, fast or slow, the Wheel of Osheim always pulls you back. In the end, it's win or die.

### **The Vortex Blaster**

'A foot on the neck is nine points of the law' There are many who say that the art of diplomacy is an intricate and complex dance. There are others who maintain that it's merely a matter of who carries the biggest stick. The oldest and most inscrutable (not to mention heavily fortified) empire on the Discworld is in turmoil, brought about by the revolutionary treatise *What I did on My Holidays*. Workers are uniting, with nothing to lose but their water buffaloes; warlords are struggling for power - and what the nation wants, to avoid terrible doom for everyone, is a wizard. Rincewind is not the Disc's premier wizard - in fact, he can't even spell 'wizard' - but no-one specified whether competence was an issue. And they do have a very big stick *Mighty Battles! Revolution! Death! War!* (And his sons *Terror and Panic* and daughter *Clancy*).

## **Hounded (with two bonus short stories)**

The Discworld is flat, and rides through space on the backs of Berilia, Tubul, Great P'Thon and Jerakeen, the four elephants who stand in turn on the back of Great A'Tuin, the giant turtle. And this is where it all starts, with the naïve tourist Twoflower and his incompetent and cynical guide, the wizard Rincewind, forced to flee from the proud and pestilent twin city of Ankh-Morpork. When they meet the barbarian thieves Bravd and Weasel, things that are already bad turn inevitably to the worst . . . This is the second of Terry Pratchett's Discworld movies for SKY ONE, made by the team who brought THE HOGFATHER to you and featuring The Discworld Players, an ensemble cast including Sir David Jason as Rincewind.

## **The Gods of Pegana**

### **Sourcery**

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.

## **Terry Pratchett's Discworld Imaginarium**

Now in paperback, the eighth book of the bestselling Rivers of London series returns to the adventures of Peter Grant, detective and apprentice wizard, as he solves magical crimes in the city of London. Peter Grant is facing fatherhood, and an uncertain future, with equal amounts of panic and enthusiasm. Rather than sit around, he takes a job with émigré Silicon Valley tech genius Terrence Skinner's brand new London start up—the Serious Cybernetics Company. Drawn into the orbit of Old Street's famous 'silicon roundabout', Peter must learn how to blend in with people who are both civilians and geekier than he is. Compared to his last job, Peter thinks it should be a doddle. But magic is not finished with Mama Grant's favourite son. Because Terrence Skinner has a secret hidden in the bowels of the SCC. A technology that stretches back to Ada Lovelace and Charles Babbage, and forward to the future of artificial intelligence. A secret that is just as magical as it technological—and just as dangerous.

## **The Rincewind Trilogy**

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

## **The Last Hero**

On a flat world supported by four elephants standing on the back of a giant turtle swimming through the space, an eccentric expedition sets out. There's an inept wizard, a naive tourist whose luggage moves on hundreds of dear little legs, dragons who only exist if you believe in them and, of course, the edge of the planet.

## **The Color of Magic**

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.

## **The Discworld Graphic Novels: The Colour of Magic and The Light Fantastic**

" 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 Graphic Novels**

A brand-new book from the #1 bestselling author of *The Break* and *The Woman Who Stole My Life*. They're a glamorous family, the Caseys. Johnny Casey, his two brothers Ed and Liam, their beautiful, talented wives and all their kids spend a lot of time together--birthday parties, anniversary celebrations, weekends away. And they're a happy family. Johnny's wife, Jessie--who has the most money--insists on it. Under the surface, though, conditions are murkier. While some people clash, other people like each other far too much . . . Still, everything manages to stay under control--that is, until Ed's wife, Cara, gets a concussion and can't keep her thoughts or opinions to herself. One careless remark at Johnny's birthday party, with the entire family present, and Cara starts spilling all their secrets. As everything unravels, each of the adults finds themselves wondering if it's--finally--the time to grow up.

### **Good Omens**

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

### **Grown Ups**

'Two households, both alike in dignity, in fair Ankh-Morpork, where we lay our scene' Football divides the city. Each area has its own team - and rivalry means supporters never mix. Until a Dimwell fan falls for a Dolly Sisters girl. And now an ancient bequest means the wizards of Unseen University must win a football match, without using magic. Luckily they're coached by the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt, which worries him, too). As the match approaches, four lives are entangled and changed forever. Because the thing about football - the important thing about football - is that it is not just about football. As all children know, the way you get into a fantasy world is by accident You go into the wardrobe, looking for somewhere to hide and - bingo. And that's how Stephen Briggs found Discworld. In 1990, he wrote to ask Terry if he could stage *Wyrdsisters*. That was the first time anyone, anywhere in the world, had dramatised Terry's work. He had no idea it would go any further than one play (possibly two). But it did. So far, he has now adapted, staged and published twenty-two plays. He and Terry also worked together to produce the original Discworld Maps and Diaries, *Nanny Ogg's Cookbook*, *The Discworld Companion* (now called *Turtle Recall*) *The Wit & Wisdom*

of Discworld.

### **Raising Steam**

"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.

### **The Colour of Magic by Terry Pratchett**

For more than two decades, Terry Pratchett has been regaling readers with tales of Discworld—a flat world balanced on the backs of four elephants, which are standing on the back of a giant turtle, flying through space. It is a world populated by ineffectual wizards and sharp-as-tacks witches, by tired policemen and devious dictators, by reformed thieves and vampires who have sworn to drink no blood. It is a world that is vastly different from our own . . . except when it isn't. Now, in *The Wit and Wisdom of Discworld*, various nuggets of Pratchett's witty commentary and sagacious observations have been compiled by Pratchett expert Stephen Briggs, a man who, they say, knows even more about Discworld than Terry Pratchett. Within these pages, you'll find musings on: Interior decorating: "It's a fact known throughout the universes that no matter how carefully the colors are chosen, institutional decor ends up as either vomit green, unmentionable brown, nicotine yellow, or surgical appliance pink. By some little-understood process of sympathetic resonance, corridors painted in those colors always smell slightly of boiled cabbage—even if no cabbage is ever cooked in the vicinity." (Equal Rites) Travel: "Any seasoned traveler soon learns to avoid anything wished on them as a 'regional speciality,' because all the term means is that the dish is so unpleasant the people living everywhere else will bite off their own legs rather than eat it. But hosts still press it upon distant guests anyway: 'Go on, have the dog's head stuffed with macerated cabbage and pork noses—it's a regional speciality.'" (The Last Continent) Young men: "And then there was the young male walk. At least women swung only their hips. Young men swung everything, from the shoulders down. You have to try to occupy a lot of space. It makes you look bigger, like a tomcat fluffing his tail. The boys tried to walk big in self-defense against all those other big boys out there. I'm bad, I'm fierce, I'm cool, I'd like a pint of shandy and me mam wants me home by nine." (Monstrous Regiment) Class: "'Old money' meant that it had been made so long ago that the black deeds that had originally filled the coffers were now historically irrelevant. Funny, that; a brigand for a father was something you kept quiet about, but a slave-taking pirate for a great-great-great-grandfather was something to boast of over the port. Time turned the evil bastards into rogues, and rogue was a word with a twinkle in its eye and nothing to be ashamed of." (Making Money) . . . and more! Culled from all the Discworld novels, *The Wit and Wisdom of Discworld* confirms Pratchett's place in the pantheon of great satirists and proves why the Chicago Tribune has praised his Discworld as "entertaining and gloriously funny . . . an accomplishment nothing short of magical."

## The Yield

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. As all children know, the way you get into a fantasy world is by accident. You go into the wardrobe, looking for somewhere to hide and – bingo. And that's how Stephen Briggs found Discworld. In 1990, he wrote to ask Terry if he could stage *Wyrd Sisters*. That was the first time anyone, anywhere in the world, had dramatised Terry's work. He had no idea it would go any further than one play (possibly two). But it did. So far, he has now adapted, staged and published twenty-two plays. He and Terry also worked together to produce the original Discworld Maps and Diaries, Nanny Ogg's Cookbook, *The Discworld Companion* (now called *Turtle Recall*) *The Wit & Wisdom of Discworld*.

## Night Watch

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.

## The Wit and Wisdom of Discworld

“Ace of Shades has it all ...an utter delight.”—Claire Legrand, New York Times bestselling author of *Furyborn* “A rich, satisfying, complicated story. One of the best fantasy series I’ve read in years.”—Christine Lynn Herman, author of *The Devouring Gray* The stunning sequel to *ACE OF SHADES*, the first book in Amanda Foody’s *SHADOW GAME* series. Indulge your vices in the City of Sin, where a sinister street war is brewing and fame is the deadliest killer of them all. Prim and proper Enne Salta never expected to team up with Levi Glayser, the City of Sin’s most famous con man. But winning the

Shadow Game was not the victory they imagined, as now the duo are wanted for murder and Enne is forced to live in disguise as Séance, a mysterious figure of the underworld. Thirsting for freedom and the chance to build his empire, Levi makes a deal with the estranged son of Mafia donna Vianca Augustine, while Enna remains trapped by Vianca's binding oath, unsure which of which role to truly embrace: refined lady or cunning street lord? As Enne and Levi walk a path of unimaginable wealth and opportunity, a dangerous game of crime and politics swirls around them. And when unforeseen players enter, they must each make an impossible choice: sacrifice everything they've earned in order to survive Or die as legends.

### **The Colour of Magic**

On a world supported on four elephants standing on the back of the great A'Tuin, a giant turtle swimming slowly through the interstellar gulf, an eccentric expedition sets out to the edge of the planet.

### **The Wheel of Osheim**

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

### **The Art of the Discworld**

A new stage adaptation of one of Pratchett's best-selling novels Set in Ankh-Morpork one of the most thoroughly imagined cities in fantasy, Night Watch is the story of Sam Vimes, running hero of the Guards sequence, who finds himself cast back in time to the Ankh-Morpork of his youth. With a psychopath from his own time rising in the vile ranks of the Cable Street Unmentionables complicating things, Vimes has to ensure that history takes its course so that he will have the right future to go back to, and to keep his younger self alive."One of the funniest English authors alive" (Independent)

### **Rincewind the Wizzard**

Winner of the 2020 Miles Franklin Literary Award! "A beautifully written novel that puts language at the heart of remembering the past and understanding the present."—Kate Morton "A groundbreaking novel for black and white Australia."—Richard Flanagan, Man Booker Prize winning author of The Narrow Road to the Deep North A young Australian woman searches for her grandfather's dictionary, the key to halting a mining company from destroying her family's home

and ancestral land in this exquisitely written, heartbreaking, yet hopeful novel of culture, language, tradition, suffering, and empowerment in the tradition of Louise Erdrich, Sandra Cisneros, and Amy Harmon. Knowing that he will soon die, Albert "Poppy" Gondiwindi has one final task he must fulfill. A member of the indigenous Wiradjuri tribe, he has spent his adult life in Prosperous House and the town of Massacre Plains, a small enclave on the banks of the Murrumbidgee River. Before he takes his last breath, Poppy is determined to pass on the language of his people, the traditions of his ancestors, and everything that was ever remembered by those who came before him. The land itself aids him; he finds the words on the wind. After his passing, Poppy's granddaughter, August, returns home from Europe, where she has lived the past ten years, to attend his burial. Her overwhelming grief is compounded by the pain, anger, and sadness of memory—of growing up in poverty before her mother's incarceration, of the racism she and her people endured, of the mysterious disappearance of her sister when they were children; an event that has haunted her and changed her life. Her homecoming is bittersweet as she confronts the love of her kin and news that Prosperous is to be repossessed by a mining company. Determined to make amends and honor Poppy and her family, she vows to save their land—a quest guided by the voice of her grandfather that leads into the past, the stories of her people, the secrets of the river. Told in three masterfully woven narratives, *The Yield* is a celebration of language and an exploration of what makes a place "home." A story of a people and a culture dispossessed, it is also a joyful reminder of what once was and what endures—a powerful reclaiming of Indigenous language, storytelling, and identity, that offers hope for the future.

### **The Coldest War**

### **King of Fools**

Eliza Miller grew up in Australia as the only daughter of a troubled young mother, but with the constant support of her two watchful godmothers, Olivia and Maxie. Despite her tricky childhood, she always felt loved and secure. Until, just before her eighteenth birthday, a tragic event changed her life. Thirteen years on, Eliza is deliberately living as safely as possible, avoiding close relationships and devoting herself to her job. Out of the blue, an enticing invitation from her godmothers, now both based in the UK, prompts a leap into the unknown. Within a fortnight, Eliza has swapped her predictable routine in Melbourne, for life in the middle of a complicated family in Edinburgh. There's no rush thing as an ordinary day any more. Yet, amidst the chaos, Eliza begins to blossom. She finds herself not only hopeful about the future, but ready to explore her past. Her godmothers have long been waiting for her to ask about her mother's mysterious life - and about the identity of the father she has never known. But even they are taken by surprise with all that Eliza discovers.

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