# **Equal Rites Discworld 3 Terry Pratchett**

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 alien spaceship is in his sights. His finger is on the Fire button. Johnny Maxwell is about to set the new high score on the computer game Only You Can Save Mankind. Suddenly: We wish to talk. Huh? We surrender. The aliens aren't supposed to surrender -- they're supposed to die! Now what is Johnny going to do with a fleet of alien prisoners who know their rights under the international rules of war and are demanding safe-conduct? It's hard enough trying to save

Mankind from the Galactic Hordes. It's even harder trying to save the Galactic Hordes from Mankind. But it's just a game, isn't it? Isn't it? Master storyteller Terry Pratchett leaves readers breathless -- with laughter, and with suspense -- in a reality-bending tale of virtual heroism.

They say there are only two things you can count on ... But that was before DEATH started pondering the existential. Of course, the last thing anyone needs is a squeamish Grim Reaper and soon his Discworld bosses have sent him off with best wishes and a well-earned gold watch. Now DEATH is having the time of his life, finding greener pastures where he can put his scythe to a whole new use. But like every cutback in an important public service, DEATH's demise soon leads to chaos and unrest -- literally, for those whose time was supposed to be up, like Windle Poons. The oldest geezer in the entire faculty of Unseen University -- home of magic, wizardry, and big dinners -- Windle was looking forward to a wonderful afterlife, not this boring been-there-done-that routine. To get the fresh start he deserves. Windle and the rest of Ankh-Morpork's undead and underemployed set off to find DEATH and save the world for the living (and everybody else, of course).

Ben Aaronovitch's bestselling Rivers of London urban fantasy series • "The perfect blend of CSI and Harry Potter." —io9 • 2015 Locus Recommended

Reading for Fantasy When two young girls go missing in rural Herefordshire, police constable and wizard-in-training Peter Grant is sent out of London to check that nothing supernatural is involved. It's purely routine—Nightingale, Peter's superior, thinks he'll be done in less than a day. But Peter's never been one to walk away from someone in trouble, so when nothing overtly magical turns up he volunteers his services to the local police, who need all the help they can get. But because the universe likes a joke as much as the next sadistic megalomaniac, Peter soon comes to realize that dark secrets underlie the picturesque fields and villages of the countryside and there might just be work for Britain's most junior wizard after all. Soon Peter's in a vicious race against time, in a world where the boundaries between reality and fairy have never been less clear.... Everybody wants more time, which is why on Discworld only the experts can manage it -- the venerable Monks of History who store it and pump it from where it's wasted, like underwater (how much time does a codfish really need?), to places like cities, where busy denizens lament, "Oh where does the time go?" While everyone always talks about slowing down, one young horologist is about to do the unthinkable. He's going to stop. Well, stop time that is, by building the world's first truly accurate clock. Which means esteemed History Monk Lu-Tze and his apprentice Lobsang Ludd have to put on some speed to stop the

timepiece before it starts. For if the Perfect Clock starts ticking, Time -- as we know it -- will end. And then the trouble will really begin...

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. 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. . . .

It is known as the Discworld. It is a flat planet, supported on the backs of four elephants, who in turn stand on the back of the great turtle A'Tuin as it swims majestically through space. And it is quite possibly the funniest place in all of creation. 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 on the new-born baby's sex... Terry Pratchett turns his acute satirical eye on sexual equality and chauvinism in his hilarious third Discworld novel.

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

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...

Set in the desert kingdom of Djelibeybi, Pyramids follows the adventures and, more often, misadventures of Teppic, a teenage pharoah faced with a terror-filled world of mad high

priests, sacred crocodiles, marching mummies and exploding pyramids.

'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.

"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.

\*\*\*OVER A MILLION COPIES OF THE IRON DRUID BOOKS SOLD\*\*\* 'American Gods meets Jim Butcher's Harry Dresden' SFF World Atticus O'Sullivan, last of the Druids, doesn't care much for witches. Still, he's about to make nice with the local coven by signing a mutually beneficial nonaggression treaty - when suddenly the witch population in modern-day Tempe, Arizona, quadruples overnight. And the new girls are not just bad, they're bad-asses with a dark history on the German side of World War II. With a fallen angel feasting on local high school students, a horde of Bacchants blowing in from Vegas with their special brand of deadly decadence and a dangerously sexy Celtic goddess of fire vying for his attention, Atticus is having trouble scheduling the witch hunt. But aided by his magical sword, his neighbor's rocketpropelled grenade launcher, and his vampire attorney, Atticus is ready to sweep the town and show the witchy women they picked the wrong Druid to hex. Praise for the Iron Druid Chronicles: 'Atticus and his crew are a breath of fresh air! . . . I love, love, love this series' My Bookish Ways 'Entertaining, steeped in a ton of mythology, populated by awesome characters' Civilian Reader 'This is one series no fantasy fan should miss. Mystery, suspense, magic and mayhem' SciFiChick The Iron Druid Chronicles Hounded Hexed Hammered Tricked Trapped Hunted Shattered Staked Scourged Besieged (short stories) HAVE YOU TRIED . . . Kevin Hearne's epic fantasy novel A PLAGUE OF GIANTS - described by Delilah S. Dawson as 'a rare masterpiece that's both current and timeless . . . merging the fantasy bones of Tolkien and Rothfuss with a wide cast of characters who'll break your heart'. Out now! This volume provides a 2005 almanac Terry Pratchett fans.

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.

The New York Times bestselling author of the Discworld series delivers "fantasy with comedic flair" in his debut novel and first children's book (VOYA). 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 mouls—and of two brothers who set out on an adventure to end all adventures when their village is flattened. 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 . . . First published in 1971, this hilarious and wise novel marked the debut of the phenomenal Sir Terry Pratchett. Years later, Sir Terry revised the work, and this special collectable edition includes the updated text, his original color and black-and-white illustrations, and an exclusive story—a forerunner to The Carpet People created by the seventeen-year-old nascent writer who would become one of the world's most beloved storytellers. "Only a writer with a masterstroke of imagination could place an entire empire of goodies and baddies within the fronds of a carpet."—Daily Mail "The perfect starting place for young readers; seasoned Pratchett fans will just revel in his wit, his subversion of tropes and his sense of humanity . . . Small in scale but large in pleasure."—Kirkus Reviews "Brilliantly funny dialogue, high peaks of imagination."—The Times

Suddenly, condemned arch-swindler Moist von Lipwig found himself with a noose around his Page 9/19

neck and dropping through a trapdoor into ... a government job? By all rights, Moist should be meeting his maker rather than being offered a position as Postmaster by Lord Vetinari, supreme ruler of Ankh-Morpork. Getting the moribund Postal Service up and running again, however, may prove an impossible task, what with literally mountains of decades-old undelivered mail clogging every nook and cranny of the broken-down post office. Worse still, Moist could swear the mail is talking to him. Worst of all, it means taking on the gargantuan, greedy Grand Trunk clacks communication monopoly and its bloodthirsty piratical headman. But if the bold and undoable are what's called for, Moist's the man for the job -- to move the mail, continue breathing, get the girl, and specially deliver that invaluable commodity that every being, human or otherwise, requires: hope.

Not only an artistic and breathtaking view of Lancre but also an interesting and informative guide to one of the Discworld's more, er, picturesque kingdoms. Granny Weatherwax, Nanny Ogg and Magrat Garlick live there. Lancre could hardly be somwhere ordinary, could it? Magic glues the Discworld together and a lot of it ends up in Lancre, principal Kingdom of the Ramtop Mountains. Between Uberwald and Whale Bay, the Octarine Grass Country and the Windersins Ocean lies the most exciting and dangerous terrain in all Discworld. The Ramtops supply Discworld with most of its witches and wizards. The leaves on the trees move even when there is no breeze. Rocks go for a stroll in the evening. Even the land, at times, seems alive. The mapp may be only two-dimensional, but watch it very carefully and you might just see it jostle about a bit.

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.

MIGHTILY OATS HAS NOT PICKED A GOOD TIME TO BE A PRIEST. HE THOUGHT HE'D COME TO LANCRE FOR A SIMPLE CEREMONY. NOW HE'S CAUGHT UP IN A WAR BETWEEN VAMPIRES AND WITCHES. There's Young Agnes, who is really in two minds about everything. Magrat, who is trying to combine witchcraft and nappies, Nanny Ogg...and Granny Weatherwax, who is big trouble. And the vampires are intelligent. They've got style and fancy waistcoats. They're out of the casket, and want a bite of the future. Mightily Oats knows he has a prayer, but wishes he had an axe. Carpe Jugulum is Terry Pratchett's twenty-third Discworld Novel - but the first to star vampires.

'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. When a giant wave destroys his village, Mau is the only one left. Daphne—a traveler from the other side of the globe—is the sole survivor of a shipwreck. Separated by language and customs, the two are united by catastrophe. Slowly, they are joined by other refugees. And as they struggle to protect the small band, Mau and Daphne defy ancestral spirits, challenge death himself, and uncover a long-hidden secret that literally turns the world upside down.

There is a distinct hint of Armageddon in the air. According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (recorded, thankfully, in 1655, before she blew up her entire village and all its inhabitants, who had gathered to watch her burn), the world will end on a Saturday. Next Saturday, in fact. So the armies of Good and Evil are amassing, the Four Bikers of the Apocalypse are revving up their mighty hogs and

hitting the road, and the world's last two remaining witch-finders are getting ready to fight the good fight, armed with awkwardly antiquated instructions and stick pins. Atlantis is rising, frogs are falling, tempers are flaring. . . . Right. Everything appears to be going according to Divine Plan. Except that a somewhat fussy angel and a fast-living demon -- each of whom has lived among Earth's mortals for many millennia and has grown rather fond of the lifestyle -- are not particularly looking forward to the coming Rapture. If Crowley and Aziraphale are going to stop it from happening, they've got to find and kill the Antichrist (which is a shame, as he's a really nice kid). There's just one glitch: someone seems to have misplaced him. . . . First published in 1990, Neil Gaiman and Terry Pratchett's brilliantly dark and screamingly funny take on humankind's final judgment is back -- and just in time -- in a new hardcover edition (which includes an introduction by the authors, comments by each about the other, and answers to some still-burning questions about their wildly popular collaborative effort) that the devout and the damned alike will surely cherish until the end of all things.

Commander Sam Vimes of the Ankh-Morpork City Watch had it all. But now he's back in his own rough, tough past without even the clothes he was standing up in when the lightning struck... Living in the past is hard. Dying in the past is incredibly easy. But he must survive, because he has a job to do. He must track down a murderer, teach his younger self how to be a good copper and change the outcome of a bloody rebellion. There's a problem: if he wins, he's got no wife, no child, no future... A Discworld Tale of

One City, with a full chorus of street urchins, ladies of negotiable affection, rebels, secret policemen and other children of the revolution. Truth! Justice! Freedom! And a Hard-boiled Egg!

Another spot-on story of middle school drama and friendship from Terri Libenson, national bestselling author of graphic novel favorites Invisible Emmie and Positively Izzy. Friends. Frenemies. Middle school... The last day of seventh grade has Jaime and Maya wondering who their real friends are. Jaime knows something is off with her friend group. They've started to exclude her and make fun of the way she dresses and the things she likes. At least she can count on her BFF, Maya, to have her back . . . right? Maya feels more and more annoyed with Jaime, who seems babyish compared to the other girls in their popular group. It's like she has nothing in common with Jai anymore. Are their days as BFFs numbered . . . ? Perfect for fans of Raina Telgemeier and Jennifer L. Holm. Plus don't miss Terri Libenson's Becoming Brianna! When the son of a wealthy, politically powerful family is found dead, London constable and sorcerer's apprentice Peter Grant investigates this case, which is linked to a rogue magician known as the Faceless Man--and which takes him deep within the deadliest subway system in the world. Original. 50,000 first printing.

When Tiffany Aching sets out to become a witch, she faces ominous foes and gains unexpected allies. As she confronts the Queen of Fairies and battles an ancient, bodiless evil, she is aided (and most ably abetted) by the six-inch-high,

fightin', stealin', drinkin' Wee Free Men! Laugh-out-loud humor and breathtaking action combine in the books that launched the unforgettable adventures of a determined young witch and her tiny but fierce blue friends.

'No one mixes the fantastical and mundane to better comic effect or offers sharper insights into the absurdities of modern endeavour' 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 . . . Fairy godmothers develop a very deep understanding about human nature, which makes the good ones kind and the bad ones powerful. Inheriting a fairy godmother role seemed an easy job . . . After all, how difficult could it be to make sure that a servant girl doesn't marry a prince? Quite hard, actually, even for the witches Granny Weatherwax, Nanny Ogg and Magrat Garlick. That's the problem with real life – it tends to get in the way of a good story, and a good story is hard to resist. Servant girls have to marry the prince, whether they want to or not. You can't fight a Happy Ending, especially when it comes with glass slippers and a rival Fairy Godmother who has made Destiny an offer it can't refuse.

\_\_\_\_\_ The Discworld novels can be read in any order but Witches Abroad is the third book in the Witches series.

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... For the translator, intertexts are among chief problems posed by the source text. Often unmarked typographically, direct or altered, not necessarily well-known and sometimes intersemiotic, quotations and references to other writings and culture texts call for erudition and careful handling, so that readers of the translation stand a chance of spotting them, too. For the reader, the rich intertextuality of Terry Pratchett's Discworld series is among its trademark features. Consequently, it should not be missed in translations whose success thus depends significantly on the quality of translation of the intertexts which, as is highlighted here, cover a vast and varied range of types of original texts. The book focuses on how to deal with Pratchett's intertexts: how to track them down, analyse their role, predict obstacles to their effective translation, and suggest translation solutions – complete with a discussion of the translation of selected intertextual fragments in the Polish version, ?wiat Dysku, a concise overview of intertextual theories, and an assessment of the translator's work.

Beloved and bestselling author Sir Terry Pratchett's Dodger, a Printz Honor Book, combines high comedy with deep wisdom in a tale of one remarkable boy's rise in a fantasy-infused Victorian London. Seventeen-year-old Dodger is content as a sewer scavenger. But he enters a new world when he rescues a young girl from a beating, and her fate impacts some of the most powerful people in England. From Dodger's encounter with the mad barber Sweeney Todd, to his meetings with the great writer Charles Dickens and the calculating politician Benjamin Disraeli, history and fantasy intertwine in a breathtaking account of adventure and mystery.

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.

The sixth "Discworld" novel. The witches of Discworld, not the most joyful bunch, decide that they must get involved in the politics of the planet. Granny Weatherwax, their obvious choice as spokesperson, finds that life in royal politics is not as simple as it seems.

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.

A collection of three of the author's Discworld novels - Equal Rites, Wyrd Sisters and Witches Abroad - that feature the characters Granny Weatherwax, Nanny Ogg and Magrit Garlick.

Fantasirollespil.

Equal RitesA Novel of DiscworldHarper Collins

A collection of Terry Pratchett's short works, fiction and non-fiction, with annotations by Pratchett and by the editors.

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

<u>Copyright: abc10a806f32ddd9757c6a45745eb0c7</u>