

## Witches Abroad Discworld Novel 12 Discworld 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... Winner of the Munhakdongne Novel Award, South Korea's most prestigious literary prize. *Cabinet 13* looks exactly like any normal filing cabinet... Except this cabinet is filled with files on the 'symptomers', humans whose strange abilities and bizarre experiences might just mark the emergence of a new species. But to Mr Kong, the harried office worker whose job it is to look after the cabinet, the symptomers are a headache; especially the one who won't stop calling every day, asking to be turned into a cat. A richly funny and fantastical novel about the strangeness at the heart of even the most everyday lives, from one of South Korea's most acclaimed novelists. Translated by Sean Lin Halbert

*It's Midsummer Night* – no time for dreaming. Because sometimes, when there's more than one reality at play, too much dreaming can make the

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walls between them come tumbling down.

Unfortunately there's usually a damned good reason for there being walls between them in the first place – to keep things out. Things who want to make mischief and play havoc with the natural order.

Granny Weatherwax and her tiny coven of witches are up against real elves. And they're spectacularly nasty creatures. Even in a world of dwarves, wizards, trolls, Morris dancers – and the odd orangutan – this is going to cause trouble... Adapted by Terry Pratchett's long-time collaborator Stephen Briggs, this play text version of Pratchett's bestselling Discworld novel *Lords and Ladies* wittily and faithfully reimagines the story for the stage.

"Though secrets and lies keep Juliette and Roma apart, a monster still prowls the city of Shanghai, and the two are going to have to put aside their differences to end this threat once and for all"--

'They say that the way to a man's heart is through his stomach which just goes to show they're as confused about anatomy as they gen'rally are about everything else, unless they're talking about instructions on how to stab him, in which case a better way is up and under the ribcage. Anyway, we do not live in a perfect world and it is foresighted and useful for a young woman to become proficient in those arts which will keep a weak-willed man from straying. Learning to cook is also useful.' Nanny Ogg, one of Discworld's most famous witches, is

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passing on some of her huge collection of tasty and above all interesting recipes, since everyone else is doing it. But in addition to the delights of the Strawberry Wobbler and Nobby's Mum's Distressed Pudding, Mrs Ogg imparts her thoughts on life, death, etiquette ('If you go to other people's funerals they'll be sure to come to yours'), courtship, children and weddings, all in a refined style that should not offend the most delicate of sensibilities. Well, not much. Most of the recipes have been tried out on people who are still alive. Nanny Ogg Gratefully Acknowledges the Assistance in this Literary Argosy of: Mr Terry Pratchett, Mr Stephen Briggs, Mlle Tina Hannan and Master Paul Kidby.

It seemed an easy job. After all, how difficult could it be to make sure that a servant girl doesn't marry a prince? But for the witches Granny Weatherwax, Nanny Ogg and Magrat Garlick, travelling to Genua, things are never that simple.

The second in a series of Discworld novels starring the young witch Tiffany Aching. Something is coming after Tiffany. . . . 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! What Tiffany doesn't know is that an insidious, disembodied creature is pursuing her. This time, neither Mistress Weatherwax (the greatest witch in the world) nor the fierce, six-inch-high Wee Free

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Men can protect her. In the end, it will take all of Tiffany's inner strength to save herself . . . if it can be done at all.

It seemed an easy job... After all, how difficult could it be to make sure that a servant girl doesn't marry a prince? But for the witches Granny Weatherwax, Nanny Ogg and Magrat Garlick, travelling to the distant city of Genua, things are never that simple... Servant girls have to marry the prince. That's what life is all about. You can't fight a Happy Ending. At least - up until now...

Greetings, adventurer! We lay before you this most comprehensive gazetteer encompassing all the streets of Ankh-Morpork, as well as information on its principal businesses, hotels, taverns, inns, and places of entertainment and refreshment, enhanced by the all-new and compleat map of our great city state. Our city has grown well beyond its ancient walls, but the remit of this commission from the honourable Guild of Merchants was to 'map the city', the pulsing organ of commerce and culture, the heart as opposed to the body, and this we have done. In spades. We ask that when you pore over this glorious work you spare some thought for the humble cartographers and surveyors who made journeys into the darker corners of our metropolis - no less dangerous than the wilds of Skund or Bhangbhangduc. To some the only memorial is the map you now possess. Others, in their quest for

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knowledge, paid the highest price that scholarship demands, which is to say, a day off in lieu. And so we dedicate this map and these accompanying words to the officers, councilors and members of the Merchants' Guild and to all who will find in its pages paths yet to tread and places yet to explore within the magnificent wonder that is the city of Ankh-Morpork.

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

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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. 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

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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.

'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

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series.

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.

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.

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



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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.

'I thought: opera, how hard can it be? Songs. Pretty girls dancing. Nice scenery. Lots of people handing over cash. Got to be better than the cut-throat world of yoghurt, I thought. Now everywhere I go there's...'  
Death, to be precise. And plenty of it. In unpleasant variations. This isn't real life - it's worse. This is 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 mask and evening dress, with a penchant for lurking in shadows, occasional murder,

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and sending little notes full of maniacal laughter and exclamation marks. Opera can do that to a man. But Granny Weatherwax, Discworld's most famous witch, 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 evenin's entertainment with murders you can really hum...). And the show **MUST** go on.

Authorised by Mr Lipwig of the Ankh-Morpork and Sto Plains Hygienic Railway himself, Mrs Georgina Bradshaw's invaluable guide to the destinations and diversions of the railway deserves a place in the luggage of any traveller, or indeed armchair traveller, upon the Disc. \*From the twine walk of Great Slack to the souks of Zemphis: edifying sights along the route \*Ticketing, nostrums and transporting your swamp dragon: essential hints on the practicalities of travel \*Elegant resorts and quaint inns: respectable and sanitary lodgings for all species and heights. \*From worm-herding to Fustic Cake: diverting trivia on the crafts, foods and brassica traditions of the many industrious people for whom the railway is now a vital link to the Century of the Anchovy Fully illustrated and replete with useful titbits, Mrs Bradshaw's Handbook offers a view of the Sto Plains like no other.

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

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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).

Carnegie Medal Winner \* New York Public Library Books for the Teen Age \* VOYA Best Science Fiction, Fantasy, and Horror \* ALA Best Fiction for Young Adults \* Book Sense Pick

The Amazing Maurice runs the perfect Pied Piper scam. This streetwise alley cat knows the value of cold, hard cash and can talk his way into and out of anything. But when Maurice and his cohorts decide to con the town of Bad Blinitz, it will take more than fast talking to survive the danger that awaits. For this is a town where food is scarce and rats are hated, where cellars are lined with deadly traps, and where a terrifying evil lurks beneath the hunger-stricken

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streets.... Set in Terry Pratchett's beloved Discworld, this masterfully crafted, gripping read is both compelling and funny. When one of the world's most acclaimed fantasy writers turns a classic fairy tale on its head, no one will ever look at the Pied Piper—or rats—the same way again!

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.

'Deftly weaves themes of forgiveness, belief and spiritual regeneration' 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 . . . '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

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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 . . . \_\_\_\_\_ The Discworld novels can be read in any order but Small Gods is a standalone novel.

A collection of short fiction from Terry Pratchett, spanning the whole of his writing career from schooldays to Discworld and the present day. 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. A Blink of the Screen charts the course of Pratchett's long writing career: from his schooldays through to his first writing job on the Bucks Free Press, and the origins of his debut novel, *The Carpet People*; and on again to the dizzy mastery of the phenomenally successful Discworld series. Here are characters both familiar and yet to be discovered; abandoned worlds and others still expanding; adventure, chickens, death, disco and, actually, some quite disturbing ideas about

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Christmas, all of it shot through with Terry's inimitable brand of humour. With an introduction by Booker Prize-winning author A.S. Byatt, illustrations by the late Josh Kirby and drawings by the author himself, this is a book to treasure.

'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

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be read in any order but Interesting Times is the fifth book in the Wizards series.

Gripping, authentic novel set in Roman Britain from bestselling historian, Adrian Goldsworthy. AD 98: VINDOLANDA. A FORT ON THE EDGE OF THE ROMAN WORLD. The bustling army base at Vindolanda lies on the northern frontier of Britannia and the entire Roman world. In just over twenty years time, the Emperor Hadrian will build his famous wall. But for now defences are weak as tribes rebel against Rome, and local druids preach the fiery destruction of the invaders. It falls to Flavius Ferox, Briton and Roman centurion, to keep the peace. But it will take more than just a soldier's courage to survive life in Roman Britain. This is a hugely authentic historical novel, written by one of Britain's leading historians. 'A thrilling and engrossing novel' HARRY SIDEBOTTOM.

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

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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. . . .

"'Look after the dead', said the priests, 'and the dead will look after you.' Wise words in all probability, but a tall order when, like Teppic, you have just become the pharaoh of a small and penniless country rather earlier than expected, and your treasury is unlikely to stretch to the building of a monumental pyramid to



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honour your dead father. He'd had the best education money could buy of course, but unfortunately the syllabus at the Assassin's Guild in Ankh-Morpork did not cover running a kingdom and basic financial acumen..."

One young woman faces down an all-powerful corporation in this all-too-near future science fiction debut that reads like a refreshing take on Ready Player One, with a heavy dose of Black Mirror. Ready Player One meets Cyberpunk 2077 in this eerily familiar future. "Twenty minutes to power curfew, and my kill counter's stalled at eight hundred eighty-seven while I've been standing here like an idiot. My health bar is flashing ominously, but I'm down to four heal patches, and I have to be smart." New Liberty City, 2134. Two corporations have replaced the US, splitting the country's remaining forty-five states (five have been submerged under the ocean) between them: Stellaxis Innovations and Greenleaf. There are nine supercities within the continental US, and New Liberty City is the only amalgamated city split between the two megacorps, and thus at a perpetual state of civil war as the feeds broadcast the atrocities committed by each side. Here, Mallory streams Stellaxis's wargame SecOps on BestLife, spending more time jacked in than in the world just to eke out a hardscrabble living from tips. When a chance encounter with one of the game's rare super-

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soldiers leads to a side job for Mal—looking to link an actual missing girl to one of the SecOps characters. Mal's sudden burst in online fame rivals her deepening fear of what she is uncovering about BestLife's developer, and puts her in the kind of danger she's only experienced through her avatar. Author Kornher-Stace's adult science fiction debut—Firebreak—is loaded with ambitious challenges and a city to save.

**#1 SAN FRANCISCO CHRONICLE BESTSELLER •  
NAMED ONE OF THE BEST BOOKS OF THE  
YEAR BY THE CHICAGO TRIBUNE** “A picaresque,  
swashbuckling adventure.”—The Washington Post  
Book World They're an odd pair, to be sure: pale,  
rail-thin, black-clad Zelikman, a moody, itinerant  
physician fond of jaunty headgear, and ex-soldier  
Amram, a gray-haired giant of a man as quick with a  
razor-tongued witticism as with a sharpened battle-  
ax. Brothers under the skin, comrades in arms, they  
make their rootless way through the Caucasus  
Mountains, circa a.d. 950, living as they please and  
surviving however they can—as blades and thieves  
for hire and as practiced bamboozlers, cheerfully  
separating the gullible from their money. But when  
they are dragooned into service as escorts and  
defenders to a prince of the Khazar Empire, they  
soon find themselves the half-willing generals in a  
full-scale revolution—on a road paved with warriors  
and whores, evil emperors and extraordinary

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elephants, secrets, swordplay, and such stuff as the grandest adventures are made of. Praise for *Gentlemen of the Road* “Within a few pages I was happily tangled in [Chabon’s] net of finely filigreed language, seduced by an old-school-style swashbuckling quest . . . laced with surprises and humor.”—*San Francisco Chronicle* “[Chabon] is probably the premiere prose stylist—the Updike—of his generation.”—*Time* “The action is intricate and exuberant. . . . It’s hard to resist its gathering momentum, not to mention the sheer headlong pleasure of Chabon’s language.”—*The New York Times Book Review* “[A] wild, wild adventure . . . abounds with lush language . . . This book roars to be read aloud.”—*Chicago Sun-Times*

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.

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!

The New York Times bestselling author of the

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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 moults—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

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Reviews “Brilliantly funny dialogue, high peaks of imagination.”—The Times

The alchemists of the Discworld have discovered the magic of the silver screen. But what is the dark secret of Holy Wood hill? It's up to Victor Tugelbend ('Can't sing. Can't dance. Can handle a sword a little') and Theda Withel ('I come from a little town you've probably never heard of') to find out... MOVING PICTURES, THE TENTH DISCWORLD NOVEL IS A GLORIOUSLY FUNNY SAGA SET AGAINST THE BACKGROUND OF A WORLD GONE MAD!

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.

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.

Discworld's own version of the three witches--Magrat

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Garlick, Granny Weatherwax, and Nanny Ogg--grab their broomsticks and journey to Genua to save Princess Emberella from a fairy tale ending-happy fairy godmother. Original.

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...

Witches Abroad(Discworld Novel 12)Random House  
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

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- portentously - its last, and his guide Rincewind, the spectacularly inept wizard. Not to mention the Luggage, which has a mind of its own.

Why is Shrek one of the greatest selling DVDs of all time? Why are shampoo advertisements based on Sleeping Beauty? Why is it that the same simple stories keep being told? This study attempts to explain why fairy tales keep popping up in the most unexpected places and why the best storytellers begin their tales with 'once upon a time'.

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