

Terry Pratchett Guards

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Turtle Recall Terry Pratchett 2014-04-08 For every Pratchett fan, the must-have fully updated guidebook to Discworld! The Discworld, as everyone knows, is a flat world balanced on the backs of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also a global publishing phenomenon with sales of nearly 85 million books worldwide (and counting). With 39 books in the canon, not including the various guides, maps, diaries, and other tie-in volumes, there's a lot of Discworld to keep track of—more than most fans can manage without magic. Turtle Recall is the ultimate authority on probably the most heavily populated—certainly the most hilarious—setting in fantasy literature and includes a guide to Discworld locales from Ankh-Morpork to Zemphis, as well as information to help you distinguish Achmed the Mad from Jack Zweiblumen and the Agatean Empire from the Zoons. Plus much, much more. Covering everything from *The Colour of Magic*, the first Discworld novel, through *Snuff!*, *Turtle Recall: The Discworld Companion* . . . So Far is the most up-to-the-minute encyclopedia of Terry Pratchett's extraordinary universe available.

A Slip of the Keyboard Terry Pratchett 2014-09-23 A collection of essays and other non fiction from Terry Pratchett, spanning the whole of his writing career from his early years to the present day. Terry Pratchett has earned a place in the hearts of readers the world over with his bestselling Discworld series -- but in recent years he has become equally well-known and respected as an outspoken campaigner for causes including Alzheimer's research and animal rights. *A Slip of the Keyboard* brings together for the first time the finest examples of Pratchett's non fiction writing, both serious and surreal: from musings on mushrooms to what it means to be a writer (and why banana daiquiris are so important); from memories of Granny Pratchett to speculation about Gandalf's love life, and passionate defences of the causes dear to him. With all the humour and humanity that have made his novels so enduringly popular, this collection brings Pratchett out from behind the scenes of the Discworld to speak for himself -- man and boy, bibliophile and computer geek, champion of hats, orangutans and Dignity in Dying. *Snuff* was the bestselling adult hardcover novel of 2011. *A Blink of the Screen*, Terry's short fiction collection, was also one of the bestselling hardcovers of 2012.

Guards! Guards! Terry Pratchett 2009-03-17 Welcome to *Guards! Guards!*, the eighth book in Terry Pratchett's legendary Discworld series. Long believed extinct, a superb specimen of draco nobilis ("noble dragon" for those who don't understand italics) has appeared in Discworld's greatest city. Not only does this unwelcome visitor have a nasty habit of charbroiling everything in its path, in rather short order it is crowned King (it is a noble dragon, after all...). How did it get there? How is the Unique

and Supreme Lodge of the Elucidated Brethren of the Ebon Night involved? Can the Ankh-Morpork City Watch restore order - and the Patrician of Ankh-Morpork to power? Magic, mayhem, and a marauding dragon...who could ask for anything more?

Night Watch Terry Pratchett 2014-02-14 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)

Where's My Cow? Terry Pratchett 2005 Sam Vimes tries a variation on the usual bedtime story he shares with his son.

The Djinn Falls in Love and Other Stories Neil Gaiman 2017-03-09

The Lost Gate Orson Scott Card 2011-01-04 Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Savage Instinct Marjorie DeLuca 2021-03-30 In the lineage of Margaret Atwood's *Alias Grace*, *The Savage Instinct* is the chilling story of one woman's struggle for her sanity, set against the backdrop of the arrest and trial of Mary Ann Cotton, England's first female serial killer. England, 1873. Clara Blackstone has just been released after one year in a private asylum for the insane. Clara has two goals: to reunite with her husband, Henry, and to never—ever—return to the asylum. As she enters Durham, Clara finds her carriage surrounded by a mob gathered to witness the imprisonment of Mary Ann Cotton—England's first female serial killer—accused of poisoning nearly twenty people, including her husbands and children. Clara soon finds the oppressive confinement of her marriage no less terrifying than the white-tiled walls of Hoxton. And as she grows increasingly suspicious of Henry's intentions, her fascination with Cotton grows. Soon, Cotton is not just a notorious figure from the headlines, but an unlikely confidante, mentor—and perhaps accomplice—in Clara's struggle to protect her money, her freedom and her life.

Split Heirs Lawrence Watt-Evans 1994-06-15 High comedy combines with war and wizardry in an epic about the Ancient and Honorable Kingdom of the Hydrangeans; the mighty, though rather stupid,

warrior Gudge; and the mysterious Black Weasel

Guards! Guards!: The Play Terry Pratchett 2011-10-31 Terry Pratchett's infamous city of Ankh-Morpork is under threat from a 60-foot fire-breathing dragon, summoned by a secret society of malcontented tradesmen. Defending Ank-Morpork against this threat is the entire, underpaid, undervalued City Night Watch - a drunken and world-weary Captain, a cowardly and overweight Sergeant, a small opportunistic Corporal of dubious parentage...and their newest recruit, Lance Constable Carrot, who is upright, literal, law-abiding and keen. Aiding them in their fight for truth, justice and the Ankh-Morporkian way are a small swamp dragon and the Librarian of Unseen University (who just happens to be an orang-utan).

Guards! Guards! Terry Pratchett 2014 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 Ankh-Morpork City Watch Discworld Journal TERRY. EMPORIUM PRATCHETT (THE DISCWORLD.) 2020-08-06 In a city like Ankh-Morpork, where Assassins assassinate, thieves thieve and seamstresses, um . . . don't, Law and Order can be a complicated business. Thankfully His Grace, His Excellency, The Duke of Ankh, Commander Sir Samuel Vimes (Blackboard Monitor) and the Ankh-Morpork City Watch are here to keep the peace. The finest body of men, women, dwarfs, trolls, werewolves, golems, igors, gnomes, feegles, vampires (and whatever Nobby Nobbs is) on the face of the Discworld! The Ankh-Morpork City Watch Journal provides jotting space for your notes, reports, observations and investigations, so kick back, relax and take down your particulars. To help you keep on the straight and narrow, you'll be aided and abetted by some choice quotes from Terry Pratchett's seminal City Watch novels.

The City Watch Trilogy Terry Pratchett 1999 Be a MAN in the City Watch! The City Watch needs MEN! (or dwarves or trolls or gargoyles or ...)The City Watch is a bumper volume in which those noble defenders of Ankh-Morpork, the greatest city of the Discworld*, come face to face with some of the most heinous crimes in history. GUARDS! GUARDS! Sees some night-time prowler turning (mostly) honest citizens into something resembling small charcoal biscuits. In MEN AT ARMS, there's a murder to be solves so that the world-weary Captain Vimes can be married at noon and retire happily ever after. And in the Discworld Howdunnit FEET OF CLAY, someone is murdering harmless old men and poisoning the Patrician ...and the golems are committing suicide ...*Which is flat and rides through space on the back of four elephants who stand on the shell of an enormous turtle, as everyone knows.

Guards! Guards! 1993

The Streets of Ankh-Morpork Stephen Briggs 1993 A full-colour fold-out map (A1 size) detailing the streets of the Discworld's most important city, Ankh-Morpork. It includes all the landmarks of the novels, including the Unseen University, the Shades and the Mended Drum.

The Wizard of London Mercedes Lackey 2006-10-03 The fourth novel in Mercedes Lackey's magical Elemental Masters series reimagines the fairy tale The Snow Queen in a richly-detailed alternate Victorian England The letter that introduced twelve-year-old Sarah Jane Lyon-White to Isabelle Harton, who ran the Harton School in central London, seemed quite simple and straightforward. But it was what

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was not written in the letter that resonated to Isabelle's own finely tuned "extra" senses: "Sarah has gifts we cannot train," the letter whispered to her, "nor can anyone we know. Those we trust tell us that you can..." And it was true, for the Harton School was far from ordinary. It was Isabelle's job to train children who possessed the odd types of magic that could not be trained by London's powerful Elemental Masters: clairvoyants, telepaths, those with the ability to sense hidden danger, the vision to see into the past, and even that rarest of all talents: the ability to see and communicate with the dead. But Isabelle was uneasy, for though she knew that Sarah Jane had a touch of telepathy, there seemed to be something else about the girl—something that had not yet manifested. And Isabelle was right to be worried, for as soon as Sarah's full talents became evident, there was an attempt made on her life. For Sarah was that rarest of magicians: a true medium, and for some reason, a powerful Elemental Master wanted her dead. Isabelle knew that to protect her ward she would have to seek help from the Elemental Masters of the city. That meant she would also see Lord David Alderscroft, the man she had once loved, but who had inexplicably chilled toward her and broken her heart long ago—for he was the leader of the city's Elemental Masters, the man who was now called the Wizard of London.

Feet of Clay Anthony Storr 1997-01 An eye-opening investigation of charismatic "gurus" from Jesus to Freud to David Koresh, by the author of "Solitude: A Return to the Self". In "Feet of Clay", eminent psychologist Anthony Storr uncovers the personality traits that link these men and explores the incredible power they have wielded over their fanatical followers. 11 photos.

Guards! Guards! Terry Pratchett 2009-03-17 Welcome to *Guards! Guards!*, the eighth book in Terry Pratchett's legendary Discworld series. Long believed extinct, a superb specimen of draco nobilis ("noble dragon" for those who don't understand italics) has appeared in Discworld's greatest city. Not only does this unwelcome visitor have a nasty habit of charbroiling everything in its path, in rather short order it is crowned King (it is a noble dragon, after all...). How did it get there? How is the Unique and Supreme Lodge of the Elucidated Brethren of the Ebon Night involved? Can the Ankh-Morpork City Watch restore order - and the Patrician of Ankh-Morpork to power? Magic, mayhem, and a marauding dragon...who could ask for anything more?

A Collection of Theatre Programmes for Productions of Terry Pratchett's *Guards! Guards!* 1998

First King of Shannara Terry Brooks 2000-10-10 BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. Horrified by the misuse of magic they had witnessed during the First War of the Races, the Druids at Paranor devoted themselves to the study of the old sciences, from the period before the collapse of civilization a thousand years before. Only the Bremen and a few trusted associates still studied the arcane arts. And for his persistence, Bremen found himself outcast, avoided by all but the few free-thinkers among the Druids. But his removal from Paranor was not altogether a terrible thing, for Bremen learned that dark forces were on the move from the Northlands. That seemingly invincible armies of trolls were fast conquering all that lay to their south. That the scouts for the army--and its principal assassins--were Skull Bearers, disfigured and transformed Druids who had fallen prey to the seductions of the magic arts. And that at the heart of the evil tide was an archmage and former Druid named Brona! Using the special skills he had acquired through his own study of Magic, Bremen was able to penetrate the huge camp of the Troll army and learn many of its secrets. And he immediately understood that if the peoples of the Four Lands were to escape eternal subjugation they would need to unite. But, even united, they would need a weapon, something so powerful that the evil magic of Brona, the Warlock Lord, would fail before its might...

Bone Swans C.S.E. Cooney 2015-07-01 BONUS MATERIAL! Now includes excerpts from C. S. E. Cooney's new short novel *The Twice-Drowned Saint* from the anthology *A Sinister Quartet*! Winner of the 2016 World Fantasy Award for Best Collection Contains "The Bone Swans of Amandale," 2015 Nebula Award finalist for Best Novella "C. S. E. Cooney is one of the most moving, daring, and plainly beautiful voices to come out of recent fantasy. She's a powerhouse with a wink in her eye and a song in each pocket." —Catherynne M. Valente, New York Times-bestselling author of the *Fairyland* novels "These stories are a pure joy. C. S. E. Cooney's imagination is wild and varied, her stories bawdy, horrific, comic, and moving-frequently all at the same time. Her characters are wickedly appealing, and her language—O! her language. Lush, playful, poetic, but never obscure or stilted, it makes her magic more magic, her comedy more comic, and her tragic moments almost unbearable." —Delia Sherman, author of *Young Woman in a Garden: Stories* "Bone Swans is a joy of feathery bones & ghoulish clowns. I adored every word. Like an eyas cries for meat, I cry for more. C.S.E. Cooney's a major talent and these are major talent stories. Who can resist hero rats, pouting swans, feral children, flying carpets and the Flabberghast? So tongue-tied am I with delight I fall back on the usual cliches: gripping, delightful, insightful, rollicking & lyrical—and yet not one cliché is to be found in *Bone Swans*, only stories of surpassing delicacy and wit, told by a lady of rare talent. Please, ma'am, might I have some more?" —Ysabeau S. Wilce, Andre Norton Award winning author of *Flora's Dare* A swan princess hunted for her bones, a broken musician and his silver pipe, and a rat named Maurice bring justice to a town under fell enchantment. A gang of courageous kids confronts both a plague-destroyed world and an afterlife infested with clowns but robbed of laughter. In an island city, the murder of a child unites two lovers, but vengeance will part them. Only human sacrifice will save a city trapped in ice and darkness. Gold spun out of straw has a price, but not the one you expect. World Fantasy Award winner Ellen Kushner has called Cooney's writing "stunningly delicious! Cruel, beautiful and irresistible." *Bone Swans*, the infernally whimsical debut collection from C. S. E. Cooney, gathers five novellas that in the words of Andre Norton Award winner Delia Sherman are "bawdy, horrific, comic, and moving-frequently all at the same time." Cooney's mentor, Science Fiction and Fantasy Writers of America Grand Master Gene Wolfe, proclaims in his introduction that her style is so original it can only be described as "pure Cooney," and he offers readers a challenge: "Try to define that when you've finished the stories in this book." More praise for *Bone Swans* "Cooney's brilliantly executed collection of five stories is a delicious stew of science fiction, horror, and fantasy, marked by unforgettable characters who plumb the depths of pathos and triumph. ... All of these stories could easily serve as the foundation for novels while also working beautifully at their current length. These well-crafted narratives defiantly refuse to fade from memory long after the last word has been read." —Publishers Weekly, starred review "In five beautifully crafted stories, Cooney builds imaginary worlds full of flying carpets, fairy-tale characters, and children confronted with a postapocalyptic Earth ... Each tale packs in enough plot for a novel, with adventurous characters who brim with wit." —Library Journal, starred review "Writing without ostentation and featuring characters who may be flippant, terse, or even tongue-tied, Cooney produces memorable prose propelled by extraordinary ideas ... Faced with such twisted genius, I'll say no more!" —Locus "A fascinating mashup between the tropes and resonances of the mythic tale with the sensibilities of contemporary action-oriented fantasy: simultaneously lighthearted and serious, full of consequences but also ubiquitous happy endings." —Tor.com

Pyramids Terry Pratchett 1990 Set in the desert kingdom of Djelibeybi, *Pyramids* follows the adventures and, more often, misadventures of Teppic, a teenage pharaoh faced with a terror-filled world of mad high priests, sacred crocodiles, marching mummies and exploding pyramids.

Publicity Flyers for Theatre Productions of Terry Pratchett's *Guards! Guards!* 1998

Guards! Guards! Terry Pratchett 2000 Some night-time prowler is turning the (mostly) honest citizens of Ankh-Morpork into something resembling small charcoal biscuits. And that's a real problem for Captain Vimes, who must tramp the mean streets of the naked city looking for a 70-foot-long fire-breathing dragon which, he believes, can help him with his enquiries. But there's more - now we get to see Ankh-Morpork in all its glory; illustrations so vibrant you can practically smell and taste the denizens of this delightful city (although with Corporal Nobbs, you might rather wish you didn't have to). All rendered in painstaking detail by Graham Higgins (who feels he now knows altogether far too much about the murky goings on inside Nobbs' head).

Guards! Guards! Terry Pratchett 2001-07-31 Here there be dragons...and the denizens of Ankh-Morpork wish one huge firebreather would return from whence it came. Long believed extinct, a superb specimen of draco nobilis ("noble dragon" for those who don't understand italics) has appeared in Discworld's greatest city. Not only does this unwelcome visitor have a nasty habit of charbroiling everything in its path, in rather short order it is crowned King (it is a noble dragon, after all...).

The This Adam Roberts 2022-02-03 The This is the new social media platform everyone is talking about. Allow it to be injected into the roof of your mouth and it will grow into your brain, allow you to connect with others without even picking up your phone. Its followers are growing. Its detractors say it is a cult. But for one journalist, hired to do a puff-piece interview with their CEO, it will change the world forever. Adan just wants to stay at home with his smart-companion Elegy - phone, friend, confidante, sex toy. But when his mother flees to Europe and joins a cult, leaving him penniless, he has to enlist in the army. Sentient robots are invading America, but it seems Adan has a surprising ability to survive their attacks. He has a purpose, even if he doesn't know what it is. And in the far future, war between a hivemind of Ais and the remnants of humanity is coming to its inevitable end. But one woman has developed a weapon which might change the course of the war. It's just a pity she's trapped in an inescapable prison on a hivemind ship.

Men at Arms Terry Pratchett 2009-10-13 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.

Guards! Guards! Terry Pratchett 2008-12-16 First book of the original and best CITY WATCH series, now reinterpreted in BBC's *The Watch* 'This is one of Pratchett's best books. Hilarious and highly recommended' *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 . . .

_____ 'It was the usual Ankh-Morpork mob in times of crisis; half of them were here to complain, a quarter of them were here to watch the other half, and the remainder were here to rob, importune or sell hotdogs to the rest.' Insurrection is in the air in the city of Ankh-Morpork. The Haves and Have-Nots are about to fall out all over again. Captain Sam Vimes of the city's ramshackle Night Watch is used to this. It's enough to drive a man to drink. Well, to drink more. But this time, something is different - the Have-Nots have found the key to a dormant, lethal weapon that even they don't fully understand, and they're about to unleash a campaign of terror on the city. Time for Captain Vimes to sober up.

Snuff Terry Pratchett 2011-10-11 "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.

Going Postal Terry Pratchett 2009-10-13 A splendid send-up of government, the postal system, and everything that lies in between in this newest entry in Terry Pratchett's internationally bestselling Discworld series. Convicted con man and forger Moist von Lipwig is given a choice: Face the hangman's noose, or get Ankh-Morpork's ancient Post Office up and running efficiently! It was a tough decision . . . Now, the former criminal is facing really big problems. There's tons of undelivered mail. Ghosts are talking to him. One of the postmen is 18,000 years old. And you really wouldn't want to know what his new girlfriend can do with a shoe. To top it all off, shadowy characters don't want the mail moved. Instead, they want him dead—deader than all those dead letters. (And here he'd thought that all he'd have to face was rain, snow, and gloom of night . . .)

Learwife J.R. Thorp 2021-11-04 AN OBSERVER BEST DEBUT NOVELIST OF 2021 'Seductive . . . Gorgeous' The Times 'Gives voice to one of fiction's most conspicuously absent women' i Word has come. King Lear is dead. His three daughters too, broken in battle. But someone has survived: Lear's queen. Though her grief and rage threaten to crack the earth open, she knows she must seek answers. Why was she exiled? What has happened to Kent, her oldest friend? And what will become of her now? To find peace she must reckon with her past and make a terrible choice - one upon which her destiny rests.

Guards! Guards! Terry Pratchett 2019-04-25 'Vimes ran a practised eye over the assortment before him. It was the usual Ankh-Morpork mob in times of crisis; half of them were here to complain, a quarter of them were here to watch the other half, and the remainder were here to rob, importune or sell hotdogs to the rest.' Insurrection is in the air in Ankh-Morpork. The Haves and Have-Nots are about to fall out all over again. Captain Sam Vimes of the city's ramshackle Night Watch is used to this. It's enough to drive a man to drink. Well, to drink more. But this time, something is different - the Have-Nots have found the key to a dormant, lethal weapon that even they don't fully understand, and they're about to unleash a campaign of terror on the city. Time for Captain Vimes to sober up.

Thud! Terry Pratchett 2009-10-13 Once, in a gods-forsaken hellhole called Koom Valley, trolls and dwarfs met in bloody combat. Centuries later, each species still views the other with simmering animosity. Lately, the influential dwarf, Grag Hamcrusher, has been fomenting unrest among Ankh-Morpork's more diminutive citizens—a volatile situation made far worse when the pint-size provocateur is discovered bashed to death . . . with a troll club lying conveniently nearby. Commander Sam Vimes of the City Watch is aware of the importance of solving the Hamcrusher homicide without delay. (Vimes's second most-pressing responsibility, in fact, next to always being home at six p.m. sharp to read *Where's My Cow?* to Sam, Jr.) But more than one corpse is waiting for Vimes in the eerie, summoning darkness of a labyrinthine mine network being secretly excavated beneath Ankh-Morpork's streets. And

the deadly puzzle is pulling him deep into the muck and mire of superstition, hatred, and fear—and perhaps all the way to Koom Valley itself.

Small Gods Terry Pratchett 2016-07-28 'Just because you can't explain it, doesn't mean it's a miracle.' In the beginning was the Word. And the Word was: 'Hey, you!' This is the Discworld, after all, and religion is a controversial business. Everyone has their own opinion, and indeed their own gods, of every shape and size, and all elbowing for space at the top. In such a competitive environment, 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... Now adapted into graphic novel form with new artwork by Ray Friesen.

The Illustrated Guards! Guards! Terry Pratchett 2020-11-12

The Wit and Wisdom of Discworld Terry Pratchett 2012-01-03 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 Ultimate Discworld Companion Terry Pratchett 2021-11-11 The absolute, comprehensive, from Tiffany Aching to Jack Zweiblum guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn,

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

Small Gods Terry Pratchett 2008-12-26 'You should do things because they're right. Not because gods say so. They might say something different another time.' Religion is a competitive business in the Discworld. Everyone has their own opinion and their own gods, of every shape and size - all fighting for faith, followers, and a place at the top. So when the great god Om accidentally manifests himself as a lowly tortoise, stripped of all divine power, it's clear he's become less important than he realised. In such instances, you need an acolyte, and fast. Enter Brutha, the Chosen One - or at least the only One available. He wants peace, justice and love - but that's hard to achieve in a world where religion means power, and corruption reigns supreme . . . 'An intriguing satire on institutionalized religion corrupted by power . . .' Independent 'Deftly weaves themes of forgiveness, belief and spiritual regeneration' The Times The Discworld novels can be read in any order but Small Gods is a standalone.

Lud-in-the-Mist Hope Mirrlees 2022-05-20 "The single most beautiful, solid, unearthly, and unjustifiably forgotten novel of the twentieth century ... a little golden miracle of a book." —Neal Gaiman Hope Mirrlees penned Lud-in-the-Mist--a classic fantasy, and her only fantasy novel--in 1926. When the town of Lud severs its ties to a Faerie land, an illegal trade in fairy fruit develops. But eating the fruit has horrible and wondrous effects. "Helen Hope Mirrlees was born in England in 1887. Mirrlees was a close friend of such literary lights as Walter de la Mare, T.S. Eliot, André Gide, Katharine Mansfield, Lady Ottoline Morrell, Bertrand Russell, Gertrude Stein, Virginia Woolf, and William Butler Yeats. Under her own name, she published three novels: Madeleine— One of Life's Jansenists (1921); The Counterplot (1924); and her 1926 classic fantasy Lud-in-the-Mist, which has acknowledged inspiration to the likes of Neil Gaiman, Mary Gentle, Elizabeth Hand, Johanna Russ, and Tim Powers."--SF Site "Hope Mirrlees' writing, usually underrated, moves between gently crazy humour, poetic snatches, real menace, and real poignancy."—The Encyclopedia of Fantasy

Monstrous Regiment Terry Pratchett 2014-02-14 A new stage adaptation of one of Pratchett's best-selling novels The Monstrous Regiment in question is made up of a vampire (reformed and off the blood, thank you), a troll, Igor (who is only too happy to sew you a new leg if you aren't too particular about previous ownership), a collection of misfits and a young woman discovers that a pair of socks shoved down her pants is a good way to open up doors in a man's army."One of the funniest English authors alive" (Independent)