

Discworld Diary 2017 Terry Pratchett

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Soul Music

Unseen University are proud to present the most comprehensive map and guide to the Disc yet produced. In this noble endeavour, drawing upon the hard won knowledge of many great and, inevitably, late explorers, one may locate on a detailed plan of our world such fabled realms as the Condiment Isles, trace the

course of the River Kneck as it deposits silt and border disputes in equal abundance on the lands either side, and contemplate the vast deserts of Klatch and Howondaland - a salutary lesson in the perils of allowing ones goats to graze unchecked. This stunning work brings to life the lands and locations of the Discworld stories in a way never seen before. Accompanied by lavish full-colour illustrations and a detailed world map, this is a must-have for any Discworld fan.

The Ankh-Morpork City Watch Discworld Journal

Suddenly, condemned arch-swindler Moist von Lipwig found himself with a noose around his 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.

Hogfather

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 Last Hero

'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 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.

Assassins' Guild Diary, 2000

'Classic English humour, with all the slapstick, twists and dry observations you could hope for' 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 . . . 'This is a story about sex and drugs and Music With Rocks In. Well one out of three ain't bad.' Being sixteen is always difficult, even more so when there's a Death in the family. After all, it's hard to grow up normally when Grandfather rides a white horse and wields a scythe. Especially if he decides to take a well-earned moment to uncover the meaning of life and discover himself in the process, so that you have to take over the family business, and everyone mistakes you for the Tooth Fairy. And especially when you have to face the new and addictive music that has entered Discworld. It's lawless. It changes people. It's got a beat and you can dance to it. It's called Music With Rocks In. And it won't fade away.

read in any order but Soul Music is the third book in the Death series.

Discworld Diary 1998

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 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.

Men at Arms

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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 Slip of the Keyboard

It's the most wonderful time of the year, Hogswatchnight, when the Hogfather himself dons his red suit and climbs in his sleigh pulled by—of course—eight hogs, to shower gifts across Discworld. But when the fat man goes missing, someone has to sit in. It's up to Death to take up the reins—otherwise the sun won't shine tomorrow . . . or ever again. Who would want to harm Discworld's most beloved icon? Very few things are held sacred in this twisted, corrupt, heartless—and oddly familiar—universe, but the Hogfather is one of them. Yet here it is, Hogswatchnight, that most joyous and acquisitive of times, and the jolly, old, red-suited gift-giver has vanished without a trace. And there's something shady going on involving an uncommonly psychotic member of the Assassins' Guild and certain

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representatives of Ankh-Morpork's rather extensive criminal element. Suddenly Discworld's entire myth system is unraveling at an alarming rate. Drastic measures must be taken, which is why Death himself is taking up the reins of the fat man's vacated sleigh . . . which, in turn, has Death's level-headed granddaughter, Susan, racing to unravel the nasty, humbuggian mess before the holiday season goes straight to hell and takes everyone along with it.

A Blink of the Screen

There's nothing like a journal to get you thinking about life, the universe, and a Disc suspended by four elephants stood atop a giant turtle. And who better to help than Death, Sir Terry Pratchett's most enduring anthropomorphic personification? With space aplenty to keep note of your daily musings, express your wildest dreams, or write your life story, you'll be aided and abetted by Death's wisdom, witticisms and observations along the way. Fill the pages how you like, there's no wrong way to live a life. Or write a book. So COWER, BRIEF MORTAL, and always look on the bright side of Death.

Discworld Diary 2015 - We R Igors

A beautiful hardback edition of the classic Discworld novel 'Anything you do in the

past changes the future. The tiniest little actions have huge consequences. You might tread on an ant now and it might entirely prevent someone from being born in the future.' There's nothing like the issue of evolution to get under the skin of academics. Even if their field of expertise is magic rather than biology. With the best and most interfering minds of Unseen University somehow left in charge at a critical evolutionary turning point, the Discworld's last continent needs a saviour. Who is this hero striding across the red desert? Sheep shearer, beer drinker, bush ranger, and someone who'll even eat a Meat Pie Floater when he's sober. In fact, it's Rincewind, a wizard so inept he can't even spell wizard. He's the only hero left. Still no worries, eh?

The Folklore of Discworld

Guards! Guards!

Amazingly, former arch-swindler-turned-Postmaster General Moist von Lipwig has somehow managed to get the woefully inefficient Ankh-Morpork Post Office running like . . . well, not like a government office at all. Now the supreme despot Lord Vetinari is asking Moist if he'd like to make some real money. Vetinari wants Moist to resuscitate the venerable Royal Mint—so that perhaps it will no longer cost

considerably more than a penny to make a penny. Moist doesn't want the job. However, a request from Ankh-Morpork's current ruling tyrant isn't a "request" per se, more like a "once-in-a-lifetime-offer-you-can-certainly-refuse-if-you-feel-you've-lived-quite-long-enough." So Moist will just have to learn to deal with elderly Royal Bank chairman Topsy (née Turvy) Lavish and her two loaded crossbows, a face-lapping Mint manager, and a chief clerk who's probably a vampire. But he'll soon be making lethal enemies as well as money, especially if he can't figure out where all the gold has gone.

Jingo

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

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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.

Discworld's Ankh-Morpork City Watch Diary

NOW UPDATED to include material on the Discworld books up to Raising Steam. Most of us grow up having always known to touch wood or cross our fingers, and what happens when a princess kisses a frog or a boy pulls a sword from a stone, yet sadly some of these things are now beginning to be forgotten. Legends, myths, fairytales: our world is made up of the stories we told ourselves about where we came from and how we got there. It is the same on Discworld, except that beings which on Earth are creatures of the imagination - like vampires, trolls, witches and, possibly, gods - are real, alive and in some cases kicking on the Disc. In The Folklore of Discworld, Terry Pratchett teams up with leading British folklorist Jacqueline Simpson to take an irreverent yet illuminating look at the living myths and folklore that are reflected, celebrated and affectionately libelled in the uniquely imaginative universe of Discworld.

The Borrowers

A brand new collection of short stories from the incredible Sir Terry Pratchett!
Imagination is an amazing thing. It can take you to the top of the highest mountain, or down to the bottom of the deepest depths of the sea. This is where it took Doggins on his Awfully Big Adventure: a quest full of magic and flying machines. (And the world's best joke - trust me, it's hilarious.) It took three young inventors to the moon (where they may or may not have left a bottle of lemonade) and a caveman on a trip to the dentist. You can join them on these adventures, and many more, in this incredible collection of stories . . . From the greatest imagination there ever was. Written for local newspapers when Terry Pratchett was a young lad, these never previously published stories are packed full of anarchic humour and wonderful wit. A must-have for Terry fans . . . and young readers looking for a fix of magic.

Thief of Time

'I'll be more enthusiastic about encouraging thinking outside the box when there's evidence of any thinking going on inside it.' The most quotable writer of our time, Terry Pratchett's unique brand of wit made him both a bestseller and an enduring, endearing source of modern wisdom. This collection is filled with his funniest and most memorable words about life, the universe and snoring.

Shaking Hands With Death

Think you know Ankh-Morpork? Think again. In this top-secret guide, intrepid explorers will receive a first-hand experience of the real city. If you've ever wondered where Unseen University students wet their whistles (while avoiding their teachers as they do the same), or pondered just what the Assassins' Guild constitutes a proper means of inhumation - there are standards to be upheld - then this is the book for you. That's right, have yourself a glimpse of what actually goes on in the city's societies. Cut the chaff, peek behind the curtain, see how the sausage gets made . . . err, you get the idea. Just don't let the Thieves' Guild catch you with this. They won't appreciate their methods being flogged behind their back. Flogging's their job. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.

Feet of Clay

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.

Death and Friends, A Discworld Journal

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

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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."

Terry Pratchett's Discworld Coloring Book

Who taught witchcraft to Granny Weatherwax? What does Death keep on his desk? This is an A-Z guide to the characters, places, flora and fauna of Terry Pratchett's fantasy planet, Discworld, with sketches and maps of the key locations.

The Discworld Vampyre's Diary 2003

It's no more than a breath away Everyone needs a place to relax after a long day, after all. So here is the place where the Grim Reaper can kick back and take the load off his scythe. Here's the golf course that's not so much crazy as insane, and the useless maze, and the dark gardens - all brought (incongruously) to life. And here, for the first time ever, you will find out the reason why Death can't understand rockeries, and what happens to garden gnomes. As Death rides Binky into the sunset (of other people's lives), you can at last see what he gets up to when he's not at work.

Terry Pratchett's Discworld Diary 2019

The official Discworld Coloring Book, featuring artwork by acclaimed Discworld artist Paul Kidby! Paul Kidby, Sir Terry Pratchett's artist of choice, designed the UK covers for the Discworld novels since 2002 and is the author of the definitive portfolio volume *The Art of Discworld*. Containing black-and-white line drawings based on his hugely popular artwork with original pieces created exclusively for this book, Terry Pratchett's *Discworld Coloring Book* features iconic Discworld personalities including Granny Weatherwax, Sam Vimes, Archchancellor Ridcully, Rincewind, Tiffany Aching, and, of course, Death. This is the coloring book that all

Discworld fans need!

Terry Pratchett's Discworld Imaginarium

Miniature people who live in an old country house by borrowing things from the humans are forced to emigrate from their home under the clock.

The Art of Discworld

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.

The Discworld Atlas

'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-Morporka 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, 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.

The Discworld Companion

A sumptuous illustrated journey through Pratchett's bestselling Discworld universe, this lavish full-color volume is the ultimate holiday gift for the legions of fans.

Turtle Recall

A short but perfectly formed complete Discworld novel, fully illustrated in lavish

colour throughout, THE LAST HERO is an essential part of any Discworld collection. It stars the legendary Cohen the Barbarian, a legend in his own lifetime. Cohen can remember when a hero didn't have to worry about fences and lawyers and civilisation, and when people didn't tell you off for killing dragons. But he can't always remember, these days, where he put his teeth So now, with his ancient sword and his new walking stick and his old friends - and they're very old friends - Cohen the Barbarian is going on one final quest. He's going to climb the highest mountain in the Discworld and meet his gods. The last hero in the world is going to return what the first hero stole. With a vengeance. That'll mean the end of the world, if no one stops him in time.

Death's Domain

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.

Going Postal

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

The End of Magic

One part diary, one part quiz on the arcane practices of the funniest creation in modern fantasy, 100% Discworld goodness. With their trademark mix of cultural ephemera, background detail and hilarious one-liners, the Discworld diaries are back. This year: trivia. Do you know where the Discworld gods live? Do you know

the name of the last continent? Do you know the name of the Discworld's worst engineer? Do you know what's in CMOT Dibbler's sausages? Put your knowledge to the test, and all will be revealed. Well, except the last one; nobody knows that, not even Dibbler. These and other gems of knowledge await you within. Make every day a Discworld day, with the 2019 Discworld Quiz Diary.

The Discworld Fools' Guild

The definitive Pratchett accessory - a must-have for lovers of Discworld. In this humorous spin-off to the "Discworld phenomenon -- Terry Pratchett joins forces with Bernard Pearson to produce the definitive Almanac to the Common Year, 2004. "Common Year, 2004 being the Year of the Incipient Goat, for the city of Ankh-Morpork and Surrounding Areas & Benefices. Here you will find an essential guide to all aspects of life, and a sure means of ensuring fertility of crops & livestock, also a boon companion in affairs of the HEART & HEALTH, with notes on Husbandry, Physic, Fairs & Marts, and other such information as will render this Publication a staunch companion to Townsman & Tiller of Soil alike. Including homemade remedies for common ailments, recipes, horoscopes, scientific discoveries, a calendar, strange tales and much, much more With witty illustrations, this is an artistically presented package guaranteed to tickle the funny bone of all Pratchett fans.

The Last Continent

One part diary, one part guide to the arcane practices of the funniest creation in modern fantasy, 100% Discworld goodness. With their trademark mix of cultural ephemera, background detail and hilarious one-liners, the Discworld diaries are back. And what better way to start than with the unsung heroes of the Discworld? Without these stoic, selfless heroes, the movers and shakers of the Discworld would not move and shake nearly as much. While the Great and Good of Ankh-Morpork take the headlines, these quietly competent minions toil away in the background doing all of the actual work. They all hail from the same clan, which originates in the farflung region of Überwald, and no self-respecting mad scientist would be seen dead (or, for that matter, undead) with them. They are, of course, the Igors, and we're confident this behind-the-scenes look at their day-to-day life will have you in ahem stitches.

Nanny Ogg's Cookbook

This diary and handbook ensures that those noble defenders of the greatest city of the Discworld need never be late for a crime again. It is a fully-functioning diary with dates, holidays (including pagan holidays), notes and year planner. It also includes Octedays, the 8th Discworld Day.

Making Money

It isn't much of an island that rises up one moonless night from the depths of the Circle Sea—just a few square miles of silt and some old ruins. Unfortunately, the historically disputed lump of land called Leshp is once again floating directly between Ankh-Morpork and the city of Al-Khali on the coast of Klatch—which is spark enough to ignite that glorious international pastime called "war." Pressed into patriotic service, Commander Sam Vimes thinks he should be leading his loyal watchmen, female watchdwarf, and lady werewolf into battle against local malefactors rather than against uncomfortably well-armed strangers in the Klatchian desert. But war is, after all, simply the greatest of all crimes—and it's Sir Samuel's sworn duty to seek out criminal masterminds wherever they may be hiding and lock them away before they can do any real damage . . . even the ones on his side.

The Discworld Almanak

Contrast the Fools' Guild with the Assassins' Guild next door: one is pleasant, light and airy and the corridors echo with the quiet activity of people working hard to master a job they love; the other is gaunt, forbidding and silent, except for the occasional muffled sob . . . The Fools' Guild, founded 150 years ago, is also a

hospital, craft standards enforcer, fraternal society and school. There is always a place and a custard pie in the face for any young boy with an amusing hump, speech impediment or other laughable deformity. As with previous diaries in the series, the usual mundane dates are complemented by the Discworld's own special occasions, so you will always know when to expect the Soul Cake Duck's choccie eggs and which days are most auspicious for the throwing of custard pies.

Seriously Funny

The Ankh-Morpork Assassins' Guild* in its modern form is the result of Lord Vetinari's distinctive civic policy, and is renowned across the Discworld. It offers the best all-round education in the world, because a qualified assassin should be at home in any company, and able to play at least one musical instrument. Anyone inhumed by a graduate of the Guild school can go to his rest satisfied that he has been annulled by someone of taste and discretion. You need never be late for an assassination again with this fully functioning diary with all the necessary dates, holidays, notes and a year planner, including Octedays, the exclusive '8th Discworld day'. The fifty-two week spreads will be liberally illustrated by Paul Kidby, with the usual witty, quirky and apposite bons mots from the pen of Terry Pratchett himself. *Motto: NIL MORTIFI, SINE LVCRE

The Time-travelling Caveman

Why we all deserve a life worth living and a death worth dying for 'Most men don't fear death. They fear those things – the knife, the shipwreck, the illness, the bomb – which precede, by microseconds if you're lucky, and many years if you're not, the moment of death.' When Terry Pratchett was diagnosed with Alzheimer's in his fifties he was angry - not with death but with the disease that would take him there, and with the suffering disease can cause when we are not allowed to put an end to it. In this essay, broadcast to millions as the BBC Richard Dimbleby Lecture 2010 and previously only available as part of A Slip of the Keyboard, he argues for our right to choose - our right to a good life, and a good death too.

Maskerade

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.

The Wit and Wisdom of Discworld

'What will you do when the magic is gone?' Sander Bree is a royal mage. Steeped in privilege, he lives a cushy life advising the king on matters of court and politics, yet still complains that he's stuck in a rut. Rosheen Katell is a freelance mage and, with Anzu her griffin, she's worked hard to build a reputation as a trustworthy truth seer. She never lies, never kills. The source of their power is the Lapis Moon in orbit above. Very soon, that magic will be gone, changing their lives and their world forever. Sander must keep a promise that would have been difficult enough with magic, but is a suicide mission without it. Rosheen is forced to side with a murderous warlord, and her once-solid principles are tested and found wanting. Both will be set against one another in a war unlike anything the world has seen

before, in this sweeping fantasy of magic's ending. ** 'Mark Stay paints his world and characters with deft, confident and dark strokes.' – RJ Barker, author of the Wounded Kingdom Trilogy 'The sort of book you give to people who say "prove to me why I should read fantasy" A simply terrific read.' – James Barclay, author of the Legends of the Raven series 'Takes the tropes of high fantasy and uses them to wield an original, compelling and intricately plotted story exactly the kind of fantasy that we need more of.' – Gavin G. Smith, author of the Veteran series

The Ankh-Morpork Archives

RULES OF THE UBERWALD LEAGUE OF TEMPERANCE ANKH-MORPORK MISSION
OBJECT To further the cause of temperance and of total abstinence from drinking human blood (The Old Practice), to provide recreation and means of social intercourse for its members and to encourage by meetings, lectures, discussions, sing-songs and hot tea a better knowledge of the dangers of the Old Practice.
MEMBERSHIP Any person 100 years or over, who is undead, of good character and is prepared to sign the Pledge shall, irrespective of race, sex, nationality or species be eligible for admission to membership. THE PLEDGE Every member must, during his or her membership, be a strict adherent to the principles set out in the Pledge.
GOVERNMENT The affairs of the League shall be managed, at each Mission of the League, by a General Committee which shall consist of the Officers of the Mission plus other members up to a total of thirteen, and two members nominated by the

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Avoidance of Old Practices Committee.

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