

# **The Compleat Ankh Morpork City Guide Terry Pratchett**

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## **The Art of Discworld**

For every Pratchett fan, the must-have fully updated guidebook to Discworld! The

## Download Free The Compleat Ankh Morpork City Guide Terry Pratchett

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.

### **The World of Poo**

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.

### **Career Choices and Changes**

**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 Avoidance of Old Practices Committee.

## **The Discworld Almanak**

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.

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

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.

### **Death and Friends, A Discworld Journal**

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 Ankh-Morpork Archives: Volume Two**

A Washington Post Best Book of the Year Edgar Nominee– Best First Novel Joel Deveraux is a rising star at a white-shoe law firm in Manhattan. But after a drug-related scandal costs him his job and nearly his law license, he slides down the corporate ladder to the Booklyn Defenders office. He arrives just in time for a high profile murder case, where he is assigned to work with the tough and savvy Myra Goldstein. With pressure from their boss and interest from the tabloids, they take on the defense of a black pot dealer from the projects who is charged with the murder of a white college student. Joel quickly learns that urban criminal law is a form of combat where the best story wins—but who’s telling the truth and who’s lying are matters of life and death. From the Trade Paperback edition.

## **Nation**

## **Discworld's Ankh-Morpork City Watch Diary**

Lost in a book? There's a map for that. This incredibly wide-ranging collection of maps—all inspired by literary classics—offers readers a new way of looking at their favorite fictional worlds. Andrew DeGraff's stunningly detailed artwork takes

readers deep into the landscapes from *The Odyssey*, *Hamlet*, *Robinson Crusoe*, *Pride and Prejudice*, *Invisible Man*, *A Wrinkle in Time*, *Watership Down*, *Moby Dick*, *Around the World in Eighty Days*, *A Christmas Carol*, *Adventures of Huckleberry Finn*, *Waiting for Godot*, and more. Sure to reignite a love for old favorites and spark fresh interest in more recent works as well, *Plotted* provides a unique new way of appreciating the lands of the human imagination. "A unique, display-ready volume of great allure and pleasure." □starred, Booklist "[A] rewarding excursion across the literary landscape that will be cherished by map enthusiasts as well as bibliophiles." □starred, Publishers Weekly

### **The Ankh-Morpork City Watch Discworld Journal**

Atticus O'Sullivan is back in an action-packed, laugh-out-loud novella from the author of *The Iron Druid Chronicles*. Two-thousand-year-old Atticus may have outwitted and outfought everyone from Odin to Bacchus, but he's about to discover that what comes around when you go around messing with gods. Six years into the training of his beautiful apprentice, Granuaile, a large crow swoops down and transforms into none other than the Morrigan, a goddess who insists that Atticus come with her at once. He must leave his apprentice behind, along with his Irish wolfhound, Oberon—and he must also leave his sword. The Morrigan has always taken extreme pleasure in pronouncing the Druid's mortal danger and imminent doom, so the fact that she won't reveal the purpose of their journey

makes him very nervous. Of course, any time the Celtic Chooser of the Slain drops in unannounced, it's never good. When she does let slip that she'll be saving his life in the near future, Atticus is left to wonder . . . will he soon be giving his legions of enemies something to crow about? Includes an excerpt from Kevin Hearne's Iron Druid Chronicles novel Trapped! Praise for Kevin Hearne and The Iron Druid Chronicles "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of Three Days to Dead "[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice . . . a savvy urban fantasy adventure."—Library Journal, on Hounded

### **A Slip of the Keyboard**

Containing material unavailable for twenty years -- this is a comprehensive guide to the capital city of Terry Pratchett's Discworld, getting to the heart of Ankh-Morpork's secrets, societies and guilds. Ankh-Morpork is a bottomless pit of secrets. It's time to unearth a few more . . . In the second volume of this confidential guide, brave travellers are made privy to the inner workings of more illustrious Ankh-Morpork societies. Disabuse yourself of notions of professionalism under which you may hold the City Watch; discover what serious business is undertaken by the Fools' Guild (joking is no laughing matter); and, should you be lucky, achieve true enlightenment through the teachings of Lu-Tze. One thing's for



sure: after you've read this book, Ankh-Morpork's Guilds are going to need to come up with new ways of doing things. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.

### **The Discworld Vampyre's Diary 2003**

Lu-Tze is a senior History Monk, also known as Sweeper. Although thought to be 800 years old, there are some who claim he is older yet . . . 5,200 years older, in fact, because for the History Monks, time is a resource to manipulate, and they do . . . Lu-Tze, a bald, yellow-toothed little man with a wispy beard, has a faintly amiable grin, as if constantly waiting for something amusing to happen, and a handy epithet for every occasion. In his life, Lu-Tze has done everything, and his past deeds are legend amongst the History Monks. He is a follower of The Way of Mrs Marietta Cosmopilite. He also grows Bonsai mountains. LU-TZE'S YEARBOOK OF ENLIGHTENMENT (including The Way of Mrs Cosmopilite) is the ideal companion for those seeking truth and harmony and, well, the meaning to life - though he doesn't guarantee it will be the right meaning . . .

### **A Tourist Guide To Lancre**

'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.

### **Turtle Recall**

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.

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

'THERE'S A SAYING THAT ALL ROADS LEAD TO ANKH-MORPORK. AND IT'S WRONG. ALL ROADS LEAD AWAY FROM ANKH-MORPORK, BUT SOMETIMES PEOPLE JUST WALK ALONG THE WRONG WAY' from Moving Pictures Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)! All human life is there! Although, if it walks down the wrong alley, often quite briefly! The city celebrated in the bestselling Discworld series by Terry Pratchett has been meticulously mapped for the first time. It's all here - from Unseen University to the Shades, from major landmarks like the Patrician's Palace to little-known, er, nooks like Dwarf Bread Museum in Whirligig Alley. See the famous streets along which so many heroes have walked, in some cases quite hurriedly! As leading Ankh-Morpork entrepreneur C.M.O.T. Dibbler would say, A nip at any price - and that's cutting our own throat. Well, close.

## **Discworld Diary 1998**

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 New Discworld Companion**

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.

### **The Discworld Companion**

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.

### **The Wit and Wisdom of Discworld**

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."

## **A Cure for Night**

When Charles Darwin writes the wrong book and reverses the progress of science, Unseen University's wizards must once again save Roundworld (Earth, that is) from an apocalyptic end. Ever since a wizardly experiment inadvertently brought about the creation of Roundworld, the wizard scholars of Unseen University have done their best to put things on the right course. In Darwin's Watch they may face their greatest challenge yet: A man called Darwin has written a bestselling book called *The Theology of the Species*, and his theory of scientific design has been witlessly embraced by Victorian society. As a result, scientific progress has slowed to a crawl, and the wizards must find a way to change history back to the way it should have been. *DARWIN'S WATCH EXPLORES THE REVERBERATIONS* of major scientific advances on our planet and our culture, the dangers of obscurantism, and the theory of evolution as you have never seen it before. This brilliant addition to Pratchett's beloved Discworld series illustrates with great wit and wisdom how the laws of our universe truly are stranger than fiction.

## **Lu-Tze's Yearbook of Enlightenment**

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

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with dates, holidays (including pagan holidays), notes and year planner. It also includes Octedays, the 8th Discworld Day.

### **Johnny and the Bomb**

The Discworld is an unpredictable place, what with rivers you can skateboard across (if they weren't so knobbly), rocks that like a stroll about of an evening and points of raw magic that can turn a body inside out soon as look at it. For safety's sake, you need a guide! The DISCWORLD COMPANION contains everything you need to know about the Discworld. This edition, the first major revision since HOGFATHER was published (1997), covers the eight DISCWORLD novels from JINGO onwards, including THE LAST HERO and MAURICE AND HIS AMAZING EDUCATED RODENTS, as well as the Diaries, the plays and other Discworld Spinoffery.

### **Death's Domain**

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.

### **Two Ravens and One Crow: An Iron Druid Chronicles Novella**

#### **Assassins' Guild Diary, 2000**

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 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 magnificentbwwonder that is the city of Ankh-Morpork.

### **The Carpet People**

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

### **The Discworld Atlas**

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.

### **Gurps Discworld**

A charming tale for people of all ages (but especially for young Sam Vimes) from the pen of Miss Felicity Beedle, Discworld's premier children's author. From Snuff: 'Vimes' prompt arrival got a nod of approval from Sybil, who gingerly handed him a new book to read to Young Sam. Vimes looked at the cover. The title was *The World of Poo*. When his wife was out of eyesight he carefully leafed through it. Well, okay, you had to accept that the world had moved on and these days fairy stories were probably not going to be about twinkly little things with wings. As he turned page after page, it dawned on him that whoever had written this book, they

certainly knew what would make kids like Young Sam laugh until they were nearly sick. The bit about sailing down the river almost made him smile. But interspersed with the scatology was actually quite interesting stuff about septic tanks and dunnakin divers and gongfermors and how dog muck helped make the very best leather, and other things that you never thought you would need to know, but once heard somehow lodged in your mind.'

### **The Discworld Mapp**

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

## **The Ankh-Morpork Archives**

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.

## **Dodger**

## **The Streets Of Ankh-Morpork**

Twelve-year-old Johnny Maxwell has a knack for being in the wrong place at the

wrong time. This has never been more true than when he finds himself in his hometown on May 21, 1941, over forty years before his birth! An accidental time traveler, Johnny knows his history. He knows England is at war, and he knows that on this day German bombs will fall on the town. It happened. It's history. And as Johnny and his friends quickly discover, tampering with history can have unpredictable—and drastic—effects on the future. But letting history take its course means letting people die. What if Johnny warns someone and changes history? What will happen to the future? If Johnny uses his knowledge to save innocent lives by being in the right place at the right time, is he doing the right thing? Mixing nail-biting suspense with outrageous humor, Terry Pratchett explores a classic time-travel paradox in Johnny Maxwell's third adventure.

### **Nanny Ogg's Cookbook**

This digital edition includes the original artwork, has been specially adapted for ebook platforms and is optimized for tablet devices. The hardback edition of *Dodger's Guide to London* has fully integrated images and text. **ROLL UP! ROLL UP! READ ALL ABOUT IT!** Ladies and Gents, Sir Jack Dodger brings you a most excellent Guide to London! Did you know . . . ? If a Victorian couldn't afford a sweep, they might drop a goose down their chimney to clean it! A nobby lady's unmentionables could weigh up to 40lbs! Parliament had to be suspended during the Great Stink of 1858! From the wretches of the rookeries to the fancy coves at Buckingham

Palace, Dodger will show you every dirty inch of London. Warning: Includes 'orrible murders, naughty ladies and plenty of geezers!

### **Last Call at the Nightshade Lounge**

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 Compleat Ankh-Morpork**

“Glorious. A story that will be found and enjoyed and dreamed about for years to come.”—Neil Gaiman A stunning modern-day Dickensian fable and a celebration of friendship and bravery for freethinkers everywhere. It all starts on the morning the letter D disappears from language. First, it vanishes from Dhikilo’s parents’ conversation at breakfast, then from the road signs outside and from her school dinners. Soon the local dentist and the neighbor’s dalmatian are missing, and even the Donkey Derby has been called off. Though she doesn’t know why, Dhikilo is summoned to the home of her old history teacher Professor Dodderfield and his faithful Labrador, Nelly Robinson. And this is where our story begins. Set between England and the wintry land of Liminus, a world enslaved by the monstrous Gamp

and populated by fearsome, enchanting creatures, *D* (A Tale of Two Worlds) is told with simple beauty and warmth. Its celebration of moral courage and freethinking is a powerful reminder of our human capacity for strength, hope and justice.

### **Darwin's Watch**

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.



## **Plotted**

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.

## **The Folklore of Discworld**

In this sharp and funny urban fantasy novel, booze is magic, demons are real, and millennial Bailey Chen joins a band of monster-fighting Chicago bartenders instead of finding a “real” post-college job. Bailey Chen is fresh out of college with all the usual new-adult demons: no cash, no job offers, and an awkward relationship with Zane, the old friend she kinda-sorta hooked up with during high school. But when Zane introduces Bailey to his monster-fighting bartender friends, her demons become a lot more literal. It turns out that evil creatures stalk the city streets after hours, and they can be hunted only with the help of magically mixed cocktails:

vodka grants super-strength, whiskey offers the power of telekinesis, and rum lets its drinker fire blasts of elemental energy. But will all these powers be enough for Bailey to halt a mysterious rash of gruesome deaths? And what will she do when the safety of a “real world” job beckons? This sharp and funny urban fantasy is perfect for fans of Buffy the Vampire Slayer, Scott Pilgrim Vs. The World, and grown-up readers of Harry Potter. Includes 14 recipes from a book of ancient cocktail lore.

### **Going Postal**

They said it couldn't be done. Well, it has been done, proving them wrong once again. After years of research, cunningly contrived in as many minutes, the Discworld has its map. It takes full account of the historic and much documented expeditions of the Discworld's fêted (or at least fated) explorers: General Sir Roderick Purdeigh, Lars Larsnephew, Llamados Jones, Lady Alice Venturi, Ponce da Quirm and, of course, Venter Borass. Now travellers on this circular world can see it all: from Klatch to the Ramtops, from Cori Celesti to the Circle Sea, from Genua to Bhangbhangduc. The great cities of Hunghung, Pseudopolis, Al Khali and, of course, Ankh-Morpork are placed with loving care upon this world which is carried through space by Great A'Tuin.

## **Dodger's Guide to London**

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 Munrung brothers, who set out on an amazing adventure. 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 . . . Co-written by Terry Pratchett, aged seventeen, and master storyteller, Terry Pratchett, aged forty-three.

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