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## **KATELYN SYDNEE**

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*A Tourist Guide To Lancre* Random House  
'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, shape and size can be pretty crucial to make one's presence felt. So it's certainly not helpful to be reduced to appearing in the form of a tortoise, a manifestation far below god-like status in anyone's book. In such instances, you need an acolyte, and fast: for the Great God Om, Brutha the

novice is the Chosen One - or at least the only One available. He wants peace and justice and brotherly love. He also wants the Inquisition to stop torturing him now, please...

Nanny Ogg's Cookbook Random House

"Based loosely on *The Science of Discworld II: the Globe, Lords & Ladies*, and *A Midsummer Night's Dream*, *The Shakespeare Codex* is a new Discworld stage adaptation written to commemorate Terry Pratchett's life and works. Discworld's motley band of characters team up and stop the elves taking over our world, make Shakespeare write *A Midsummer Night's Dream* ... and ensure the potato is discovered! Featuring Ridcully, Rincewind, Granny Weatherwax, Angua, Vetinari, Shakespeare, Queen Elizabeth I (and the Earl of Oxford), this is an unmissable new adventure for Discworld fans."--Publisher's description.

*The Last Hero* National Geographic Books

'This didn't feel like magic. It felt a lot older than that. It felt like music.' Being sixteen is always difficult, but it's even more so when there's a Death in the family. Susan hasn't exactly had a normal upbringing, with a skeletal grandfather who rides a white horse and wields a scythe. When Death decides he needs a well-earned break, he leaves Susan to take over the family business. The only problem is, everyone mistakes her for the Tooth Fairy . . . Well, not the only problem. There's a new, addictive music in 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 . . . 'Genius . . . deals with death with startling originality' New York Times 'His spectacular inventiveness makes the Discworld series one of the perennial joys of modern fiction' Mail on Sunday Soul Music is the third book in the Death series, but you can read the Discworld novels in any order.

*Strata* Random House

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 Carrot . . . 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.

**Diggers** Random House

There's nothing like a journal to get you thinking about life, the

universe, and a Disc suspended by four elephants standing atop a giant turtle. Who better to help you than Death, Sir Terry Pratchett's most enduring anthropomorphic personification? He's seen it all. With space aplenty to plan your daily routines, express your wildest dreams, or write your life story, you'll be aided and abetted by Death's wit, wisdom and observations along the way. Fill the pages how you like, there's no wrong way to live a life. Or complete a journal. So come along, brief mortal, and make the most of Death's OUTSIDE PERSPECTIVE.

**The Carpet People** Random House

This is the story of Jekub, the Dragon in the Hill with great big teeth and a great loud voice. (Well, that's according to the nomes, but they are only four inches tall.) When humans threaten their new home in the quarry, the natural thing would be to run and hide. But the nomes have got the wild idea that they should fight back. After all, everyone knows that nomes are faster and smarter than humans, and now they have a secret weapon . . . The fantastically funny second book of the nomes, from the author of the bestselling Discworld series.

*Interesting Times* Random House

'There is a curse. They say: may you live in interesting times . . . ' This is the worst thing you can wish on a citizen of Discworld. Especially for the magically challenged Rincewind, who has already had far too much excitement in his life. Unfortunately, the unlucky wizard always seems to end up in the middle of, well, absolutely everything. So when a request for a 'Great Wizzard' arrives from the faraway Counterweight Continent, it's obviously Rincewind who's sent. For one thing, he's the only one who spells wizard that way. Once again Rincewind is thrown headfirst into a

dangerous adventure. For the oldest empire on the Disc is in turmoil and Chaos is building. And, for some reason, someone believes Rincewind will have a vital role in the coming war . . . 'Pratchett is a comic genius' Daily Express 'Funny, delightfully inventive, and refuses to lie down in its genre' Observer Interesting Times is the fifth book in the Wizards series, but you can read the Discworld novels in any order.

**Death Trilogy** Random House

THE COMPANY BUILDS PLANETS. Kin Arad is a high-ranking official of the Company. After twenty-one decades of living, and with the help of memory surgery, she is at the top of her profession. Discovering two of her employees have placed a fossilized plesiosaur in the wrong stratum, not to mention the fact it is holding a placard which reads, 'End Nuclear Testing Now', doesn't dismay the woman who built a mountain range in the shape of her initials during her own high-spirited youth. But then came discovery of something which did intrigue Kin Arad. A flat earth was something new...

**The Shepherd's Crown** Chicken House (english)

After a devastating tsunami destroys all that they have ever known, Mau, an island boy, and Daphne, an aristocratic English girl, together with a small band of refugees, set about rebuilding their community and all the things that are important in their lives.

Unseen Academicals Random House

When Khadija's father arranges a match, she leaps at a chance to escape - a hot air balloon fighting its ropes for the sky. Soon, she is flying over the desert sands of her world, swept up in an adventure of black magic, jinn and revolution beyond her wildest

dreams ...

**Eric** Random House

'YOU CANNOT INTERFERE WITH FATE. WHO ARE YOU TO JUDGE WHO SHOULD LIVE AND WHO SHOULD DIE?' Death comes to us all. When he came to Mort, he offered him a job. Death is the Grim Reaper of the Discworld, a black-robed skeleton with a scythe who ushers souls into the next world. He is also fond of cats and endlessly baffled by humanity. Soon Death is yearning to experience what humanity really has to offer, but to do that, he'll need to hire some help. It's an offer Mort can't refuse. As Death's apprentice he'll have free board, use of the company horse - and being dead isn't compulsory. It's a dream job - until Mort falls in love with Death's daughter, Ysabell, and discovers that your boss can be a killer on your love life . . . 'Incredibly funny, compulsively readable' The Times 'Cracking dialogue, compelling illogic and unchained whimsy' Sunday Times Mort is the first book in the Death series, but you can read the Discworld novels in any order.

*Small Gods* Colin Smythe

IT'S THE NIGHT BEFORE HOGSWATCH. AND IT'S TOO QUIET. Where is the big jolly fat man? Why is Death creeping down chimneys and trying to say Ho Ho Ho? The darkest night of the year is getting a lot darker... Susan the gothic governess has got to sort it out by morning, otherwise there won't be a morning. Ever again... The 20th Discworld novel is a festive feast of darkness and Death (but with jolly robins and tinsel too). As they say: 'You'd better watch out...'

*The First Discworld Novels* Random House

A brand new edition of a Terry Pratchett classic - set in Victorian

London, and starring cunning but kind Dodger, as he sets off on a whirlwind adventure through the city streets THE SEWER IS DODGER'S WORLD . . . He hunts treasure there - coins and jewels lost in the dark and dirty drains. It's a good life, if you don't mind getting your hands (and arms and feet and face) dirty. But one night, Dodger helps a young woman flee two ruffians. Now, a street urchin dressed as a gentleman, he must discover the secret behind her escape. Along the way he'll befriend Charles Dickens, outwit Sweeny Todd and reach the giddy heights of Victorian society. Dodger may be living in the gutter, but he's heading for the stars . . .

*Terry Pratchett's Hogfather* Random House

'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.

*Night Watch* Random House

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.

**Small Gods** Random House

This is how the Discworld began. Here is the sapient pearwood Luggage, a mobile trunk which launders any clothes put in it and incidentally homicidally defends its owner. Here is Twoflower, an innocent tourist in a world of nightmares and fairy tales gon Harper

'We play and are played and the best we can hope for is to do it with style.' Football has come to the ancient city of Ankh-Morpork. And now the wizards of Unseen University must win a football match without using magic . . . so they're in the mood for trying everything else. To do this, they recruit an unlikely group of players: Trev, a street urchin with a talent for kicking a tin can; Glenda, the night chef who makes a mean pie; Juliet, the kitchen hand turned world's greatest fashion model; and the mysterious Mr Nutt, who has something powerful, and dark, locked away inside him . . . And the thing about football - the important thing about football - is that it is not just about football. Here we go, here we go, here we go! 'This isn't just football, it's Discworld football. Or, to borrow another phrase, it's about life, the Universe and everything' The Times 'No one mixes the fantastical and mundane to better comic effect' Daily Mail Unseen Academicals is the seventh book in the Wizards series, but you can read the Discworld novels in any order.

*The Discworld Companion* Random House

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 Lords of Quarmall](#) A&C Black

Lose yourself in the glorious technicolour of Ankh-Morpork, mapped in meticulous detail for the very first time. A beautiful gift edition, complete with fold-out map and pull-out information booklet, and a fantastic accompaniment to the novels. 'Tells you the answers to all the questions you had about Ankh Morpork' -- \*\*\*\*\* Reader review 'The whole thing is really charming. Every time you look at it, something new is revealed' -- \*\*\*\*\* Reader review 'A fascinating look into the streets of Terry Pratchett's mind...' -- \*\*\*\*\* Reader review

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 \*\*\*\*\* '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

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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 Sir 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 beaten by Sam Vimes and the Ankh-Morpork City Watch, the cobbles 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. A deluxe and stunning gift edition with pull-out booklet and fold-out map - the ultimate present for every Discworld fan who has ever dreamed of seeing the world of Sir Terry Pratchett come to life...

*Nation* Random House

Discworld goes to war! Somewhere in the Circle Sea between Ankh-Morpork and Al-Khali, the Lost Kingdom of Leshp has emerged after hundreds of years beneath the waves. And so with no ships, no army and no money, Ankh-Morpork goes to war against the Klatchian army claiming the rock as their own. Undaunted by the prospect of being tortured to death by vastly superior numbers of enemy troops, a small band of intrepid men and a very thick troll set out under the command of Sir Samuel Vimes of the City Watch. If they can survive long enough, maybe they can arrest an entire army for breach of the peace...

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