

## The Light Fantastic: (Discworld Novel 2) (Discworld Novels)

As a punishment, failed wizard Rincewind is given the task of guiding and safeguarding the Disc's first tourist, Twoflower (with his magical luggage on legs). As they travel the city and beyond, they meet the world's oldest hero, Cohen the Barbarian. With him, and with Bethan (a qualified sacrificial victim), they encounter druids, trolls, adventurers, a hairdresser and a power-crazed wizard. Oh, and Death. But not fatally. Did we mention that Rincewind also has to save the world from destruction by a huge red star that will collide with the Discworld at Hogswatch? The Rince Cycle is mostly based on The Light Fantastic, with bits of The Colour of Magic and Sourcery added for good measure.

Terry Pratchett's profoundly irreverent novels are consistent number one bestsellers in England, where they have garnered him a revered position in the halls of parody next to Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. In The Light Fantastic only one individual can save the world from a disastrous collision. Unfortunately, the hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world...

Rincewind, a cowardly wizard, is the only one who can save Discworld as it falls slowly toward a red star.

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 Ankh-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).

The First Discworld Novels

Death's Domain

The Colour of Magic

The City of Zirdai

Sourcery

NAMED AS ONE OF THE BBC'S 100 MOST INSPIRING NOVELS 'It was octarine, the colour of magic. It was alive and glowing and vibrant and it was the undisputed pigment of the imagination . . .'

Somewhere between thought and reality exists the Discworld, a magical world not totally unlike our own. Except for the fact that it travels through space on the shoulders of four giant elephants who in turn stand on the shell of an astronomically huge star turtle, of course.

Rincewind is the world's worst wizard who has just been handed a very important job: to look after the world's first tourist, upon whose survival rests the peace and prosperity of the land.

Unfortunately, their journey across the Disc includes facing robbers, monsters, mercenaries, and Death himself. And the whole thing's just a game of the gods that might send them over the edge . . .

'If you've never read a Discworld novel, what's the matter with you?' Guardian 'Pratchett

uses his other world to hold up a distorting mirror to our own' The Times The Colour of Magic is

the first book in the Wizards series, but you can read the Discworld novels in any order.

'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.

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 Zweiblum 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.

"You must go to the dragon. You must leave tonight." Before she even hears the words, Kaeldra already knows what she must do. She must search out the mother dragon whose draclings have just hatched and somehow get some of her precious milk. It's the only way to save her foster-sister's life. Kaeldra would rather not go. It's much too terriffying, much too dangerous. But Kaeldra knows that she's the only one who can do it. For she is the only one who can actually

communicate with dragons. But little does Kaeldra know what she's getting into. She's about to begin a journey that will entwine her fate with that of three little draclings and one would-be dragonslayer. A journey the will become a struggle for life.

Dragon's Milk

The Rince Cycle

The Graphic Novel

The Discworld Companion . . . So Far

The Legend of the Christmas Witch

*There was an eighth son of an eighth son. He was, quite naturally, a wizard. And there it should have ended. However (for reasons we'd better not go into), he had seven sons. And then he had an eighth son... a wizard squared...a source of magic...a Sourcerer. SOURCERY SEES THE RETURN OF RINCEWIND AND THE LUGGAGE AS THE DISCWORDL FACES ITS GREATEST - AND FUNNIEST - CHALLENGE YET.*

*"The world of Harry Dresden, Chicago's only professional wizard, is rife with intrigue-and creatures of all supernatural stripes. And you'll make their intimate acquaintance as Harry delves into the dark side of truth, justice, and the American way in this must-have short story collection."--Page 4 of cover.*

*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*

*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 hapens 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 Second Discworld Novel*

*Brief Cases*

*L'allegro*

*Interesting Times*

*Turtle Recall*

**This title, which launched the legendary Discworld series, introduces the tourist Twoflower and his wizard guide, Rincewind. Part of a reissue of the first three Discworld books, this novel includes an overview of the fantasy land, with a map, visitor's guide, and Pratchett crossword puzzle.**

**Beloved author Maeve Binchy's first published novel, an engrossing coming of age tale about the incredible bond of friendship. To escape the chaos of London during World War II, young Elizabeth White is sent to live a safer life in the small Irish town of Kilgarret. It is there, in the crowded, chaotic O'Connor household, that she meet Aisling—a girl who soon becomes her very best friend, sharing her pet kitten and secretly teaching her the intricacies of Catholicism. Aisling's boldness brings Elizabeth out of her proper shell; later, her support carries Elizabeth through the painful end of her parents' chilly marriage. In return, Elizabeth's friendship helps Aisling endure her own unsatisfying marriage to a raging alcoholic. Through the years, they come to believe they can overcome any conflict, conquer any hardship—as long as they have each other. Now they're about to find out if they're right... “A sumptuous saga.”—Harper's “Wonderful...a novel that could be mistaken for life.”—New York Daily News**

**"The Rincewind Trilogy" is a bumper volume containing the complete text of two novels and one novella, all starring one of the Discworld's most popular characters: the Wizard Rincewind and his irrepressible - and quite intractable - Luggage. '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 Ultimate Discworld Companion**

**Light a Penny Candle**

**The Light Fantastic**

**(Discworld Novel 1)**

*âe~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.âe(tm) 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 cityâe(tm)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.

'They say that a little knowledge is a dangerous thing, but it is not one half so bad as a lot of ignorance.' Everybody knows there's no such thing as a female wizard. So when the wizard Drum Billet accidentally passes on his staff of power to an eighth daughter of an eighth son, a girl called Eskarina (Esk, for short), the misogynistic world of wizardry wants nothing to do with her. Thankfully Granny Weatherwax, the Discworld's most famous witch, has plenty of experience ignoring the status quo. With Granny's help, Esk sneaks her way into the magical Unseen University and befriends apprentice wizard Simon. But power is unpredictable, and these bright young students soon find themselves in a whole new dimension of trouble. Let the battle of the sexes begin . . . 'If you've never read a Discworld novel, what's the matter with you?' Guardian 'Pratchett uses his other world to hold up a distorting mirror to our own' The Times Equal Rites is the first book in the Witches series, but you can read the Discworld novels in any order.

From Parks and Recreation star Aubrey Plaza and creative partner Dan Murphy comes the long lost tale of the Christmas Witch, Santa Claus's much misunderstood twin sister. The perfect gift for the holiday season and beyond! Gather 'round the fire to hear a Christmas legend that has never been told before...until now. Each year a mysterious figure sweeps into town, leaving behind strange gifts in the night. No, not Santa Claus, but his sister... The Christmas Witch. Her story begins many, many years ago when her brother was torn away from her as a child. Raised alone by a witch of the woods, Kristtörn's powers of magic grew, as did her temper.

Determined to find her long lost twin, she set out on a perilous journey across oceans to find him. But what she found instead was a deep-seated fear of her powers and a confrontation that would leave the fate of Christmas hanging in the balance. From award-winning producer and actress Aubrey Plaza and her creative partner Dan Murphy comes a holiday story unlike any told before. With all the richness of classic folklore, they've woven a tale of bravery, love and magic. Whatever you thought you knew about Christmas...think again.

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.*

*The Colour of Magic & The Light Fantastic*

*Collected Shorter Fiction*

*Guards! Guards!*

*(Discworld Novel 37)*

*(Discworld Novel 17)*

*In a distant and second-hand set of dimensions, in an astral plane that was never meant to fly . . . Imagine a flat world sitting on the backs of four elephants who hurtle through space balanced on a giant turtle. The Discworld is a place (and a time) strikingly parallel to our own—but also very different. But also very similar. To commemorate the twenty-fifth anniversary of the birth of the Discworld, the first two volumes of the remarkable Terry Pratchett's equally remarkable—and phenomenally successful—series were made available together, right here, in graphic novel form. These beautifully illustrated renditions of *The Colour of Magic* and *The Light Fantastic* show and tell the bizarre misadventures of the spectacularly inept wizard Rincewind and Twoflower, Discworld's very first—and possibly, portentously its very last—tourist. Not to mention the Luggage, which has a mind of its own. And teeth.*

*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. Terry Pratchett's profoundly irreverent, bestselling novels have garnered him a revered position in the halls of parody next to the likes of Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. In *The**

*Light Fantastic, only one individual can save the world from a disastrous collision. Unfortunately, the hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world.*

*The Light Fantastic* Harper Collins

*Small Gods*

*The Discworld Graphic Novels: The Colour of Magic and The Light Fantastic*

*Rincewind the Wizzard*

*The Rincewind Trilogy*

*The Discworld Graphic Novels*

It's just one of those days when nothing seems to go right--a most inopportune time for the first tourist ever to set foot (and carnivore) on Discworld to be extending his already eventful vacation. (Not that he currently has much choice in the matter.) But with a monstrous direct collision course, the future for the residents of this flat planet carried by four elephants riding on the shell of a giant turtle swimming through space appears uncertain at best. Fortunately, there is one individual who can save Discworld from total destruction. Unfortunately, that individual happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world.

Includes "The Colour of Magic", "The Light Fantastic", "Sourcery" and "Eric".

This collection includes all five Tiffany Aching novels in Terry Pratchett's beloved and bestselling Discworld series, including the final Discworld novel, *The Shepherd's Crown*. *The Wee Free Men*: Armed with only a frying pan and her common sense, young witch-to-be Tiffany Aching must defend her home against the monsters of Fairyland. Luckily she has some very unusual help: the local Nac Mac Feegle—aka the Wee Free Men. *Full of Sky*: Tiffany Aching is ready to begin her apprenticeship in magic. She expects spells and magic—not chores and ill-tempered nagging. Surely there must be more to witchcraft than this! Indeed, there is. . . . *Wintersmith*: When the Spirit of Winter takes a fancy to Tiffany Aching, she wants her to stay in his gleaming, frozen world. Forever. It will take the young witch's skill and cunning, as well as help from the legendary Weatherwax and the irrepressible Wee Free Men, to survive until Spring. *I Shall Wear Midnight*: As the witch of the Chalk, Tiffany Aching must do the distinctly unglamorous work of caring for the needy. But someone—or something—is inciting fear, generating dark thoughts and a plague against witches. Tiffany must find the source of unrest and defeat the evil at its root, for if she falls, the whole Chalk falls with her. *The Shepherd's Crown*: Deep in the Chalk, something is stirring. The owls and the foxes can sense it, and Tiffany Aching feels it in her boots. An old evil is gathering strength. This is a time of endings and beginnings, old friends and new, a blurring of edges and a shifting of power. Now Tiffany Aching stands between the light and the dark, the good and the bad. There will be a reckoning. . . .

It's suicide, Shyla. You're the prize they want. Through her courage and tenacity, Shyla Sun-Kissed has awoken the power of The Eyes of the City. But this feat only marks the beginning of the challenges that the magical order, the Invisible Sword, faces to free the underground city. Though they have allies among the monks and splinter cells inside the city, Shyla knows the Invisible Sword doesn't have the strength to fight a group fracturing due to the strain of losses from their latest ordeal, thinly veiled suspicions and endless disagreements, it's up to Shyla to unite the order. When both the draconian Water Prince and brutal Heliacal Priestess learn of Shyla's new powers, life becomes even more difficult. They will stop at nothing to capture Shyla and take the magic of The Eyes for themselves. Hunted at every turn and unable to hide, Shyla and the Invisible Sword must use every resource at their command - and unearth new ones - in their race to save the city from destruction. I

always seem to be one step ahead. And the cost to win the battle may be more than Shyla would ever be willing to pay...

Tiffany Aching Complete Collection

A Novel of Discworld

A Discworld Novel

The Colour of Magic ; The Light Fantastic ; Sourcery ; Eric

5 Books

'Incredibly funny, compulsively readable' 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 . . . 'What shall we do?' said Twoflower. 'Panic?' said Rincewind hopefully. He always held that panic was the best means of survival. As it moves towards a seemingly inevitable collision with a malevolent red star, the Discworld could do with a hero. What it doesn't need is a singularly inept and cowardly wizard, still recovering from the trauma of falling off the edge of the world, or a well-meaning tourist and his luggage which has a mind (and legs) of its own. Which is a shame, because that's all there is . . .

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The Discworld novels can be read in any order but The Light Fantastic is the second book in the Wizards series.

The New York Times bestselling author of the Discworld series delivers "fantasy with comedic flair" in his debut novel and first children's book (VOYA). In the beginning, there was nothing but endless flatness. Then came the Carpet . . . That's the old story everyone knows and loves. But now the Carpet is home to many different tribes and peoples, and there's a new story in the making. The story of Fray, sweeping a trail of destruction across the Carpet. The story of power-hungry moul-and of two brothers who set out on an adventure to end all adventures when their village is flattened. It's a story that will come to a terrible end-if someone doesn't do something about it. If everyone doesn't do something about it . . . First published in 1971, this hilarious and wise novel marked the debut of the phenomenal Sir Terry Pratchett. Years later, Sir Terry revised the work, and this special collectable edition includes the updated text, his original color and black-and-white illustrations, and an exclusive story-a forerunner to The Carpet People created by the seventeen-year-old nascent writer who would become one of the world's most beloved storytellers. "Only a writer with a masterstroke of imagination could place an entire empire of goodies and baddies within the fronds of a carpet."-Daily Mail "The perfect starting place for young readers; seasoned Pratchett fans will just revel in his wit,



his subversion of tropes and his sense of humanity . . . Small in scale but large in pleasure.”—Kirkus Reviews “Brilliantly funny dialogue, high peaks of imagination.”—The Times Imagine a flat world, sitting on the backs of four elephants, who hurtle through space balanced on a giant turtle. The Discworld is a place (and a time) parallel to our own – but also very different. That is the setting for Terry Pratchett's phenomenally successful Discworld series, which now celebrates its 25th anniversary. The Discworld Graphic Novels presents the very first two volumes of this much-loved series in graphic novel form. First published fifteen years ago, these fully illustrated versions are now issued for the first time in hardback. Introduced here are the bizarre misadventures of Twoflower, the Discworld's first ever tourist, and possibly – portentously – its last, and his guide Rincewind, the spectacularly inept wizard. Not to mention the Luggage, which has a mind of its own.

On A World Supported On The Back Of A Giant Turtle (Sex Unknown), A Gleeeful, Explosive, Wickedly Eccentric Expedition Sets Out. There S An Avaricious Buy Inept Wizard, A Naïve Tourist Whose Luggage Moves On Hundreds Of Dear Little Legs, Dragons Who Only Exist Ifyou Believe In Them, And Of Course The Edge Of The Planet&

The Colour of Magic and The Light Fantastic  
(Discworld Novel 2)

A Blink of the Screen  
(Discworld Novel 3)

Unseen Academicals

'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.

**Equal Rites**

**A Discworld Graphic Novel**

**Guards! Guards!: The Play**

**Terry Pratchett's The Light Fantastic**

**25th Anniversary Edition**