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# The Compleat Ankh Morpork

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A Cosmic Cornucopia  
The World of Poo  
Green Earth  
Black Adam: Rise and Fall of an Empire  
Nanny Ogg's Cookbook  
The Compleat Ankh-Morpork  
The Ankh-Morpork City Watch Discworld Journal  
Minecraft Bite-Size Builds  
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Death and Friends, A Discworld Journal  
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The Ultimate Discworld Companion  
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Where's My Cow?  
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The New Discworld Companion  
Terry Pratchett's Discworld Imaginarium  
The Discworld Companion  
A Tourist Guide To Lancre  
The Streets Of Ankh-Morpork  
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The Ankh-Morpork Archives  
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The Art of Prophecy  
GURPS Discworld  
Going Postal  
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Terry Pratchett's Discworld Colouring Book  
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Seriously Funny  
The Art of Discworld  
The Ankh-Morpork Archives: Volume Two  
The First Discworld Novels  
Judgment Day

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## CHRISTINE JADON

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A Cosmic Cornucopia Random House  
 Josh Kirby's exuberant cover paintings for Jerry Pratchett's bestselling Discworld series have spawned dozens of imitators, but no one has yet matched his irrepressible and chaotic humor. As this definitive collection of Kirby's art--including many formerly unpublished works--proves, his vision has many facets. They go from the wildest fantasies to the hardest sci-fi; some images evoke a macabre realm of horror, others portray chilling futuristic landscapes, but all are wondrous. An analysis of Kirby's career and techniques will increase your appreciation of each picture: the Discworld delights, bursting with detail and action; the ghoulish depictions of things that go bump in the night; and the representations of the science fiction worlds inspired by Ray Bradbury and Robert Silverberg. Plus: enjoy a comic compendium of interpretations from the pens of authors such as Tom Holt. A visual feast not to be missed, with an informative text by multiple Hugo Award-winner David Langford. 112 pages (all in color), 8 1/4 x 11 3/4.

The World of Poo Random House  
 With a a stunning cover design inspired by the iconic fashion featured in the book, this beautiful hardback edition is a special Puffin Classic created in partnership with the world-famous V & A Museum. Featuring an exclusive foreword by Elisabeth Murray, an Assistant Curator in the Fashion, Textiles and Furniture Department at the V&A. You never know where you'll find yourself in Alice's Adventures in Wonderland by Lewis Carroll! On an ordinary summer's afternoon, Alice tumbles down a hole and an

extraordinary adventure begins. In a strange world with even stranger characters, she meets a grinning cat and a rabbit with a pocket watch, joins a Mad Hatter's Tea Party, and plays croquet with the Queen! Lost in this fantasy land, Alice finds herself growing more and more curious by the minute . . .

Green Earth Dark Horse Comics

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.

Black Adam: Rise and Fall of an Empire

Random House

This is a book about reading a book, which turns into a different book. But it all ends happily!

**Nanny Ogg's Cookbook** Steve Jackson Games

In a city like Ankh-Morpork, where Assassins assassinate, thieves thieve and seamstresses, um . . . don't, Law and Order can be a complicated business. Thankfully His Grace, His Excellency, The Duke of Ankh, Commander Sir Samuel Vimes (Blackboard Monitor) and the Ankh-Morpork City Watch are here to keep the peace. The finest body of men, women, dwarfs, trolls, werewolves, golems, igors, gnomes, feegles, vampires (and whatever Nobby Nobbs is) on the face of the Discworld! The Ankh-Morpork City

Watch Journal provides jotting space for your notes, reports, observations and investigations, so kick back, relax and take down your particulars. To help you keep on the straight and narrow, you'll be aided and abetted by some choice quotes from Terry Pratchett's seminal *City Watch* novels.

**The Compleat Ankh-Morpork** Random House

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.

*The Ankh-Morpork City Watch Discworld Journal* Random House

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. Updated 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.

**Minecraft Bite-Size Builds** Penguin UK

'Bestselling, fedora-sporting, multi award-winning Knight of the Realm, creator of worlds and one of the most popular British authors on the planet, Terry Pratchett is not so much a writer as a one-man publishing phenomenon who has single-handedly re-shaped the world of fantasy fiction...satirised everything from religion to Hollywood, been adapted for stage and screen and proven beyond all doubt that a wizard's staff does indeed have a knob on the end.' SFX's Outstanding Contribution Award 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 eyeshot 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...'

*Dodger* Gollancz

Weaving together tales of a world after the Infinite Crisis, this collection follows Teth-Adam, the antihero better known as Black Adam, during the year without Superman, Wonder Woman, and Batman! Will Black Adam's vision of a free Kahndaq be realized, or will his dreams come crashing down around him? Collects stories from 52 #1-3, 6-10, 12-16, 18-26, 29-34, 36-40, 43-50, 52, and the 52 Omnibus.

Death and Friends, A Discworld Journal

Random House

The wizards of Unseen University are again called upon to defend their creation, Roundworld, this time in a courtroom—where its very existence hangs in the balance. The Omnians fervently believe that the world is round, not flat, and view the discovery of Roundworld as a vindication of their faith. To leave this artifact in the hands of the wizards would be unacceptable. Not only do the academics hold that Discworld is flat, but by creating the Roundworld universe, they have elevated themselves to the level of gods. Ankh-Morpork's venerable tyrant Lord Vetinari agrees to a tribunal, where the wizards Ridcully, Rincewind, and Ponder Stibbons can present their case—with key assistance from a Roundworld librarian named Marjorie Daw. JUDGMENT DAY weaves together

explorations of such Earthly topics as big science, creation, subatomic particles, the existence of dark matter, and the psychology of belief—a treat for Discworld fans and readers of popular science alike.

The Discworld Atlas Colin Smythe

"[Pratchett's] books are almost always better than they have to be, and *Going Postal* is no exception, full of nimble wordplay, devious plotting and outrageous situations, but always grounded in an astute understanding of human nature." — San Francisco Chronicle The 33rd installment in acclaimed New York Times bestselling author Sir Terry Pratchett's Discworld series, a splendid send-up of government, the postal system, and everything that lies in between.

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. The Discworld novels can

be read in any order but *Going Postal* is the first book in the Moist von Lipwig series.

*Astonishing Times* Gollancz

A “superb fantasy saga” (Helene Wecker) of martial arts and magic, about what happens when a prophesied hero is not the chosen one after all—but has to work with a band of unlikely allies to save the kingdom anyway, from the #1 New York Times bestselling author of *The Lives of Tao* “An ambitious and touching exploration of disillusionment in faith, tradition, and family—a glorious reinvention of fantasy and wuxia tropes.”—Naomi Novik, New York Times bestselling author of *A Deadly Education*  
**ONE OF THE BEST BOOKS OF THE YEAR:** Gizmodo, Kirkus Reviews, The Quill to Live  
 So many stories begin the same way: With a prophecy. A chosen one. And the inevitable quest to slay a villain, save the kingdom, and fulfill a grand destiny. But this is not that kind of story. It does begin with a prophecy: A child will rise to defeat the Eternal Khan, a cruel immortal god-king, and save the kingdom. And that prophecy did anoint a hero, Jian, raised since birth in luxury and splendor, and celebrated before he has won a single battle. But that’s when the story hits its first twist: The prophecy is wrong. What follows is a story more wondrous than any prophecy could foresee, and with many unexpected heroes: Taishi, an older woman who is the greatest grandmaster of magical martial arts in the kingdom but who thought her adventuring days were all behind her; Sali, a straitlaced warrior who learns the rules may no longer apply when the leader to whom she pledged her life is gone; and Qisami, a chaotic assassin who takes a little too much pleasure in the kill. And Jian himself, who has to find a way to

become what he no longer believes he can be—a hero after all.

*The Ultimate Discworld Companion*

Knopf

A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. '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.' Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)!

*The Discworld Almanak* Gollancz

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 over 70 million books worldwide (but who's counting?). The publication of *Snuff* brought the Discworld canon to 39 books - not including the various guides, mapps, diaries and other side-projects. That's a lot of Discworld to keep track of - more than most people can manage with just the one head - but fear not: help is at hand! If you're looking for the ultimate authority on probably the most heavily populated - certainly the most hilarious - setting in fantasy literature... If you need a handy guide to Discworld locales from Ankh-Morpork to Zemphis... If you want help telling Achmed the Mad from Jack Zweiblumen... If your life depends on being able to distinguish the Agatean Empire from the Zoons... ...look no further than *Turtle Recall* - the latest Discworld Companion, fully updated and completely up to *Snuff*!

**Where's My Cow?** BenBella Books, Inc.  
 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 Sweeney Todd and reach the giddy heights of Victorian society. Dodger may be living in the gutter, but he's heading for the stars . . .

**The Turtle Moves!** Collins & Brown  
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 New Discworld Companion Random House

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.

Terry Pratchett's Discworld Imaginarium Gollancz

A role playing game based on Terry Pratchett's Discworld.

The Discworld Companion Random House

The landmark trilogy of cutting-edge science, international politics, and the real-life ramifications of climate change—updated and abridged into a single novel More than a decade ago, bestselling author Kim Stanley Robinson began a groundbreaking series of near-future eco-thrillers—Forty Signs of Rain, Fifty Degrees Below, and Sixty Days and Counting—that grew increasingly urgent and vital as global warming continued unchecked. Now, condensed into one volume and updated with the latest research, this sweeping trilogy gains new life as Green Earth, a chillingly realistic novel that plunges readers into

great floods, a modern Ice Age, and the political fight for all our lives. The Arctic ice pack averaged thirty feet thick in midwinter when it was first measured in the 1950s. By the end of the century it was down to fifteen. One August the ice broke. The next year the breakup started in July. The third year it began in May. That was last year. It's a muggy summer in Washington, D.C., as Senate environmental staffer Charlie Quibler and his scientist wife, Anna, work to call attention to the growing crisis of global warming. But as they fight to align the extraordinary march of modern technology with the awesome forces of nature, fate puts an unusual twist on their efforts—one that will pit science against politics in the heart of the coming storm. Praise for the Science in the Capital trilogy "Perhaps it's no coincidence that one of our most visionary hard sci-fi writers is also a profoundly good nature writer—all the better to tell us what it is we have to lose."—Los Angeles Times "An

unforgettable demonstration of what can go wrong when an ecological balance is upset."—The New York Times Book Review "Absorbing and convincing."—Nature  
*A Tourist Guide To Lancre* HarperCollins 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.

Best Sellers - Books :

- [Outlive: The Science And Art Of Longevity](#)
- [The Body Keeps The Score: Brain, Mind, And Body In The Healing Of Trauma By Bessel Van Der Kolk M.d.](#)
- [My First Library : Boxset Of 10 Board Books For Kids By Wonder House Books](#)
- [Love You Forever](#)
- [Adult Children Of Emotionally Immature Parents: How To Heal From Distant, Rejecting, Or Self-involved Parents](#)
- [The Legend Of Zelda: Tears Of The Kingdom - The Complete Official Guide: Collector's Edition By Piggyback](#)
- [Iron Flame \(the Empyrean, 2\)](#)
- [Things We Never Got Over \(knockemout\)](#)
- [The Last Thing He Told Me: A Novel By Laura Dave](#)
- [Think And Grow Rich: The Landmark Bestseller Now Revised And Updated For The 21st Century \(think And Grow Rich Series\)](#)