

# Access Free Terry Pratchett Hogfather Pdf Free Copy

**Hogfather** Hogfather Terry Pratchett's  
*Hogfather Hogfather* **Hogfather** *Death and  
Friends, A Discworld Journal* **Hogfather: a  
Hogswatch Carol** Nation **Within the  
Sanctuary of Wings Jingo Death Trilogy** *The  
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Hogfather *The Flying Inn* Hogfather **Good  
Omens** **Men At Arms** **Thief of Time** **Mort** **The  
Illustrated Hogfather Screenplay**  
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of a Liche* **Hogfather T-Shirt** **The Carpet  
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**Thud!** *Soul Music* **Philosophy and Terry  
Pratchett** **Terry Pratchett's Mort Dodger's**

## **Guide to London Wizard's Hall The Bromeliad Trilogy Unseen Academicals Diggers**

All three instalments of the amazing Bromeliad trilogy available again in one very special edition. To the thousands of tiny nomes living under the floorboards of a large department Store, there is no Outside. No Day or Night, no Sun or Rain. They're just daft old legends. Until they hear the devastating news that the Store is to be demolished... And so, their journey begins. From the store to an abandoned quarry - where they find the monster Jekub - and on to a place where they must steal one of those space shuttle

things, all the nomes want is to get home again. They don't mean to cause any trouble... A magnificent trilogy of tales about a race of little people struggling to survive in a world full of humans. 'Pratchett gives his cast plenty of personality and fuels the plot with nonstop comedy.' Kirkus Reviews 'Witty, funny, wise and altogether delightful.' Locus From the world's number one fantasy writer, Terry Pratchett. New York Times bestselling author Terry Pratchett makes Death a central character in *Mort*, his fourth sojourn to Discworld, the fantasy cosmos where even the angel of darkness needs some assistance. Death comes to everyone eventually on Discworld. And now he's come to *Mort* with an offer the young man can't refuse. (No, literally, can't refuse since being dead isn't exactly compulsory.) Actually, it's a pretty good deal. As Death's apprentice, *Mort* will have free board and lodging. He'll get use of the company horse. And he won't have to take any time off for family funerals. But despite the obvious perks,

young *Mort* is about to discover that there is a serious downside to working for the Reaper Man . . . because this perfect job can be a killer on one's love life. 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. 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's—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 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! Death comes to us all. When he came to Mort he offered him a job. But when Mort is left in charge for an evening, he allows his heart to rule his head and soon the whole of causality and the future of the Discworld itself, are at risk. Along the way, Mort encounters not only Death's adopted daughter, Ysabell - who has been 16 for 35 years - and his mysterious manservant Albert

- whose cooking can harden an artery at ten paces - but also an incompetent wizard with a talking doorknocker and a beautiful, but rather bad-tempered and dead, princess. He also of course meets Death. A doubly disgraced Dwarven hero. A band of accident-prone adventurers. Giving redemption a second shot may have been a grave mistake... If you like rib-tickling shenanigans, second-rate heroes, and imaginative new takes on tired tropes, then you'll love J. Zachary Pike's hilarious blend of finance and high fantasy. Fantasy roman. '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. 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... “Start with Douglas Adams’s comic science fiction (A Hitchhiker’s Guide to the Galaxy) and J.R.R. Tolkien’s alternative worlds, mix in James Ellroy’s gritty realism and Jonathan Swift’s unflinching satire and, if you’re lucky, you’ll get something like Terry Pratchett’s Thud!” —Wall Street Journal City Watch

Commander Sam Vimes must solve the murder of a prominent dwarf or watch as Discworld is plunged into a bloody civil war in Terry Pratchett’s delightful Discworld satire, a brilliant tale of prejudice, ancient feuds, and tender fatherhood Long, long ago, in a gods-forsaken hellhole called Koom Valley, trolls and dwarfs met in bloody combat. Centuries later, each side still views the other with simmering animosity that has been heightened of late because of one Grag Hamcrusher. The influential dwarf has been fomenting unrest among a section of Ankh-

Morpork’s citizenry—a volatile situation made far worse when the petite provocateur is discovered bashed to death . . . with a troll club lying conveniently nearby. If he doesn’t solve the murder of just one dwarf, Commander Sam Vimes of Ankh-Morpork City Watch is going to see it fought again, right outside his office. But more than one corpse is waiting for Vimes in the eerie, summoning darkness of a labyrinthine mine network being secretly excavated beneath Ankh-Morpork’s streets. With war-drums beating ever louder, Vimes must unravel every clue, outwit every assassin, and brave any darkness to find the solution. And the darkness is following him, pulling him deep into the muck and mire of superstition, hatred, and fear—and perhaps all the way to Koom Valley itself. Until six o’clock every day, when without fail, the Commander goes home to read Where’s My Cow?, with accompanying farmyard noises, to his little boy. Because there are some things you must do. The Discworld novels can be read in any order but

Thud! is the 7th book in the City Watch collection and the 34th Discworld book. The City Watch collection in order: Guards! Guards! Men at Arms Feet of Clay Jingo The Fifth Elephant Night Watch Thud! Snuff Hogswatchnight is fast approaching, and the Hogfather (that jolly fat man who delivers presents to the kiddies) is missing. But it's vital that all the presents are delivered, otherwise the sun won't rise tomorrow. However, there is another supernatural entity who can be everywhere at once and, most importantly, knows where everybody lives. And Death reckons that with a false beard and a few cushions, it might just work. And while Death is busy working out the mysteries of climbing down chimneys and drinking sherry, it's up to Susan to track down the real Hogfather. It's a dark time of the year. There are monsters afoot. And some of them look just like us. HO HO HO. You'd better watch out . . . Terry Pratchett's bestseller, adapted and directed by Vadim Jean, is a two-part live-

action/CGI film for Sky One starring David Jason and a host of other great British character actors. 'Has the energy of The Hitch-Hiker's Guide to the Galaxy and the inventiveness of Alice in Wonderland' Sunday 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 . . . OH, THERE HAS TO BE SOMETHING IN THE STOCKING THAT MAKES A NOISE, said Death, OTHERWISE WHAT IS 4:30 A.M. FOR? Superstition makes things work in the Discworld and undermining it can have Consequences. It's just not right to find Death creeping down chimneys and trying to say Ho Ho Ho . . . It's the last night of the year, the time is turning, and if Susan, Gothic governess and Death's granddaughter (sort of), doesn't sort everything out by morning, there won't be a morning. Ever again . . . \_\_\_\_\_ The Discworld novels can be read in any order but Hogfather is the fourth book in the Death series;

a festive feast of darkness (but with jolly robots and tinsel too). Within the Sanctuary of Wings is the conclusion to Marie Brennan's thrilling Lady Trent Memoirs After nearly five decades (and, indeed, the same number of volumes), one might think they were well-acquainted with the Lady Isabella Trent--dragon naturalist, scandalous explorer, and perhaps as infamous for her company and feats of daring as she is famous for her discoveries and additions to the scientific field. And yet--after her initial adventure in the mountains of Vystrana, and her exploits in the depths of war-torn Eriga, to the high seas aboard The Basilisk, and then to the inhospitable deserts of Akhia--the Lady Trent has captivated hearts along with fierce minds. This concluding volume will finally reveal the truths behind her most notorious adventure--scaling the tallest peak in the world, buried behind the territory of Scirland's enemies--and what she discovered there, within the Sanctuary of Wings. The Lady Trent Memoirs 1. A Natural History of Dragons

2. The Tropic of Serpents 3. Voyage of the Basilisk 4. In the Labyrinth of Drakes 5. Within the Sanctuary of Wings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Time isn't a toy to be played with. It's bigger than all of us. It exists outside the artificial and arbitrary divisions into which humankind has presumptuously shoehorned it. It needs to be elastic. To understand truly, you have to see time as the most important resource we have. You mess with it at your peril. 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. 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. It's the night before Hogswatch. And it's too quiet. Superstition makes things work in the Discworld, and undermining it can have consequences. It's just not right to find Death creeping down chimneys and trying to say 'Ho Ho Ho...' It's the last night of the year, the time is turning, and if Susan, gothic governess and

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Death's granddaughter (sort of), doesn't sort everything out by morning, there won't be a morning. Ever again... Adapted by Terry Pratchett's long-time collaborator Stephen Briggs, this play text version of Pratchett's bestselling Discworld novel *Hogfather* wittily and faithfully reimagines the story for the stage. The classic collaboration from the internationally bestselling authors Neil Gaiman and Terry Pratchett, soon to be an original series starring Michael Sheen and David Tennant. ?Season 2 of *Good Omens* coming soon! “*Good Omens* . . . is something like what would have happened if Thomas Pynchon, Tom Robbins and Don DeLillo had collaborated. Lots of literary inventiveness in the plotting and chunks of very good writing and characterization. It’s a wow. It would make one hell of a movie. Or a heavenly one. Take your pick.” —Washington Post According to *The Nice and Accurate Prophecies of Agnes Nutter, Witch* (the world's only completely accurate book of prophecies, written in 1655, before she



exploded), the world will end on a Saturday. Next Saturday, in fact. Just before dinner. So the armies of Good and Evil are amassing, Atlantis is rising, frogs are falling, tempers are flaring. Everything appears to be going according to Divine Plan. Except a somewhat fussy angel and a fast-living demon—both of whom have lived amongst Earth's mortals since The Beginning and have grown rather fond of the lifestyle—are not actually looking forward to the coming Rapture. And someone seems to have misplaced the Antichrist . . . 'I'll be more enthusiastic about encouraging thinking outside the box when there's evidence of any thinking going on inside it.' The most quotable writer of our time, Terry Pratchett's unique brand of wit made him both a bestseller and an enduring, endearing source of modern wisdom. This collection is filled with his funniest and most memorable words about life, the universe and snoring. The brilliant, chilling debut of Karen White's New York Times bestselling Tradd Street series, featuring a

Charleston real estate agent who loves old houses--and the secret histories inside them. Practical Melanie Middleton hates to admit she can see ghosts. But she's going to have to accept it. An old man she recently met has died, leaving her his historic Tradd Street home, complete with housekeeper, dog--and a family of ghosts anxious to tell her their secrets. Enter Jack Trenholm, a gorgeous writer obsessed with unsolved mysteries. He has reason to believe that diamonds from the Confederate Treasury are hidden in the house. So he turns the charm on with Melanie, only to discover he's the smitten one... It turns out Jack's search has caught the attention of a malevolent ghost. Now, Jack and Melanie must unravel a mystery of passion, heartbreak--and even murder. The sea has taken everything. Mau is the only one left after a giant wave sweeps his island village away. But when much is taken, something is returned, and somewhere in the jungle Daphne—a girl from the other side of the

globe—is the sole survivor of a ship destroyed by the same wave. Together the two confront the aftermath of catastrophe. Drawn by the smoke of Mau and Daphne's sheltering fire, other refugees slowly arrive: children without parents, mothers without babies, husbands without wives—all of them hungry and all of them frightened. As Mau and Daphne struggle to keep the small band safe and fed, they defy ancestral spirits, challenge death himself, and uncover a long-hidden secret that literally turns the world upside down. . . . Internationally revered storyteller Terry Pratchett presents a breathtaking adventure of survival and discovery, and of the courage required to forge new beliefs. A Young Dwarf's Dream Corporal Carrot has been promoted! He's now in charge of the new recruits guarding Ankh-Morpork, Discworld's greatest city, from Barbarian Tribes, Miscellaneous Marauders, unlicensed Thieves, and such. It's a big job, particularly for an adopted dwarf. But an even bigger job awaits.

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An ancient document has just revealed that Ankh-Morpork, ruled for decades by Disorganized crime, has a secret sovereign! And his name is Carrott... And so begins the most awesome epic encounter of all time, or at least all afternoon, in which the fate of a city—indeed of the universe itself!—depends on a young man's courage, an ancient sword's magic, and a three-legged poodle's bladder. The Hogswatchnight yuletide season is disrupted by the evil deeds of the Auditors, who replace the red-suited Hogfather with a scythe-bearing demon, prompting the Unseen University wizards and their monster-bashing nanny to launch a rescue plan. Reissue. (A Hallmark television movie, airing December 2006, starring David Jason & Ian Richardson) (Fantasy) “Discworld is more complicated and satisfactory than Oz . . . has the energy of The Hitchhiker’s Guide to the Galaxy and the inventiveness of Alice in Wonderland . . . brilliant.” —A. S. Byatt  
When war, magic, politics, and one deliciously

inept wizard collide, zany mayhem ensues in this delightful satire in Sir Terry Pratchett's internationally bestselling Discworld series. To the fine denizens of Discworld, the phrase "May you live in interesting times" is a curse. No one wishes to hear those words, especially not Rincewind. The distinctly unmagical sorcerer has barely survived more than a few "interesting times" and he isn't looking to experience any more. But when a request for a "Great Wizzard" arrives in Ankh-Morpork via carrier albatross from the faraway Counterweight Continent, Rincewind is named emissary. The Agatean Empire's current ruler is on the brink of downfall, and chaos is all but certain to arise in the wake. For some incomprehensible reason, someone believes Rincewind will have a mythic role in the war and the ensuing bloodletting. Cohen the Barbarian and his extremely elderly Silver Horde are already hard at work planning for the looting and pillaging. Anyone can be a hero, but there's only one Rincewind—and he

believes he owes it to the world to keep that one alive for as long as possible. The Discworld novels can be read in any order but Interesting Times is the fifth installment in the Wizards collection (and the 18th Discworld book). The other books in the Wizards collection include: The Color of Magic The Light Fantastic Sourcery Eric The Last Continent Unseen Academicals 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. 'People didn't seem to be able to

remember what it was like with the elves around. Life was certainly more interesting then, but usually because it was shorter. And it was more colourful, if you liked the colour of blood . . . ' On Midsummer Night, dreams are especially powerful. So powerful, in fact, that they can cause the walls between realities to come crashing down. And some things you really don't want to break through. The witches Granny Weatherwax, Nanny Ogg and Magrat Garlick return home to discover that elves have invaded Lancre. And even in a world of wizards, trolls, dwarfs, Morris dancers - and the odd orangutan - they're spectacularly nasty creatures. The fairies are back - and this time they don't just want your teeth . . . 'His spectacular inventiveness makes the Discworld series one of the perennial joys of modern fiction' Mail on Sunday 'Cracking dialogue, compelling illogic and unchained whimsy' The Sunday Times Lords and Ladies is the fourth book in the Witches series, but you can read the Discworld novels in

any order. '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. Why we all deserve a life worth living and a death worth dying for 'Most men don't

fear death. They fear those things - the knife, the shipwreck, the illness, the bomb - which precede, by microseconds if you're lucky, and many years if you're not, the moment of death.' When Terry Pratchett was diagnosed with Alzheimer's in his fifties he was angry - not with death but with the disease that would take him there, and with the suffering disease can cause when we are not allowed to put an end to it. In this essay, broadcast to millions as the BBC Richard Dimbleby Lecture 2010 and previously only available as part of A Slip of the Keyboard, he argues for our right to choose - our right to a good life, and a good death too. 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. This sumptuously illustrated volume is the tie-in to Hogfather, the first-ever, live-action/CGI Discworld film. It's the most wonderful time of the year, Hogswatchnight, when the Hogfather himself dons his red suit and climbs in his sleigh pulled by—of course—eight hogs, to shower gifts across Discworld. But when the fat man goes missing, someone has to sit in. It's up to Death to take up the reigns—otherwise the sun won't shine tomorrow . . . or ever again. Who would want to harm Discworld's most beloved icon? Very few things are held sacred in this twisted, corrupt, heartless—and oddly familiar—universe, but the Hogfather is one of them. Yet here it is, Hogswatchnight, that most joyous and

acquisitive of times, and the jolly, old, red-suited gift-giver has vanished without a trace. And there's something shady going on involving an uncommonly psychotic member of the Assassins' Guild and certain representatives of Ankh-Morpork's rather extensive criminal element. Suddenly Discworld's entire myth system is unraveling at an alarming rate. Drastic measures must be taken, which is why Death himself is taking up the reins of the fat man's vacated sleigh . . . which, in turn, has Death's level-headed granddaughter, Susan, racing to unravel the nasty, humbuggian mess before the holiday season goes straight to hell and takes everyone along with it. An inept wizard-in-training is the only one who can save his classmates from the terrible sorcery that threatens to devour their magical school. Acclaimed master fantasist Jane Yolen imagines an academic world of wonders where paintings speak, walls move, monsters are made real, and absolutely anything can happen—as she introduces readers to a hero as

hapless as the legendary Merlin is powerful. It was Henry's dear ma who decided to send him off to Wizard's Hall to study sorcery, despite the boy's apparent lack of magical talent. He has barely stepped through the gates of the magnificent school when he is dubbed Thornmallow ("prickly on the outside, squishy within"). Still, regardless of his penchant for turning even the simplest spell into a disaster, Thornmallow's teachers remain kind and patient, and he soon has a cadre of loyal, loving friends. But there is something that no one is telling the boy: As the 113th student to enroll in the wondrous academy, Thornmallow has an awesome and frightening duty to fulfill—and failure will mean the destruction of Wizard's Hall and everyone within its walls. This volume contains *Mort*, *Reaper Man* and *Soul Music*, all starring Death, the Discworld's most endearing character, his steed Binky, his granddaughter Susan, the *Death of Rats* and all the various denizens of the Discworld. 'Humans need fantasy

to be human. To be the place where the falling angel meets the rising ape.' 'Twas the night before Hogswatch and all through the house . . . something was missing. Superstition makes things work in the Discworld and undermining it can have consequences. When Death realizes that belief in the Hogfather is dangerously low, he decides to take on the job. But it's just not right to find a seven-foot skeleton creeping down your chimney and trying to say 'ho, ho, ho'. It's the last night of the year, the time is turning, and if Susan, gothic governess and Death's granddaughter, doesn't sort everything out by morning, there won't be a morning. Ever again . . . 'Has the energy of The Hitchhiker's Guide to the Galaxy and the inventiveness of Alice in Wonderland' Sunday Times Hogfather is the fourth book in the Death series, but you can read the Discworld novels in any order. 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. Philosophy and Terry Pratchett is the first attempt by philosophers to explore themes in Sir Terry Pratchett's writings. It will appeal to both specialists and fans of Pratchett with serious essays written in a manner accessible to anyone who enjoys, or is curious about, Pratchett's work.