

# Mort Discworld 4 Terry Pratchett

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*Mort Discworld 4 Terry Pratchett*

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## MELANY GABRIELLE

Random House

Eric calls up a demon to grant him three wishes - but what he gets is the Discworld's most incompetent wizard... Eric is the Discworld's only demonology hacker. The trouble is, he's not very good at it. All he wants is the usual three wishes: to be immortal, rule the world and have the most beautiful woman fall madly in love with him. The usual stuff. But what he gets is Rincewind, the Disc's most incompetent wizard, and Rincewind's Luggage (the world's most dangerous travel accessory) into the bargain. Terry Pratchett's hilarious take on the Faust legend stars many of the Discworld's most popular characters in an outrageous adventure that will leave Eric wishing once more - this time, quite fervently, that he'd never been born.

*Snuff* Harper Collins

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.

*The Nice and Accurate Prophecies of Agnes Nutter, Witch* Harper Collins

In the third novel in the New York Times bestselling Iron Druid Chronicles, two-thousand year-old Druid Atticus O'Sullivan must take down the Norse god of thunder himself. "A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic."—Ari Marmell, author of *The Warlord's Legacy* When the naysayers say, "Nay, don't mess with the man who wields the lightning bolts," ninety-nine times out of a hundred, the ancient Druid Atticus O'Sullivan would nod along and agree. But when multiple people convince him that Thor, the Norse god of thunder, needs to get got, he thinks maybe this is the one time he should ignore the advice of the wise—even if those sages include deities who tend not to be wrong about very much. Because Thor has undeniably done somebody wrong—many somebodies, in fact, and Atticus doesn't think he can simply dismiss it as someone else's problem. Plus he has made promises that he doesn't feel he can break, promises that will take him away from Midgard to the planes of the Norse, where his actions will create ripples throughout the nine realms. On top of that there's a turf war brewing amongst the vampires, a zealous group of mystic hunters called the Hammers of God running rampant,

and a pack of werewolves who very much don't wish to see their leader taken off to Valhalla. In order to avoid being the nail underneath the hammer Mjöllnir, Atticus will need every ounce of Irish luck he can muster, and maybe the help of a few deities in his corner. Don't miss any of The Iron Druid Chronicles: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED | SCOURGED | BESIEGED

**Eric** Random House

"Pratchett . . . has a satirist's instinct for the absurd and a cartoonist's eye for the telling detail." —Daily Telegraph (London) "The purely funniest English writer since Wodehouse."

—Washington Post Book World Sam Vimes, watch commander of Ankh-Morpork, is at long last taking a much-needed (and well deserved) vacation. But, of course, this is Discworld®, where nothing goes as planned—and before Vimes can even change his cardboard-soled boots for vacationer's slippers, the gruff watch commander soon finds himself enmeshed in a fresh fiasco fraught with magic, cunning, daring, and (for the reader more than for poor Vimes) endless hilarity. Did he really expect time off? As Vimes himself says in *Feet of Clay*, "there's some magical creature called 'overtime,' only no one's even seen its footprints." Following the New York Times bestselling *Unseen Academicals*, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.

*Reaper Man* Tor Books

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. *Going Postal* Random House

'Classic English humour, with all the slapstick, twists and dry observations you could hope for' 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 . . . 'This is a story about sex and drugs and Music With Rocks In. Well... ..one out of three ain't bad.' Being sixteen is always difficult, even more so when there's a Death in the family. After all, it's hard to grow up normally when Grandfather rides a white horse and wields a scythe. Especially if he decides to take a well-earned moment to uncover the meaning of life and discover himself in the process, so that you have to take over the family business, and everyone mistakes you for the

Tooth Fairy. And especially when you have to face the new and addictive music that has entered 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.

The Discworld novels can be read in any order but *Soul Music* is the third book in the Death series.

*Mort* Bloomsbury Publishing

It was a sudden strange fancy, and now Polly Perks, in her brother's clothes and her hair cut off, has joined up to fight for her country. But who is the enemy? What is she really fighting for? War teaches you a lot, she finds, when it turns out that you joined the Monstrous Regiment.

*The Discworld Almanak* Random House

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 *Equal Rites*, a dying wizard tries to pass on his powers to an eighth son of an eighth son, who is just at that moment being born. The fact that the son is actually a daughter is discovered just a little too late.

*Guards! Guards!* Random House

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...

*Mort* MIRA

Unable to be objective, Mort, Death's bumbling apprentice, kills an assassin instead of Keli, the princess who should have been his victim.

*A Novel of Discworld* Random House

Death comes to us all. When he came to Mort, he offered him a job. Henceforth, Death is no longer going to be the end, merely the means to an end. 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 he discovers that it can be a killer on his love life...

**A Discworld Big Comic** Mort(Discworld Novel 4)

"A close-up look at how wartime chaos affects a tight-knit group of women living on Hawaii in 1944 at the height of Pacific combat.... [Violet's] journey overcoming her trials and grief through friendship, family, and romance is a story of strength and perseverance."—Booklist Violet Iverson and her young daughter, Ella, are piecing their lives together after the disappearance of her husband. As rumors swirl and questions about his loyalties surface, Violet believes Ella knows something. But Ella is

stubbornly silent. Something—or someone—has scared her. With the island overrun by troops training for a secret mission, tension and suspicion between neighbors is rising. To get through the difficult days, Violet bands together with her close friends and they open a pie stand near the military base, offering the soldiers a little homemade comfort. Try as she might, Violet can't ignore her attraction to the brash marine who comes to her aid when the women are accused of spying. Desperate to discover the truth behind what happened to her husband, while keeping her friends and daughter safe, Violet is torn by guilt, fear and longing as she faces losing everything. Again. "A bittersweet story of cinematic proportions."—BookPage

**Tiffany Aching Complete Collection** HarperCollins

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.

*Wyrd Sisters* Harper Collins

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.

*Interesting Times* Orion Publishing Group

Book Three of the Magic Kingdom of Lanover Series It all began when the half-able wizard Questor Thews announced that finally he could restore the Court Scribe Abernathy to human form. It was his spell that had turned Abernathy into a Wheaten Terrier—though with hands and able to talk. All went well—until the wizard breathed the magic dust of his spell and suddenly sneezed. Then, where Abernathy had stood, there was only a bottle containing a particularly evil imp. It had been in the collection of Michael Ard Rhi, former King of Lanover, now exiled to Earth. Abernathy must now be a part of that collection! High Lord Ben Holiday set forth for Earth, taking his green but beautiful love, Willow, with him. Unfortunately, they were long in returning. And without the soil in which to root as a tree at times, Willow could not long survive. That left it up to Questor Thews to save them. Grimly he set out to seek help, knowing himself to be incompetent. And to make things worse, the imp had escaped and sought the help of the evil witch Nightshade, now back from exile in Faerie. Questor's only idea seemed impossible, but . . .

**A Novel of Discworld** Harper Collins

Mort(Discworld Novel 4)Random House

*Hogfather* DEBOLSILLO

This is where the dragons went. They lie... not dead, not asleep, but... dormant. And although the space they occupy isn't like normal space, nevertheless they are packed in tightly. They could put you in mind of a can of sardines, if you thought sardines were huge and scaly. And presumably, somewhere, there's a key... GUARDS! GUARDS! is the 8th Discworld novel - and after this, dragons will never be the same again!

*The Wee Free Men: The Beginning* Random House

~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. 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 city'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.

*Sourcery* Anchor

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 DISCWORLD FACES ITS GREATEST - AND FUNNIEST - CHALLENGE YET.

*A Hat Full of Sky* Harper Collins

'Funny, delightfully inventive, and refuses to lie down in its genre' Observer 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 . . . There is a curse. They say: may you live in interesting times. 'May you live in interesting times' is the worst thing one can wish on a citizen of Discworld, especially on the distinctly unmagical Rincewind, who has had far too much perilous excitement in his life and can't even spell wizard. So when a request for a ;Great Wizzard; arrives in Ankh-Morpork via carrier albatross from the faraway Counterweight Continent, it's the endlessly unlucky Rincewind who's sent as emissary. The oldest (and most heavily fortified) empire on the Disc is in turmoil, and Chaos is building. And, for some incomprehensible reason, someone believes Rincewind will have a mythic role in the ensuing war and wholesale bloodletting. There are too many heroes already in the world, but there is only one Rincewind. And 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 book in the Wizards series.

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