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Cow? The Magic of Terry Pratchett A Blink of the Screen *Nation* Sourcery *The Ankh-Morpork Archives: Volume Two* *The World of*
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Unofficial Companion to the Novels of Terry Pratchett **The Truth Going Postal** **The Ankh-Morpork Archives Ideological**
Battlegrounds – Constructions of Us and Them Before and After 9/11 *Volume 1* *Pyramids* Shaking Hands with Death **Darwin's**
Watch **The Time-travelling Caveman** Terry Pratchett: A Life With Footnotes

A charming tale for people of all ages (but especially for young Sam Vimes). A Discworld artefact which was featured in 'Snuff' is now available to Discworld readers. Sixth book of the original and best CITY WATCH series, now reinterpreted in BBC's The Watch 'The best Discworld book in the whole world ever. Until next time.' SFX 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 . . . 'Don't put your trust in revolutions. They always come round again. That's why they're called revolutions. People die, and nothing changes.' For a policeman, there can be few things worse than a serial killer loose in your city. Except, perhaps, a serial killer who targets coppers, and a city on the brink of bloody revolution. For Commander Sam Vimes, it all feels horribly familiar. Caught on the roof of a very magical building during a storm, he's found himself back in his own rough, tough past without even the clothes he was standing up in when the lightning struck. Living in the past is hard, especially when your time travel companion is a serial killer who knows where you live. But he must survive, because he has a job to do: track down the murderer and change the outcome of the rebellion. The problem is: if he wins, he's got no wife, no child, no future... "The effects of 9/11 ramify through a network of conduits and pathways,

including the examples of expressive culture this volume explores; and the registration of those effects will likewise be felt in an array of documents and texts. The cultural, literary, and mass mediated effects of 9/11 encompass the globe and the chapters in this volume assume a transnational and international range of vantage points. The topics examined include the representation of Islam and Moslems in a number of texts and genres, the political and psychological dilemmas faced by characters in a number of literary works, and the refraction of current psycho-cultural-political tensions in forms of expressive culture in which the effects of 9/11 are felt in other than explicit ways. Was 9/11 a moment that punctuated and disrupted the movement of history or, as one of the authors suggests, did it act as a catalyst to escalate existing stereotypes? The chapters investigate not just different genres and cultural forms but distinct modes of intersection between the political, the cultural and the psychological. One achievement of this volume is to show how 9/11's effects at times insinuate themselves in discourse through nuance and subtlety, and at other times frontally assault texts and images. In the words of one article, "modern Dutch post-9/11 novels directly participate in current cultural and political discourses." By the same token, these cultural and political discourses participate in novels, films, TV shows, and the effects of 9/11 proliferate and concentrate in this exchange. This volume draws timely attention to the multiple forms of this complex interaction." Dr Patrick Hagopian, University of Lancaster A splendid send-up of government, the postal system, and everything that lies in between in this newest entry in Terry Pratchett's internationally bestselling Discworld series. Convicted con man and forger Moist von Lipwig is given a choice: Face the hangman's noose, or get Ankh Morpork's ancient Post Office up and running efficiently! It was a tough decision . . . Now, the former criminal is facing really big problems. There's tons of undelivered mail. Ghosts are talking to him. One of the postmen is 18,000 years old. And you really wouldn't want to know what his new girlfriend can do with a shoe. To top it all off, shadowy characters don't want the mail moved. Instead, they want him dead—deader than all those dead letters. (And here he'd thought that all he'd have to face was rain, snow, and gloom of night . . .) When Charles Darwin writes the wrong book and reverses the progress of science, Unseen University's wizards must once again save Roundworld (Earth, that is) from an apocalyptic end. Ever since a wizardly experiment inadvertently brought about the creation of Roundworld, the wizard scholars of Unseen University have done their best to put things on the right course. In Darwin's Watch they may face their greatest challenge yet: A man called Darwin has written a bestselling book called The Theology of the Species, and his theory of scientific design has been witlessly embraced by Victorian society. As a result, scientific progress has slowed to a crawl, and the wizards must find a way to change history back to the way it should have been. DARWIN'S WATCH EXPLORES THE REVERBERATIONS of major scientific advances on our planet and our culture, the dangers of obscurantism, and the theory of evolution as you have never seen it before. This brilliant addition to Pratchett's beloved Discworld series illustrates with great wit and wisdom how the laws of our universe truly are stranger than fiction. Commander Sam Vimes must solve the murder of one dwarf or see the Battle of Koom Valley reenacted right outside his office. This

book highlights the multi-dimensionality of the work of British fantasy writer and Discworld creator Terry Pratchett. Taking into account content, political commentary, and literary technique, it explores the impact of Pratchett's work on fantasy writing and genre conventions. With chapters on gender, multiculturalism, secularism, education, and relativism, Section One focuses on different characters' situatedness within Pratchett's novels and what this may tell us about the direction of his social, religious and political criticism. Section Two discusses the aesthetic form that this criticism takes, and analyses the post- and meta-modern aspects of Pratchett's writing, his use of humour, and genre adaptations and deconstructions. This is the ideal collection for any literary and cultural studies scholar, researcher or student interested in fantasy and popular culture in general, and in Terry Pratchett in particular. A hugely revealing critical encyclopedia of the whole Pratchett oeuvre, including non-Discworld novels, works for children and miscellanea. The doctoral thesis argues that the term Subcreation with its revised and broadened definition, in part differing from J.R.R. Tolkien's original term sub-creation, may be used for the discussion of the making of fictional worlds in literary discourse. The successful conception of a fictional world depends on the reader's willing suspension of disbelief. This depends both on the author and his skilled composition of the world and all its aspects, as well as on the reader's acceptance of this invented fictional world. The author needs to create a narrative with an inner consistency, which is crucial to achieving the effect of the reader's immersion in the fictional world. The fundamental aspects that an author needs to realize to achieve successful Subcreation have been structured into and analysed in four categories: Language and Linguistic Variation, Physiopoeia, Anthropoeia and Mythopoeia. Furthermore, this thesis shows that, as contemporary examples of fantastic literature, both Tad Williams's and Terry Pratchett's fictional worlds are successfully created through the realization of these aspects of Subcreation. Apart from commenting on the success of the subcreative process, this thesis also remarks upon the cultural influences both authors include in their writings. While both may be considered Anglophone in a general categorization, Pratchett's Discworld retains a feeling of 'Britishness' that is not to be found in Williams's Otherland. The thesis proposes several approaches to Subcreation that may be studied subsequently. So, for example, it may be possible to determine the success of an author's Subcreation by collecting empirical data. Apart from literary works this field of studies may also include other media. Throughout history, from at least as far back as the Epic of Gilgamesh, mankind has shown a fascination with physical transformation—especially that of humans into animals. Tales of such transformations appear in every culture across the course of history. They have been featured in the Western world in the work of such authors as Ovid, Petronius, Marie de France, Saint Augustine, Jack Williamson, Charles de Lint, Charaline Harris, Terry Pratchett, and J. K. Rowling. This book approaches werewolves as representations of a proposed shape-shifter archetype, examining, with reference to earlier sources, how and why the archetype has been employed in modern literature. Although the archetype is in a state of flux by its very definition, many common threads are linked throughout the literary landscape even as modern authors add, modify, and reinvent characteristics and

meanings. This is especially true in the work of such authors examined in this book, many of whom have struck a chord with a wide range of readers and non-readers around the world. They seem to have tapped into something that affects their audiences on a subconscious level. 'His spectacular inventiveness makes the Discworld series one of the perennial joys of modern fiction' Mail on Sunday 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 . . . The fairies are back – but this time they don't just want your teeth . . . It's Midsummer Night – no time for dreaming. Because sometimes, when there's more than one reality at play, too much dreaming can make the walls between them come tumbling down. Unfortunately there's usually a damned good reason for there being walls between them in the first place – to keep things out. Things who want to make mischief and play havoc with the natural order. Granny Weatherwax and her tiny coven of witches are up against real elves. And they're spectacularly nasty creatures. Even in a world of dwarves, wizards, trolls, Morris dancers – and the odd orang-utan – this is going to cause trouble . . . _____ The Discworld novels can be read in any order but Lords and Ladies is the fourth book in the Witches series. 'Look after the dead', said the priests, 'and the dead will look after you.' Wise words in all probability, but a tall order when, like Teppic, you have just become the pharaoh of a small and penniless country rather earlier than expected, and your treasury is unlikely to stretch to the building of a monumental pyramid to honour your dead father. He'd had the best education money could buy of course, but unfortunately the syllabus at the Assassin's Guild in Ankh-Morpork did not cover running a kingdom and basic financial acumen... Terry Pratchett is one of the most loved writers in the world. With worldwide sales of over 65 million copies in 37 languages, his novels are eagerly awaited by his legions of fans year after year. His first Discworld novel, The Colour of Magic was released in 1983 and ever since then the series, with its whimsical heroes and fiendish foes. The Opera House, Ankh-Morpork...A huge, rambling building, where innocent young sopranos are lured to their destiny by a strangely familiar evil mastermind in a hideously deformed evening dress...At least, he hopes so. But Granny Weatherwax, Discworld's most famous witch, is in the audience. And she doesn't hold with that sort of thing. So there's going to be trouble (but nevertheless a good evenin's entertainment with murders you can really hum...). 'Always readable, illuminating and honest. It made me miss the real Terry.' - NEIL GAIMAN 'Sometimes joyfully, sometimes painfully, intimate . . . it is wonderful to have this closeup picture of the writer's working life.' - FRANK COTTRELL-BOYCE, OBSERVER 'Spins magic from mundanity in precisely the way Pratchett himself did.' - THE TELEGRAPH 'As frank, funny and unsentimental as anything its subject might have produced himself.' - MAIL ON SUNDAY ----- At the time of his death in 2015, award-winning and bestselling author Sir Terry Pratchett was working on his finest story yet - his own. The creator of the phenomenally bestselling Discworld series, Terry Pratchett was known and loved around the world for his hugely popular books, his smart satirical humour and the humanity of his campaign work. But that's only part of the picture. Before his untimely death, Terry was writing a memoir: the

story of a boy who aged six was told by his teacher that he would never amount to anything and spent the rest of his life proving him wrong. For Terry lived a life full of astonishing achievements: becoming one of the UK's bestselling and most beloved writers, winning the prestigious Carnegie Medal and being awarded a knighthood. Now, the book Terry sadly couldn't finish has been written by Rob Wilkins, his former assistant, friend and now head of the Pratchett literary estate. Drawing on his own extensive memories, along with those of the author's family, friends and colleagues, Rob unveils the full picture of Terry's life - from childhood to his astonishing writing career, and how he met and coped with what he called the 'Embuggerance' of Alzheimer's disease. A deeply moving and personal portrait of the extraordinary life of Sir Terry Pratchett, written with unparalleled insight and filled with funny anecdotes, this is the only official biography of one of our finest authors. 'Of all the dead authors in the world, Terry Pratchett is the most alive.' - JOHN LLOYD

The City Watch needs men, but what it's got is a dwarf, a troll, a woman and Captain Nobbs (disqualified from the human race). There's evil in the air and murder afoot and something very nasty in the streets, so they need all the help they can get, especially when Captain Vimes is retiring. 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. The prospect of the Big Match draws in a street urchin with a wonderful talent for kicking a tin can, a maker of jolly good pies, a dim but beautiful young woman, who might just turn out to be the greatest fashion model there has ever been, and the mysterious Mr Nutt (and no one knows anything much about Mr Nutt, not even Mr Nutt, which worries him, too). As the match approaches, four lives are entangled and changed for ever. Because 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! 'Some people would be asking: whose side are you on? If you're not for us, you're against us. Huh. If you're not an apple, you're a banana' Koom Valley, where the trolls ambushed the dwarfs, or the dwarfs ambushed the trolls, was a long time ago. But 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. With his beloved Watch crumbling around him and war-drums sounding, he must unravel every clue, outwit every assassin and brave any darkness to find the solution. And darkness is following him. Oh . . . and at six o'clock every day, without fail, with no excuses, he must go home to read 'Where's My Cow?', with all the right farmyard noises, to his little boy. There are some things you have to do. In the beginning was the Word, and the Word was "Hey, you!". For Brutha the novice is the Chosen One, and all he wants is peace, justice and brotherly love. He also wants the Inquisition to stop torturing him now, please. The official Discworld Coloring Book, featuring artwork by acclaimed Discworld artist Paul Kidby! Paul Kidby, Sir Terry Pratchett's artist of choice, designed the UK covers for the Discworld novels since 2002 and is the author of the definitive portfolio volume The Art of Discworld. Containing black-and-white line drawings based on his hugely popular artwork with original pieces created exclusively for this book, Terry Pratchett's Discworld Coloring Book features iconic Discworld personalities including Granny

Weatherwax, Sam Vimes, Archchancellor Ridcully, Rincewind, Tiffany Aching, and, of course, Death. This is the coloring book that all Discworld fans need! An in-depth look into the life and writings of the bestselling author of the Discworld novels, Good Omens, and Nation. The Magic of Terry Pratchett is the first full biography of Sir Terry Pratchett ever written. Sir Terry was Britain's bestselling living author*, and before his death in 2015 had sold more than 85 million copies of his books worldwide. Best known for the Discworld series, his work has been translated into thirty-seven languages, and performed as plays on every continent in the world, including Antarctica. Journalist, comedian and Pratchett fan Marc Burrows delves into the back story of one of UK's most enduring and beloved authors, from his childhood in the Chiltern Hills, to his time as a journalist, and the journey that would take him—via more than sixty best-selling books—to an OBE, a knighthood and national treasure status. The Magic Of Terry Pratchett is the result of painstaking archival research alongside interviews with friends and contemporaries who knew the real man under the famous black hat, helping to piece together the full story of one of British literature's most remarkable and beloved figures for the very first time. * Now disqualified on both counts. Praise for The Magic of Terry Pratchett "In this encompassing biography of the prolific fantasy and science-fiction author, writer and comedian Burrows details both the writing accomplishments and the personal life of Sir Terry Pratchett. . . . Burrows spoke to friends and family, and this biography has moments of sadness, especially when discussing Pratchett's fight with Alzheimer's. But the book is also funny and conversational in tone, and an excellent tribute to a beloved author." —Booklist "Affable and consistently engaging . . . Burrow's buoyant, pun-peppered, and aptly footnote-flecked style . . . helpfully marries his subject matter, propelling us through decade after decade of a heavily writing-centric life while illuminating Pratchett's complexities and contradictions without any drag in the tempo." —Locus Magazine "An impressively comprehensive, engagingly written biography. ****" —SFX The last thing the wizard Drum Billet did, before Death laid a bony hand on his shoulder, was to pass on his staff of power to the eighth son of an eighth son. Unfortunately for his colleagues in the chauvinistic (not to say misogynistic) world of magic, he failed to check on the new-born baby's sex... A third hilarious adventure by the author of The Colour of Magic and The Light Fantastic. '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. *A brand new collection of short stories from the incredible Sir Terry Pratchett!* Imagination is an amazing thing. It can take you to the top of the highest mountain, or down to the bottom of the deepest depths of the sea. This is where it took Doggins on his Awfully Big Adventure: a quest full of magic and flying machines. (And the world's best joke - trust me, it's hilarious.) It took three young inventors to the moon (where they may or may not have left a bottle of lemonade) and a caveman on a trip to the dentist. You can join them on these adventures, and many more, in this incredible collection of stories . . . From the greatest imagination there ever

was. Written for local newspapers when Terry Pratchett was a young lad, these never previously published stories are packed full of anarchic humour and wonderful wit. A must-have for Terry fans . . . and young readers looking for a fix of magic. FANTASY. 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 eighth Discworld novel - and after this, dragons will never be the same again! 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. Pyramids is the seventh book in the award-winning comic fantasy Discworld series by Terry Pratchett. In Pyramids, you'll discover the tale of Teppic, a student at the Assassin's Guild of Ankh-Morpok and prince of the tiny kingdom of Djelibeybi, thrust into the role of pharaoh after his father's sudden death. It's bad enough being new on the job, but Teppic hasn't a clue as to what a pharaoh is supposed to do. First, there's the monumental task of building a suitable resting place for Dad -- a pyramid to end all pyramids. Then there are the myriad administrative duties, such as dealing with mad priests, sacred crocodiles, and marching mummies. And to top it all off, the adolescent pharaoh discovers deceit, betrayal—not to mention a headstrong handmaiden—at the heart of his realm. Sometimes being a god is no fun at all... 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. 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. A fantasy featuring the wizard Rincewind on a mission to an empire undergoing a cultural revolution reminiscent of the one in China. The novel's title is a play on the Chinese curse, "May you live in interesting

times." By the author of Men at Arms. 'One taste, and you'll scour bookstores for more' Daily Mail 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 . . . 'Death has to happen. That's what bein' alive is all about. You're alive, and then you're dead. It can't just stop happening.' But it can. And it has. Death is missing – presumed gone. Which leads to the kind of chaos you always get when an important public service is withdrawn. If Death doesn't come for you, then what are you supposed to do in the meantime? You can't have the undead wandering about like lost souls - there's no telling what might happen! Particularly when they discover that life really is only for the living . . . _____

The Discworld novels can be read in any order but Reaper Man is the second book in the Death series. Fans of Sir Terry Pratchett will love this stunning graphic novel adaptation of his bestselling standalone Discworld novel Small Gods. Beautifully brought to life by illustrator Ray Friesen, it takes a close look at religion's institutions, its people, its practices and its role in politics in Pratchett's unique way... 'An intriguing satire on institutionalized religion corrupted by power...' - Independent 'Defly weaves themes of forgiveness, belief and spiritual regeneration' - The Times 'I loved this book. I wish it could go on and on and on because it was so enjoyable to read. I wish more books are like this one' - ***** Reader review 'A modern masterpiece of storytelling and art' - ***** Reader review 'An absolute must' - ***** Reader review 'So much fun! They really bring the characters to life' - ***** Reader review ***** 'You should do things because they're right. Not because gods say so. They might say something different another time.' 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. So when the great god Om accidentally manifests himself as a lowly tortoise, stripped of all divine power, it's clear he's become less important than he realised. In such instances, you need an acolyte, and fast. Enter Brutha, the Chosen One - or at least the only One available. He wants peace, justice and love - but that's hard to achieve in a world where religion means power, and corruption reigns supreme . . . Alone on a desert island — everything and everyone he knows and loves has been washed away in a storm — Mau is the last surviving member of his nation. He's completely alone — or so he thinks until he finds the ghost girl. She has no toes, wears strange lacy trousers like the grandfather bird, and gives him a stick that can make fire. Daphne, sole survivor of the wreck of the Sweet Judy, almost immediately regrets trying to shoot the native boy. Thank goodness the powder was wet and the gun only produced a spark. She's certain her father, distant cousin of the Royal family, will come and rescue her but it seems, for now, that all she has for company is the boy and the foul-mouthed ship's parrot, until other survivors arrive to take refuge on the island. Together, Mau and Daphne discover some remarkable things (including how to milk a pig, and why spitting in beer is a good thing), and start to forge a new nation. Encompassing themes of death and nationhood, Terry Pratchett's new novel is, as can be expected, extremely funny, witty and

wise. Mau's ancestors have something to teach us all. Mau just wishes they would shut up about it and let him get on with saving everyone's lives! A beautiful new hardback edition of the classic Discworld novel. Time is a resource. Everyone knows it has to be managed. And on Discworld that is the job of the Monks of History, who store it and pump it from the places where it's wasted (like underwater - how much time does a codfish need?) to places like cities, where there's never enough time. But the construction of the world's first truly accurate clock starts a race against, well, time for Lu Tze and his apprentice Lobsang Ludd. Because it will stop time. And that will only be the start of everyone's problems. 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; to 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 his 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. 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. This is a book about reading a book, which turns into a different book. But it all ends happily! William de Worde is the accidental editor of the Discworld's first newspaper. Now he must cope with the traditional perils of a journalist's life - people who want him dead, a recovering vampire with a suicidal fascination for flash photography, some more people who want him dead in a different way and, worst of all, the man who keeps begging him to publish pictures of his humorously shaped potatoes. William just wants to get at THE TRUTH. Unfortunately, everyone else wants to get at William. And it's only the third edition... The Truth is Terry Pratchett's 25th Discworld novel. 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. '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.

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