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KEY=2017 - ADRIENNE CASSIDY

The Last Hero

Hachette UK A short but perfectly formed complete Discworld novel, fully illustrated in lavish colour throughout, **THE LAST HERO** is an essential part of any Discworld collection. It stars the legendary Cohen the Barbarian, a legend in his own lifetime. Cohen can remember when a hero didn't have to worry about fences and lawyers and civilisation, and when people didn't tell you off for killing dragons. But he can't always remember, these days, where he put his teeth... So now, with his ancient sword and his new walking stick and his old friends - and they're very old friends - Cohen the Barbarian is going on one final quest. He's going to climb the highest mountain in the Discworld and meet his gods. The last hero in the world is going to return what the first hero stole. With a vengeance. That'll mean the end of the world, if no one stops him in time.

The Ultimate Discworld Companion

Hachette UK The absolute, comprehensive, from Tiffany Aching to Jack Zweiblumens guide to all things Discworld, fully illustrated by Paul Kidby. The Discworld, as everyone knows, is a flat world balanced on the back of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also the global publishing phenomenon with sales of over 70 million books worldwide (but who's counting?). There's an awful lot of Discworld to keep track of. But fear not! Help is at hand. For the very first time, everything (and we mean everything) you could possibly want to know has been crammed into one place. If you need a handy guide to locales from Ankh-Morpork to Zemphis . . . If you can't tell your Achmed the Mads from your Jack Zweiblumens . . . If your life depends on distinguishing between the Agatean Empire and the Zoons . . . Look no further. Compiled and perfected by Stephen Briggs, the man behind The Ultimate Discworld Companion's predecessor Turtle Recall, this is your ultimate guide to Sir Terry Pratchett's beloved fantasy world.

The Intertextuality of Terry Pratchett's Discworld as a Major Challenge for the Translator

Cambridge Scholars Publishing For the translator, intertexts are among chief problems posed by the source text. Often unmarked typographically, direct or altered, not necessarily well-known and sometimes intersemiotic, quotations and references to other writings and culture texts call for erudition and careful handling, so that readers of the translation stand a chance of spotting them, too. For the reader, the rich intertextuality of Terry Pratchett's Discworld series is among its trademark features. Consequently, it should not be missed in translations whose success thus depends significantly on the quality of translation of the intertexts which, as is highlighted here, cover a vast and varied range of types of original texts. The book focuses on how to deal with Pratchett's intertexts: how to track them down, analyse their role, predict obstacles to their effective translation, and suggest translation solutions - complete with a discussion of the translation of selected intertextual fragments in the Polish version, Świat Dysku, a concise overview of intertextual theories,

and an assessment of the translator's work.

The Art of Discworld

Harper Paperbacks A sumptuous illustrated journey through Pratchett's bestselling Discworld universe, this lavish full-color volume is the ultimate holiday gift for the legions of fans.

The Discworld Almanak

Random House This volume provides a 2005 almanac Terry Pratchett fans.

Turtle Recall

The Discworld Companion . . . So Far

Hachette UK 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!

Feet of Clay

A Study of Gurus

HarperCollins Publishers An eye-opening investigation of charismatic "gurus" from Jesus to Freud to David Koresh, by the author of "Solitude: A Return to the Self". In "Feet of Clay", eminent psychologist Anthony Storr uncovers the personality traits that link these men and explores the incredible power they have wielded over their fanatical followers. 11 photos.

Reaper Man

(Discworld Novel 11)

Random House '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.

Small Gods

A Discworld Graphic Novel

Random House 'Just because you can't explain it, doesn't mean it's a miracle.' In the beginning was the Word. And the Word was: 'Hey, you!' This is the Discworld, after all, and religion is a controversial business. Everyone has their own opinion, and indeed their own gods, of every shape and size, and all elbowing for space at the top. In such a competitive environment, it's certainly not helpful to be reduced to appearing in the form of a tortoise, a manifestation far below god-like status in anyone's book. In such instances, you need an acolyte, and fast: for the Great God Om, Brutha the novice is the Chosen One - or at least the only One available. He wants peace and justice and brotherly love. He also wants the Inquisition to stop torturing him now, please... Now adapted into graphic novel form with new artwork by Ray Friesen.

Strata

Random House THE COMPANY BUILDS PLANETS. Kin Arad is a high-ranking official of the Company. After twenty-one decades of living, and with the help of memory surgery, she is at the top of her profession. Discovering two of her employees have placed a fossilized plesiosaur in the wrong stratum, not to mention the fact it is holding a placard which reads, 'End Nuclear Testing Now', doesn't dismay the woman who built a mountain range in the shape of her initials during her own high-spirited youth. But then came discovery of something which did intrigue Kin Arad. A flat earth was something new...

Wintersmith

A Story of Discworld

Random House Fantasy-roman.

Good Omens

Random House THE BOOK BEHIND THE AMAZON PRIME/BBC SERIES STARRING DAVID TENNANT, MICHAEL SHEEN, JON HAMM AND BENEDICT CUMBERBATCH 'Ridiculously inventive and gloriously funny' Guardian What if, for once, the predictions are right, and the Apocalypse really is due to arrive next Saturday, just after tea? It's a predicament that Aziraphale, a somewhat fussy angel, and Crowley, a fast-living demon, now find themselves in. They've been living amongst Earth's mortals since The Beginning and, truth be told, have grown rather fond of the lifestyle and, in all honesty, are not actually looking forward to the coming Apocalypse. And then there's the small matter that someone appears to have misplaced the Antichrist . . . _____ What readers are saying about Good Omens: ***** 'A superb recipe for disaster. I didn't stop grinning from beginning to end.' ***** 'Both Gaiman and Pratchett are great authors and they complement each other brilliantly' ***** 'Superbly enjoyable read. Seamlessly co-written.'

Subcreation: Fictional-World Construction from J.R.R. Tolkien to Terry Pratchett and Tad Williams

Logos Verlag Berlin GmbH 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.

The Ankh-Morpork Archives: Volume Two

Gollancz 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.

Nation

Random House After a devastating tsunami destroys all that they have ever known, Mau, an island boy, and Daphne, an aristocratic English girl, together with a small band of refugees, set about rebuilding their community and all the things that are important in their lives.

Thud!

Random House Debuting at #4, this "New York Times" bestseller by the popular author of "Going Postal" describes a game of Trolls and Dwarfs, where the player must take both sides to win.

Johnny and the Bomb

Random House It's May 21 1941, thought Johnny. It's war. Johnny Maxwell and his friends have to do something when they find Mrs Tachyon, the local bag lady, semi-conscious in an alley . . . as long as it's not the kiss of life. But there's more to Mrs Tachyon than a squeaky trolley and a bunch of dubious black bags. Somehow she holds the key to different times, different eras - including the Blackbury Blitz in 1941. Suddenly now isn't the safe place Johnny once thought it was as he finds himself caught up more and more with then . . . The third book in the Johnny Maxwell trilogy.

The Folklore of Discworld

Random House 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.

The Streets of Ankh-Morpork

Random House A full-colour fold-out map (A1 size) detailing the streets of the Discworld's most important city, Ankh-Morpork. It includes all the landmarks of the novels, including the Unseen University, the Shades and the Mended Drum.

The Discworld Atlas

Random House 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.

Fantasy and Myth in the Anthropocene

Imagining Futures and Dreaming Hope in Literature and Media

Bloomsbury Publishing The first study to look at the intersection of the discourse of the Anthropocene within the two highly influential and perennially popular storytelling modes of fantasy and myth, this book articulates the idea that if humanity is to have a future, it needs stories that articulate visions of a biocentric, ecological civilization. As the two story systems that have been humanity's most advanced technologies for collective dreaming, fantastic fiction and myths are helping us adopt a biocentric lens, re-kin us with other forms of life, and assist us in the transition to an ecological civilization. Deliberately moving away from dystopian narratives toward anticipatory imaginations of sustainable futures, this volume blends chapters by top scholars in the fields of climate fiction, science fiction, fantasy, myth, and Young-Adult literature studies with personal reflections by award-winning authors and illustrators of speculative fiction for young audiences such as Jeff Vandermeer, Shaun Tan, Jane Yolen, Katherine Applegate and Joseph Bruchac. Covering the works of major fantasy authors such as J. R. R. Tolkien, Terry Pratchett, J. K. Rowling, China Mieville, Barbara Henderson, Jeanette Winterson, John Crowley, Richard Powers, George R. R. Martin and Kim Stanley Robinson, and offering interrogations of cultural expressions set in or from the UK, USA, Nigeria, Ghana, Pacific Islands, New Zealand and Australia, this book frames fantasy and myth as spaces where visions of sustainable futures can be designed with most detail and nuance. Rather than merely criticizing the ecocidal status quo, the book asks how Fantastic stories can mobilize resistance around ideas necessary for the emergence of an ecological civilization.

The Cruise of the Talking Fish

Random House Having brought the highest mountain in the world to its knees, Binder, leader of the expedition to conquer Rum Doodle, soon sets off on a new adventure, aboard the raft Talking Fish. With only two cats, one frog, one oyster and five fellow-adventurers as crew, he is determined to master the challenges of the deep.

Only You Can Save Mankind

Random House IF NOT YOU, WHO ELSE? As the mighty alien fleet from the latest computer game thunders across the screen, Johnny prepares to blow them into the usual million pieces. And they send him a message: We surrender. They're not supposed to do that! They're supposed to die. And computer joysticks don't have 'Don't Fire' buttons . . . But it's only a game, isn't it. Isn't it? The first book in the Johnny Maxwell trilogy.

Dragons at Crumbling Castle And Other Tales

Houghton Mifflin Harcourt An illustrated collection of 14 short stories—featuring "dragons and wizards, councilors and mayors, an adventurous tortoise and a monster in a lake, along with plenty of pointy hats and a few magic spells"— was written when the author was a teenaged newspaper reporter. 50,000 first printing.

Mapping Cyberspace

Routledge Mapping Cyberspace is a ground-breaking geographic exploration and critical reading of cyberspace, and information and communication technologies. The book: * provides an understanding of what cyberspace looks like and the social interactions that occur there * explores the impacts of cyberspace, and information and communication technologies, on cultural, political and economic relations * charts the spatial forms of virtual spaces * details empirical research and examines a wide variety of maps and spatialisations of cyberspace and the information society * has a related website at <http://www.MappingCyberspace.com>. This book will be a valuable addition to the growing body of literature on cyberspace and what it means for the future.

I Shall Wear Midnight

Tiffany Aching, the young witch from 'The Wee Free Men', 'A Hat Full of Sky, and 'Wintersmith' is back in a new adventure featuring Discworld characters both familiar to fans and new. Oh, and there's a shambles, a twist through time, a cunning man and a giant man of chalk.

Nanny Ogg's Cookbook

Random House 'They say that the way to a man's heart is through his stomach which just goes to show they're as confused about anatomy as they gen'rally are about everything else, unless they're talking about instructions on how to stab him, in which case a better way is up and under the ribcage. Anyway, we do not live in a perfect world and it is foresighted and useful for a young woman to become proficient in those arts which will keep a weak-willed man from straying. Learning to cook is also useful.' Nanny Ogg, one of Discworld's most famous witches, is passing on some of her huge collection of tasty and above all interesting recipes, since everyone else is doing it. But in addition to the delights of the Strawberry Wobbler and Nobby's Mum's Distressed Pudding, Mrs Ogg imparts her thoughts on life, death, etiquette ('If you go to other people's funerals they'll be sure to come to yours'), courtship, children and weddings, all in a refined style that should not offend the most delicate of sensibilities. Well, not much. Most of the recipes have been tried out on people who are still alive. Nanny Ogg Gratefully Acknowledges the Assistance in this Literary Argosy of: Mr Terry Pratchett, Mr Stephen Briggs, Mlle Tina Hannan and Master Paul Kidby.

The Amazing Maurice and his Educated Rodents

Random House IT'S A RAT-EAT-RAT WORLD . . . Every town on Discworld knows the stories about rats and pipers, and Maurice - a streetwise tomcat - leads a band of educated ratty friends (and a stupid kid) on a nice little earner. Piper plus rats equals lots and lots of money. Until they run across someone playing a different tune. Now he and his rats must learn a new concept: evil . . .

Dodger's Guide to London

Random House 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!**

The Pratchett Portfolio

Terry Pratchett's incredible Discworld, floating through space on the backs of four elephants* standing on a giant turtle, supports some of the most popular characters ever imagined in the world of fantasy fiction. But the Discworld people are real, and here they are, warts (except, of course, in the case of Granny Weatherwax) and all, from Rincewind the incompetent wizard to Greebo, the rather too human cat. *once there were five, but that's another story

Terry Pratchett's Narrative Worlds

From Giant Turtles to Small Gods

Springer 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.

Translating Humour

Routledge It is all too often assumed that humour is the very effect of a text. But humour is not a perlocutionary effect in its own right, nor is laughter. The humour of a text may be as general a characteristic as a serious text's seriousness. Like serious texts, humorous texts have many different purposes and effects. They can be subdivided into specific subgenres, with their own perlocutionary effects, their own types of laughter (or even other reactions). Translation scholars need to be able to distinguish between various kinds of humour (or humorous effect) when comparing source and target texts, especially since the notion of "effect" pops up so frequently in the evaluation of humorous texts and their translations. In this special issue of *The Translator*, an attempt is made to delineate types of humorous effect, through careful linguistic and cultural analyses of specific examples and/or the introduction of new analytical tools. For a translator, who is both a receiver of the source text and sender of the target text, such analyses and tools may prove useful in grasping and pinning down the perlocutionary effect of a source text and devising strategies for producing comparable effects in the target text. For a translation scholar, who is a receiver of both source and target texts, the contributions in this issue will hopefully provide an analytical framework for the comparison of source and target perlocutionary effects.

Johnny and the Dead

Random House Sell the cemetery? Over their dead bodies . . . Not many people can see the dead (not many would want to). Twelve-year-old Johnny Maxwell can. And he's got bad news for them: the council want to sell the cemetery as a building site. But the dead have learnt a thing or two from Johnny. They're not going to take it lying down . . . especially

since it's Halloween tomorrow. Besides, they're beginning to find that life is a lot more fun than it was when they were . . . well . . . alive. Particularly if they break a few rules . . .
The second book in the Johnny Maxwell trilogy.

Snuff

A Novel of Discworld

Harper Collins "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 Academichals, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.

Night Watch

(Discworld Novel 29): from the bestselling series that inspired BBC's The Watch

Random House 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...

Dodger

Random House 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 Sweeny Todd and reach the giddy heights of Victorian society. Dodger may be living in the gutter, but he's heading for the stars . . .

The Witch's Vacuum Cleaner

And Other Stories

Random House Do you believe in magic? Can you imagine a war between wizards, a rebellious ant called 4179003, or a time-travelling television? Can you imagine that poor old Mr Swimble could see a mysterious vacuum cleaner in the morning, and make cheese sandwiches and yellow elephants magically appear by the afternoon? Welcome to the wonderful world of Sir Terry Pratchett, and fourteen fantastically funny tales from the master storyteller. Bursting from these pages are food fights, pirates, bouncing rabbits and magical pigeons. And a witch riding a vacuum cleaner, of course. 'One of the most consistently funny writers around' Guardian

The First Discworld Novels

Collins Press This is how the Discworld began. Here is the sapient pearwood Luggage, a mobile trunk which launders any clothes put in it and incidentally homicidally defends its owner. Here is Twoflower, an innocent tourist in a world of nightmares and fairy tales

Love Is Enough

Poetry Threaded with Love

Andrews McMeel Publishing In this truly beautiful book, Andrea Zanutelli combines his extraordinary artworks with a selection of classical love poetry by Anne Brontë, William Blake, Christina Rossetti, Elizabeth Dickinson, Percy Shelley, and many more. Drawing its inspiration from the past, Love is Enough references the decorative arts of a bygone era, and is a combination of romantic imagery, antique fabrics, and allegorical illustrations mixed with poems and mottos. Often mistaken for real embroidery pieces, the artworks are in fact very detailed and intricate digital collages, made to look and feel like handcrafted works.

The Crow Folk

The Witches of Woodville 1

Simon and Schuster 'Beautiful and engaging and clever and what more could you ask for in a book?'—Manda Scott, bestselling author of *A Treachery of Spies* 'A story that is full of magic and delight that will thrill readers of any age'—Rowan Coleman, author of *The Girl at the Window* 'Extremely funny, full of imagination, verve and typical English 'home counties' wit'—Irish Independent As Spitfires roar overhead and a dark figure stalks the village of Woodville, a young woman will discover her destiny . . . Faye Bright always felt a little bit different. And today she's found out why. She's just stumbled across her late mother's diary which includes not only a spiffing recipe for jam roly-poly, but spells, incantations, runes and recitations . . . a witch's notebook. And Faye has inherited her mother's abilities. Just in time, too. The Crow Folk are coming. Led by the charismatic Pumpkinhead, their strange magic threatens Faye and the villagers. Armed with little more than her mum's words, her trusty bicycle, the grudging help of two bickering old ladies, and some aggressive church bellringing, Faye will find herself on the front lines of a war nobody expected. For fans of Lev Grossman and Terry Pratchett comes this delightful novel of war, mystery and a little bit of magic . . . Don't miss the other magical books in the WITCHES OF WOODVILLE series! #1 The Crow Folk #2 Babes in the Wood #3 The Ghost of Ivy Barn Praise for THE CROW FOLK 'Stay has brewed a cracking blend of charm and creepiness in The Crow Folk. A rip-roaring tale of bravery and witchcraft on the wartime home front, expertly told with lashings of wit and warmth'—Pernille Hughes, author of *Probably the Best Kiss in the World* 'A delightful mash-up of Dad's Army and Charmed. An absolute treat'—CK McDonnell, author of *Stranger Times* 'Warm, witty, witchy wartime fun. With Mark Stay as writer you're always guaranteed a magical read'—Julie Wassmer, author of the *Whitstable Pearl Mysteries* 'You'll love it: Doctor Who meets Worzel Gummidge'—Lorna Cook, author of *The Forgotten Village* 'A jolly romp with witches, demons, and bellringing. Pratchett fans will enjoy this, and Faye is a feisty and fun hero. Dad's Army meets Witches of Eastwick'—Ian W Sainsbury