

The Colour of Magic Study Guide

The Colour of Magic by Terry Pratchett

(c)2015 BookRags, Inc. All rights reserved.



Contents

The Colour of Magic Study Guide.....	1
Contents.....	2
Plot Summary.....	4
Chapter 1: The Colour of Magic Prologue.....	7
Chapter 1: The Colour of Magic pp. 3-9.....	8
Chapter 1: The Colour of Magic pp. 9-33.....	10
Chapter 1: The Colour of Magic, pp. 33-41.....	14
Chapter 1: The Colour of Magic, pp. 42-52.....	16
Chapter 1: The Colour of Magic, pp. 52-61.....	18
Chapter 1: The Colour of Magic, pp. 61-63.....	20
Chapter 2: The Sending of Eight Prologue.....	21
Chapter 2: The Sending of Eight, pp. 67-73.....	22
Chapter 2: The Sending of Eight, pp. 74-84.....	24
Chapter 2: The Sending of Eight, pp. 84-102.....	27
Chapter 3: The Lure of the Wurm, pg. 103-113.....	30
Chapter 3: The Lure of the Wurm, pp. 113-122.....	32
Chapter 3: The Lure of the Wurm, pp. 122-136.....	34
Chapter 3: The Lure of the Wurm, pp. 136-144.....	37
Chapter 3: The Lure of the Wurm, pp. 145-152.....	39
Chapter 4: Close to the Edge, pp. 153-159.....	41
Chapter 4: Close to the Edge, pp. 160-173.....	43
Chapter 4: Close to the Edge, pg. 173-180.....	45
Chapter 4: Close to the Edge, pp. 180-192.....	47
Chapter 4: Close to the Edge, pp. 192-204.....	50
Chapter 4: Close to the Edge, pp. 204-210.....	52



[Characters..... 54](#)

[Objects/Places..... 62](#)

[Social Sensitivity..... 65](#)

[Techniques..... 66](#)

[Themes..... 67](#)

[Style..... 70](#)

[Quotes..... 72](#)

[Key Questions..... 74](#)

[Topics for Discussion..... 76](#)

[Literary Precedents..... 77](#)

[Related Titles..... 78](#)

[Copyright Information..... 79](#)



Plot Summary

The Colour of Magic by Terry Pratchett is a humorous epic adventure. It takes place in the fantastical realm of Discworld, a flat, round land in an alternate universe. Discworld is held up by four elephants that ride on the back of Great A'Tuin, a giant turtle that swims through the cosmos.

Ankh-Morpork, the oldest city in Discworld, is on fire. Rincewind, a local wizard, and Twoflower, a visitor to the area, ride away from the city and meet Bravd and Weasel, two local warriors. In an extended flashback, Rincewind tells the warriors the story of how he and Twoflower met. Twoflower and his magical walking suitcase, known as the Luggage, arrive by boat in Morpork. A blind beggar takes them to the Broken Drum, a tavern frequented by thieves and barbarians. Rincewind is enjoying a beer at the tavern when he meets Twoflower and helps him communicate with Broadman, the owner of the Broken Drum. Twoflower, a clerk from Bes Palargic in the Agatean Empire, has saved up a lot of money to see the sights of Discworld. He pays Rincewind a hefty sum in solid gold coins to be his travel guide.

Rincewind attempts to run off with his advanced pay, but is detained by the town leader, the Patrician of Ankh-Morpork. The Patrician threatens to kill Rincewind if he does not fulfill his duties as Twoflower's guide, so Rincewind reluctantly returns to the tavern. He heads upstairs to collect Twoflower, who has been sleeping while a fight rages downstairs. Excited to hear about a real barroom brawl, Twoflower unpacks his black picture box and takes several pictures of the scene. Ymor and Withel, local thieves, hear of Twoflower's vast supply of gold coins and decide to rob him. While Rincewind and Twoflower are touring the city, Twoflower disappears and Rincewind runs into Withel. Rincewind escapes and tries to jump into the river, but the Luggage holds him back until he agrees to find Twoflower. Back at the Broken Drum, Twoflower convinces Broadman to buy an inn-sewer-ants polly-sea from him in order to protect the owner's interests in the tavern. Ymor and Withel stand guard nearby, waiting for Rincewind to return with the Luggage. Rincewind and the Luggage storm the tavern, using coin-filled bags as grenades. He rescues Twoflower from the rafters while the Luggage attacks the ruffians, who run away in fear. As they leave, the Broken Drum bursts into flames, for Broadman has set it on fire. Withel attacks Rincewind and begins to choke him. Twoflower and Rincewind work together to escape Withel and leave the city. Much to Rincewind's disgust, Twoflower reveals that Broadman had just paid the first inn-sewer-ants premium on the tavern.

On the way to Chirm, Rincewind and Twoflower encounter an angry troll, which has been sent by one of the gods to thwart their progress. In the ensuing chaos, the men are separated in the surrounding woods. Rincewind climbs a tree to escape a pack of wolves and is captured by the tree's dryads in retaliation for the damage he causes to their tree. The dryad's leader, Druellae, informs Rincewind that Twoflower has wound up at the Temple of Bel-Shamharoth, an abandoned building dedicated to the worship of a hideous tentacled creature known as the Sender of Eight. Using the old magic that is forbidden for use by wizards, the dryads perform a ritual to observe Twoflower's



encounter with the Sender of Eight. While watching Twoflower from a shaft of magical octarine light, Rincewind notices that Hrun the Barbarian, a hero of Discworld, is also at the temple. Hrun has spotted the gold inside the Luggage and plans to steal it. He has followed the Luggage to the temple, unaware of the Luggage's loyalty to Twoflower. While the dryads are distracted by the vision, Rincewind escapes by running into the shaft of light and is magically transported to the temple. He begs Twoflower and Hrun not to say the number between seven and nine. When Kring, Hrun's magical talking sword, utters the number eight while in the temple, the multi-tentacled, one-eyed Sender of Eight appears and attacks the three men. During the scuffle, Rincewind picks up Twoflower's picture box and wields it at the beast. A bright flash from the box's light attachment of octarine-filled salamanders upsets the creature so much that it slithers away. The temple succumbs to the ravages of time and crumbles as the men escape.

Rincewind, Twoflower, and Hrun head to Quirm. Along the way they stop near the Wyrmsberg, a magical mountain community. The citizens of the Wyrmsberg use the magic to summon dragons, which they use as protection. Liessa, daughter of the Lord of the Wyrmsberg and rightful heir, sends several dragons to capture the three travelers. As they flee from Liessa's dragons, Rincewind, Twoflower, and Hrun are separated. Rincewind is knocked from his horse and wakes up to find that Twoflower and Hrun have been captured. Kring, Hrun's magical sword, promises to help Rincewind rescue his companions. The wizard and the sword encounter K!sdra, a dragonrider from the Wyrmsberg, who has been assigned to kill Rincewind. With Kring's help, Rincewind attacks K!sdra, who says he will reunite the wizard with his friends at the Wyrmsberg. Upon arriving at the Wyrmsberg, Rincewind discovers he is expected to surrender, which he refuses. Assuming that Rincewind has come to fight, Lio!rt, Liessa's brother, challenges the wizard to mortal combat while hanging from the ceiling of the dragon's roost. Rincewind fights bravely with Kring's help, cutting Lio!rt on his chest. When a ceiling hook breaks during the battle, Rincewind ends up dangling from the ceiling.

Meanwhile, Twoflower and Hrun are imprisoned in the Wyrmsberg dungeon, awaiting their fate. Liessa comes to see Hrun and tells him that she needs a warrior to perform three tasks for her. If Hrun can fulfill all three tasks, she will marry him and he will become Lord of the Wyrmsberg. The first task is killing her brothers, who also seek to rule the Wyrmsberg. While Liessa is preoccupied with Hrun, Twoflower is taken to another cell. He sits fantasizing about dragons, then realizes he is not alone. Much to his surprise, Twoflower discovers that his childhood fantasies have combined with the Wyrmsberg's magic to call forth a dragon, which he names Ninereeds. The dragon helps him escape, and the pair wind up meeting Greicha, the dead Lord of the Wyrmsberg. No longer restricted by time and space, Greicha is able to tell Twoflower that he will rescue Rincewind. Twoflower mounts Ninereeds and they fly off to find Rincewind. They catch Rincewind just as he is falling from the cavern ceiling.

Hrun follows Liessa's orders and challenges her brothers, Lio!rt and Liartes, to mortal combat. The brothers choose to fight with dragons, much to Hrun's dismay. An unarmed Hrun manages to defeat both brothers by knocking them out cold, which effectively kills their imagination-fueled dragons. Despite Liessa's instructions, Hrun refuses to kill the men, saying it is unfair to kill someone who is unconscious. Liessa presents Hrun's final



test by removing her clothes. As the couple enjoys a cup of wine, Ninereeds dives in and grabs Hrun, who is none too pleased about leaving Liessa. As the dragon soars higher, the air thins and Twoflower passes out. Ninereeds disappears and Liessa swoops in on her dragon and snatches Hrun.

Rincewind, Twoflower, and the Luggage tumble into the Circle Sea and are rescued by a slave ship. The men escape from the ship in a small boat and get caught in the current near the Rimfall, the Edge of Discworld. Tethis, a sea troll that patrols the area, finds Rincewind and Twoflower trapped in the Circumfence, a system of ropes and pulleys that marks the Edge. He takes them into his shack at the Edge and offers them a place to stay until a salvage fleet arrives. Afraid he might be sold into slavery, Rincewind attacks Tethis to no avail. A lens-shaped flyer powered by water-hating wizards arrives to take Rincewind and Twoflower to Krull, a nearby kingdom. The lens is commanded by Marchesa, a fifth-level wizard well aware of Rincewind's lack of magical skills but still in awe of his ability to survive. Upon docking in Krull, Twoflower and Rincewind are taken to their prison cell, an ornate room full of local delicacies. Garhartra, the Guestmaster, greets the men and says their stay will be comfortable, but short, as they are to be sacrificed. Rincewind attempts to attack Garhartra with a bottle of wine but the Guestmaster uses his magic to pin Rincewind against the wall.

After Garhartra leaves, Rincewind and Twoflower discover that the frog they rescued at the Edge is actually the Lady, a Discworld goddess. She tells them that their sacrifice is supposed to ensure the safety of the Potent Voyager, a spaceship that will be launched that day. When Garhartra returns to collect Rincewind and Twoflower, the enchanted bottle breaks on his head and the men flee. They find a room containing uniforms for the Potent Voyager chelonauts, who show up unexpectedly. Rincewind and Twoflower knock the chelonauts out cold and put on the uniforms. At the launch, the Arch-astronomer of Krull learns that Rincewind and Twoflower have escaped. When Rincewind and Twoflower arrive at the launch disguised as the chelonauts, the Arch-astronomer suspects something is wrong and prepares to attack.

Before he can do so, the Luggage enters the arena, having wreaked havoc all over the Edge in its quest for Twoflower. The Krullian magicians cast many spells on the Luggage, only angering it further. From his perch on the launch pad with Rincewind, Twoflower calls to the Luggage and discovers that Tethis is inside the chest. Soldiers advance on the men, and Tethis and Twoflower climb inside the ship to escape. As the Krullians get closer, the Potent Voyager is jostled and the hatch closes, trapping Tethis and Twoflower inside. The ship moves down the rails and launches over the Edge, leaving Rincewind behind. Rincewind falls off the launch page and ends up in a tree at the Rimfall, where a demon posing as Death attempts to convince him to die.



Chapter 1: The Colour of Magic Prologue

Chapter 1: The Colour of Magic Prologue Summary

The Colour of Magic by Terry Pratchett is a humorous epic adventure. It takes place in the fantastical realm of Discworld, a flat, round land in an alternate universe. Discworld is held up by four elephants that ride on the back of Great A'Tuin, a giant turtle that swims through the cosmos.

Great A'Tuin swims slowly through space. He carries a large circular-shaped world, known as Discworld, on his back. Berilia, Tubul, Great T'Phon, and Jerakeen are the four elephants that stand on Great A'Tuin's back and hold up Discworld.

Researchers in Krull, a small secretive kingdom next to Rimfall, are responsible for proving the hypothesis about Great A'Tuin. Using a pulley system, the Krullians lowered a research team over the Edge in a brass vessel to investigate. The astrozoologists have returned with lots of information about the turtle and the elephants, but several questions remain. The key question for Discworld scientists is: what is Great A'Tuin's gender? The researchers believe that this question cannot be answered until a larger, more powerful scaffold is constructed for a deep-space vessel.

There are several theories as to the nature and purpose of Discworld. One theory states that A'Tuin came out of nowhere and will continue on his journey into infinity. Another theory, called the Big Bang hypothesis, holds that A'Tuin is crawling from its Birthplace to the Time of Mating, when it will meet with other stars that are being carried by other turtles. At that time, the Great A'Tuin will mate and new worlds will be created.

A cosmochelonian who plans to study Great A'Tuin's right eye is testing a telescope when he notices smoke rising from Ankh-Morpork, the oldest city in Discworld.

Chapter 1: The Colour of Magic Prologue Analysis

The prologue for the first chapter provides background on Discworld, the setting for the novel. It also introduces the interplay between reason and magic that will occur throughout the novel.

The concept of a world being carried on the back of a gigantic turtle is quite fantastical. However, Discworld's researchers are able to establish scientific proof of the turtle's existence. The mention of the Krullian research into Great A'Tuin's gender foreshadows the events that occur in the last chapter of the book.

The cosmochelonian's observation of the smoke in Ankh-Morpork sets up the events of the first chapter.



Chapter 1: The Colour of Magic pp. 3-9

Chapter 1: The Colour of Magic pp. 3-9 Summary

The twin cities of Ankh-Morpork are on fire. Downtown Morpork is in flames, and the upper class citizens of Ankh are demolishing bridges on the far banks of the river in an attempt to prevent the fire from spreading. The ships in the Morpork docks are ablaze, their cargoes burned to ashes. Smoke rises miles above the cities in a black column that can be seen across all of Discworld.

Bravd the Hublander, a barbarian, and Weasel, a swordsman, watch the smoking city from a far hillside. They surmise who or what caused the blaze and reminisce about the twin cities. Weasel spies two figures riding towards them, along with what appears to be some sort of animal. Bravd steps into the road to stop the first rider. The mysterious rider takes off his hood, revealing his singed face and beard, and tells Bravd to leave him alone.

Weasel overhears the rider's voice and identifies him as Rincewind, a local wizard. Upon questioning by Weasel, Rincewind admits to being in Ankh-Morpork when the fire began. According to Rincewind, his lagging companion, Twoflower, started it. Twoflower approaches the group slowly, falling out of his saddle every few seconds. Weasel offers Rincewind some chicken in exchange for a story, which Rincewind accepts. After a few bites of food, Rincewind runs back to get Twoflower and ensure that he is not hurt. He carries Twoflower back to the group. Twoflower is small and wears knee-length britches and a garishly colored shirt.

When Weasel and Bravd go to inspect the animal-like thing accompanying Rincewind and Twoflower, Rincewind discourages them from getting too close to it. He tells them that there is powerful magic protecting the creature and Twoflower. Rincewind calls the magic "reflected sound as of underground spirits", and adds that the magic forces him to serve and protect Twoflower. Weasel claims he is not afraid of the magic, but Bravd sees the creature more clearly and realizes it is a piece of luggage that is walking on legs. In the distance, the Ankh River bursts its banks and flows into the streets, drowning out what remains of Ankh.

Chapter 1: The Colour of Magic pp. 3-9 Analysis

The two main characters, Rincewind and Twoflower, are introduced here. Rincewind is a wizard who lives in Ankh-Morpork and is familiar to Bravd and Weasel. Bravd calls Rincewind a "gutter wizard," which alludes to Rincewind's abilities as a wizard and sets the stage for future events.

Twoflower is introduced, but because he is unconscious, he does not speak to Bravd and Weasel. Twoflower is dressed in unusual, brightly colored clothes and has a large suitcase, referred to as the Luggage. His clothes and the Luggage tell the reader he is a



tourist. Rincewind's warning to the men about the Luggage, as well as his allusion to the powerful magic that protects it, serves to foreshadow the chest's pivotal role in later events. The name Rincewind uses to describe the magic, "reflected sound as of underground spirits", will come up later as well.

Bravd and Weasel's offer of food and wine in exchange for Rincewind's story about what started the fire in Ankh-Morpork sets up the first chapter as a flashback of recent events. It adds a slightly mysterious element to the story. Because Rincewind and Twoflower were leaving the city, the reader can infer the characters will be having more adventures.



Chapter 1: The Colour of Magic pp. 9-33

Chapter 1: The Colour of Magic pp. 9-33 Summary

The story flashes back to several days before the burning of Ankh-Morpork. A ship lands in Morpork carrying cargo, letters for the Patrician of Ankh, and a man. Blind Hugh, one of the beggars at Pearl Dock, notices the man getting off the ship and gestures to Cripple Wa, another beggar at the docks. The two men notice a large, brass-bound chest being carried off the boat. Hugh sends Wa off into the city and approaches the man. He notices upon closer inspection that the man has four eyes. The man pulls a small black book from his belt, consults it, and says "Hallo." Confused, Hugh returns the greeting. The man takes a large gold coin from his money bag. It is obvious to Hugh that the money is foreign currency. Consulting his book again, the man asks to be taken to a hotel, tavern, and inn. Hugh tells the man he will take him to a tavern. He heads for the Broken Drum, a local tavern where Hugh will get paid a fee for bringing in business. As the two men leave the docks, Hugh notices the chest is following them. He looks under the chest and sees multiple legs.

Wa is at the quarters of Ymor and Stren Withel, two of the greatest thieves in Ankh-Morpork. He informs them of the foreign man who has just arrived in town. Ymor feeds his ravens while he and Withel, his right-hand man, attempt to figure out the foreigner's occupation. Another informant, Gorrin the Cat, has relayed to the thieves that Hugh is taking the foreigner to the Broken Drum. Gorrin has also mentioned the chest with legs. Ymor tells Withel that they will be going to the Broken Drum soon to see what is happening.

Hugh and Twoflower descend the stairs into the Broken Drum tavern. The proprietor, Broadman, looks suspiciously at Twoflower and his black book. Hugh tells him that the book tells Twoflower what to say. Twoflower asks for a room for the night, and Broadman holds up three fingers for the room fee to indicate three copper pieces. Twoflower hands him the fee in large gold coins. Surprised by the amount, Broadman brings up the subject of food, gesturing as if he's eating. Twoflower consults his book and recites a litany of words related to eating and food types.

As the tavern patrons stare at Twoflower, one guest, Rincewind, sits quietly in the back. He nurses his beer and watches the Luggage with legs. Rincewind is thin and wears dark red wizard robes and a bronze octagon. The octagon indicates he is an alumnus of Unseen University, a school for wizardry. Rincewind is not a practicing wizard, due to an unfortunate event that got him expelled from school and left him with knowledge of only one spell. He now earns a living through his abilities as a translator. Rincewind notices that the Luggage is made from sapient pearwood, a rare magical wood. Based on its size and the material used, Rincewind knows the Luggage would be worth a lot of money.



He goes over to Twoflower and Broadman and offers to help. Broadman curses at him, but Rincewind persists. He tries several different languages in an attempt to communicate with Twoflower. Rincewind speaks some words in Trob and Twoflower grins with understanding. He tells Twoflower that he should leave the tavern, as he's likely to be killed by nightfall. Twoflower brushes him off, saying the tavern looks delightful. He asks if the Broken Drum is a hangout for warriors and mercenaries, which Rincewind confirms. This excites Twoflower, as he wants to meet barbarians, warriors, and the like. Rincewind asks where Twoflower is from, and Twoflower replies that he is from Bes Palargic, a major seaport in the Agatean Empire. The Agatean Empire is located on the Counterweight Continent.

Broadman takes Twoflower's payment and visits an alchemist. The alchemist drops one of the coins into acid and determines it is made from pure gold. After Broadman leaves, the alchemist writes something on a piece of parchment and dispatches a rat with the message. Nearby, a fortuneteller sees something in her scrying bowl and quickly sells most of her belongings, packing whatever items she can carry on horseback. Even though she escapes the fire that comes later, she ends up dead in a landslide.

Back at the Broken Drum, Twoflower tells Rincewind that it has taken him eight years to save up for this journey. Working as a clerk in Bes Palargic, Twoflower has always wanted to see the homelands of characters such as Heric Whiteblad, Hrun the Barbarian, Bravd the Hublander, and Weasel. He has brought 2,000 rhinu, the currency of his homeland. This amount barely covers his expenses in Bes Palargic, but Twoflower supposes that the money will go much farther in this part of Discworld. He asks Rincewind if he will be his guide for a fee of one rhinu a day. The proposed fee astonishes Rincewind, and Twoflower assumes he has offended him. He increases the salary to 1 1/2 rhinu per day, and Rincewind accepts. Twoflower pays him 6 rhinu as an advance for the next four days and they agree to meet at noon the next day to explore the city. Twoflower asks Rincewind to have Broadman show him to his room. The Luggage follows Twoflower to his quarters. Rincewind decides to leave town using his advance.

Spies working for the Patrician of Ankh-Morpork catch Rincewind as he attempts to flee the city. The Patrician accuses Rincewind of oathbreaking, stealing a horse, and counterfeiting money. Rincewind claims he bought the horse fairly with solid gold coins. The Patrician scolds him for betraying Twoflower's trust. He dismisses his staff and tells Rincewind he could be merciful and drop the charges. The Patrician asks Rincewind if he is aware of the legend of the Counterweight Continent, a small land near the far rim of Discworld that is rumored to be made of gold. Rincewind nods, and the Patrician explains that gold is very common in the Counterweight Continent, but the land is not, in fact, made of gold. As overlord of Ankh-Morpork and a lord of the Circle Sea, the Patrician keeps in infrequent contact with the Emperor of the Agatean Empire. He has recently received word regarding Twoflower's visit. The Patrician tells Rincewind that since Twoflower has already hired him as a guide, Rincewind will be his guide, ensuring that Twoflower returns home with a positive report of Ankh-Morpork. Rincewind reluctantly agrees. The Patrician informs him that if he attempts to flee, the lords of other cities will be told of Rincewind's agreement with the Patrician.



Rincewind returns to the Broken Drum to find a brawl taking place. He makes his way to the staircase and rushes upstairs. A large, black, bearded man with a bloody sword is attempting to open Twoflower's door. Rincewind distracts the man by uttering magical words, then kicks him in the groin. He falls over and Rincewind goes inside Twoflower's room to find him asleep and the Luggage sitting open. As he goes to investigate the gold inside the Luggage, Twoflower wakes up. He says they will have lunch and then head out for sightseeing. Rincewind tells him about the fight downstairs, suggesting they eat elsewhere. Twoflower is upset over not being woken up in time to see the fight and possibly some famous heroes. Rincewind reflects on the heroes he has known and their qualities. Usually heroes in Discworld carry magical swords and tend to depression when sober and insanity when drunk. The only heroes Rincewind is interested in are Bravd, Weasel, and Hrun the Barbarian.

The door opens and the Sergeant of the Watch looks in at the two men, asking if they are okay. Rincewind says they are fine and tells Twoflower it is time to leave. As they pass the carnage in the tavern, Twoflower asks who the dead men are. Rincewind tells him that they are heroes, and begins to list names. He lies and says one of the men is Hrun the Barbarian. The lie ripples through the universe and finds Hrun, causing him slight pain. Twoflower opens the Luggage and pulls out a small black box. He asks Rincewind to explain to the Watchmen that his box takes pictures. Rincewind translates to the men that the box contains a demon that draws pictures, and if they cooperate, they will get a piece of gold. The resulting picture shows the Watchmen looking terrified. Twoflower laughs and says that he had a similar experience during his voyage to Ankh-Morpork; people were afraid that the black box was stealing a part of their souls. He shows Rincewind how to take a picture using the box, and Rincewind takes a picture of Twoflower holding a large sword.

Chapter 1: The Colour of Magic pp. 9-33 Analysis

The use of humor and irony is evident in this section. Blind Hugh the beggar is not really blind, and Twoflower has two pairs of eyes. Possibly this is the author's way of showing Hugh's hypocrisy in claiming blindness in order to gain sympathy.

Rincewind is introduced as a wizard who did not graduate from Discworld's wizardry school and does not know any spells except for one he learned by accident. This explains why he was called a "gutter wizard" at the beginning of Chapter 1. His lack of a formal education, plus his lack of formal magical knowledge, will come up repeatedly throughout the novel.

The two main characters, Rincewind and Twoflower, meet for the first time in this portion of the novel. When Twoflower hires Rincewind as his guide, their roles are solidified. Rincewind plays the role of the reluctant guide, and Twoflower plays the part of the naïve tourist. The reader also

sees Rincewind's true nature as an opportunist who will flee from possible danger. This section marks Rincewind's first attempt to flee his duties. In this instance, an authority

figure keeps him from leaving. The theme of loyalty comes up here as well. Rincewind's loyalties lie with himself and only go as deep as his pockets.

Bravd, Weasel, and Hrun the Barbarian are "heroes of interest" to Rincewind, which foreshadows their pivotal roles in the novel. This plot point also introduces the theme of heroism. When Rincewind lies about Hrun being at the Broken Drum, the effect it has on Hrun serves to call forth a future meeting between Hrun, Rincewind, and Twoflower, setting up another instance of foreshadowing.

The leaders of the land are shown as being corrupt and conniving, as illustrated by the Patrician of Ankh's conversation with Rincewind. He threatens him with violence in order to get Rincewind to do what he wants.



Chapter 1: The Colour of Magic, pp. 33-41

Chapter 1: The Colour of Magic, pp. 33-41 Summary

Over lunch, Twoflower and Rincewind discuss the risks that barroom brawls pose for innkeepers. Twoflower tells Rincewind that back in Bes Palargic, he assesses risks for a living. In his native tongue it is called inn-sewer-ants. He explains that a ship owner would take out an inn-sewer-ants polly-sea to make sure that expensive cargo is not lost or stolen in transit. The ship owner then pays a small amount of money to Twoflower and if the cargo is lost, Twoflower reimburses the owner for the value of the cargo. A now-drunk Rincewind compares the concept to a bet or wager and Twoflower concedes that it is similar. Rincewind says he understands magic much better. Twoflower tells him that magic is one thing and "reflected sound as of underground spirits" is quite another. Rincewind does not understand the word Twoflower uses that means "reflected sound as of underground spirits."

They go off to tour the city with Twoflower's black box in tow. Along the way he pays a quarter-rhinu to each person who has his or her picture taken. Rincewind takes most of the pictures so Twoflower can be in each shot, and he soon notices that the box enables the user to get others to obey orders about where and how to stand. As he presses the lever for another image, a small imp comes out of the box and screams at Rincewind that there is no more pink, and from this point forward the images will only be monochrome.

Rincewind feels something jab at his back: it is Stren Withel, a local swordsman and thief. Twoflower has disappeared. While Rincewind is distracted by Withel, several men investigate the gold inside the Luggage. As Withel prepares to attack, Rincewind snaps a photo to the sound of screams coming from the Luggage. He escapes to the river's edge and frantically considers what to do. The only spell he learned at Unseen University pops into his head and begins to come out of his mouth. As he utters the first syllable, the Luggage runs around the corner, a dead thief trapped in its lid. Rincewind frees the body and dumps it in the river. He decides to escape by jumping in the river, but the Luggage grabs hold of his cloak.

The Patrician receives another message from the Golden Empire that instructs him to kill Twoflower. Puzzled by the request, the Patrician consults with Gorphal, an old man who is very familiar with the Golden Empire. Gorphal explains that the message comes from Nine Turning Mirrors, the Grand Vizier of the Golden Empire. The Grand Vizier prefers order, and Twoflower's wanderlust could bring on dissatisfaction with the Empire. Gorphal advises the Patrician to do nothing except contact the Assassin's Guild. The Patrician asks Gorphal to speak with Zlorf Flannelfoot, the guild president, on his behalf.



Chapter 1: The Colour of Magic, pp. 33-41 Analysis

The author's sense of humor becomes very apparent in the discussion of insurance policies, which is spelled phonetically in the text. Twoflower's explanation of the concept is very simple and logical. The discussion also serves to foreshadow the destruction of Ankh-Morpork.

Rincewind's magical abilities are again highlighted, with Withel calling him a gutter wizard. This marks the second time that Rincewind has been called a derogatory name. The name-calling foreshadows all the names and labels Rincewind will be given throughout the book.

The themes of heroism and loyalty come up again with Rincewind's second attempt to run away from his duties. Even though he has been ordered to act as a guide for Twoflower, Rincewind's ego continues to want to flee when situations become difficult. When Rincewind decides to jump in the river and flee, the Luggage, a symbol of loyalty, prevents him from leaving.

The Patrician's correspondence with the Golden Empire suggests political intrigue and corruption, a plot device that will be incorporated throughout the novel.



Chapter 1: The Colour of Magic, pp. 42-52

Chapter 1: The Colour of Magic, pp. 42-52 Summary

Rincewind struggles with the Luggage, which refuses to let go of his robe. The imp in the black box pops out and tells Rincewind that the Luggage will not release him until he gives in. Rincewind sits down to consider how to find Twoflower. The imp suggests he use magic, but Rincewind says he only knows one spell and it would not be of much use. They discuss other types of magic, such as being able to harness lightning, but the logic escapes Rincewind as he is very hungry. The imp recommends he look inside the Luggage for some food. Rincewind pokes around and finds a package of hard biscuits and a bottle of water. He is puzzled why Twoflower brought water, and the imp says it is because he did not trust the water in Ankh-Morpork.

Rincewind heads toward Ymor's lair and distracts the guard with gold coins. With the Luggage's help, he grabs the guard, steals his sword, and interrogates him about Twoflower's whereabouts. The terrified guard confesses that Twoflower is at the Broken Drum.

At the Broken Drum, Twoflower uses his limited phrase book to explain inn-sewer-ants to Broadman. Ymor and Withel stand nearby, eagerly awaiting Rincewind and the Luggage. Broadman buys inn-sewer-ants for the Broken Drum in the event of a fire. The door bursts open and Zlorf Flannelfoot, president of the Assassin's Guild, introduces himself by way of a short black dart from his blowgun. Withel draws his sword and glares at Zlorf. Ymor yells at Withel to sheath his sword, as Zlorf is a friend of theirs. Zlorf walks over to Ymor and says that he has come for Twoflower, the tourist. Ymor asks if it is Zlorf's business. Zlorf says yes and summons his men to get Twoflower. Withel draws his sword and steps in front of the assassins, his sword inches away from their throats. Ymor indicates his ravens roosting in the rafters and tells Zlorf that if he and his men continue to advance, the assassins will leave with fewer eyeballs. Ymor reminds Zlorf that they have an agreement: Zlorf does not rob, and Ymor does not kill, at least not for payment. Zlorf says he will kill Twoflower, then Ymor can rob him. Ymor asks who hired Zlorf, who refuses to answer on the grounds of professional etiquette. Upon further questioning, Zlorf confirms that Ymor's guards outside the tavern have been removed.

A large man enters the tavern with several armed trolls in tow. His name is Rerpf, the vice-guildmaster in charge of tourism from the newly founded Guild of Merchants and Traders. He has come to protect the guild's interests, namely Twoflower. Rerpf tells the group that with all the robbing and killing, the city's reputation suffers among tourists. Ymor and Zlorf give the signal to start fighting.



Chapter 1: The Colour of Magic, pp. 42-52 Analysis

Tourism is satirized in this section. Twoflower carries bottled water because he does not trust the local water to be drinkable, which is typical behavior for tourists. It is ironic that the Guild of Merchants and Traders has been created to promote tourism, which is just what the Grand Vizier is trying to discourage.

Rincewind is aware that magic can only get him so far and that he will have to survive on his wits. He is interested in "another kind of magic," which he explains is a better way of doing things. He practices the "other magic" when he tempts Ymor's guard with gold coins and then coerces him into revealing Twoflower's whereabouts. This other magic refers to the "reflected sound as of underground spirits" discussed earlier.



Chapter 1: The Colour of Magic, pp. 52-61

Chapter 1: The Colour of Magic, pp. 52-61 Summary

Rincewind hurries through Morpork, the Luggage following close behind. He bumps into Death, who tells him he was actually expecting to see Rincewind later that night in Psephopolis, a city 500 miles away. Death asks Rincewind to consider borrowing one of his horses and meeting him there later. Rincewind refuses and runs off.

Rincewind makes his way to the Broken Drum and hurls a bag of gold coins through the window. The broken glass and scattered coins momentarily distract the ruffians inside. A pair of trolls rushes through the door and heads downstairs, bolting the door behind them. The bolted door bursts open and wood flies everywhere. As the dust settles, the Luggage appears in the middle of what was once the door and Rincewind stands in the doorway, gold coin grenade at the ready.

Broadman stands in the cellar amongst his stock of candles, kindling wood, and lamp oil, muttering about inn-sewer-ants. Upstairs, Ymor summons one of his ravens to attack, but the Luggage leaps up, opens its lid, and swallows the bird whole. Rincewind swings himself up to the rafters and finds Twoflower sitting there. Twoflower is very excited over the tavern brawl and asks Rincewind if he arranged for the fight to take place. Afraid of the Luggage, the trolls and thieves abandon the Broken Drum.

Rincewind and Twoflower step outside the tavern and are stopped by Withel. He tells Rincewind that he must test his swordsmanship skills, using the sword Rincewind stole from Ymor's guard. Withel attacks and stabs Rincewind in the chest on the third stroke of his sword. The sword hits a bag of gold coins, which spill out onto the street. The Broken Drum bursts into flames behind them—Broadman has started the blaze with some help from Death and a lit taper. Withel accuses Rincewind of causing all the problems, then pins him to the ground and begins to choke him. Twoflower grabs Withel's sword and holds it against his back. As Withel prepares to turn on Twoflower, Rincewind punches him in the jaw and knocks him unconscious. As Twoflower and Rincewind head for the Widdershin Gate, Twoflower sadly notes the loss of the Broken Drum and the friends he made there. He tells Rincewind that Broadman had paid 200 rhinu as the first inn-sewer-ants premium on the tavern. Rincewind curses at Twoflower in the worst Trob words he can remember.

By the time the men reach the Widdershin Gate, it is already devoured in flames and ready to topple. Now on horseback, Rincewind and Twoflower head toward Chirm, with Twoflower trying his best to ride properly. Rincewind considers how amazing it is that they are still alive, and thinks it must be the "reflected sound of underground spirits" magic that Twoflower mentioned earlier. In Twoflower's tongue it is called echo-gnomics.



Covered in soot and water-stained, the Luggage pulls itself up out of the Ankh River. It gets its bearings and heads toward Twoflower and Rincewind.

Chapter 1: The Colour of Magic, pp. 52-61 Analysis

Death makes his first appearance in the novel. His dialogue appears in capital letters, symbolizing the great power he wields. Death's attempt to bargain with Rincewind for his life fails, which sets the stage for future meetings where Rincewind thwarts Death.

Twoflower's naïveté about insurance fraud makes for more humorous moments. Broadman has purchased a policy from Twoflower, only to burn down the tavern by the end of the section. While Broadman's goal was to get reimbursed for the loss of the Broken Drum, it is ironic that he does not live to get the money, as Death shows up to help start the blaze.

The reader finally learns that the word "economics," spelled phonetically as echo-gnomics, is the word Rincewind translates as "reflected sound of underground spirits." This is a commentary on the seemingly magical power that money has on people, as everyone who encounters the Luggage and its vast amounts of gold becomes greedy and duplicitous.



Chapter 1: The Colour of Magic, pp. 61-63

Chapter 1: The Colour of Magic, pp. 61-63 Summary

Rincewind concludes his recounting of his and Twoflower's adventures in Ankh-Morpork. Bravd is puzzled as to why Twoflower would consider himself to be poor, especially in light of all the gold rhinu he carries. Rincewind explains that gold has its own sort of magical field or echo-gnomics. Bravd and Weasel bid the travelers farewell and head toward Ankh.

As the swordsmen depart, they discuss whether Rincewind is insane. Weasel shows Bravd the gold watch he has stolen from Twoflower. The watch pops open at Weasel's touch and a small demon tells him the time. Weasel hurls the watch into the wilderness and it breaks, sending the demon back to its home dimension. Upon questioning by Bravd, Weasel claims he did nothing and the two men head off for Ankh.

Chapter 1: The Colour of Magic, pp. 61-63 Analysis

The flashback ends and the reader is brought back to the present. Rincewind explains economics as the magical field surrounding gold. It can be inferred that this magic is what causes people to believe they are either rich or poor, and the color of magic is actually gold. While Rincewind now seems to understand what the magic means, Bravd and Weasel are just as skeptical about the magic as Rincewind was in the beginning. The reader sees that Bravd and Weasel are actually skeptical of all kinds of magic, as illustrated by Weasel throwing the enchanted watch into the bushes.



Chapter 2: The Sending of Eight Prologue

Chapter 2: The Sending of Eight Prologue Summary

Discworld is very scenic, and determining the most impressive sights can be difficult. There is the Rimfall, where the sea flows over the Edge and into space. Then there is the Rimbow, an eight-colored rainbow that hangs in the air over Rimfall. The eighth color is octarine, which is caused by light hitting a strong magical field. The Hub is also very magnificent, with its 10-mile-high peak of green ice that rises into the clouds. At its peak is Dunmanifestin, the dwelling of Discworld's gods.

Up in Dunmanifestin, Blind Io, the chief of the gods, sits before his game board. The game board looks like a map of Discworld, covered in squares and populated with playing pieces that look similar to Discworldians. Current players include Io, Offler the Crocodile God, Zephyrus the god of slight breezes, Fate, and the Lady. Chance, Night, and Destiny have been removed from the game.

Blind Io picks up the dice cup, a skull with inlaid rubies, and rolls out three fives. The Lady looks in her box of pieces and puts two on the board. Offler identifies them as a renegade wizard and a clerk and places his bet. The Lady takes the dice cup, shakes it, and rolls out the dice: a six, a three, and a five, which turns into a seven. Blind Io tells her to play fair.

Chapter 2: The Sending of Eight Prologue Analysis

The scene of the gods playing a board game is the first time the reader sees that events unfolding in Discworld are not coincidental. Higher powers are directing the action below. The Lady's game play foreshadows her role in coming events, as she chooses the two playing pieces that resemble Rincewind and Twoflower. As a result, she is going to be heavily invested in their well-being throughout the rest of the novel.



Chapter 2: The Sending of Eight, pp. 67-73

Chapter 2: The Sending of Eight, pp. 67-73 Summary

Rincewind, Twoflower, and the Luggage are on the road from Ankh-Morpork to Chirm. The road is full of potholes and rocks, and the land is covered with mountains and green valleys full of citrus trees. Rope bridges are strung across the gorges. Twoflower refers to the surroundings as picturesque, which is a new word for Rincewind. After observing the area that inspired Twoflower to use the word, Rincewind decides the word means "horribly precipitous landscape." Twoflower uses another new word, quaint, to describe the villages along their route. Rincewind defines quaint as "fever-ridden and tumbledown." Rincewind decides the word tourist, which has been used to describe Twoflower, means "idiot." While Rincewind believes that Twoflower is insane, he also likes the generous, harmless little man.

As they head toward Chirm, the men discuss magic. Twoflower says he did not know that there was so much memorization involved in magic. Rincewind agrees, and explains that magic is now bound by the Law of Conservation of Reality, which dictates that the effort needed to achieve a goal should be the same, regardless of how it is done. Some ancient magic can still be found in its raw, extremely powerful state, such as in the metal octiron and octogen gas. Rincewind admits that he finds magic a bit depressing, and the picture-box imp tells Twoflower that Rincewind wants to be able to harness lightning. Rincewind denies this but says he really just wants the world to be more organized. Twoflower tells him it is a fantasy.

Rincewind hears something that sounds like dice being rolled. A slight breeze blows, and a very angry, very tall mountain troll appears in the middle of the road and charges at the men. Rincewind draws his sword and throws it, completely missing the troll. The sword hits a boulder in the heather at the side of the road, and the boulder flies up and hits the troll in the back of its neck. The troll swipes at Twoflower's horse, wounding it. The horse bolts into the woods. The troll falls down, dead, and shatters into gravel. Rincewind's terrified horse runs into the woods.

Lost in the woods, Twoflower calls out for Rincewind. The Luggage is missing and it is beginning to rain. Twoflower sits on a rock and considers what to do. While running through the woods, his horse disturbs a bear and her cubs, as well as a pack of wolves. Twoflower decides that getting out of the forest is the best thing to do. He looks at the rock beneath him and notices it is actually a sign with an illegible carving. Although Twoflower does not understand the letters, he is able to read the message: "Traveler, the hospitable temple of Bel-Shamharoth lies one thousand paces hubward." Unsure which direction is hubward, Twoflower decides to follow an old path leading through the trees. A few hours later, two wolves that have been tracking Twoflower's scent find the carving and decide not to pursue Twoflower further.



Rincewind hangs from a branch in a beech tree. Prior to winding up in the tree, Rincewind was chased by an angry bear that felled his horse with a swipe of her paw. As he ran from the bear, Rincewind found himself in the midst of a pack of wolves and quickly climbed the tree to escape. The wolves now circle the tree in anticipation of his fall, and a large green snake winds around the branch. Death sits on a nearby bough and encourages Rincewind to let go, which he refuses to do. Rincewind reaches for another branch and feels the bark pull away from the tree. As he dangles above the wolves, he looks up and sees a huge hornets' nest. Rincewind hears a slight clicking in his head and the nest falls onto the wolves. The pack runs away howling with pain. The bark has peeled all the way back to the tree trunk, and there are not any more branches to hold on to. Before Rincewind falls to the ground, two slim green hands appear through the bark and pull him into the tree.

Chapter 2: The Sending of Eight, pp. 67-73 Analysis

The author has more fun with language here with the definitions Rincewind comes up with for the new words he learns from Twoflower. There is also more discussion of magic. Rincewind struggles with the concept of magic, which is ironic considering he is a wizard. Twoflower, on the other hand, is more accepting of magic. Rincewind's inner conflict regarding magic and logic is a key component of the theme of magic versus reason.

The correlation between the gods' game in Dunmanifestin and the events on the road to Chirm are shown in this section. The sound of dice and the breeze in Discworld are directly connected to the game. Rincewind does not understand why the troll appears, and the reader can infer that the troll is part of the game.

Twoflower's journey to the Temple of Bel-Shamharoth foreshadows imminent danger. This is illustrated by the wolves who stop following Twoflower after learning he is heading down the path to the temple.

Death makes a second appearance and asks Rincewind to make his job easier. Once again, Rincewind refuses to help. Death does not seem fazed by the refusal but the reader can infer that it will not be long before Death becomes very irritated with Rincewind for being uncooperative.



Chapter 2: The Sending of Eight, pp. 74-84

Chapter 2: The Sending of Eight, pp. 74-84 Summary

In Dunmanifestin, Blind Io, Zephyrus, and Offler are out of the game, Offler having lost by means of the troll he sent to attack Rincewind and Twoflower. Fate and the Lady are still playing. Fate has pleasant features, but upon closer inspection his eyes are actually black holes. The Lady places 21 chips on the table and pulls a silver chip from her robe. Fate reminds her not to cheat, and she replies that no one can cheat Fate. He admits to helping her win against the other players so that the two of them could play more aggressively later. Fate brings out an ugly piece that is covered in tentacles and suckers. The Lady wonders why such a creature still exists, and Fate asks her if she wishes to leave the game. She shakes her head and play continues.

Inside the tree, Rincewind rests comfortably in a large room drinking wine while a green-colored girl stares at him. Rincewind realizes she is a dryad who was defending her tree, and he apologizes for the earlier incident. She says she had to rescue him, and now Twoflower needs his help, as he has gone to the Temple of Bel-Shamharoth. Rincewind chokes on his wine, remembering a picture of Bel-Shamharoth he saw at Unseen University, when he sneaked into a room and looked through the Octavo, a spell book full of powerful magic. Bel-Shamharoth is known as the Soul Eater and the Sender of Eight. The Soul Eater's number is eight, a very significant number in Discworld occultism that can never be spoken by a wizard.

The dryad introduces herself as Druellae. She tells Rincewind that they must go to watch Twoflower's fate, and leads Rincewind out of the room. Rincewind is amazed by the interior of the tree. Druellae calls him a false wizard and says she should have known he was not a real wizard when he did not have a staff. Rincewind lies, saying the staff was lost in a fire. She asks about his hat and familiar, and he replies that the hat blew off and the familiar died. Rincewind thanks Druellae for rescuing him and asks where the exit is. She gives Rincewind a funny look and he turns around to see that three large, muscular he-dryads are behind him. Rincewind realizes that he has been captured, not rescued. Druellae confirms that Rincewind is their prisoner. Rincewind was hurting her tree and he will die once the Sender of Eight has finished torturing Twoflower.

Druellae leads Rincewind into a large hall where several hundred dryads are waiting. Druellae tells Rincewind they will show him some old, wild magic. Fifty of the dryads form a large circle while the remaining dryads begin a low chant. Druellae nods and the circle begins to spin. Rincewind watches the dryads, fascinated by the display of a magic forbidden to wizards. After a few seconds, a stream of octarine light pours down from the ceiling and into the middle of the circle. The light forms an image of a rain-drenched temple on top of a hill. A large white horse stands outside the temple, eating.



While the horse looks slightly familiar to Rincewind, it does not belong to Twoflower. Druellae asks who owns the horse and Rincewind tells her he does not know. The image shifts its focus to inside the temple and down a corridor. A figure moves slowly along the hallway, its back to the wall. Rincewind recognizes the figure as Hrun the Barbarian, who has a reputation as a robber and warrior.

The dryad guards are intently focused on Hrun, so Rincewind uses the opportunity to break free from their grasp. The male dryads pursue him until Druellae steps forward and stops Rincewind, again calling him a false wizard. Angered, he tells Druellae that he is, indeed, a real wizard. She asks him to prove it by casting a spell. Rincewind's mind only knows the ancient spell he accidentally memorized, and the spell has a tendency to start coming out of his mouth when he is extremely stressed. He can feel the spell trying to come out of his mouth, but rather than say it aloud, he tells Druellae to read his mind in order to hear the spell. As she begins to read Rincewind's thoughts, Druellae becomes frightened and crouches away in terror. The other dryads pull back. Druellae commands the dryads to grab Rincewind, take him far away from the tree, and kill him. Rincewind turns and runs directly into the magic circle. There is a bright flash, then darkness. A violet shadow shaped like Rincewind disappears.

Chapter 2: The Sending of Eight, pp. 74-84 Analysis

The game in Dunmanifestin continues. Fate and the Lady are the remaining players. The reader learns that Offler the Crocodile God was responsible for sending the troll to attack Rincewind and Twoflower, and can infer that Zephyrus, the god of slight breezes, sent the light wind. The tension between Fate and the Lady suggests the game will become more intense and more dangerous. When Fate puts the creature-shaped playing piece on the board, the Lady questions his choice but does not leave the game. It is important to note that the Lady refuses to concede defeat, for it shows the reader that the Lady is heavily invested in Rincewind and Twoflower's survival.

Having been previously called a gutter wizard, Rincewind is now called a false wizard for the first time. Druellae labels him a false wizard because Rincewind does not have the tools associated with a true wizard: a staff, a hat with magical symbols on it, and a familiar. When he argues with her about his status as a wizard, she demands proof in the form of a spell. Rather than utter the spell, Rincewind tells Druellae to read his mind in order to know the spell. Druellae's fearful reaction to learning the spell telepathically shows the reader just how powerful and dangerous Rincewind's spell is. Although Rincewind may not carry wizard's tools, he is still a wizard by virtue of his magical knowledge.

The reader is introduced to another kind of magic, known as old magic. As a wizard, Rincewind is forbidden to use this type of magic. He appears to believe in old magic more so than the magic used by wizards.

Hrun the Barbarian makes his first appearance as a character directly involved in Rincewind and Twoflower's adventures. In Chapter 1, Twoflower mentions Hrun as

someone he would like to meet, and Rincewind considers Hrun to be one of the few barbarians he finds worthy of attention. During the final scene in the Broken Drum, Rincewind lies about Hrun's presence, which serves as a sort of magical summons to Hrun. These events foreshadowed Hrun's appearance in Chapter 2.



Chapter 2: The Sending of Eight, pp. 84-102

Chapter 2: The Sending of Eight, pp. 84-102 Summary

Hrun creeps along the corridor of the Temple of Bel-Shamharoth. While traveling through the forest, Hrun spots the Luggage and all the gold inside it. He spends several hours following the Luggage through the forest and now into the temple. Hrun wears nothing but a leopardskin loincloth and some pieces of gold jewelry. He carries Kring, a magical black sword he stole from a palace.

Fascinated by the temple's architecture, Twoflower wanders through the building with his black picture box around his neck. The floors are covered in eight-sided tiles and the walls are angled to give the corridors eight sides. The picture imp says the temple is weird, which Twoflower finds odd for him to say, as the imp is a demon. The demon implies that the place is evil. Twoflower wishes aloud that Rincewind were with him, since he would know what to do. The demon says that a wizard would not be found anywhere near the place, as wizards cannot have anything to do with the number eight. He covers his mouth and ducks into the black box.

Twoflower hears a noise that sounds like dice. He calls out and hears only an echo. A bright light appears in front of Twoflower and begins to grow rapidly. As the light shape-shifts, it begins to look more and more like Rincewind. There is a rush of wind and a loud scream, and then Rincewind is on the floor, curled up in a ball. Twoflower taps Rincewind on the shoulder. Rincewind jumps up and yells at Twoflower to not say the number between seven and nine. Twoflower is confused and Rincewind promises to tell him why once they find their way out.

As the men navigate through the temple, Rincewind tells Twoflower about the proper disposal of grimoires, as spells tend to leak magic even when written down. Special grimoire storage rooms have been constructed using denatured octiron, which cannot be destroyed by most forms of magic. It was in one of these rooms at Unseen University that Rincewind unwittingly learned a very powerful spell written in the Octavo, a grimoire that belonged to the Creator of the Universe. No one knows what the spell does. Twoflower tells him not to worry and says they will have to find Bel-Shamharoth, explain their situation, and ask to be let out. Rincewind is dumbfounded and tries to explain the futility of talking with Bel-Shamharoth.

Twoflower wanders off and Rincewind finds him in a room filled with violet light with a low eight-sided altar. A huge stone slab with eight sides sits in the center of the room. The Luggage walks into the room, much to Twoflower's delight. He begins looking in the Luggage for an attachment for his picture box. Rincewind insists they leave.



Hrun the Barbarian strides into the room and points at the Luggage, stating that it is his. Rincewind advises Hrun to not touch the Luggage, but Hrun reaches for it anyway. The Luggage gets up and raises its lid menacingly. Rincewind quickly tells Hrun that he should not utter the number that equals seven plus one, or three and five, or ten minus two, so they can get out alive.

Twoflower pulls a cage full of pink salamanders from the Luggage. He asks who Hrun is, and Hrun gives his name proudly. Rincewind notices Kring, Hrun's sword, glowing with octarine. Kring asks why they cannot say the number eight.

Suddenly the room begins to rumble and vibrate, and the stone slab rises into the air and crashes on the floor. A long black tentacle creeps out of the exposed pit, wraps around Rincewind's ankle, and pulls him across the floor. Twoflower reaches for his hands and Rincewind grabs hold. The two men run to hide behind the altar stone. Hrun attacks the beast with his sword, which is growing tentacles at a rapid pace. Twoflower attaches the cage of pink lizards to his picture box, which rests on a tripod. Rincewind attempts to convince Twoflower to leave, but Twoflower refuses to leave Hrun alone with the creature. The beast has grabbed hold of the Luggage, which is furiously snapping its lid at the tentacle holding it. Hrun has been captured by another tentacle, and Twoflower is now trapped as well.

Twoflower yells at Rincewind to use his spell, but the sight of the beast's enormous eye has paralyzed Rincewind. A tentacle grabs him around the waist and another gets him by the throat. Rincewind catches the picture box as he is being pulled toward the giant eye. He notices the salamanders' tails are now bluish-white in color and throbbing. As Rincewind raises the picture box in a protective gesture, the picture imp says the salamanders are ripe and asks everyone to smile. There is a bright flash. Bel-Shamharoth screams and releases its prey. It drops into the pit, pulling the stone slab back into place and leaving several tentacles flopping around on the floor. Hrun lands on his feet, finds his sword, and begins hacking at the tentacles. Rincewind lays on the floor recovering. The Luggage rocks on its lid, kicking its feet. Twoflower grumbles about the extreme brightness of the salamanders. Rincewind is surprised to hear that what he thought were lizards are actually salamanders, magical creatures that absorb and store octarine. As a result of the extremely high octarine levels in the temple, the salamanders were overflowing with octarine and thus produced an extremely strong flash for the picture.

Hrun pries the top off of the altar using Kring, the sword. He is convinced there is treasure underneath the altar. A strong wind begins to blow through the temple, carrying ghosts with it. The roof cracks, for as Bel-Shamharoth's abused spirit sinks through the earth, his temple is succumbing to Time. Hrun whistles for his horse. He loads his booty, mounts the horse, then picks up Twoflower and throws him over the saddle. Rincewind jumps and lands behind Hrun, who does not seem to mind. The horse gallops quickly through the temple. Rincewind notices the Luggage is running to catch up with the horse. The temple crashes just as the riders make it outside. Trees rapidly sprout up among the ruins.



The men ride out to the moorland and watch the trees. Hrun shoots a bear and the three men feast on the meat. Twoflower helps Hrun go through the treasure he has taken from the temple, while Rincewind listens to Kring drone on about his life story. Twoflower runs over to Rincewind to discuss having Hrun come with them to Quirm. Rincewind is hesitant to agree, since it is very possible Hrun will rob them and leave them stranded. Rincewind thinks about what heroes really want and like, and he gets an idea. Over the course of the next few days, Rincewind takes many pictures of Hrun at his heroic best, for "what heroes like best is themselves." Rincewind has told Hrun that if any harm comes to either Twoflower or Rincewind, there will not be any more pictures of Hrun's heroism.

In Dunmanifestin, the game continues. Fate concedes defeat to the Lady. Death, angered by Rincewind's repeated escapes, swears that he will get him soon.

Chapter 2: The Sending of Eight, pp. 84-102 Analysis

The theme of magic versus reason is illustrated by Rincewind, Twoflower, and Hrun's escape from the temple. Rincewind could have used his magic spell to possibly save himself, Twoflower, and Hrun, but his fear kept him from saying it. While the men are in the altar room, the octarine light in the salamanders is naturally expelled. This logical event produces the bright flash of light that startles Bel-Shamharoth into fleeing the temple.

Kring, the magic talking sword, is introduced. While the sword is quite arrogant and chatty, it has a lot of real-world knowledge. Kring's wisdom will prove useful to Rincewind later in the story.

The themes of heroism and loyalty come up in this section. Hrun the Barbarian, a well-known hero of Discworld, meets Twoflower and Rincewind. Hrun uses his fighting skills to attack Bel-Shamharoth to no avail, illustrating the limitations even heroes can have. By sheer luck, Rincewind actually ends up rescuing the three of them by grabbing the camera and pointing it at the beast. Twoflower believes Hrun's loyalty is guaranteed by the fact they saved Hrun's life in the temple. Rincewind is very skeptical, as he believes the hero's true nature is selfishness and greed. Because Twoflower really wants Hrun to go with them to Quirm, Rincewind must find a way to ensure Hrun's loyalty. He decides to bribe Hrun with photographs of his feats of heroism. Rincewind's attitude toward Hrun is one of tolerance. He believes Hrun is a stupid brute, but knows that it is better to be on Hrun's good side.



Chapter 3: The Lure of the Wurm, pg. 103-113

Chapter 3: The Lure of the Wurm, pg. 103-113 Summary

Rincewind, Twoflower, and Hrun arrive just outside of the Wurmberg, a mountain city which rises nearly half a mile above the valley. The town features forests, buildings, a small river and waterfall, and multiple caves.

As the travelers stop for a midday rest and some barbecued pig, Rincewind realizes they are in a highly magical field. Hrun tosses a coin into the air and it lands on its edge. He assumes that Rincewind has put a spell on the coin. Rincewind tells Hrun to try again, so he tosses six coins in the air. Three coins land flat, one falls on its edge, one turns into a caterpillar, and one disappears. Rincewind recommends they leave at once. As they pack their bags to leave, they hear a noise and the pig carcass flies off the spit and into the heavens.

Liessa Wurmbeeder watches the three travelers from her scrying glass. She reports to her father that the Luggage is still with them. He recognizes that the Luggage is made of sapient pearwood and tells her to get the Luggage before it is beyond Liessa's magical reach. She yells at her father to be silent or else, and he reminds her that she has already killed him once. Liessa angrily stands up and shakes her red-gold hair. Except for some small pieces of chain mail and riding boots made of dragonhide, she wears very little. Liessa storms off. Her father, a wizard of the 15th grade, cannot see her leave, as he has been dead for three months and his eyes can no longer see ordinary objects very well.

Liessa heads down into the heart of the Wurmberg, followed by several dragonriders. She considers that the arrival of the travelers could help her become ruler of the Wurmberg. The throne is rightfully hers, but tradition dictates that only a man can rule. If Liessa had a man who was strong but not very bright, the situation would be different, she thinks. The largest of the three travelers might suit her needs.

Liessa enters the cavern where the dragons roost. Eighty-eight walking rings hang from the cavern's roof. Liessa concentrates on visualizing the dragons, then buckles on a pair of hookboots. She walks onto the cavern ceiling and heads for Laolith, her dragon. Laolith licks his jowls, which are greasy with pork fat. Liessa lectures him on going out alone to fight, and Laolith tells her that he was hungry. She says there will soon be horses to eat. Laolith asks if there are any warriors, and Liessa tells him the warrior is hers, but that he can have the wizard she spied in the group. The dragon mutters that wizards are not very filling.



Rincewind and Twoflower are on horseback, racing to escape the dragons. Twoflower yells that he has always longed to see dragons, but Rincewind tells him to shut up and ride. Behind them, Hrun screams, dismounts, and draws Kring, his black sword. Twoflower stops, entranced by the dragons. Rincewind spots another dragon flying toward them. He lets go of Twoflower's horse and heads for the trees. While escaping, Rincewind is knocked off his horse and loses consciousness.

When he awakes, Rincewind sees a semi-transparent dragon with bronze-gold wings staring at him. Rincewind can see right through the dragon to the trees behind it. A man wearing nothing but boots, a loincloth, and a helmet sits on a branch near the dragon. Rincewind creeps back into the foliage and runs off between the trees.

After a mile, Rincewind hears someone whisper to him. It is Kring, the black sword, stuck in a branch above Rincewind's head. He asks Rincewind to pull him out. Rincewind asks what happened to Hrun and Twoflower, and Kring says that the dragons took them. The horses and the Luggage were also taken. Kring says that since Rincewind is probably in a hurry to rescue Hrun and Twoflower, once he gets the sword out of the tree, they can leave. Rincewind is not seriously considering a rescue mission, but he decides a magical sword may prove to be valuable. He climbs up the tree and begins to extract Kring. Once Kring is freed, Rincewind tells him that rescue is not a good idea, and that instead they will head to a nearby city to raise a search party. Kring tells Rincewind that he cannot leave Hrun and Twoflower to their fate, and that if Rincewind continues to argue with him about rescuing his companions, Kring will chop his head off. Suddenly Rincewind's sword arm reaches up and holds the blade against his throat. Rincewind shouts that he does not know how to be a hero, and Kring says that he will teach him.

Chapter 3: The Lure of the Wyrms, pg. 103-113 Analysis

The Wyrmsberg marks the third adventure for Rincewind and Twoflower, and their first adventure with Hrun as part of their crew. Rincewind's desire to escape the highly magical area suggests he is actually fearful of magic. Considering the fact that he unwittingly learned a very powerful spell while in wizardry school, it is quite likely that Rincewind is afraid of magic.

Liessa has killed her father in an attempt to gain power. She is yet another greedy, corrupt ruler of Discworld. Liessa's idea of using Hrun as a means for becoming the ruler of the Wyrmsberg foreshadows their encounter later in Chapter 3.

Rincewind's reluctance to look for Twoflower and Hrun symbolizes his lack of courage. He has left the heroism to Hrun, but now Hrun has been captured, it is up to Rincewind to save the day, which Kring points out. Rincewind's confession that he does not know how to be a hero shows that he believes he is incapable of being heroic, which fits in with the theme of heroism. Kring the magical sword symbolizes power and courage. Since he is quite familiar with what makes a hero, he offers to teach Rincewind how to become one.



Chapter 3: The Lure of the Wyrms, pp. 113-122

Chapter 3: The Lure of the Wyrms, pp. 113-122 Summary

K!sdra, a dragonrider from the Wyrmsberg, sits in a tree with Psepha, his dragon. Psepha spies Rincewind approaching and growls. K!sdra jumps down from the tree and draws his sword. Rincewind holds Kring at arm's length, seemingly embarrassed to be in its presence. K!sdra leaps at Rincewind and Kring strikes, knocking K!sdra's sword from his hand. As K!sdra avoids another attack, Psepha flies out of the tree and heads straight for Rincewind. Rincewind holds the blade at K!sdra's throat and tells him to call off his dragon. K!sdra shouts at Psepha and the dragon pulls back, returning to the tree.

Rincewind demands to know what happened to Twoflower and Hrun. K!sdra tells him they were probably taken to the Wyrmsberg. He adds that the only way they can get to the Wyrmsberg is by dragon. Rincewind mounts Psepha but is skeptical, for even though the dragon's scales feel solid to the touch, he can see right through it. They take off and head to the Wyrmsberg.

As they approach the mountain, Rincewind notices the octarine glow in the air, indicating that the area is full of magic. He looks down at Psepha, who appears more genuine than he did before. They fly into a huge cavern full of dragons. Several of the dragons are resting on the cavern's roof, with men armed with crossbows walking among them. Rincewind asks Kring if he has any suggestions what to do and Kring tells him to attack. Concerned about the crossbows, Rincewind demurs, and Kring says he is his own worst enemy. As they land on one of the rings hanging from the ceiling, men and women surround Rincewind, crossbows at the ready. K!sdra tells Rincewind to surrender. He opens his mouth and Kring hums a warning, sending a shot of pain up Rincewind's arm. He says he will never surrender.

A voice from behind Rincewind says that he is a hero, so of course he will not surrender. Rincewind turns to see a young muscular man hanging from the ceiling. The man asks Rincewind's name and introduces himself as Lio!rt Dragonlord. Lio!rt assumes Rincewind has come to challenge him in mortal combat. Rincewind denies it but Lio!rt ignores him and asks K!sdra to fit Rincewind with a pair of hookboots. Rincewind panics and Kring reminds him that he is a magic sword. K!sdra tells Rincewind to climb the ladder up to the ceiling, grab a ring, then to bring up his feet until the hooks in the boots catch. Rincewind protests but does as instructed.

Lio!rt calls the group to attention and announces that they will fight to Rincewind's death. Rincewind warns him that he has a magic sword, and Lio!rt responds that his sword is also magical. He removes his sword from its wrappings and reveals its rune carvings and black surface. The two swords battle it out, with Kring managing to cut Lio!



rt across the chest. Lio!rt leaps at Rincewind and hits him across the head, leaving Rincewind dangling from the cavern's ceiling. As he hangs there, Rincewind has a vision of Death swinging a scythe at him. Rincewind ducks and Death curses at him, then disappears.

Rincewind snaps back to reality and stretches to grab Lio!rt's sword arm. Rincewind's remaining ring breaks under the pressure, and Rincewind plunges downward, still holding to Lio!rt's arm tightly. Lio!rt screams at Rincewind to let go or they will both die. He calls to the bystanders to shoot Rincewind, then swipes at Rincewind with his free hand. Rincewind lets go.

Chapter 3: The Lure of the Wyrms, pp. 113-122 Analysis

The theme of heroism comes up as Rincewind is called a hero for the first time. Rincewind believes heroes are generally brutish and stupid, as characterized by Hrun, so Rincewind is reluctant to claim hero status. The reader can infer from this that Rincewind is not interested in Kring's lessons on heroism.

The theme of magic versus reason is illustrated by Rincewind's struggle to believe in the dragons. The dragons exist solely by the use of magic, and as they get closer to the source of the magic, the dragons become more realistic. Since Rincewind is very skeptical about the benefits of magic over reason, he is unable to see them clearly.

Death appears to collect Rincewind while he hangs from the cavern wall. Once again, Rincewind refuses to go with him. Death is growing visibly angrier with Rincewind.



Chapter 3: The Lure of the Wyrms, pp. 122-136

Chapter 3: The Lure of the Wyrms, pp. 122-136 Summary

Twoflower and Hrun are imprisoned in a dungeon cell. Twoflower surmises they will be released soon, and gushes about having seen dragons. Hrun tells him dragons no longer exist and that it was probably magic. Twoflower recounts the legends from his youth about dragons, and Hrun counters with his experience of dragons living in swamps and collecting firewood. Twoflower asks what will happen next. Hrun says what usually happens is that he is pulled out of the cell to battle giant spiders and a mutant slave, then rescue a princess who helps him escape with treasure.

Twoflower reminisces about his childhood fascination with dragons. His sister told him they were not real, which greatly disappointed Twoflower. The dragons he has seen in the Wyrmsberg are much smaller and sleeker than he has imagined them to be. He hears a sound coming from the far corner of the cell. As Twoflower goes to inspect the corner, several guards burst into the cell, their weapons aimed at Hrun, who is fast asleep. Liessa strides into the cell and stands over the dozing Hrun. She draws a thin black dagger from her belt and stabs at Hrun. Still asleep, Hrun grabs at Liessa's wrist and searches for his sword. He wakes up and notices Liessa and the guards. She tells Hrun that he has passed the first test and asks for his name. He tells her he is Hrun of Chimeria and asks who she is. She says her name is Liessa Dragonlady, and that she could use a hired sword such as Hrun, provided he passes three perilous tests.

Twoflower interrupts their conversation. Liessa tells the guards to take Twoflower away, and they carry him off to another cell as he asks what has happened to his Luggage. Hrun asks Liessa what the second test is. She tells Hrun that he must kill her two brothers, either consecutively or concurrently, which Hrun does not understand. If he kills her brothers, Liessa and Hrun will wed and Hrun will become Lord of the Wyrmsberg. He considers the offer, staring at the jeweled rings on Liessa's fingers. She glares at him and asks if Hrun would walk into the jaws of Death. Hrun says he would, if only to steal Death's gold teeth. He tosses his bunk in the air and it strikes the guards. Hrun hits one guard and grabs another's weapon. Liessa watches him and asks if he plans to kill her. He says he is just practicing and asks where her brothers are.

Twoflower sits in his dark cell and tries not to think about how long he has been there. Distracting himself with thoughts of dragons, he hears scratching noises. He senses that something is in the cell with him. A flame shoots past his head and hits the wall. Twoflower looks up to see a large dragon that looks just like the ones from his childhood fantasies. The dragon's voice is in his head, telling Twoflower that he will obey. Twoflower commands the dragon to open the cell door. The dragon shoots flames at the door and it falls into the passageway. They step into the corridor and the dragon looks at



him expectantly. Twoflower asks the dragon how he got into the cell, and the dragon replies that Twoflower summoned him in his mind. This confuses Twoflower, as he has thought about dragons all of his life and none have ever appeared to him before now. The dragon tells him telepathically that in the Wyrnberg, there is not much difference between thought and reality. Now that Twoflower has thought of the dragon, the dragon is his to command.

Several guards appear in the corridor and one takes aim at Twoflower. The dragon bellows flame at the guards and they disappear. Twoflower ducks around the dragon and rushes down the corridor, the dragon following behind him. As he makes his way through the dungeon, Twoflower notices a number of old tapestries depicting dragons. Twoflower asks the dragon his name. The dragon replies that he does not know his name, so Twoflower decides to call him Ninereeds, after his mentor.

As the duo moves through the caverns, Twoflower finds a path that has been recently used. He follows the path through several rooms and winds up in front of two large doors. Twoflower touches the dragon-shaped handle and the doors open into a room full of magical energy. He enters and sees someone sitting on a raised dais in the middle of the room. Beckoning to Twoflower, the man on the dais says he is actually dead, which he supposes Twoflower already noticed. Because the man is dead, he is no longer constricted by Time, including the present and future. The man compliments Twoflower on Ninereeds. Twoflower tells him that the dragon just turned up. The man excitedly tells Twoflower that he has the Power, for he has summoned the dragon. He introduces himself as Greicha the First. Twoflower asks how the Power works to summon dragons. Greicha explains that true dragons, unlike swamp dragons, can only be conceived by someone with a very skilled imagination. His daughter, Liessa, does not really believe in dragons, therefore the ones she summons are rather boring. Greicha tells Twoflower that Ninereeds is almost as nice as the ones he himself used to summon. Twoflower asks why Greicha is still able to talk, even though he is dead. Greicha replies that he was a very powerful wizard who was poisoned by Liessa. Typically, the ruler of the Wyrnberg must wrestle succession to the throne from the previous ruler, but none of Greicha's three children have proven to be powerful enough to take the throne. As a result, Greicha has chosen to remain unofficially alive until only one child remains to perform the ceremony. Twoflower asks if it was one of Greicha's children that kidnapped them, and Greicha confirms that it was Liessa that brought them to the Wyrnberg. He also tells Twoflower that the Power only works near the Wyrnberg, which is why the dragons appear transparent further away from the city. Greicha tells Twoflower that he must not keep him, as Twoflower will be rescuing Rincewind shortly.

Twoflower leaves the chamber with Ninereeds in tow. The dragon suggests they fly, so Twoflower mounts Ninereeds and they soar off through other caverns until they reach a dragon roosting hall. Twoflower can see small figures on the cavern's roof. One of the figures is falling.

Having let go of Rincewind, Rincewind tumbles through the air. The spell pops into his mind, as it always does during a crisis. Rincewind begins to utter the words of the spell. Before he can say the final word, Twoflower and Ninereeds swoop down and catch him.



Chapter 3: The Lure of the Wyrms, pp. 122-136 Analysis

Magic wins out over reason as Twoflower's magical abilities are put to use. Up until now, the items Twoflower brought along on his trip have helped him. Now it is the Power—the magical power of his imagination—that helps Twoflower manifest a dragon. Greicha's observation that Twoflower has the Power suggests that magic and reason can coexist, an important part of the magic versus reason theme that is found in the novel.

Hrun's first meeting with Liessa shows the shadow side of being a hero. Hrun is greedy for wealth and power. He completely disregards Twoflower, someone whom he has promised to protect, as he discusses the tasks with Liessa.

In this section, the reader can see the similarities and differences between Rincewind, Twoflower, and Hrun in their approaches to loyalty. Hrun is only loyal if it benefits him in some way. Liessa's request has appealed to his greed, which is a much more powerful motivation for Hrun than loyalty. Rincewind has arrived at the Wyrmsberg under pressure from Kring. Like Hrun, Rincewind's loyalties lie with himself. Twoflower is exceptionally loyal and does not doubt for one second that he needs to rescue Rincewind.



Chapter 3: The Lure of the Wyrms, pp. 136-144

Chapter 3: The Lure of the Wyrms, pp. 136-144 Summary

Several dragonriders, Lio!rt, and Liartes, along with Hrun and Liessa, stand in a grassy meadow on top of the Wyrmsberg. The Loremaster stands between the two groups and reminds them that Greicha the First has declared there will be no succession until one of his children feels powerful enough to challenge and defeat their siblings in mortal combat. The Loremaster adds that it has not been determined whether challenges can be issued by proxy, but Greicha interrupts to say proxies can be used, as it shows intelligence. As Liessa's proxy, Hrun challenges both Lio!rt and Liartes to mortal combat. Having been challenged to fight, the brothers are allowed to choose their weapons. They both choose dragons, since they can be used offensively. Hrun refuses to use a dragon for fighting, but he is not allowed any other weapon. Liessa apologizes for the unexpected twist and offers to imagine a dragon for Hrun, but he turns down the offer.

The Loremaster drops his handkerchief to signal the beginning of the challenge. Lio!rt's dragon shoots flames at Hrun, who quickly pushes Liessa aside. The second dragon swoops in to attack Hrun. He narrowly escapes the flames but is smacked across the head by the dragon's tail. Lio!rt comes in for a second attack and sees Hrun standing very still. As Lio!rt's dragon passes, Hrun jumps on its back and knocks Lio!rt off. As Lio!rt loses consciousness the dragon disappears and both men topple to the ground. Hrun is unsure what has happened. Liessa explains to him that the dragons are imaginary, so if her brothers are unconscious, there is no way their dragons can exist. Liartes's dragon flies in to attack and Hrun hits the ground. As the dragon flies up for another attack, Hrun runs into the woods. Liartes lands his dragon on the grass close to where Hrun is hiding. The dragon shoots flames at the bushes while Liartes taunts and cajoles Hrun to come out. Hrun drops from a tree and charges at Liartes with a large branch. Liartes's sword catches on the branch and Hrun pushes him to the ground. As Liartes tries to get up, Hrun kicks at his head and knocks him out. The dragon vanishes and the fireball coming toward Hrun fades into a warm breeze.

Hrun throws Liartes over one shoulder and Lio!rt over the other and heads back to the meadow. Liessa tells Hrun to kill them, but Hrun says it is unfair to kill someone that is unconscious. She decides to banish Lio!rt and Liartes from the Wyrmsberg so they have no Power. Hrun is satisfied by this decision, which surprises Liessa. Hrun says that he has to consider his image, and asks for the next test. Liessa says it is perilous but if he passes the test, he will become Lord of the Wyrmsberg and her lawful husband. Hrun thinks about his past: he has had a lot of adventures and acquired a lot of treasure, but he does not have much to show for it. He asks Liessa if he will be weaponless for the



next test. Liessa removes her helmet and robe and stands naked before Hrun. She offers Hrun a glass of wine and says, "I think not."

Rincewind and Twoflower soar over the Wyrnberg on Ninereeds's back. They have spent the night in the woods and are returning to rescue Hrun. In an attempt to change Twoflower's mind about the rescue mission, Rincewind reminds him that Hrun did not attempt to rescue Twoflower when he was in danger. The dragon flies closer to the mountain and reports that he sees fighting. Rincewind's fear of heights kicks in and he starts to panic. Twoflower tells him they are almost at the Wyrnberg. He wonders aloud if dragons can fly to the stars, and Rincewind tells him to forget it. Ninereeds reports that Hrun is talking with Liessa. Twoflower commands Ninereeds to dive.

Chapter 3: The Lure of the Wyrn, pp. 136-144 Analysis

Again the reader sees the dichotomy of magic versus reason in Hrun's battle against Lio!rt and Liartes. Hrun uses his common sense and practical skills to knock out both Lio!rt and Liartes. Since the brothers are unable to conjure a dragon while unconscious, they lose the fight with Hrun.

Both Twoflower and Hrun have a moral code and standards of behavior, albeit quite different ones. Hrun refuses to kill Lio!rt and Liartes while they are unconscious because it would be unfair. He is well aware of the importance of his reputation as a hero and does not want to jeopardize it. Twoflower is willing to rescue Hrun and Rincewind, even if neither one of them does anything to help Twoflower.

Twoflower's musings about flying to the stars foreshadows what will happen at the end of Chapter 3. The reader learns that Rincewind is afraid of heights, which will play a key role later.



Chapter 3: The Lure of the Wyrms, pp. 145-152

Chapter 3: The Lure of the Wyrms, pp. 145-152 Summary

Hrun takes the wine cup from Liessa and grins at her. The dragons in the arena start to bay. There is a sudden flash and Hrun is gone—Ninereeds has carried him off. Liessa is enraged and summons her dragon. The Loremaster and Greicha watch from a distance. Greicha bets that Liessa will not catch Hrun. The Loremaster says he expected Greicha would be dead by now. Greicha says that because he is a wizard, Death himself must come to collect him. At that moment, Death shows up on a white horse and takes Greicha's soul. The Loremaster asks what death is like and Greicha promises to report back once he has fully investigated it.

Hrun curses at Rincewind and Twoflower for rescuing him, as he could have stayed in the Wyrmsberg and become its ruler. As the dragon ascends higher, the air thins and Twoflower passes out. Ninereeds suddenly vanishes. Liessa swoops by on her dragon and grabs Hrun. Twoflower and Rincewind plummet to earth. Rincewind screams at Twoflower to wake up and think of dragons so that Ninereeds will reappear, but Twoflower remains unconscious. Rincewind tries as hard as he can to summon a dragon, but hears only the voice of Death telling him it will not work, as Rincewind does not believe in dragons.

As they fall, Rincewind and Twoflower are snapped into an alternate universe. Rincewind finds himself and the still-unconscious Twoflower standing in some sort of tunnel. They are surrounded by strangers who are strapped into seats and shouting. Rincewind drags Twoflower down the tunnel and opens a door. He startles a woman carrying a tray, barges past her, and passes more people in seats. Through little windows in the tunnel, Rincewind spies a silver dragon's wing. He heads into a room at the far end of the tunnel and finds five men in a room full of glittering lights. A young man standing next to Rincewind shoves a black box in his face. Rincewind grabs the box, thinking it is a picture box. The man attempts to snatch the box back. One of the other men jumps up and points a type of small metal amulet at the young man, who puts his hands in the air. The man with the amulet asks Rincewind for the bomb, and Rincewind hands him the box. He tells Rincewind that he has done a very brave thing, and then asks what is wrong with Twoflower. Rincewind looks down and realizes that he and Twoflower are both wearing very strange clothes.

As Rincewind considers the fact that he can understand the strange language spoken by the man with the amulet, he thinks about meeting Jack Zweiblumen in the airport and offering to show him around the States. In this alternate universe, Rincewind is airplane passenger Dr. Rjinswand, a 33-year-old bachelor born in Sweden and raised in New Jersey. Rjinswand specializes in the breakaway oxidation phenomena of certain nuclear



reactors. He staggers back to his seat to the applause of his fellow passengers, as Rjinswand has thwarted a hijacking. His seatmate Jack Zweiblumen, known as Twoflower in Discworld, is still unconscious. The stewardess tells Rjinswand that an ambulance will be available when the plane lands. There is a sudden crash from the rear of the plane. A large wooden chest with hundreds of legs is walking down the aisle, its lid gaping open to show its teeth and tongue. Rjinswand grabs at Zweiblumen and wishes he were elsewhere.

The action snaps back to Discworld, where Rincewind and Twoflower are hurtling through the air. The men land in the Circle Sea. The Luggage, affixed with a label saying TWA, splashes down after them.

Chapter 3: The Lure of the Wyrms, pp. 145-152 Analysis

The meaning of Chapter 3's title becomes obvious here, as Hrun has been lured by the Wyrmsberg. His capture by Liessa marks the end of his association with Rincewind and Twoflower. Since Rincewind and Twoflower have shown themselves to be quite capable of heroic feats, there is no need for them to defer heroism to Hrun.

Opportunities to be a hero present themselves when one is not paying attention. This is evidenced by the heroic acts performed by both Twoflower and Rincewind. Twoflower's pleasant fantasies about dragons enable him to summon a dragon and use it to help his friends. While Rincewind struggles to be heroic in Discworld, he is able to foil a plane hijacking in the alternate universe.

While the plot device of the alternate universe seems to throw the story off course, it illustrates that the novel's themes transcend time and space. Rjinswand/Rincewind becomes a hero not through magic, but by simply showing up and following his instincts. The Luggage's appearance in the alternate universe symbolizes undying loyalty.



Chapter 4: Close to the Edge, pp. 153-159

Chapter 4: Close to the Edge, pp. 153-159 Summary

The Arch-astronomer of Krull arrives at a workshop to inspect work on a bronze fish-shaped vessel. He admires the vessel and asks the craftsman if there is anyone more skilled than he. The craftsman, Goldeneyes Silverhand Dactylos, replies that he lacks certain skills. He recounts his experience making metal warriors, a desert palace, and a light dam. With each job, the client maimed Goldeneyes in order to prevent him from creating a rival project. Goldeneyes has arrived in Krull using a flying machine he constructed in order to escape imprisonment by his previous customer. The Arch-astronomer asks Goldeneyes to remind him what the reward was for building the fish-shaped craft. Goldeneyes replies that he was to be set free without being harmed in any way. The Arch-astronomer reveals that he lied to Goldeneyes, and he kills him with an arrow. The master launchcontroller informs the Arch-astronomer that everything is ready for the launch. All that remains is to get the sacrifices, which the launchcontroller says the ocean will provide.

Rincewind and Twoflower are bickering and bailing out water from their boat as quickly as they can. They have recently escaped a slave ship. It has been six months since the two men were in Ankh-Morpork. Rincewind notices there is much less horizon than there should be, and realizes they are right about to go over the Edge of Discworld. Twoflower apologizes for his poor steering skills, and says the current should lead them somewhere. Rincewind tells him that they are near the Rimfall and will soon hit the Edge. Twoflower asks if he wants something to eat. Rincewind yells at him, but since they cannot avoid the Edge, Twoflower does not see the point in being upset about it. Twoflower wishes he had his picture box, which is still in the Luggage on the slave ship. He wonders what happens to ships that fall over the Edge, and fantasizes about falling into another world. The water around them teems with aquatic life. Rincewind spies a little green frog struggling against the current. He finds an oar and stretches it out to the frog, which jumps onto the oar just before another creature snaps at it. The frog looks up at Rincewind and bites his thumb. As they get closer to the Edge, the current becomes stronger. Something hits the hull and the boat spins around, then stops. The water spills over the deck and Rincewind begins to drown. Rincewind wakes up on the deck to find a worried Twoflower looking at him. The Edge is only a few feet away.

Chapter 4: Close to the Edge, pp. 153-159 Analysis

Once again, Rincewind and Twoflower survive a dangerous journey. Twoflower's musings about falling into another world foreshadow what will happen to him at the end of Chapter 4.



At the beginning of the novel, the author mentions that the kingdom of Krull is small and secretive. It should come as no surprise, then, that the Arch-astronomer kills the craftsman that has built the vessel. The Krullian leaders also believe that the sea will provide what they need, including the sacrifice for the launch of their new vessel. Rincewind and Twoflower have fallen into the Circle Sea, foreshadowing the connection between their arrival at the Edge and the Krullians' need for a sacrifice.

The frog is the first creature Rincewind has helped without being told to do so. It bites Rincewind after being rescued, and the Rincewind of six months earlier would have thrown the frog back into the sea. Instead he puts the frog into his pocket, foreshadowing the frog's role later in Chapter 4.



Chapter 4: Close to the Edge, pp. 160-173

Chapter 4: Close to the Edge, pp. 160-173 Summary

About 70 miles away from the Rim, a slave ship drifts through the water. Having recently rescued Rincewind, Twoflower, and the Luggage from drowning in the Circle Sea, the ship is now battling the Luggage, which has attacked several crewmembers that have attempted to inspect it. The first mate runs to the ship's captain and tells him the raft is ready. The captain orders the crew to put the raft in the water and get inside, then set the ship on fire. They are eager to escape the Luggage at all costs.

Twoflower and Rincewind's boat has hit the Circumfence, a fence made of ropes and wooden posts that goes around the Edge of Discworld. Tethis, a sea troll, rescues them in his boat, which moves along the ropes by way of a pulley system. The troll takes the men back to his home, a driftwood shanty built on top of a crag. The top rope of the Circumfence winds over several iron stakes on the crag and through the shack's window. The boat grounds itself on a small jetty, and Rincewind and Twoflower climb out. Rincewind finally looks at Tethis, who looks like a squat old man with translucent blue skin.

Tethis offers them food and clothes and heads to the house. He serves them a greenish liquid that Twoflower calls Ghlen Livid, a fermented vul nut beverage from his homeland. Twoflower asks Tethis how he got the liquor. The troll replies that many objects get caught in the Circumfence, which acts as a very strong net. Tethis' job is to recover the stuck items. He patrols only one league of the Circumfence, for it stretches many miles. The Circumfence was built by the kingdom of Krull, which sends out seven navies to patrol and repair it, as well as bring salvage back to the kingdom. Most sailors that get marooned at the Circumfence end up becoming slaves with their tongues cut out. Tethis confesses that he is a slave as well, and if Rincewind and Twoflower attempt to overpower him, he will have to kill them. Rincewind claims he would jump over the Edge before he would become a slave. Hearing this, Tethis grabs Rincewind by the waist and carries him outside. He holds Rincewind over the Edge and tells him to look. Rincewind looks down and sees the eye of one of the elephants holding up Discworld, as well as a flipper. Tethis asks Rincewind if he still wants to jump, and Rincewind says no. Tethis tells the men that a real world lies beyond the Edge. He knows because he came from another world, Bathys, where he had been a hunter that used land yachts to capture deer and buffalo. Tethis' yacht hit a bad storm and he stayed with the vessel until it fell over the rim of the world. As Tethis fell, he passed other worlds, froze and thawed a few times, and landed near Krull. The Krullians were looking for slaves to man the way stations at the time, so Tethis became a slave. Twoflower supposes that a craft could be designed to sail over the Edge and visit other worlds. Rincewind tells him to stop talking, and Tethis says that all the Krullians with tongues express the same idea as Twoflower.



Around dawn, Rincewind wakes Twoflower. He tells Twoflower they need to escape before the salvage fleet arrives, and that they can overpower Tethis using some of the weapons lying around the shack. Rincewind finds a scimitar among the boxes. Twoflower is skeptical that it will harm the troll. Rincewind hides by the door and when it opens, he attacks the troll with the blade. Just as Twoflower predicted, Tethis is unharmed but disappointed. He tosses Twoflower a sack with deer, lobster, and salmon taken from the Circumfence.

A bell sounds to signify the receipt of a message. Tethis listens to the message and notifies Rincewind and Twoflower that they will be picked up by a flyer instead of the salvage fleet.

Chapter 4: Close to the Edge, pp. 160-173 Analysis

The Luggage has survived fire, water, and time travel in its attempts to stay close to Twoflower. Even when separated from Twoflower, the Luggage's fierce loyalty compels it to seek Twoflower, no matter the cost.

The author has more fun with words in this section. The fence that marks the Edge of Discworld is called the Circumfence, a play on the word "circumference." Rincewind points out this fact but is ignored. Ghlen Livid, the beverage Tethis offers Rincewind and Twoflower, pokes fun at a brand of liquor that is popular on Earth. The fact that Twoflower is familiar with the liquor seems to imply he is actually from Earth.

Twoflower's thoughts about a ship which can sail over the Edge, plus Tethis' comment about the Krullians' similar idea, parallels the Arch-astronomer's and foreshadows the appearance of the vessel later in Chapter 4.



Chapter 4: Close to the Edge, pg. 173-180

Chapter 4: Close to the Edge, pg. 173-180 Summary

The flyer that arrives from Krull is a 20-foot-wide lens with black-robed men harnessed along the edge, each with a tormented look on his face. It speeds across the sea, yet floats several feet above the water. Rincewind is aware that powerful magic has been used to construct the flyer. He explains to Twoflower that the lens was created by fourth-grade wizards using rare, unstable elements. The lens is powered by hydrophobes, wizards trained from birth to loathe water.

The flyer stops just short of the island, and a hooded figure in the center of the lens gestures to Rincewind and Twoflower. Tethis bids them farewell and the two men wade out to the rope ladder being held down by the hooded figure. Waving a silver rod in its other hand, the figure gestures at a rock on the shore. The rock disappears and the figure tells Rincewind and Twoflower it is not afraid to use the rod on them. Rincewind mocks him and the figure says it knows Rincewind and is not fooled by his affected air of cowardice. Stunned, Rincewind sits down on the lens. Twoflower and Rincewind strap themselves down under supervision of the hooded commander. The flyer lifts into the air and levels off at a dozen fathoms above the sea. Twoflower is cheerful about the visit to Krull, and Rincewind asks if anything ever worries him. Twoflower replies they are still alive, it is all probably a misunderstanding, and they will probably be sent home.

The slave ship burns and falls into the sea at the Gorunna Trench, a chasm in the Disc's surface home to many evil creatures. Soon after the ship crashes, a series of strange events take place in the area. A sea monster from the Trench washes up on a nearby atoll with a frightened look on its face. Two boats catch something in their nets that drags them for several miles. At another atoll, the islanders are awakened in the middle of the night by loud crashes. In the morning they discover that the trees in their little jungle have been smashed to bits, leaving a path pointing Edgeward.

On the lens heading to Krull, Rincewind asks the hooded figure to stop waving the silver rod for fear it might go off. Twoflower asks what the rod is and Rincewind tells him it is Ajandurah's Wand of Utter Negativity. The figure tells Rincewind to shut up and removes the hood. It is a young girl of about 15 with deep black skin and pale hair. Rincewind sees she is very afraid, and he is surprised to see someone actually afraid of him. He asks her name and she tells him it is immaterial. He compliments her name and asks where they are being taken. She tells him not to mock her and that she is Marchesa, a fifth-level wizard. They are being taken to Krull. Rincewind says she must know he never made it to Neophyte level. Marchesa replies that she knows he cannot do magic because one of the Eight Great Spells is lodged in his brain. Twoflower protests that she just called him a magician of great cunning and artifice. Marchesa agrees and says Rincewind must be some sort of magician because he has survived several adventures.



Rincewind tries to convince Marchesa to drop them off, and Twoflower asks if they will become slaves. Marchesa says their lives in Krull will be very comfortable but will not last very long.

Chapter 4: Close to the Edge, pg. 173-180 Analysis

The reader learns more about the Luggage's efforts to find Twoflower. It kills a sea monster, drags a couple of boats off course, and tramples a jungle. Its dedication, though destructive, is quite admirable. The Luggage's chaotic attempts to find Twoflower foreshadow its reunion with Twoflower at the end of Chapter 4.

For the first time, Rincewind admits he is barely a wizard by Discworld standards. Marchesa, the wizard who helms the lens, is aware Rincewind is not a true wizard. She does make the case that Rincewind must know some sort of magic, though, for he has survived despite several perilous adventures. This conversation ties in with the theme of magic versus reason. Throughout the novel, Rincewind has been saved through the use of reason and logic. He has yet to use his spell and it would appear that he does not even need it.



Chapter 4: Close to the Edge, pp. 180-192

Chapter 4: Close to the Edge, pp. 180-192 Summary

The city of Krull has a very nautical feel, due largely in part to the building materials salvaged from the Circumfence. Bits and pieces of ships, dhows, and caravels have been pieced together to construct buildings. The lens docks at a gantry, where four guards meet Rincewind, Twoflower, and Marchesa.

The guards take Rincewind and Twoflower to a palace built in the wall of a cliff. They are led to a room and pushed in. Rincewind and Twoflower are awestruck by the ornate room, with its table laden with seafood dishes and other strange delicacies. Rincewind reaches for a purple fruit and hears a voice refer to it as a candied sea urchin. Rincewind turns to see an old man step out from behind the curtains. After pointing out some of the other foods on the table, the man introduces himself as Garhartra, the Guestmaster. His role is to ensure that Rincewind and Twoflower's stay is as pleasant as possible. Twoflower sits down and recounts the events leading up to their imprisonment in Krull, and states that there seems to be a lot of inconsistency. Rincewind agrees and asks if things will soon become unpleasant. Garhartra tells them that they will not be enslaved, but will be sacrificed fairly painlessly. In his anger, Rincewind throws a bottle of sea grape jelly at the Guestmaster. The air is suddenly thick with magic, and Rincewind is thrown across the room by an invisible force and held against the wall. Garhartra apologizes for throwing Rincewind and tells them that he and Twoflower were specifically chosen to be sacrificed. He tells them to sleep well and shuts the door, locking it behind him.

Terton, lengthman of the 45th Length of the Circumfence, hears clashing of bells along his patrol. He goes out into the night to investigate. A seaweed-covered rectangular shape with multiple legs ambles along the Fence and smashes Terton's hut into bits. Terton survives by clinging to the Circumfence. He later relocates to the Great Nef, a very dry part of Discworld.

Twoflower tries the door at Rincewind's insistence. Garhartra's earlier spell on Rincewind has not worn off yet, so he is still standing on the wall and the bottle of jelly still hangs in the air. Rincewind asks why Twoflower never worries, and he responds that something will turn up. Rincewind says they do not know why they will be killed, and a voice in his head asks if he would like to know. The spell breaks and Rincewind falls to the floor. The voice tells him to be careful because Rincewind nearly squashed him. Rincewind remembers the green frog, takes it from his pocket, and stares at it. The frog tells Rincewind telepathically to set him down on the floor. The room grows dark and fills with green, purple, and octarine clouds, which spiral toward the frog. The frog is soon lost in a golden haze that fills the room with yellow light. The clouds vanish and the frog remains, much to Rincewind's dismay. A female voice tells him to turn around.



Rincewind turns and sees a beautiful woman with bright green eyes. Rincewind begins to address her but she stops him, reminding him that she is a goddess that only comes when she is not summoned. Rincewind asks if she is the Lady, and she says yes. He introduces Twoflower and tells him not to give the Lady any other name. Among the gods of Discworld, Fate and the Lady are the most feared and honored. Because she does not wish to be worshipped, the Lady does not have any temples dedicated to her. She is also attracted to the sound of dice, making her a favorite of gamblers.

Rincewind tells the Lady that he and Twoflower are about to be killed, but they do not know why. The Lady explains that the Krullians plan to launch a bronze vessel over the Edge in order to learn the gender of Great A'Tuin. Rincewind finds it pointless, but the Lady explains that someday Great A'Tuin may meet another of its species, and it is unknown what would happen. The bronze ship will carry two voyagers on its dangerous mission. In an attempt to reduce the danger, the Arch-astronomer of Krull has made a deal with Fate to sacrifice two men at the launch. Fate has specified that Rincewind and Twoflower are the sacrifice, for he has been frustrated by them for quite some time. Twoflower asks if the Lady can help them. She tells him that she can give them just one chance to save themselves, then she disappears.

The door opens and Garhartra appears with two guards. Rincewind hears a voice in his head say "Ready." At that moment, the suspended bottle of sea grape jelly bursts against Garhartra's head. In the confusion, Rincewind grabs Twoflower and dashes out of the room onto a balcony that looks out over a courtyard. They turn a corner and come upon two hydrophobes. As one of them begins incanting a spell, Twoflower spits on the ground and the hydrophobe screams. Rincewind attacks the other hydrophobe, who tumbles over the balcony and into a pond. Twoflower watches in awe until Rincewind grabs him. They cross over to another courtyard, leaving their pursuers far behind. Rincewind finds a door, peers inside to find the room empty, and drags Twoflower inside with him. As Rincewind complains about being lost, Twoflower stares at the room, which contains the entire universe.

Chapter 4: Close to the Edge, pp. 180-192 Analysis

For the first time, Twoflower becomes annoyed with his circumstances. While he can handle the uncertainty as to what will happen to him and Rincewind, it is the inconsistency on the part of the Krullians that frustrates Twoflower. The Krullians' treatment of Rincewind and Twoflower goes from curt and abusive on the lens, to extremely kind and accommodating in the palace.

The Lady makes a formal appearance on Discworld. She is the frog that Rincewind rescued at the Rimfall, and because he rescued her, she can now offer her assistance to him and Twoflower. While the Lady knows that Fate cannot be cheated, she also is aware of the deal he has made with the Arch-astronomer of Krull. Fate has altered the course of events by requiring Twoflower and Rincewind be sacrificed, so the Lady can arrange to even the score.

The true purpose of the bronze vessel is revealed when the Lady informs Rincewind and Twoflower that the vessel will be launched to research Great A'Tuin's gender. This revelation brings the story full circle to the prologue in Chapter 1.



Chapter 4: Close to the Edge, pp. 192-204

Chapter 4: Close to the Edge, pp. 192-204 Summary

Death sits in his garden, sharpening his scythe. Fate enters the garden and says he has a task for him. Death tells Fate that he is needed in Pseudopolis to stalk the streets and rescue people from the white plague. Fate reports that it is fated for Rincewind and Twoflower to die soon. Death shrugs, saying everything dies in the end, so he has no need to chase the travelers anymore. Fate gets upset and leaves in a puff of blue flame. Death finishes sharpening his scythe and heads to his stable to saddle his horse.

Twoflower gushes at the astronomic display in the room. There is an astrolabe illustrating the Discworld planetary system. Rincewind spots two uniforms of white leather and brass straps with big copper helmets. The uniforms give him a horrible premonition. He turns and sees Twoflower looking at the uniforms. Rincewind begins to protest, but Twoflower reminds him that the Lady said two men were being sent over the Edge, and Tethis told them that protection would be needed in order to survive such a fall. Rincewind grabs Twoflower's arm and tries to drag him out. Before they can leave, two young men enter the room. The men address Rincewind in Krullian, a language he does not understand at all. Twoflower prepares to speak but Rincewind makes a quick gesture to tell him to be quiet. The men look puzzled but continue talking. Rincewind smiles, grabs one of the helmets, and hits one of the men over the head with it. Twoflower strikes the other man with a large brass telescope. Twoflower and Rincewind stand looking at each other. Rincewind suggests they hide the men behind the drapes, but Twoflower says they should suit up. Rincewind complains and Twoflower reminds him that he had said they had no way of escaping. They begin to put on the uniforms.

The amphitheater at the Krull city limits is full of people. The Arch-astronomer asks the Master Launchcontroller what is happening. He reports that Garhartra has recovered, but Rincewind and Twoflower have not been found. Thirty minutes remain until launch. The Arch-astronomer says they cannot wait, so he will deal with the pair once they are located. The Launchcontroller mentions that a fierce monster has come out of the sea and begun to attack ships in the harbor.

The Potent Voyager ship sits on top of a wooden tower in the center of the arena. A railway runs down from the ship to the Edge. The railway is part of Goldeneyes's attempt to ensure that the ship would not get caught on any rocks as it heads toward the Edge.

Trumpets sound and the chelonauts' honor guard appears to much fanfare. The uniformed travelers step into the light. The Arch-astronomer is instantly suspicious, for the two chelonauts are not walking the way that heroes normally walk. He stands up and heads toward the ship, his hand ready to cast a spell. The Arch-astronomer nearly



finishes the spell when there is a commotion in the arena. A large, seaweed-covered dome walks through the crowd and attacks a guard in its path. The Arch-astronomer casts the Infernal Combustion Enigma spell on the dome. There is an explosion and flames, and the dome disappears, leaving in its place the Luggage. It glares and moves toward the Arch-astronomer, who screams for his magicians. The magicians, who are now hiding all around the amphitheater, begin to cast spells and throw charms at the Luggage. The spells backfire, causing the magic to fly out and cause a storm. The Luggage continues to advance on the Arch-astronomer.

Rincewind and Twoflower watch the Luggage from the launch tower. Twoflower sighs and assumes this is the last of the Luggage. Rincewind says that sapient pearwood resists all forms of magic and the Luggage has been built to follow Twoflower anywhere. Rincewind suggests they leave. Twoflower expresses concern over the Luggage, but soon the magical storm dies down. Twoflower calls softly to the Luggage. It stops, listens, then turns toward the launch pad and walks up to the men. Twoflower opens the lid and sees the Luggage is full of water. The water laps over the edge and turns into Tethis the sea troll. Tethis tells them that the Luggage swallowed him while he was sitting outside his hut. Rincewind opens the lid again and sees there is nothing inside but Twoflower's perfectly dry underwear.

Chapter 4: Close to the Edge, pp. 192-204 Analysis

Death's conversation with Fate suggests he has resigned himself to not collecting Rincewind's soul anytime soon. Fate, who had assumed Death is just as frustrated with Rincewind and Twoflower as he is, becomes angry at Death's complacency and storms off. Death has an appointment in Pseudopolis, a name which translates to "fake city", and will be unable to get Rincewind should he die. Since Death is the only one who can collect the souls of wizards, this plot point suggests Rincewind will not die.

The Luggage has finally caught up with Twoflower. It continues to wreak havoc along the Edge as it searches for Twoflower. Once the Luggage reaches the amphitheater, it runs into several frightened magicians who attempt to stop the Luggage from advancing. Their magic has no effect on the Luggage, for it is designed to resist all forms of magic and follow Twoflower anywhere.

Tethis reappears, having been swallowed by the Luggage as it was leaving Tethis' hut. The powerful magic in the Luggage becomes apparent when all the water inside of it disappears, leaving only Twoflower's underwear.



Chapter 4: Close to the Edge, pp. 204-210

Chapter 4: Close to the Edge, pp. 204-210 Summary

Soldiers have shown up at the edge of the arena. They begin to shoot arrows at the travelers. Twoflower yells at the others to get inside the ship, as it is the safest place to hide. Rincewind, Twoflower, and Tethis begin working on the hasps holding down the hatch. The soldiers and the chelonauts climb the ladder to the ship. It begins to move down the rails. Tethis and Twoflower open the hatch and the troll climbs in. Rincewind tells Twoflower they have to get off. Twoflower grins and says he will get to see all sorts of worlds that no one else will ever see. He goes down the hatch. One of the original chelonauts that Rincewind and Twoflower attacked in the palace falls off the tower. A group of men throw lumber onto the track, attempting to derail the ship before it goes over the Edge. The ship hits the wood and rocks, causing Twoflower to fall into the cabin, the hatch slamming shut after him.

Rincewind stands up and panics. The Potent Voyager flies up into the sky and over the Edge. A few seconds later, the Luggage runs up to the rim and plunges into the universe. The text reads "The End."

Rincewind wakes up, freezing. A branch presses against his back and he realizes he is in a tree. The tree is in a crevice near the Rimfall. A small bird with blue and green feathers flies past Rincewind's head. He realizes he is the first person to see these birds, called rimfishers, up close.

The air changes next to Rincewind. He looks over and sees Death standing next to the tree. Rincewind asks what will be the cause of his death. Death pauses, then says he will die of terror. Rincewind disagrees, and Death says he can just kill him without a reason. Rincewind says he cannot murder him. Death pulls back his hood and Rincewind realizes it is Scrofula, a lesser demon. Death could not come because of the plague in Pseudopolis. Rincewind argues that no one dies of scrofula, but the demon says he needs to die anyway. Scrofula raises the scythe to kill Rincewind, who has disappeared. The branch has broken and Rincewind is falling through the universe.

Chapter 4: Close to the Edge, pp. 204-210 Analysis

Twoflower's desire to see other worlds comes to fruition as he gets trapped inside the Potent Voyager and dropped over the Edge. The Luggage does not make it inside the ship, but it jumps into space after the launch. Because of the Luggage's innate loyalty, it has, quite literally, followed him to the end of the world.

The End for Twoflower is not the end for Rincewind. He ends up at the Rimfall, once again stuck in a tree. The story ends on a humorous note with the demon Scrofula

standing in for Death. This plot twist suggests that Death has finally given up on Rincewind, for he refuses to die willingly.



Characters

Rincewind and Dr. Rjinswand

Rincewind is a wizard in Ankh-Morpork that earns a living through his skills at language translation. He is skinny and wears the dark red robes associated with a wizard. He also wears the bronze octagon given to students of Unseen University, the wizardry school in Discworld. Rincewind is expelled from the university after he goes into a restricted area and inadvertently memorizes one of the Eight Great Spells in the Octavo, a grimoire that once belonged to the Creator of the Universe. The spell is so powerful that Rincewind becomes unable to memorize any other spells. Rincewind's teachers attempt to extract the spell from his mind to no avail. As a result, no one is quite sure which spell Rincewind knows. During times of extreme stress, Rincewind will begin to utter the spell, but he has yet to actually use it.

In Chapter 1, Rincewind meets Twoflower, a naïve visitor from a far region of Discworld, in the Broken Drum tavern in Ankh-Morpork. When Rincewind realizes Twoflower's suitcase is made of sapient pearwood, a very rare and highly magical material, he becomes greedy and figures he might be able to use Twoflower to his advantage. He offers to help Twoflower communicate with Broadman, the owner of the Broken Drum. A very grateful Twoflower ends up hiring Rincewind as his tour guide and pays him four days in advance. When Rincewind attempts to flee the city with his earnings, Ankh-Morpork's overlord, the Patrician, detains him. The Patrician accuses him of breaking his oath to Twoflower and orders Rincewind to fulfill his duties on penalty of death. Rincewind reluctantly returns, but tries several more times to escape from his responsibilities.

Because he does not actively practice magic and has flunked out of wizardry school, Rincewind is frequently ridiculed. In Chapter 1, he is called a gutter wizard by Bravd, a warrior, and Ymor, a thief. In Chapter 2, Druellae the dryad calls him a false wizard because he does not carry the tools associated with a wizard and does not incant spells. Rincewind takes offense and proves his wizard status by having Druellae intuit the only spell he knows.

Midway through the novel, Rincewind begins to be treated differently. In Chapter 3, he is called a hero by Lio!rt, a warrior in the Wyrmsberg. Although Rincewind is not a trained fighter, he battles Lio!rt with the help of Kring, Hrun's magical talking sword. It is Kring who helps Rincewind learn how to be a hero.

At the end of Chapter 3, the reader meets Dr. Rjinswand, who is actually Rincewind in an alternate universe. In this other world, he is a 33-year-old bachelor born in Sweden and raised in New Jersey. He specializes in breakaway oxidation phenomena of certain nuclear reactors. While en route to the United States, Rjinswand unwittingly stops a plane hijacking.



In the final chapter, Rincewind takes the initiative in fighting off the Krullians who intend to sacrifice him and Twoflower. With help from the Lady, Rincewind and Twoflower manage to escape. Rincewind's employment as a travel guide ends when Twoflower gets locked in the Potent Voyager and is launched into space.

Throughout the novel, Rincewind meets Death several times. At each meeting, Death asks Rincewind to cooperate with him. Each time, Rincewind refuses and Death leaves empty-handed.

Twoflower and Jack Zweiblum

Twoflower is a clerk from Bes Palargic in the Agatean Empire. He is a small, strangely dressed man with four eyes. Twoflower arrives by ship in Ankh-Morpork to visit and sightsee. He is accompanied by a large wooden chest that has hundreds of tiny legs. The chest, referred to as the Luggage, is made of magical sapient pearwood and was built to be loyal to its owner.

Twoflower wants to meet the famous warriors and barbarians of Discworld so that he can tell his friends back home about it. He also wants to see dragons, meet a goddess, and visit other worlds. He is able to achieve all of these goals through his travels and documents many of these events using his picture box, a black container with a tiny demon that paints images.

Because of Twoflower's naïveté, his travel guide, Rincewind, considers the man to be very stupid. Twoflower's innate curiosity gets him into situations where his life is in danger. In reality, Twoflower possess a wealth of knowledge about human nature and the inherent good in people. His unwavering belief that things will be okay keeps him safe.

Twoflower has saved 2,000 rhinu, the solid gold currency of his homeland, for his journey. He freely hands out the coins as payment for room and board. He pays Rincewind a princely sum for his services as a tour guide. Twoflower also pays his photography subjects for their time. His casual attitude ensures he is constantly surrounded by people who want to relieve him of his money.

Twoflower's desire to see the sites of Discworld poses a dilemma for the leaders of his homeland. While the Agatean Emperor wants Twoflower to be welcomed and protected, the Empire's Grand Vizier does not like having Twoflower stray so far from home, as it could make Twoflower dissatisfied with his homeland. The Grand Vizier asks for the Patrician of Ankh-Morpork's help in having Twoflower killed.

In Chapter 3, the reader meets Jack Zweiblum, who is actually Twoflower in an alternate universe. He is a tourist that meets Dr. Rjinswand (Rincewind) at a foreign airport while waiting for a flight to the United States.

In Krull, the last stop on Twoflower's journey, the Arch-astronomer arranges for Twoflower and Rincewind to be sacrificed in order to ensure the safety of the Krullian



research vessel, the Potent Voyager. Through a series of events, Twoflower gets locked inside the Potent Voyager and is sent off into space. It is at this point that Twoflower achieves his biggest goal: visiting other worlds.

Hrun the Barbarian

Hrun the Barbarian is a well-known warrior in Discworld. He is copper-skinned and thick, with a wide chest and a small, black-haired head. He wears a leopardskin loincloth and lots of gold jewelry. Everything Hrun owns is the byproduct of his adventures throughout Discworld, including his latest acquisition, a magical talking sword named Kring.

Hrun becomes a part of Rincewind and Twoflower's adventures when he spies the Luggage and decides to steal it. He follows the Luggage to the Temple of Bel-Shamharoth. Rincewind and Twoflower meet Hrun in the altar room, where Hrun grunts that the Luggage belongs to him. Despite being told that the Luggage belongs to Twoflower, Hrun reaches for the Luggage, which bares its teeth at him. After this point, Hrun stops trying to steal the Luggage.

Hrun's reputation precedes him, and he is well aware of this. He is first mentioned by Twoflower in Chapter 1, and Rincewind mentions him again later in the same chapter. Twoflower wishes to meet him, while Rincewind considers Hrun to be one of the few warriors he can tolerate. When Hrun, Rincewind and Twoflower arrive in the Wyrnberg, it is Hrun who Liessa wants to help her seize rulership. After Hrun defeats her brothers in battle by knocking them out cold, Liessa demands that he kill them. Hrun refuses, as it is unfair to kill someone who is unconscious and he has a reputation to protect.

Hrun is a simple man with very simple desires: he wants wealth, power, and a good woman. As a result, it is very easy for other characters to entice Hrun to help them. At the end of Chapter 1, Rincewind tells Hrun that he will use Twoflower's picture box to make lots of pictures of Hrun's achievements in exchange for his and Twoflower's protection. Hrun's greed and lust is evident in his interaction with Liessa in the Wyrnberg. She offers Hrun power and her love in exchange for the death of her brothers. When Rincewind and Twoflower rescue Hrun from Liessa, Hrun is furious. He has already made up his mind that he is done with his barbaric lifestyle and wants to settle down. Fortunately for him, Liessa comes to rescue him from Rincewind and Twoflower.

Death

Death is one of the gods of Discworld. He wears a black hooded robe and carries a scythe. His dialogue is written in capital letters, emphasizing the finality of his words.

While he has many demons to help him collect the dead, it is Death's responsibility to call on wizards. Because of this responsibility, Death has a vested interest in Rincewind. He comes to call on Rincewind three times, and each time Rincewind refuses to die.



After the third attempt to collect Rincewind's soul, Death becomes annoyed with him and vows to get him.

While Death is unsuccessful in collecting Rincewind, he does manage to claim a few souls. He attends the burning of the Broken Drum and collects its owner, Broadman. When an Ankh-Morpork fortuneteller foresees the city's destruction, she flees, only to die in a landslide outside the city limits. These scenes illustrate that Death has a sense of humor.

By the end of the novel, Death has made his peace with Rincewind's lack of cooperation. When Fate comes to tell Death he has arranged for Rincewind and Twoflower's demise, Death is nonplussed. He tells Fate that he can be robbed but never denied, so there is no need for him to worry. The last time Rincewind's life hangs in the balance, Death sends Scrofula, a demon, to collect Rincewind. Like Death, the demon also comes up empty-handed.

The Patrician of Ankh-Morpork

The Patrician is the overlord of Ankh-Morpork. He is responsible for keeping order throughout the two cities. A message from the Agatean Empire tells the Patrician of Twoflower's arrival, and his spies inform him of Rincewind's role as Twoflower's travel guide. He threatens to kill Rincewind if he quits the job with Twoflower, saying that Rincewind needs to ensure Twoflower has a good time and says good things about the city. When a second message arrives from the Grand Vizier of the Agatean Empire saying that Twoflower's wanderlust poses a problem, the Patrician's corrupt and conniving nature becomes evident. He arranges for Twoflower to be killed.

Broadman

Broadman is the owner of the Broken Drum. After buying a fire inn-sewer-ants polly-sea from Twoflower, Broadman burns down the tavern with some help from Death.

Ymor

Ymor is considered to be the best thief in Ankh-Morpork. After hearing reports of Twoflower's large supply of gold, he plots to rob Twoflower with the help of Broadman and Withel.

Stren Withel

Stren Withel is the second best thief in Ankh-Morpork. Withel works as Ymor's right-hand man.



Blind Hugh (Hugh)

Blind Hugh is a beggar at the Morpork docks. Not really blind, Hugh sees Twoflower's large bag of gold coins and decides he is an easy mark. He is the first to greet Twoflower upon his arrival in the city and takes him to the Broken Drum.

Druellae

Druellae is a dryad female who rescues Rincewind from Death and holds him captive in her tree. She accuses Rincewind of being a false wizard because he does not have the proper tools.

Bel-Shamharoth

Bel-Shamharoth is a hideous creature with multiple tentacles and one huge eye in the center of its body. It is also called the Sender of Eight and the Soul-Eater. Rincewind, Twoflower, and Hrun are attacked by the beast and escape when a bright flash of octarine light renders Bel-Shamharoth powerless.

Liessa Wyrmbidder

Liessa Wyrmbidder is the rightful heir to the Wyrnberg, except that she is a woman. She asks Hrun to kill her brothers in exchange for her hand in marriage and lordship over the Wyrnberg.

Greicha the First

Greicha the First is the Lord of the Wyrnberg and the father of Liessa, Liartes, and Lio! rt. He was poisoned by Liessa and is now dead; therefore he is not restricted by time. Greicha was once an exceptionally powerful wizard.

Arch-astronomer of Krull

The Arch-astronomer of Krull is in charge of the building and launch of the Potent Voyager, a bronze vessel designed to travel through the universe and collect data on Great A'Tuin's gender. He kills Goldeneyes, the maker of the vessel, to ensure that a similar craft is never built. The Arch-astronomer also makes a deal with Fate that the ship will have safe travels in exchange for the sacrifice of Rincewind and Twoflower. When the two men go missing, the Arch-astronomer is enraged but demands that the launch continue as planned. When the Luggage wanders into the arena looking for Twoflower, the Arch-astronomer puts a spell on the Luggage, intending for it to explode. This infuriates the Luggage and it comes after the Arch-astronomer, who is supposedly eaten by the Luggage.



The Lady

The Lady is a goddess who lives in Dunmanifestin, the dwelling of Discworld's gods. She prefers not to be worshipped, and only comes to people when she is not summoned. The Lady gambles with Fate and other gods over the outcome of Rincewind and Twoflower. Wanting to give Rincewind and Twoflower a chance to escape from Fate, the Lady takes the form of a small green frog and is rescued by Rincewind at the Edge. She appears to Rincewind and Twoflower while they are imprisoned in Krull and tells them of the Arch-astronomer's plot to sacrifice them at the launch of the Potent Voyager. She offers the men one opportunity to escape, which they take willingly.

Fate

Fate is a god of Discworld. He looks like a normal old man except for his eyes, which are actually black bottomless holes. Fate gambles with the Lady and several other gods over Discworld events. He ups the ante when he places the Bel-Shamharoth playing piece on the game board. When Rincewind and Twoflower escape from Bel-Shamharoth, Fate concedes defeat to the Lady. Angered by their escape, Fate makes a deal with the Arch-astronomer that Rincewind and Twoflower are to be sacrificed in exchange for the Potent Voyager's safe journey. When he tells Death that the two are fated to die, Fate expects Death to be pleased. Death is nonchalant, which frustrates Fate.

Bravd the Hublander

Bravd the Hublander is a warrior and swordsman of Ankh-Morpork. He is outside the city limits, watching it burn, when he meets Rincewind and Twoflower as they are fleeing the city.

Weasel

Weasel is a swordsman from Ankh-Morpork. He is with Bravd when they meet Rincewind and Twoflower. He offers Rincewind food and wine in exchange for the story of how the fire started in Ankh-Morpork.

Zlorf Flannelfoot

Zlorf Flannelfoot is the leader of the assassins guild and is hired by the Patrician of Ankh-Morpork to kill Twoflower.



Rerpf

Rerpf is the vice-guildmaster in charge of tourism for the Guild of Merchants and Traders in Ankh-Morpork. He comes to the Broken Tavern to protect the Guild's interest in Twoflower's safety.

Lio!rt

Lio!rt is the son of Greicha and the brother of Liessa and Liartes. He fights Rincewind in the cavern, then later does battle with Hrun for the rulership of the Wyrmborg.

Liartes

Liartes is the son of Greicha and the brother of Lio!rt and Liessa. Along with his brother Lio!rt, he battles Hrun for the rulership of the Wyrmborg.

K!sdra

K!sdra is a dragonrider from the Wyrmborg. He is sent to bring Rincewind back to the Wyrmborg.

Ninereeds

Ninereeds is the name Twoflower gives to the dragon he imagines while in the Wyrmborg.

The Loremaster

The Loremaster lives at the Wyrmborg. He dictates the rules of engagement prior to battles and mortal combat.

Goldeneyes Silverhand Dactylos

Goldeneyes Silverhand Dactylos is the craftsman who builds the Potent Voyager on commission for the Arch-astronomer of Krull. In return for his work on several Discworld buildings, he has lost his eyes, right hand, and use of his legs. After Goldeneyes completes the Potent Voyager, the Arch-astronomer kills him.



Master Launchcontroller

The Master Launchcontroller oversees the launch of the Potent Voyager on behalf of the Arch-astronomer.

Garhartra, the Guestmaster

Garhartra acts as guardian over Rincewind and Twoflower while they are imprisoned in Krull. It is Garhartra's job to ensure they have a pleasant stay prior to their sacrifice.

Marchesa

Marchesa is a fifth-level wizard. She has jet black skin with pale hair and eyes. She pilots the lens that comes to collect Rincewind and Twoflower from Tethis' home at the Edge.



Objects/Places

The Luggage

The Luggage is Twoflower's valise that walks on legs and appears capable of reason. It is made of sapient pearwood, a rare magical material. The Luggage is fiercely loyal to its owner and will attack if its contents are under threat of theft, or if its owner is in danger.

Kring

Kring is the magic black sword owned by Hrun. It is made from a thunderbolt and carved with ancient runes. While the sword fights well, it is also an arrogant braggart that talks too much. It is Kring that helps Rincewind become a hero.

Ankh-Morpork

Ankh-Morpork is the oldest city in Discworld.

Great A'Tuin

Great A'Tuin is the turtle upon whose back Discworld rests .

Circle Sea

The Circle Sea is the main waterway in Discworld.

Discworld

Discworld is an alternate universe with a flat, round shape. It is carried on the back of Great A'Tuin, a giant turtle.

Broken Drum

The Broken Drum is a tavern in Ankh where Twoflower spends his first night in town. It burns to the ground as the result of arson by the owner, Broadman.

Bes Palargic

Bes Palargic is the city Twoflower calls home.



Agatean Empire

The Agatean Empire is a region on the Counterweight Continent. It is home to Bes Pelargic.

Counterweight Continent

The Counterweight Continent is a small land located near the far rim of Discworld. It is rumored to be made of gold.

Rhinu

The rhinu is the main unit of currency in Bes Pelargic. Rhinu coins are made of solid gold.

Trob

Trob is the language Rincewind and Twoflower use to communicate with each other.

Unseen University

Unseen University is a wizardry school on Discworld. No one knows exactly where it is located. Rincewind attended the university but was expelled after a short period of time.

Rimfall

The Rimfall is located at the Edge of Discworld. It is where the seas fall over the Edge and into the universe.

Rimbow

The Rimbow is the eight-color rainbow that hovers in the air above the Rimfall.

Hub

The Hub is the center of Discworld.



Temple of Bel-Shamharoth

The Temple of Bel-Shamharoth is an ancient temple where a hideous beast named Bel-Shamharoth was worshipped. The number eight is prominent in the temple's design, as it is the number associated with Bel-Shamharoth.

The Wyrnberg

The Wyrnberg is an upside-down mountain with a very high magical index. The magic is mainly used to summon dragons, which are conjured by using one's imagination.

Krull

Krull is a small, secretive kingdom located near the Rimfall. It was Krullian researchers who proved the existence of Great A'Tuin.

Circumfence

The Circumfence is a fence designed to mark where the Edge of Discworld lies.

The Potent Voyager

The Potent Voyager is the name of the bronze vessel built by the Krullians to research Great A'Tuin's gender.



Social Sensitivity

Despite its escapist tendencies, fantasy as a genre certainly can express social concerns, and Terry Pratchett touches on several important issues in *The Colour of Magic*. He never allows himself to lapse into preaching, however, and his comedy rushes along at such a breathless pace that there is no time for more than quick jabs.

Magic often (but not always) serves as an analogue for nuclear energy; it is immensely powerful, difficult to control, and more dangerous than anything else. The Discworld would be destroyed by it if it were not contained, but all the restraints are tenuous. If sealed in a cylinder and sunk in the ocean, it causes "shoals of invisible fish or psychic clams"; and "burial in deep caves on land was earlier ruled out after some districts complained of walking trees and five-headed cats." In case anyone should be in doubt about the parallel, Pratchett briefly transports the main characters to our continuum, where Rincewind the failed wizard is a nuclear engineer. But Pratchett never says explicitly whether or not he approves of the use of atomic energy. In similar wise, he slips in pithy remarks about ethnocentricity, the abuse of political power, technology in general, insurance and economics, without ever asking readers to confront the questions he raises or providing categorical answers.



Techniques

Pratchett relies heavily on parody for his effects, particularly in this first Discworld novel. But the parody is born out of love, not contempt. Pratchett has read many thousands of pages of fantasy, and the inexhaustible comic vein of his work is set in a genuinely exciting yarn in the best cliffhanger tradition.

No author since P. G. Wodehouse has indulged in such sustained wordplay while telling a good story. For example: "Rincewind tried to force the memory out of his mind, but it was rather enjoying itself there, terrorising the other occupants and kicking over the furniture." Those with a taste for linguistics will enjoy Pratchett's deconstruction of such words as "insurance" ("inn-sewer-ants") and "echo-gnomics" ("reflected sound of underground spirits").

Thus, Pratchett employs a rare mixture of inspired foolery and nonstop action. His technique in literature might usefully be likened to the sort of film that would result from a collaboration between Steven Spielberg and Monty Python. He exercises a little more restraint in his later Discworld novels, perhaps, but *The Colour of Magic* establishes many of the enduring features of the series.



Themes

Heroism

What makes a hero and how one becomes a hero is one of the key themes in the novel. The main character, Rincewind, is far from what would traditionally be considered a hero. Rincewind is not a full-fledged wizard, nor does he have any inclination toward being one. He is reluctant to help others if it means that his life will be endangered. As a result, each time Rincewind is in a dangerous situation, he reacts very selfishly.

Throughout the course of the novel, Rincewind meets several characters who show him what it takes to be a hero. Hrun the Barbarian has all the traits that Rincewind ascribes to a hero: courageousness, selfishness, and stupidity. Hrun does have a code of ethics, however, as illustrated by his refusal to kill Lio!rt and Liartes when they are lying unconscious. While Hrun may not be the most moral person, he does try to be fair. Kring, Hrun's magic sword, has a lot of experience in battle. In the Wyrmsberg, Kring offers to teach Rincewind how to be a hero so he can save his traveling companions. Kring's skills serve to help Rincewind fight both K!sdra and Lio!rt in the Wyrmsberg.

It is in the alternate universe that the reader sees Rincewind's heroic abilities. As Dr. Rjinswand, he unwittingly stops a plane hijacking by grabbing a bomb, thinking it is a picture box. Rjinswand/Rincewind is completely unaware of what is happening on the plane. This scene is important, for it implies that a little bit of stupidity may be necessary in order to be a hero.

By the end of the novel, Rincewind relies on his wits to help him and Twoflower avoid being sacrificed. In two separate incidents, he attacks Tethis and Garhartra in an attempt to free himself and Twoflower. The Lady appears to help Rincewind find the exact moment when his heroic attempts will meet with success.

Magic versus reason and logic

Throughout the novel, there is a subtle debate regarding magic versus reason and logic. Even though Rincewind is very familiar with most forms of magic, he still struggles to reconcile his desire for order and logic with the chaos that seems to come from magic. He tells Twoflower he wishes the world were more organized.

Discworld is a highly magical universe. Various objects and people are infused with magical abilities, as evidenced by the Luggage, the dryads, the Wyrmsberg, and the wizards in Krull. As a result, Rincewind and Twoflower encounter some form of magic with each adventure. What is interesting to note is that each form of magic has roots in logic. In Chapter 1, Twoflower's gold coins wield a type of magic that Twoflower calls economics. Indeed, the citizens of Ankh-Morpork easily fall under the spell of Twoflower's money. Bel-Shamharoth, the beast that attacks Rincewind, Twoflower, and Hrun in Chapter 2, is considered to be quite magical. It is the release of magical



ocharine light by the salamanders—a natural, logical occurrence in Discworld—that destroys the beast. Chapter 3 deals with the magical power that comes from one's imagination, as illustrated by Twoflower's ability to conjure his own dragon while in the Wyrmsberg. It is logical, then, that the dragons disappear when the conjuror is unconscious. In Chapter 4, the magic used by the Krullians is manipulated to Rincewind and Twoflower's advantage through logical events. Twoflower is able to defeat a hydrophobe by spitting at it, and Garhartra's magic ends up being used against him when the levitating bottle falls and hits him in the head.

Loyalty

The Luggage possesses undying loyalty to its owner. Made of sapient pearwood, the Luggage is impervious to magic. This is illustrated in the final scene when the Luggage makes its way toward Twoflower on the Potent Voyager. Magicians are attacking it with every spell in their arsenal, but the Luggage will not be deterred from its mission: to be with its owner.

Rincewind struggles to be even half as loyal to his employer/charge, Twoflower. Even though he has been paid handsomely to act as Twoflower's guide throughout Discworld, Rincewind is frequently willing to leave Twoflower behind in order to save himself. Events continue to transpire so that Rincewind learns what it means to be a supportive friend and a loyal companion.

Like the Luggage, Twoflower is extremely loyal to his friends and companions. He refuses to leave Hrun behind at the Temple of Bel-Shamharoth, even though it means he might be killed. Twoflower also refuses to leave Hrun behind at the Wyrmsberg, despite Rincewind's attempts to convince him otherwise.

Significant Topics

The main themes of *The Colour of Magic* stem from the differing perspectives of Rincewind, a failed wizard, reluctant guide, and very reluctant hero, and Twoflower, the indefatigable tourist. Rincewind's only goal is to muddle through somehow, and the hilarious send-ups of fantasy adventures reveal the difficulties inherent in achieving even such a modest aim.

Death, complete with scythe, grinning skull, and sepulchral voice, shows up again and again, impatient to harvest Rincewind's soul. Fate, personified, has a special grudge against the failed wizard. Fate and Lady Luck play dice for his soul, and even when Lady Luck wins, his life is only prolonged, not made more comfortable or less frightening. Perhaps the quintessential moment comes when Rincewind finds himself hanging from the branch of a tree, having escaped a bear, with irate and hungry wolves surging about below him, Death lolling with scythe at the ready on the next branch, a poisonous snake slithering towards him, the branch starting to break, and "the largest hornets' nest he had ever seen, hanging right in his path." It is ridiculous, of course, but life is ridiculous for Rincewind. No victory against all odds, no preposterous escape, can



save Rincewind from the struggle of living, and yet he keeps bungling on stubbornly rather than die.

Twoflower is the Don Quixote to Rincewind's Sancho Panza, although Pratchett has reversed the physical attributes of the characters, making Rincewind scrawny and Twoflower tubby. Twoflower has left his home to see marvelous things; his invariable reaction to the long succession of brawls, muggings, spells, dragons, shipwrecks, and menacing temples he and Rincewind encounter is to cry out in delight and reach for his camera (a box containing an ill-tempered but fastpainting imp). He pulls the reluctant Rincewind along with him by the power of his incurable optimism and unquenchable sense of wonder. A diminutive and cherubic Don Quixote, he simply refuses to see the world except through his imagination, and his imagination proves strong enough to incarnate a dragon. Like Cervantes' knight, his vision helps him to rise above or breeze past mere reality; like the innocent heroes of fairy tales (although unlike Don Quixote, he always emerges unscathed). Ultimately, then, he is more "right" than the realists around him; improbable though it often seems, he imposes his transforming vision on the world.

Style

Point of View

The point of view of the novel is third person omniscient. The narrator reports what is happening during Rincewind and Twoflower's travels from Rincewind's perspective as well as the perspective of other characters. It is important to note that Twoflower's perspective is not provided until Chapter 2, when he is separated from Rincewind and must fend for himself. This device serves to show Twoflower's sense of adventure without including Rincewind's views, which are frequently sarcastic and judgmental of Twoflower.

The book is written using exposition interspersed with dialogue. With each switch of perspective, there is a break in the text. This method aids the reader in knowing all aspects of the plot while also moving the plot forward. It provides greater insight as to the motivations of each of the characters.

Setting

The Colour of Magic is set in Discworld, an alternate universe shaped like a flat disc. It is carried on the back of Great A'Tuin, a giant turtle. Four elephants stand on Great A'Tuin's back and help to shoulder the weight. A footnote in Chapter 1 explains the cosmology of Discworld. There are two major directions on the disc, hubward and rimward, and two lesser directions, turnwise and widdershins. The disc revolves at a rate of once per 800 days. A disc year contains eight seasons marked by various holidays and events similar to holidays on Earth. There are eight days in a week and eight colors in the light spectrum, the eighth color being octarine, the color of magic that can only be seen by a trained eye. The number eight has great occult significance in Discworld. As such, wizards can never speak the number eight.

Rincewind and Twoflower's adventures take place over the course of six months. During their travels through Discworld, Rincewind and Twoflower visit four different areas. Ankh-Morpork, the oldest city in Discworld, is where Rincewind and Twoflower meet. It has a high crime rate due mostly to the large number of thieves, swindlers, and criminals that call it home. The men wind up at the Temple of Bel-Shamharoth while en route to Chirm. It is unclear if the temple is actually located in the city of Chirm or on the outskirts. The area is quite deserted, as worshipping Bel-Shamharoth has proven to be dangerous, which Rincewind and Twoflower soon discover. The Wyrmsberg is a remote mountain town with a very high magical index. It is this powerful magic that enables the citizens of the Wyrmsberg to summon dragons. The Edge and Krull are located at the far rim of Discworld.



Language and Meaning

The language of the novel is informal and quite humorous. The author has fun playing with words and names, as evidenced by the phonetic spellings of insurance, policies, and economics. Because the novel takes place in another universe, the characters have to define unknown words by using their personal observations. Rincewind makes up his own definitions for the words Twoflower uses to describe the landscape near Chirm. Based on his experiences with Twoflower, Rincewind decides that the word "tourist" means "idiot."

Parody and satire are used throughout the novel in describing characters. All the officials in Discworld are portrayed as corrupt, which suggests the author's true feelings about politicians. Several of the gods in Dunmanifestin, such as Fate and Death, are depicted as distant and cruel. This characterization parallels common beliefs that fate and death can be unkind.

Terminology specific to Discworld is defined quickly and succinctly throughout the novel. Because *The Colour of Magic* is the first in a series of Discworld-based novels, the author includes a short glossary to acquaint readers with characters and locations that will appear in future books.

Structure

The book is divided into four chapters, with each chapter approximately 55 pages long. The first two chapters include a prologue to describe events that are not necessarily integral to the main plot. However, these prologues provide back story that will help the reader understand later events.

The plot focuses on the adventures of Rincewind and Twoflower as they travel through Discworld. The two protagonists visit four main locations during the course of the novel: Ankh-Morpork, the Temple of Bel-Shamharoth, the Wyrmsberg, and the Edge. As Rincewind and Twoflower make their way through Discworld, the challenges they face increase in difficulty. In Ankh-Morpork, they escape a great fire. At the Temple of Bel-Shamharoth, Hrun joins Rincewind and Twoflower in their encounter with Bel-Shamharoth, a frightful beast also known as the Sender of Eight. At the Wyrmsberg, dragons nearly destroy Rincewind and Twoflower as they get wrapped up in a vicious sibling rivalry. Finally, the two men must avoid falling over the Edge of Discworld into oblivion.

The pacing is quick, which makes the novel easy to read. The author uses dramatic events to begin and end each chapter, thus moving the story forward. Since the novel is full of action sequences, paragraphs and sentences are descriptive but short. This format keeps the story moving. The action tends to jump around, which is distracting at times but serves to build the suspense.



Quotes

"He might have met a great hero, or the cunningest of thieves, or some wise and great sage. He met you. He has employed you as a guide. You will be a guide, Rincewind, to this looker, this Twoflower. You will see that he returns home with a good report of our little homeland." Section 1, The Colour of Magic, p. 25.

"This tourist is a thing that is out of place. After acceding to his master's wishes Nine Turning Mirrors would, I am quite sure, make his own arrangements with a view to ensuring that one wanderer would not be allowed to return home bringing, perhaps, the disease of dissatisfaction. The Empire likes people to stay where it puts them. So much more convenient, then, if this Twoflower disappears for good in the barbarian lands." Section 1, The Colour of Magic, p. 41.

"Hrun the Barbarian crept soundlessly along the corridors, which were lit with a light so violet that it was almost black. His earlier confusion was gone. This was obviously a magical temple, and that explained everything." Section 2, The Sending of Eight, p. 84.

"How do you know there's treasure in there?' he said.

"Hrun heaved, and managed to hook his fingers under the stone. 'You find chokeapples under a chokeapple tree,' he said. 'You find treasure under altars. Logic.'" Section 2, The Sending of Eight, p. 96.

"Magic never dies. It merely fades away." Section 3, The Lure of the Wym, p. 104.

"You can't leave them to their fate!"

"Rincewind looked surprised. 'I can't?' he said.

"No. You can't. Look, I'll be frank. I've worked with better material than you, but it's either that or—have you ever spent a million years in a coal measure?"

"Look, I—"

"So if you don't stop arguing I'll chop your head off."

"Rincewind saw his own arm snap up until the shimmering blade was humming a mere inch from his throat. He tried to force his fingers to let go. They wouldn't.

"I don't know how to be a hero!" he shouted.

"I propose to teach you." Section 3, The Lure of the Wym, p. 113.

"Rincewind knew himself to be almost certainly the worst wizard on the Discworld since he knew but one spell; yet for all that he was still a wizard, and thus by the inexorable laws of magic this meant that upon his demise it would be Death himself who appeared to claim him (instead of sending one of his numerous servants, as is usually the case)." Section 3, The Lure of the Wym, p. 121.

"In this place the frontier between thought and reality is probably a little confused. All I know is that once I was not, and then you thought me, and then I was. Therefore, of course, I am yours to command." Section 3, The Lure of the Wym, p. 129.



"It was the King Color, of which all the lesser colors are merely partial and wishy-washy reflections. It was ocarine, the color of magic. It was alive and glowing and vibrant and it was the undisputed pigment of the imagination, because wherever it appeared it was a sign that mere matter was a servant of the powers of the magical mind. It was enchantment itself." Section 4, Close to the Edge, p. 163.

"You soon learn what you're made of, here on the Edge." Section 4, Close to the Edge, p. 169.

"Sometimes I think a man could wander across the Disc all his life and not see everything there is to see," said Twoflower. 'And now it seems there are lots of other worlds as well. When I think I might die without seeing a hundredth of all there is to see it makes me feel,' he paused, then added, 'well, humble, I suppose. And very angry, of course.'" Section 4, Close to the Edge, pp. 174-175.

"Rincewind often suspected that there was something, somewhere, that was better than magic. He was usually disappointed." Chapter 1, The Color of Magic, p. 36.



Key Questions

Pratchett provides endless material for those who enjoy tracing sources and appreciating parodies. Readers of fantasy may also wish to take the next step and discuss Pratchett's contribution to fantasy literature. Another promising option is to center debate on Pratchett's brief satirical references to our own world: insurance, economics, or tourism, for example. Since Pratchett has written some science fiction, it would be interesting to comment on some of the mock-scientific theories he puts forward, as well as to reflect on some of his digs at our many assumptions about the laws of the universe.

Those who prefer a more formal literary discussion could analyze Rincewind as antihero, compare Pratchett's Ankh-Morpork to other loved/ hated cities in fiction, or explore the tantalizing similarities and differences between the Rincewind/Twoflower duo and the greatest comic pair of all, Don Quixote and Sancho Panza. Finally, Pratchett offers innumerable starting points for lively exchanges about philosophy, religion, politics, and life. He raises questions without often presuming to suggest an answer, and they tend to be good questions.

1. Why does Pratchett make Rincewind a coward? Does Rincewind grow through his experiences?
2. Death becomes one of Pratchett's most frequently-used characters in the Discworld series. What makes him a useful and appealing character?
3. What is Pratchett's point in creating a world with such a bizarre cosmology? Is he just indulging his whimsy? Or is he trying to say something through such laughable features as the great turtle, the elephants, the flat world, and the slow light?
4. The very few women who appear in *The Colour of Magic* are stereotypes of fantasy literature. Is this scarcity of female characters natural to the genre, necessary to this book, or what? Note that Pratchett does introduce a number of memorable women in later volumes.
5. What is wrong with life on the Discworld? Rincewind advances a groping, tentative theory — does Pratchett mean for us to follow up on it?

Are the Discworld problems merely disguised versions of our own?

6. Those with mixed feelings about Pratchett argue that he sometimes lets himself get carried away by sheer exuberance, to the detriment of his novels as unified works of art. If that is so, one would expect to see such problems most often in his early books. Is *The Colour of Magic* open to criticism in this respect?
7. Unlike most fantasy authors, Pratchett incorporates much theory and information about how magic works.



To what extent does he deprive magic of its mystique? Does this enhance the novel?

8. Pratchett has stated that the Discworld series is for adults. Presumably he means more than that there are frequent sexual allusions. Why is *The Colour of Magic* more suitable for grown-ups than for adolescents?

9. Judging from his remarks about the dangers of magic, does Pratchett oppose the use of nuclear energy? Does he, like some other fantasy authors, seem to yearn for technologically simpler times?

10. What is the value of imagination in the novel? How should it be used?

What restrictions, if any, should be placed on its workings?



Topics for Discussion

Out of all of Rincewind and Twoflower's adventures, which one offers the most insight into their relationship? Which adventure shows Rincewind's strengths? Which adventure shows Twoflower's strengths?

Does the author's use of humor help or hinder the story? Are there moments when you feel the humor is unnecessary? Why?

What makes a hero? Does Rincewind learn how to be a hero by the end of the story?

Even though Rincewind is not a true wizard by Discworld's standards, the use of magic helps Rincewind and Twoflower escape several perilous situations in the story. Does magic ever prove to be unsuccessful for them? In what way?

Various types of magic are mentioned throughout the book. What forms of magic appear to be otherworldly, and what forms seem to be based on common sense?

In the book, the Luggage is used to symbolize loyalty. Why do you think the author chose to use a nonhuman character to illustrate this concept?

Twoflower is frequently depicted as naïve and somewhat stupid, yet he manages to enjoy himself no matter what happens. Rincewind is very sarcastic in his views and he tends to be very pessimistic. Which character seems more grounded in reality? Why?

Discuss the authority figures in Discworld, including politicians and the gods. What role do they play in the story? Do they provide support and guidance to the masses, or do they make life more difficult?

Literary Precedents

All fairy tales, adventure stories, and fantasy novels may justly be considered precedents of *The Colour of Magic*.

Pratchett's mind developed its particular cast from his omnivorous reading, and in this and other Discworld novels he alludes to and borrows from many sources. He owes obvious debts to Robert E. Howard, Anne McCaffrey, and J. R. R. Tolkien. In his frolics with the language, he shows a kinship with P. G. Wodehouse. Readers will certainly be reminded of the Hitchhiker series of Douglas Adams. One of the pleasures and challenges for those widely read in the genre is to identify his references to other texts and to analyze the use he has made of them.

Related Titles

All the novels in the Discworld series will be of interest to readers of *The Colour of Magic*, although Pratchett varies his formulae sufficiently to give each book its own special character.

The second Discworld novel is the most closely related to this one. Rincewind returns, improbably, in *The Light Fantastic* (1986), and once more saves the day in his unheroic fashion.



Copyright Information

Beacham's Guide to Literature for Young Adults

Editor - Kirk H. Beetz, Ph.D.

Library of Congress
Cataloging-in-Publication Data

Beacham's Guide to Literature for Young Adults

Includes bibliographical references.

Summary: A multi-volume compilation of analytical essays on and study activities for fiction, nonfiction, and biographies written for young adults.

Includes a short biography for the author of each analyzed work.

1. Young adults—Books and reading. 2. Young adult literature—History and criticism. 3.

Young adult literature—Bio-bibliography. 4. Biography—Bio-bibliography.

[1. Literature—History and criticism. 2. Literature—Bio-bibliography]

I. Beetz, Kirk H., 1952

Z1037.A1G85 1994 028.1'62 94-18048 ISBN 0-933833-32-6

Copyright ©, 1994, by Walton Beacham. All rights to this book are reserved. No part of this work may be used or reproduced in any form or by any means, electronic or mechanical, including photocopy, recording, or in any information or storage and retrieval system, without written permission from the copyright owner, except in the case of brief quotations embodied in critical articles and reviews. For information, write the publisher, Beacham Publishing, Inc., 2100 "S" Street, N.W., Washington, D.C. 20008.

Printed in the United States of America First Printing, November 1994