

Hogfather Study Guide

Hogfather by Terry Pratchett

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Plot Summary

Hogfather, by Terry Pratchett, is the story of a beloved Discworld icon and the forces that wish to have him erased from ever existing. With the Hogfather out of commission for Hogswatch, Death dresses up in a red and white suit with a false beard and takes over delivering presents. Susan, Death's granddaughter, begins the search for the Hogfather while Death tries to keep things running smoothly while they try to find how to get the Hogfather back to his proper place.

The Auditors, immortal creatures that hate human imagination, go to the Assassin's Guild and pay a large sum of money to have the Hogfather killed. The Hogfather is a fat man in a red suit that is believed by children to bring presents on Hogswatch. An assassin, Mr. Teatime, is the only one thought crazy enough to do this job. Mr. Teatime gets a group of thieves together with the promise of ten thousand a man to do the dirty deed.

Susan is the granddaughter of Death. Although she is only adopted, she has many of Death's traits and can walk through walls and become transparent. Death realizes that something has happened to the Hogfather but can't go after the men responsible because he is banned from where they went. Death dresses up like the Hogfather and begins going around the world delivering presents to the children in order to keep a small bit of belief alive. When Death reaches Susan's house he tells her nothing other than that the Hogfather is unavailable and for her not to get involved and leaves.

Susan refuses to sit still and begins to hunt the Hogfather. Susan finds the Hogfather's home empty and collapsing but manages to save a person before it falls in on itself. The person is the oh-god of hangovers, Bilius, and has just recently been created. Susan takes him to the Unseen University where they find new creatures being created because of an overwhelming supply of belief that has just become available. All the oh-god of hangovers can remember is something about teeth.

Following the idea of teeth that Bilius remembers and Susan has seen, she tracks down a tooth fairy that has been kidnapped. Susan and Bilius go to the Tooth Fairy realm and fight Teatime and his men. Teatime is dropped off a balcony and disappears and is thought to be dead. Teatime had been using the children's teeth to control them and their thoughts so they wouldn't believe in the Hogfather anymore. Susan is able to save the Hogfather from the Auditors. The Auditors tried so hard to kill the Hogfather that they accidentally started fighting for their lives, being non-living beings before. With them fully alive, Death is able to kill them.

Susan and Death go back to her home where Teatime is waiting. He has Death's magical sword and is about to kill Death when Susan throws the fireplace poker and kills Teatime. Death explains that without believing in the Hogfather, a little thing that doesn't exist, people wouldn't have been able to believe in anything larger that doesn't exist such as justice, mercy, and duty. The Auditors would have done away with everything that made humans human.



Page 1-46

Page 1-46 Summary

Hogfather, by Terry Pratchett, is the story of a beloved Discworld icon and the forces that wish to have him erased from ever existing. With the Hogfather out of commission for Hogswatch, Death dresses up in a red and white suite with a false beard and takes over delivering presents. Susan, Death's granddaughter begins the search for the Hogfather, while Death tries to keep things running smoothly while they try to find how to get the Hogfather back to his proper place.

Susan is lying in her bed when she suddenly has a vision. She sees teeth but doesn't see anything else and doesn't know what it means. Susan is wondering why she is beginning to remember the future again when Twyla, one of the children that Susan cares for, comes in. Twyla is scared of the eight-armed monster in the cellar. Susan takes the poker from the fireplace and heads for the cellar. The Gaiter's are having a party and Susan is spotted by one of the guests. They all have a good laugh at the fact that Susan is heading to the cellar to "kill" the monster and tell Susan it is a smart idea to convince the child she is actually doing something. Susan enters the cellar and the guests hear screaming and several loud thuds. When Susan leaves the cellar the guests see that the poker is bent and are amused by the fact that Susan has went to such extremes for Twyla's benefit. Once the guests all go back to the party Susan heads to the cellar and comes out dragging an eight-armed, hairy monster which she drags to the front lawn. The body evaporates before dawn.

Meanwhile in Ankh-Morpork, Lord Downey, the head of the Assassin's guild, receives uninvited guests. The Auditors are an entity that say their job is to audit the universe and everything in it. They ask the head of the Assassin's guild to kill the Hogfather and give Lord Downey three million dollars to do it. Once they have told Lord Downey what they want, they disappear the same way they appeared. With the Auditors gone Lord Downey calls for Mr. Teatime, an insane assassin that he had previously asked to have removed from the Assassin's guild. Lord Downey doesn't think a person can kill a figure like the Hogfather but knows if someone is insane enough to be able to think of a way it will be Mr. Teatime. Mr. Teatime enters the room and Lord Downey asks him if he thinks it possible to kill the Hogfather. Mr. Teatime says yes and eagerly takes on the job.

The next day five men sit waiting for Mr. Teatime. The men are Peachy, Chickenwire, Catseye, Medium Dave and his brother Banjo. Each of the men are Thieves and murderers, although not high class enough to be members of the Assassin's guild. Medium Dave is very protective of his much larger, but very slow witted, brother Banjo. They discuss Mr. Teatime and the fact that each of them is receiving ten thousand dollars for their part in the adventure about which they know nothing. Mr. Teatime arrives and soon after a wizard, Sideney, arrives and Mr. Teatime tells them that soon a renowned lock smith, Mr. Brown, will join them in route to the location. Before they leave, Mr. Teatime stands up and hits Banjo in the mouth very hard.



Later that night Teatime flags down a cart and hoists himself up and takes the driver at knife point. The driver, Ernie, does as he is told and the rest of the thieves climb aboard. Banjo is carrying a sack with a woman tied up inside. Soon they reach a spot where Mr. Brown joins the group. Mr. Brown sees that Banjo has lost a tooth recently. Mr. Teatime tells Ernie to continue on to his scheduled route. When they arrive at a pile of rubble, Teatime tells Ernie that he knows that Ernie goes through here but doesn't know how he does it. Teatime is very polite but tells Ernie that he has to show them how he gets through or he will kill Ernie. Ernie removes a small tin from his pocket with magic dust in it. Mr. Teatime quickly asks Ernie if there is any special training to open the doorway, and Ernie says no that you just through the dust. Teatime asks if he can try the dust and does as Ernie instructs. Upon seeing that he can open the doorway without Ernie, Mr. Teatime thanks him as he thrusts a knife into the belly of Ernie. Teatime smiles at the others and tells them how boring Ernie was as he takes the reigns and drives through the doorway that has been created where a pile of rubble had been.

The Auditors have been watching Teatime and are surprised at his resourcefulness. As they stand talking about Teatime one of them accidentally refers to himself as an individual and as the other Auditors watch as he disappears into a wisp of smoke. They see someone coming and quickly fade into the shadows on the streets of Ankh-Morpork.

Page 1-46 Analysis

The Auditors are the driving force behind what happens in the story, but the reader won't see much of the Auditors until the end of the story. The reader will also not have much explained about the Auditors until Death begins to explain them to Susan. The Hogfather also isn't shown in the story. The reader doesn't see the Hogfather until the end of the story and then only for a moment. Since he only arrives but once a year, this whole story takes place in the span of one night, although it happens in a place where time doesn't fully matter.

Teatime is an interesting character that the reader has learned a lot about at this point in the story. The reader won't find out what happened after Teatime hit Banjo or who was in the sack or what Teatime's plans are until much later in the story. The fact that Banjo lost a tooth is important but the reader won't find out why until later. The reader will see much from the side of Susan, Death, and the Wizards for a large portion of the story. Teatime seems to be truly insane just as he has been described. His eyes are described quite a bit by the characters that come into contact with him. The reader will find later that Susan notices that the eyes make the soft boyish face look like it had been stolen. The contrast between his soft facial features and his harsh eyes is mirrored in his actions with his soft almost friendly words and his harsh actions. Teatime is talking friendly to Ernie then while he is saying thank you he shoves a knife into Ernie. Teatime seems to fully enjoy killing people and almost looks for a reason to do it. Later the reader will see that anyone that he doesn't need becomes expendable.



Death hasn't had a large role in the story at this point, but the reader will see much of him as the story continues. Death, much like Mr. Teatime, will be a contrast. He is a seven foot skeleton that appears to want to be human. Although the reader doesn't know it at this point, the Auditors have broken many rules by attempting to have the Hogfather killed and so Death will have to break many rules to stop them. At the end of the first part of the book the Auditors say "he" is coming and they quickly vanish. The reader soon learns that "he" refers to Death as he is coming to retrieve Ernie's soul. The reader will find out more about Death and his role with Susan as the story continues. The reader doesn't see the head of the Assassin's guild, Mr. Downey again in the story.



Page 46-88

Page 46-88 Summary

Death stands over Ernie's body and helps Ernie up. As Ernie talks about what has happened Death is preoccupied and looking around. The Auditors know Death is looking for them. The Auditors aren't worried about Death stopping their plans because Death has limitations and can't go everywhere.

The Death of Rats, also called the Grim Squeaker, has appeared to take away the soul of an unfortunate mouse that happened upon a trap on the night before Hogswatch. The rodent skeleton with a black hood and carries a very small scythe. The Death of Rats sees a figure that has come down the chimney and is leaving toys for the children under the Hogswatch tree. The figure in the red robe that is leaving the presents turns and the Death of Rats sees that it is actually Death dressed as the Hogfather with a fake beard. When Death leaves up the chimney the Death of Rats follows finding that Death is in a sleigh pulled by four hogs, a man dressed as a pixie, and a large red bag. The Death of Rats finds a Raven and the Death of Rats climbs onto the bird and they fly into the sky.

Susan is at a bar called Biers. Biers is a place where no one asks any questions or thinks anything is out of the ordinary regardless of what happens. Susan is sitting on a stool when a bogeyman sits beside her. The bogeyman begins to bother Susan, and she turns and in the same voice of Death commands the bogeyman to go away. The bogeyman falls off his stool and runs out the door. When Susan looks up the Death of Rats is there with the Raven. The Death of Rats is squeaking with the Raven translating to Susan that her grandfather has gone mad and is pretending to be the Hogfather. Susan insists that she has no grandfather and leaves Biers.

Death and his helper Albert fly over the city of Ankh-Morpork. Death is dressed in the Hogfather outfit because children often see what is there rather than what they expect to see as adults do. Albert is giving Death some pointers on how to better his role as the Hogfather such as working on the Ho Ho Ho's. Death is having trouble understanding some of the gifts, such as grinning horses, and how to decipher who is naughty or nice. They land on a chimney belonging to a boy who has written a letter explaining that he knows there is no Hogfather because everyone knows that it is the parents that leave presents. Death decides to track extra soot on the carpet and since the boy doesn't believe, instead of good presents he will get socks. Albert isn't entirely sure that Death is doing the right thing by driving around delivering presents dressed up as the Hogfather but knows that someone has to do it, and he doesn't have any other ideas.

Susan walks home seeing things that only children and Susan can see. The things have heard of Susan and know to stay away from her and her poker. When she gets home there is a tap at the window and the Raven and the Death of Rats enters. The Raven tells Susan that the Death of Rats wants to warn her and that she had better watch out. Susan had the feeling of time rushing into the world.



Sideney was worried about all the violence that had been happening since he had joined Teatime and his group of thieves. Teatime is watching Sideney work. Teatime tells Sideney that Mr. Brown will need his help with the locks since they appear to be magical. Sideney wants badly to leave realizing that Teatime is a dangerous man. Medium Dave enters and tells Teatime that they have found a guard that previously had been missing. Medium Dave asks if they should let the poor scared man go but Teatime says no. Teatime takes Sideney to where the guard is hiding. Teatime tells the man that he is the man's worst nightmare in a very cheerful voice and then Teatime stabs the personal guard. The body vanishes.

Death stands before Susan and Susan wants to know why he has a false beard on and a pillow up his robe. Susan demands to know where the Hogfather is and Death says that the closest human word to where the Hogfather is would be dead. Susan's mother had been Death's adopted daughter and her father had been Death's apprentice. Susan wasn't biologically related to Death but had begun to take on some of his characteristics such as walking through walls, becoming transparent and talking the same talk that Death could speak. Susan had to try very hard to go days feeling completely human. Susan can't believe the Hogfather is dead, but Death doesn't explain and says that it is none of her business what has happened and forbids her to get involved. Susan tries to interrupt Death to argue, but Death and Albert go back up the chimney.

Albert tells Death that it is forbidden for humans to take part in things such as this, and Death reminds him that he did forbid Susan to take part. Albert asks if Susan will try to figure things out on her own, and Death says he can't be responsible for that.

Susan asks the Death of Rats several questions but he and the Raven don't know any more than Susan does. Susan takes the Death of Rats and the Raven out of the house and she whistles. Binkey, the horse of Death, arrives. Susan knows it will take her to the world she tries not to be a part of but has little choice.

Page 46-88 Analysis

Susan has two sides to her. She tries very hard to be normal and to do normal things but as she climbs on Binky the reader sees that she appears to be drawn to the world in which her grandfather lives. As the story continues the reader will learn more about the rules that govern the other worlds to which Susan is going. There will be a lot the reader doesn't fully understand, but Susan describes it in such a way that leads the reader to believe humans may not be capable of fully understanding it. Susan has been seeing the vision of the teeth. Later it will be explained that her seeing teeth is a glimpse of the future, but it is such a small piece of the puzzle that Susan can't understand the meaning of the teeth.

Death forbids Susan to look into the matter or to have anything to do with the Hogfather situation. If Death had revealed much information to Susan it may have been that she would not have helped. Death manipulated his own granddaughter, but the reader will find later in the book that he does care for her. The auditors had said earlier in the book



that Death couldn't go certain places, which is the reason Death has manipulated Susan at this point in the story. It is unclear if Death fully knows what is happening regarding Teatime's exact plans. Another reason Death manipulated Susan most likely will be that it is against the rules for humans to become involved. The Auditors have broken many rules, and Death is forced to choose how to fight back. By telling Susan not to get involved, Death didn't break any rules although he knew that Susan will willingly begin trying to find out what happened.

Sideney is becoming frightened, and the reader sees from this character's point of view how the others act around Teatime. They are men that are killers and thieves and Teatime makes them worried except for Banjo. Banjo seems to be a minimal character but he will be a key piece for Susan when the time comes for her to face Teatime. The reader hasn't seen much of the place to where Teatime has taken his mercenaries. Later the reader will find that the location has strange effects on most of the people there.

There have been mentions of other mythical creatures in the story such as old man trouble, Jack Frost, and others. The reader will see there has been a gnome show up, although the reader hasn't yet been told what he is. Later the reader will see that he is in fact the Verruca gnome and has been called into existence by the Archchancellor wizard at the Unseen University, Ridcully, just by mentioning the fact that there might be one. This will be crucial later on in the story as other people unwittingly call creatures into being.



Page 88-134

Page 88-134 Summary

The Auditors watch Susan discussing who she is. She is mostly human and therefore can be killed. The Auditors state that they have a duty to rid the universe of sloppy thinking regardless of the fact that this action they have taken isn't authorized.

Binky reaches Death's lawn. Susan looks around his house but can't find much in Death's immediate living area. She walks into the Room of Lifetimers, the room that contains each hourglass with a person's life tinkling away in the form of sand. Susan is about to leave the room when she notices a door that had always been hidden before. When Susan enters she finds hourglasses, but they are different. The hourglasses in this room look to be made of shadows and missing substance. On one was the name of the crocodile god. Susan knows that it is impossible to kill a god, that they can dwindle down but never actually die. On the floor Susan steps on a broken hourglass and on what is left of the case Susan reads part of the Hogfather's name. She thinks Death has had something to do with this and hurries out of the room.

In the city of Ankh-Morpork there is the Unseen University. It is here that the wizards live. The Archchancellor of the University, Ridcully, steps into a shower that had been boarded up until that day. The rest of the wizards leave the premises thinking that something very bad might happen since the shower had had a sign warning people to keep out. Ridcully is enjoying the shower when he hits a button that says "Old Faithful" and is shot upward. He has the shower turned off and is leaving when he sees a small gnome holding a bag. Ridcully wants to know what's in the bag and the gnome turns out to be the Verruca Gnome.

Albert and Death are discussing the best way to increase belief in the Hogfather other than leaving presents and sooty footprints on the carpets. Albert suggests a public appearance. Albert and Death head for a store called Crumley's that is located in The Maul.

The Verruca Gnome admits that he doesn't remember being in existence before that afternoon and Ridcully decides to take him to the other wizards and see if they can figure out why this creature has suddenly appeared.

Mr. Vernon Crumley, the owner of Crumley's in The Maul, is watching the children showing their parents what they want and Mr. Crumley is watching the money pile up as the parents shop. Suddenly a sleigh falls from the sky and smashes Mr. Crumley's cheerful display. The fake piggies that had been pulling the fake sleigh are replaced with four large foul smelling hogs and one of them begins to urinate on the floor. Death picks up a child and asks her what she wants for Hogswatch. Mr. Crumley, and the other adults, can't quite focus on this Hogfather face because their eyes keep slipping out of focus. The little girl lists off the things she wants, and Death produces them from his



bag. The mother gasps because she can't afford these items, and Death informs the mother that as he understands it the Hogfather gives the presents away for free.

Back at the Unseen University Ridcully happens upon Ponder Stibbons while he and a few other wizards are decorating Hex. Hex is a artificial thinking machine that writes down any question you ask it on a piece of paper. Ponder explains that Hex doesn't actually think, it just appears to be thinking. Ridcully introduces the Verruca Gnome and tells the others how the gnome seems to have just suddenly started existing that night. Ridcully says that it makes as much sense as a Tooth Fairy, and Ridcully wonders out loud why there is a god of wine but not a god of hangovers.

Susan is in Death's library and finds the books on the Hogfather. Susan can't read the letters but when she runs her fingers over them she can feel them. One of the scrolls that she runs her fingers over gives her the feeling of blood and the taste of beans. The Raven explains that in the beginning the Hogfather couldn't have been a fat man in a red suit giving presents in stockings because people didn't wear socks and that the Hogfather changes with the people that believe in him. Susan picks up the last volume and it gives her the sensation of being attacked. She isn't hurt and knows that it was politely warning her not to bother it. The Death of Rat's suggests going to the Castle of Bones where the Hogfather is supposed to live.

Chickenwire and Medium Dave are talking about Teatime. Medium Dave is noticing that all the men are beginning to act very childish. Banjo follows Teatime around being very loyal to him. Medium Dave doesn't know how to get back home.

Susan arrives at the Castle of Bones and finds it isn't made of bones but of ice. It looks abandoned and the laws of physics and time were suspended to build the place, but with the Hogfather gone the laws are beginning to take effect on the castle all at once. Before the castle collapses Susan finds a person in a pile of snow and saves him. His name is Bilious the "Oh God of Hangovers" because when anyone witnesses him they say "oh god." Bilious doesn't drink but suffers the side effects of everyone that does. Susan takes him with her as they leave.

Page 88-134 Analysis

The reader will have seen at the end of this section that Susan is being watched by animal eyes. While it is not fully explained at this point it will be revealed later that these animal eyes are the eyes of the Auditors in the form of dogs. This also goes back and connects to the images that Susan sees when she picks up the scrolls pertaining to the Hogfather in Death's library. She remembers blood and the taste of beans. Both of these will make sense in the last part of the book.

Susan doesn't know why she takes Bilious with her other than perhaps he might be able to remember something that will help her in her search. The wizards at the Unseen University are discussing the Verruca Gnome when one of them suggests it would make sense if there was a god of hangovers. The machine, Hex, will be the one that explains



most of this situation and the cause and effect. Ponder Stibbons had said that Hex can't actually think although Ponder isn't fully convinced of that fact himself. Later in the story the reader will see that the machine will write down crying noises when its teddy bear is taken away. The machine will appear to have childlike qualities much like Banjo. Both of these characters play a crucial role in the story.

The story continues to show brief glimpses of Death and the children he is talking to in the Maul at Crumley's department store. The reader will find that Death takes everything very seriously and even gives a small girl a long sharp sword until he is corrected by a very frantic Crumley and Albert because she is just a child. One child wishes for a pony and Death tells her that a pony is waiting at home despite the fact that she lives on the third floor of an apartment building. As the story continues Death seems to be enjoying his new job. He will comment later on about the fact that no one has ever been happy to see him before. Albert simply calls Death "master" but the reader will see that they have a very close connection that more resembles friendship. Later in the story Albert is concerned that Death is taking this to far and too literal.

Medium Dave knows something isn't right with the way the others are acting while they are with Teatime. He calls them children at one point. As they continue to stay in that place the condition will become worse and the reader will find most of them are truly revolting. The childlike state will bring out deep irrational fears that each of the men have. The exception to this seems to be Teatime and Banjo. The reason for this will be explained later.



Page 134-178

Page 134-178 Summary

Mr. Crumley is beginning to worry because with Death giving the children their presents the parents aren't buying anything. Crumley calls the City Watch to come and kick out the Hogfather that is ruining his business. Corporal Nobbs and Constable Visit show up to help but can't see any harm since the items don't belong to Mr. Crumley. Mr. Crumley tells them he will make it worth their time and Corporal Nobbs tells Mr. Crumley to go to his office and they will take care of it.

At the Unseen University Susan arrives and asks for Mr. Ridcully's help. The "Oh God of Hangovers" is asleep and very ill and Susan asks them to wake him up. The wizards decide to mix up everything that is thought to be good for a hangover and see what happens. Bilius refuses to drink the concoction until Ridcully pulls out a crystal ball and finds the God of Wine. The God of Wine is drinking heavily, many different types of drinks, and partying with scantily clad women. Finally Bilius agrees to take the sobering drink. Susan is worried that the drink might kill Bilius, but he tells her that dying would be an improvement.

Death pulls Corporal Nobbs onto his lap and asks him what he wants for Hogswatch. Nobbs is suddenly unable to say anything other than "'s'" to everything the replacement Hogfather says. Death pulls a wrapped present out of his bag and hands it to Nobbs and sends him on his way. Nobbs returns to Constable Visit and in the package finds it is a "Burleigh and Stronginthearm double-action triple-cantilever crossbow with a polished walnut stock and engraved silver facings" that would cost Nobbs more than a year's worth of salary. Nobbs begins to cry and he and Visit leave Crumley's.

The wizards are waiting for Bilius to all but explode from the mixture he drank but nothing happens. Bilius asks for a soft boiled egg and something to drink and tells them how great he is feeling. They decide that since he is sick from the God of Wine drinking that the side effects of the sobering drink will run along the conduit back to the God of Wine. Bilius grabs the crystal ball and watches with excitement as the God of Wine erupts. They tell Susan the potion will wear off before long, and Susan asks Bilius questions but finds he doesn't know much. The wizards happen to be teasing one of them about losing his hair and one of them mentions a Hair Loss Fairy. There is a tinkling and then a fairy appears on top of the wizard's head with a fist full of hair in each hand. Susan realizes they are calling things into being and one of them quickly says "Huge Bag of Money Goblin" but nothing happens because there has to be an element of belief. One of them says he always wondered about his missing socks before anyone can stop him, and they hear the tinkling sound again. In the laundry room they have called up a small elephant looking creature that is eating socks.

Death and Albert fly on to their next stop and Death is horrified to find that the little girl in the house has asked for a little match girl dying in the snow. Albert tries to explain to



Death that it's the spirit of Hogswatch with the little match girl dying and the angels showing up to take her after she is dead. Death decides he won't let her die and gives the girl to two men who turn out to be Corporal Nobbs and Constable Visit. Albert throws snow balls at the angels when they show up.

Page 134-178 Analysis

At this point in the story there have been several different creatures called into being, and each time there is a tinkling noise. With the help of Susan and Hex the wizards have figured out that them suggesting relatively believable creatures creates them, but they don't know why at this point in the story. Before long they will realize that it is because something that was very large was suddenly seemingly erased from the belief of people which left a large area of belief available.

Albert is becoming concerned with Death's decisions regarding the gifts on Hogswatch. As the story continues Albert becomes increasingly angry. Death is very literal and wants happy things for everyone. As the story continues it becomes harder and harder for Albert to explain why rich children are able to get lots of presents and poor children get nearly nothing. Albert will explain later on from where part of his heart ache comes. Death can control time, and at the end of the story he will continue to interfere with things even though it is against the rules. Death is a seven-foot skeleton and comes for a person when they die. The reader will find here that Death doesn't suit a person's preconceived notions of what his temperament should be. Death seems concerned with the way people feel and wants happy good feelings for children and people. This increasingly aggravates Albert as the story continues.

Teatime and his group of thieves have not appeared much in this section but will become a larger focus as the story continues. The reader will also see that the men continue to act more and more childish as the story continues. Teatime will comment on this fact later and explain that he and Banjo aren't affected because they are already in touch with their inner children.

Children have been a very large focus of the story. Death tells Albert Death has to wear the fake beard and outfit because children aren't like adults and can see what is actually there. The reader will find later on that when the children that Susan takes care of are confronted by Death and Teatime, they don't pick Death out as the monster despite the fact that he is a skeleton.

Susan has been remembering the future and seeing teeth, although she doesn't understand why. Soon Bilious will explain that when he was suddenly called into being he remembers teeth also and earlier in the story Banjo had his tooth knocked out by Teatime. This will all connect before long in the story. The teeth are a very important symbol.



Page 178-223

Page 178-223 Summary

Albert and Death are arguing over the true meaning of Hogswatch and the fact that Death is changing things to fit his idea of how it should be. Suddenly Death pulls out an hourglass and turns the sleigh around.

Susan and Bilious are talking and he admits he vaguely remembers one thing as he was suddenly called into being. Bilious says he remembers teeth. Not attacking or angry but almost sad and lots of them. Suddenly the Death of Rats suggests the Tooth Fairy. Susan admits that she doesn't know what they do with the teeth after they collect them. Susan knows that the main Tooth Fairy hires girls to collect the teeth and they leave to find one.

Death and Albert find the dead person is a personal guard that has been stabbed to death. The guard is lying on the top of a snowy mountain. The guard quickly begins to talk and tells Death that they came in and got all the teeth, but before he can finish his tale, he fades to wherever your spirit goes. Death says that he has his suspicions about what the guard says but it is a place he can't go.

Susan goes back to Biers bar to ask the barman, Igor, where she can find the tooth girl Violet. Igor reluctantly gives the address. At Violet's house Susan finds that Violet has been gone for some time. What little food Violet has in the place has gone bad. The last name Violet had on her list of teeth to pick up is that of Banjo with an address. Susan decides it sounds more like the type of person who would expect a visit from the Watch instead of a tooth fairy. Someone knocks and asks where Violet is. The man is the one that employs Violet to get the teeth and put them in the cart that Ernie drives. Violet's last name is Bottler, but the man doesn't know what happens to the teeth either. Susan takes Bilious and they leave the house with Susan knowing she has the ability to find anyone just like her grandfather. Susan announces first they will go to the address where Violet was to get Banjo's tooth.

Susan finds in Banjo's room a book about a dog named Spot that runs. On the floor by the bed is a half-dollar. Susan and Bilious head back to Death's house to the library and look up Violet Bottler's life book. Each person's life book writes down everything as the person lives. Violet was taken to a place that is described in full detail but the place looks odd. Susan knows she has seen the place before but can't quite get herself to remember where. The place doesn't quite look real. Susan realizes she can get to Violet since Violet is still alive. Susan takes Death and Bilious says he will go with her.

Death enters a home of a very poor family and the boy asks for several things. Albert says how sad it is because the boy isn't getting nothing but an apple and a single toy. Death becomes angry that people with homes feast and get lots and people on the streets die and the poor get almost nothing. Albert tells him this is how Hogswatch is



supposed to be, and Death argues saying that it how Hogswatch is but not how it should be. Death tells Albert that in Death's line of work he treats poor and rich equally and that Hogswatch is not a time that anyone should be sad.

Page 178-223 Analysis

Death and Albert continue to talk about their views on Hogswatch and the way things are as opposed to the way they think things should be. Albert may seem callous in many ways, but his point appears to be that you can't make things completely fair. Death is unconvinced that things should be harsh on this one night of the year and continues to try and enforce his own beliefs on the situation.

Susan is getting ready to go after Violet and find what happened to the Hogfather. While Susan can't remember exactly where this place is that Violet has seen and that is so familiar to Susan she will be able to get there with ease. The reason that Death isn't able to go there isn't fully explained but Death's tools don't work there either. Susan takes Death's sword with her when she goes to find Violet. What she doesn't realize is that Death can't go there and so Death's tools won't work correctly either.

The place that Teatime has taken the other men is the castle of the Tooth Fairy. It doesn't look real because it is a drawing done by a child. This also is the reason for many of the side effects that happen to the adults that go there and spend any amount of time there. The true Tooth Fairy is going to be a surprise to the reader as well since most of the characters in the book don't fit into normal ideas of what they should be. The wizards are rather silly and sometimes appear to be stupid; Death is very compassionate, and Teatime, who has boyish features, is an insane murderer.

The Hogfather hasn't been seen in the story yet. Susan receives readings from the scrolls she looked at but it gave only images and senses from the Hogfather, not an actual picture. The reader learns that Gods change and later when the Hogfather is first seen it will be a very primitive view of him. The reader will also see him change and why beans are looked at as bad luck on Hogswatch and why Susan could taste beans while she was touching the scrolls.



Page 223-267

Page 223-267 Summary

Bilious takes a closer look at the sword Susan has taken from Death's house and says it is just a hilt with no blade. The blue blade is so thin it almost can't be seen and is used to cut the soul away from the body. Susan has Violet's hourglass as well and there is plenty of sand in it, but Susan wasn't sure that meant Violet wasn't in serious danger.

At the Unseen University the wizards are all gathered around Hex who has determined that there is a set amount of belief in the world. If something that people believe in is suddenly gone then there is spare belief to create whatever is needed or thought up. Ridcully realizes it is Hogswatch and wonders if that is the thing that is missing. Ponder Stibbons announces that the Hogfather comes to University on Hogswatch. Ridcully asks why.

The librarian of the Unseen University was once human but in an accident is turned into an orangutan. The librarian has hung up his stocking, left a glass of sherry for the Hogfather and a banana for the pigs. While the librarian is not a child and very intelligent, being an orangutan has given him childlike qualities. Ridcully and Stibbons sit down in the dark with the librarian snuggled up on a book shelf asleep and wait for the Hogfather.

There are beggars in the streets of Ankh-Morpork singing carols with the hopes that someone will give them money to stop. Suddenly there is a shower of fine food from the sky. Albert asks Death where he got the food since Albert knows it didn't come from a sack. Death had stolen the food from a fancy restaurant. Albert is furious, but Death says it isn't stealing; it is redistributing and assures Albert that he left them something to serve instead.

Binky trots into the land that Violet had seen. Susan struggles to remember why she knows this place when she suddenly realizes it is a child's drawing. Somewhere there will be a little house with four windows, a chimney, and curly smoke coming out of the top. Susan decides not to knock since that is normal thinking.

In the kitchen of the restaurant the food is gone but there are several old shoes and mud. The manager, thinking quickly, tells the staff to rewrite the menu and begins making the old shoes into fine cuisine. One of the servers objects, but the manager says that people come for ambiance, not the food.

Medium Dave is hauling another bag of money down the stairs to Chickenwire and Catseye. Teatime appears and without warning attacks Medium Dave, holding a knife to Medium Dave's eye. Teatime says he would much rather kill a man than look at them. Teatime tells Dave that Banjo won't help him anymore because Banjo is Teatime's friend now. Teatime releases Dave and tells the men they can have all the money and he



doesn't want any of it. When Teatime leaves the room Chickenwire begins to dine and so does Catseye. Medium days is confused as to why the men, who have been in bad places before, are acting like frightened children.

Stibbons and Ridcully suddenly hear a thump and Ridcully lights a match. Being wizards and not normal people they see Death's true form and demand to know what has happened to the Hogfather.

Mr. Brown is having trouble with the locks since they are magical among other things. He begins to leave but demands money from Teatime before he goes. Teatime calls Banjo forward and Banjo throws Mr. Brown violently down a flight of stairs. At the bottom of the stairs Medium Dave, Catseye, Chickenwire and Peachy are arguing. When the body of Mr. Brown lands, Chickenwire begins to suck his thumb and Catseye says something about a monster called the scissor man who gets kids that suck their thumbs. The men look up at Banjo at the top of the stairs and several of them notice there are shadows moving where there hadn't been before along with the sound of knives scraping.

Susan turns the knob to the little house and finds it is a mansion on the inside and in the middle of the floor is a large pile of children's teeth with a circle and symbols drawn around it. Susan catches a glimpse of someone on the stairs, but it isn't one of the tooth girls. As they stand at the very bottom looking at the teeth a body lands and then vanishes leaving only a smear behind. A crowbar lands in front of Susan with a thud. Chickenwire announces to Teatime that people are there. Teatime tells them to do away with them. Suddenly Chickenwire hears a creak he hasn't heard for thirty years.

Page 223-267 Analysis

Death has an umbrella stand, hair brush, violin and many other objects that he has collected in an attempt to mimic human behavior. Originally Death was whatever people imagined him to be but eventually he changed. This is true of all the mythical beings in which the people believe. When the Hogfather appears to Susan she will see him change from the original to what is more current. When she says something about the red coat being added recently Death will correct her saying that it was "remembered" recently. The Tooth Fairy will prove to be more complicated.

Susan has seen the teeth in the pile in the middle of the floor although it hasn't been fully explained to the readers the reason for this yet. The teeth are a way of controlling people. It appears to closely resemble voodoo of some type. Susan will describe it as magic that is so old it isn't magic anymore. With the teeth Mr. Teatime can control what people believe in.

Mr. Teatime has no one that is on his side at this point except for Banjo. The full reason that Banjo has decided to follow Mr. Teatime without question isn't fully known. Teatime says Banjo has the heart of a child. This will be key later when Banjo discovers Teatime



is trying to do away with the Hogfather. Since Banjo has the heart of a child, he refuses to let the Hogfather simply die.

Chickenwire has heard a creaking noise and Catseye and the others have heard knives scrapping. These noises are the individual's nightmares. Catseye is the one that thought of the scissor man and the creaking is a noise from Chickenwire's past. Medium Dave thinks constantly of his mother and Medium Dave's most devastating thought is that he hasn't taken care of Banjo. The reason Mr. Teatime and Banjo aren't afflicted by terrors the way the others are appears to be because they are in touch with their inner child although this will never fully be explained.



Page 267-315

Page 267-315 Summary

Chickenwire is running for the door when Medium Dave catches him. Chickenwire is screaming that it is after him. Medium Dave tells him that nothing is after him. Chickenwire explains about a wardrobe his father had when Chickenwire was a boy that would creak and whisper. Medium Dave is able to calm him down and they go to look for the intruders. When they reach the bottom of the stairs the body of Mr. Brown is gone. Up on the stairs they glimpse the people that had come in. Peachy hears a clipping noise as he walks up the stairs.

Susan knows they have been seen by the men at the bottom of the stairs. Susan and Bilious look in each door they come to and find broken glass with cards describing whose teeth are kept in each place, but the rooms are empty. Susan explains that the heap of teeth downstairs is being used to control everyone who has ever had a tooth taken by the Tooth Fairy. Catseye is advancing on Susan's room when a shadow rises behind him. Susan and Bilious hear what is the start of a scream, but when they open the door there is nothing there but boots. Susan knows that if you die in this place then you go somewhere else, just like when a child knows someone who has died they think the person is just gone. Susan and Bilious soon come to a door where they find Violet tied up. Violet doesn't know who the men are that capture her but the big one was slow and named Banjo and the one in charge has a glass eye and he is named Teatime.

As Susan, Bilious, and Violet edge down the hallway Peachy finds them and holds them at bay with a crossbow. Peachy says he is taking them to Mr. Teatime. Susan whispers to them that when something happens to get out of the house, and Binky will take them away if something bad happens. The Scissor Man appears and Peachy runs away. Susan looks at the Scissor Man and tells it that it isn't her nightmare and to go away. The monster runs down the stairs after Peachy.

Sideney is working to get the rest of the locks undone on the door. Teatime admits he doesn't know what is behind the door. Medium Dave reports that he can't find Chickenwire or Catseye and someone in the castle has them. Teatime isn't worried but Medium Dave is more than a little concerned.

Violet and Bilious are beginning to fall for each other, and Bilious announces that he fills in for gods that take vacations for whatever reason. They are almost out the door when Chickenwire finds them. Before he can kill Bilious the wardrobe appears and sucks Chickenwire inside. Bilious goes up to the wardrobe closet and opens it but finds nothing but a pair of boots.

Death and the other wizards discuss what has happened to the Hogfather and the Auditors. When Death is done explaining the situation and the reason he is in full costume they hear a scream. One of the wizards has opened his wardrobe to find a



body inside with no boots on. Death goes to talk to Hex and they decide that if the Hogfather isn't brought back the sun won't come up the next day. Hex then tells Death that he believes in the Hogfather and proceeds to ask for a few things.

Susan creeps up the stairs when she is surprised by a cheerful voice asking her name. Susan describes the face as pretty except that the eyes make it look like it was stolen. He is able to get Death's sword away from Susan and calls her by name. Teatime introduces himself as Sideney finishes the next to last phase of the lock. Teatime tells Sideney that he doesn't have to finish the last of the lock and that he can go. Sideney rushes out of Teatime's presence. Susan has tried to become invisible and walk through doors but nothing works. She has suddenly become completely normal just like she always wanted. Sideney is almost out of the Tooth Fairy castle when he is suddenly attacked by his own childhood ghost.

The lock finishes unlocking itself and Teatime decides he should probably go in. Teatime tells Susan that getting rid of the Hogfather was just the beginning. Banjo lumbers forward at this point and asks what has happened to the Hogfather. Medium Dave had never told Banjo what they were trying to do. Banjo is insistent that there has to be a Hogfather. Teatime points at Susan and says she killed the Hogfather. Susan denies it and Medium Dave tries to get Banjo to go. Banjo and Dave's mother had told them to be nice to girls and Banjo is resistant to hurting Susan. The figure of Medium Dave's mother appears and Medium Dave collapses clutching his chest and vanishes. Teatime begins to laugh and Susan tries to attack him but Teatime is quicker and has her by the hair. Banjo hits Teatime for pulling Susan's hair but Teatime is able to knock Banjo to the ground. Teatime pulls out the sword and tries to kill Susan, but it doesn't work in this world. Teatime and Susan struggle and Teatime falls over the banister and lands with a thud then disappears.

Susan tells Banjo to go downstairs and clean up the teeth. Inside the room that had been locked is a bed with a little old woman in it. Susan attacks the figure and soon reveals a vile looking monster. The true Tooth Fairy is the original Bogeyman. It had been there in the beginning and decided its place was fading and took on the role of the Tooth Fairy and gave money so that it wouldn't be stealing. The figure fades telling Susan that someone must watch over the children's teeth to keep the children safe.

Down stairs Banjo has cleaned up the teeth and removed the chalk marks. Susan tells Banjo that he will do the Tooth Fairy's job until she gets back and Banjo agrees but asks for a puppy. Susan says he can have a puppy named Spot and she goes outside. Bilius and Violet stay to help Banjo, and Susan wonders here in this odd place if Violet believing in Bilius will be enough to keep him from disappearing once the Hogfather is returned to his proper place.

Page 267-315 Analysis

The place was created by children although it is unsure why the Bogeyman chose this place to build his Tooth Fairy kingdom. The Bogeyman is another character that



changed as the people changed. He had hidden in the shadows and when he didn't have that place anymore in the world he began to help the children and watch over them realizing how valuable the teeth were. It wasn't explained if the visions that people saw were that of their own device or if the Bogeyman was responsible for each monster that came from the shadows.

Bilious had told Violet that he was a fill in god for any god needing time off. Bilious leaves the story at this point and it is unclear what happens to him, Violet or Banjo. Banjo remembers that he saw his mother put in the ground. While Banjo was frightened of the figure of his mother it seems it wasn't after him. If it was the Bogeyman controlling the monstrous images, it is possible that he stopped the figure from attacking Banjo although this is never revealed.

Teatime fell off the balcony in the Tooth Fairy castle. The reader is lead to believe that Teatime died since he vanished after he landed. The reader will find in the coming section that Teatime hasn't died and will show up again. The Auditors as well will show in in the final section of the book.

The reader will find at the end of the book after the Hogfather is put back where he belongs and things begin to get back to normal that the creatures that had been created begin to vanish. It will remain unclear what happens to Bilious and Violet.

Susan realizes at this point in the story that she was tricked by her grandfather into going after Teatime. It isn't until Teatime says her grandfather sent her that she realizes how clever her grandfather has been. At this point in the story the reader also sees that Susan suddenly is normal and has none of the characteristics that were given to her from her grandfather. Since Death can't go to that place and his weapons can't either, the traits that Susan possesses that come from him disappear completely when she enters this domain.



Page 315-354

Page 315-354 Summary

The Auditors are worried because their plan has failed. They know there is no evidence that they interfered and so no one will be able to blame them for anything. The only problem remaining is that the Hogfather will be able to come back and questions will be asked. One of them says that they will have to take a risk in order to get rid of the Hogfather once and for all.

Susan gets on Binky but he won't move. Death appears and takes the reigns. He tells her that she must bring the Hogfather back so the sun will rise.

At the Unseen University, Teatime suddenly drops from the sky onto one of the feasting tables. He gets up quickly and leaves the University still holding Death's sword.

Death explains to Susan about the enemies that humans have and how getting rid of the Hogfather is the first step in correcting what is viewed as wrong with humanity. They are riding Binky through a snowy forest that resembles the place where the Castle of Ice had been. Susan sees some sort of chase commencing. Several large dogs are chasing a boar towards the cliffs. The boar is the Hogfather in his original form, and if the dogs, i.e., the Auditors, catch him then the Hogfather will not die, but cease to have even been. Death tells her that there is something she must do, and she leaps onto the back of the giant boar. They run to the shoulder of a rock with the dog shapes close behind and the boar bleeding where it had already been attacked. The boar drops to the ground exhausted and Susan stands her ground with the dog shapes. They are breathing hard and heavy and Death appears. The Auditors have been fighting so hard in this shape that they have embraced life. Death is able to kill them in this form and he does. Susan turns back to the boar and finds him dead in the snow. The sun rises and in the snow where the pig had been was a tattooed man who begins to choke and spits out a bean. Susan watches him continue to change until suddenly he is the current vision of the Hogfather. He climbs onto a sled and his pigs pull him away.

Susan asks Death if the sun truly wouldn't have risen without the Hogfather and Death says that instead of the sun coming up there would have been nothing but a mere ball of flaming gas illuminating the world. Susan is confused but Death says that you have to believe little things, like the Hogfather, to believe in larger things like justice and mercy and duty. Both are invisible and depend on pure belief.

Susan tells him that she lost his sword but he says he can make another. When Death returns Susan home he comes in for a moment and finds Teatime there. Teatime forces Susan to call the children into the room. Gwain and Twyla enter, and Teatime asks them about the scary skeleton standing in the room. Teatime wants the children to say that it is a monster but the children don't find Death scary and continue to argue with Teatime. Finally Gwain announces that the creepy looking person in the room is Teatime with his



funny looking eyes. Teatime raises the sword to kill Death and Susan throws her fireplace poker through Death and it stabs Teatime. Teatime is confused that it would go through Death but Twyla says that the poker only kills monsters. Susan tells Death to pause time. Death takes the body to avoid any odd questions and gives Susan a Hogswatch card that he made for her.

The Raven and Death of Rats find a dead sheep which makes the Raven very happy. At the Unseen University Ridcully goes into the shower again and pulls a lever, after which he immediately has the bathroom boarded up again. Ponder Stibbons and the others watch Hex as it scribbles on the paper and cries because they have taken his fluffy teddy bear away. Gwain and Twyla are discussing Hogswatch gifts, and Gwain says his favorite is the odd glass marble that he had found on the floor next to the fireplace.

Page 315-354 Analysis

Susan had felt the taste of beans earlier in the story from the scrolls pertaining to the Hogfather. The reader also saw that it was bad luck to eat beans on Hogswatch. The Hogfather, beginning his transformation, spit out a bean on which he had been choking.

The Auditors thought humans were messy thinkers and wanted to do away with their silliness. The sun wouldn't have come up because the words are all wrong. A ball of burning gas illuminates the world after it turns on its axis to face it. The sun never actually comes from anywhere since it stands still.

The marble that Gwain had found near the fireplace seems to be the eye of Mr. Teatime. At the beginning of the story the reader sees that the eye was rumored to be made out of the stuff that wizards use for crystal balls and was a black color. Gwain states that the marble seems to move in a different way and wins every game that he plays with it.

Death went back in time to the store where Albert had sat with his face pressed against the window looking at a toy. Death had seemingly bought the toy for Albert although it is unclear if the toy was given to young Albert or old Albert. There are a few questions left unanswered regarding the toy horse that Albert had so badly wanted.

The Raven and Death of Rats seem to have created a bond. There is a note in the story that the sheep that was found was an old sheep that had lived a long and happy life and died from natural causes in his sleep. The reader is never told if the Death of Rats killed the sheep for the Raven since the Raven had spent most of the story looking for eyeballs and entrails.

Gwain and Twyla enter the room and find Mr. Teatime and Death and neither of the children seem to be afraid of the seven foot skeleton. This could be that they had spent enough time with Susan that they were no longer afraid of monsters. The reader finds that Susan is quick to take on any kind of bogeyman or monster and the children are no longer worried about the bears that show up to eat them or the Scissor Man. It is also a possibility that the children were simply able to identify the true monster in the room.

Susan seems to be worried that the children have just witnessed a man dying but Death tries to convince her that they knew what Teatime was.



Characters

Susan Sto-Helit

Susan Sto-Helit is the adopted granddaughter of Death. Her mother was his adopted daughter and while Susan is human she had taken on many of her grandfather's characteristics. She can talk in Death's commanding voice forcing people to do what she wants them to do and can walk through solid objects such as doors. Susan tries very hard to be "normal" and the reader will find that she does many things in the story in a struggle to remain normal. Even Susan's hair acts as if it isn't normal and will rearrange itself into different fashions. Susan can see magical beings that normal people shouldn't be able to see because of her relationship with Death.

Susan doesn't see her grandfather much and is surprised when Death shows up in a Hogfather outfit wearing a fake beard and distributing presents. Susan doesn't want to be involved in anything that might pull her away from the normal life that she has begun to make for herself but finds that she must help her grandfather to save Hogswatch.

The reader will see that Susan is unwilling in many ways to aid her grandfather in his quest. Much of what causes her to begin searching for answers is the fact that her grandfather refuses to tell her anything. Even after Susan has helped her grandfather, much of what is explained is just as confusing as it is revealing.

Death

Death is the adoptive grandfather of Susan Sto-Helit. Death is a being that ensures that everything happens as it should happen. When the Hogfather's existence is put in danger it is Death that dons a Hogfather outfit and tries to ensure that there are some left believing in him. Death is described as having a skeletal face and talks in all capital letters in the book. Despite the fact that he is death a glimpse of Death's home reveals things that Death has acquired in an attempt to become more human. Death has a hair brush and a violin and other things.

Death is very literal minded and quickly becomes bothered by the Hogswatch holiday because there is not much justice in the way things are done. Death wants this one time of the year to be the time that things are fair and good people have good things happen to him. Death will continually break the rules so he can make things more "fair" for people. While Death is in the Hogfather outfit and going from house to house, he takes a large feast from a restaurant and has it magically fall from the sky on poor beggars. Death has a helper with him, Albert, who tries to explain that you can't be fair and that the wealthy receive a lot and the poor get very little. This makes Death very angry and he fights against it to some degree.



Death doesn't fully understand human things in other ways. Death slides down a small chimney because it is the custom of the Hogfather and then tries to let Albert in but has a hard time working the latches and door knobs. Death very seldom understands metaphors and takes things very literally. This is shown when Death is confused about the phrase "a pot to piss in."

Mr. Johnathan Teatime (Teh-ah-tim-eh)

Mr. Johnathan Teatime, pronounced Teh-ah-tim-eh, is an assassin who has been hired to "inhume" the Hogfather. Inhuming is the word used by those that have been trained by the assassin's guild and means to kill. Mr. Teatime appears to be unpredictable. He can be very kind when he speaks but at the same time it seems he enjoys killing and states that once a person has no usefulness, there is no point keeping them around. After saying this Teatime either lets the person go or kills them. It is unclear why he kills some and lets others live.

Mr. Teatime has two odd eyes. One appears to be a black marble and the other is very white with a small pupil in the middle. He is a very small-framed, thin man with light curly hair. His appearance is described as youthful and to some extent attractive except for his eyes. Teatime is a very skilled assassin and manipulator and hires thugs and murderers to help him. While these men are frightening in their own right and also skilled in their craft they quickly become very frightened of Teatime realizing how dangerous he truly is. The reason that Teatime is willing to take on the task of "inhuming" the Hogfather is never explained other than to say that perhaps it was to see if he could or because he knew he shouldn't.

Albert

Albert is the servant of Death. He puts on a pixie outfit to help Death on Hogswatch to take up the Hogfather's job of delivering toys to all the good children of Ankh-Morpork. Albert worries that Death is taking things far too literally but is devoted to his master.

Bilious

Bilious is the oh god of hangovers. When the Hogfather ceases to exist there is so much spare belief floating around that when someone suggests a god of hangovers, Bilious appears. He is constantly ill from what other people drink, although he has never had a drink. He aids Susan on her quest to find out what has happened to the Hogfather.

Banjo Lilywhite

Banjo is a large person of minimal intelligence. He was very loyal to his brother Medium Dave until Mr. Teatime is able to hit the large Banjo and knock out his tooth. Banjo



becomes Mr. Teatime's personal guard until Banjo learns that they are getting rid of the Hogfather. Banjo will eventually take over the job of the Tooth Fairy.

Medium Dave Lilywhite

Medium Dave is the brother of Banjo. Medium Dave's mother's last words to him were to take care of the dummy, referring to Banjo. Medium Dave is unable to protect Banjo from Mr. Teatime and after Teatime knocks Banjo's tooth out, Banjo stops listening to Medium Dave. Medium Dave dies in the Tooth Fairy's castle.

Vernon Crumley

Vernon Crumley is the owner of the shop where Death makes a surprise appearance as the Hogfather. Vernon calls the Watch guards to come and remove Death since he is giving away toys and no one is buying any from Crumley. The Watch doesn't remove Death since he gives one of them what the Watch man wanted for Hogswatch.

Mr. Brown

Mr. Brown is an experienced locksmith. He accompanies Mr. Teatime and his group of thieves to the Tooth Fairy castle. After they are there Mr. Brown is unable to open the lock Mr. Teatime wanted opened since it is part magic. Mr. Teatime has Banjo kill Mr. Brown since Mr. Brown is of no more use.

Hogfather

The Hogfather has a very small part in the story even though the story is about saving him. Believing in the Hogfather is important because believing in a little thing causes people to be able to believe in larger things like justice. The Hogfather is the equivalent of Santa Claus and brings gifts to all the good little children on Hogswatch.

Auditors

The Auditors are a group of beings that hate humanity because it is messy and untidy and interferes with the universe. The Auditors are the ones that want the Hogfather erased from existence. They exist in a collective and refuse to use any term that would signify individuality.



Mr. Sideney

Mr. Sideney is the wizard employed by Mr. Teatime. Sideney was forced to help Mr. Teatime because he needed the money to pay off a troll to whom he lost money. Sideney paid the troll off with gold that turned to lead the next day.

Ridcully

Ridcully is the Archchancellor of the Unseen University wizards. Ridcully and the other wizards find that there are mythical creatures being created since there is suddenly a large open space of belief left available.

Violet Bottler

Violet works collecting teeth for the Tooth Fairy. She will stay behind and help Banjo to care for the Tooth Fairy's castle. She also seems to fall for Biliious, the "Oh God of Hangovers."

Corporal Nobbs

Corporal Nobbs is a member of the Watch for the city of Ankh-Morpork. He is called by Mr. Crumley to get rid of the Hogfather figure, Death, that is ruining Crumley's sales by giving away presents. Coporal Nobbs doesn't ask Death to leave because Nobbs is given a wonderful Hogswatch gift.

Ponder Stibbons

The wizard that headed the creation of Hex the thinking machine. Ponder tries to convince everyone that the machine doesn't actually think but he himself is unsure of how the machine actually works.



Objects/Places

Hogswatch

Hogswatch is the equivalent of Christmas. On this night of the year the Hogfather travels around the world bringing presents to good children.

Teeth

Having a tooth enables a person to have control over that person. Mr. Teatime finds his way to the Tooth Fairy's castle and takes over the teeth so he can make children stop believing in the Hogfather. Susan has visions of teeth throughout the story although she doesn't realize what it means.

Hex

Hex is the thinking machine that was created at the Unseen University by the wizards that live there. Hex is able to calculate anything. Hex reaffirms that the sun won't come up if the world stops believing in the Hogfather.

Raven

The Raven in the story can talk and relays to Susan that her grandfather, Death, may have gone insane and is dressed as the Hogfather.

Death of Rats

The Death Rat is the grim reaper of rodents. He wears a black robe, has a small scythe and is a rodent skeleton. He flies around on the Raven's back trying to help Susan.

The Castle of Bones

The place that the Hogfather lives. It is made of ice, and Susan goes there looking for the Hogfather. When she arrives she finds the castle is destroying itself since the Hogfather has abandoned it for so long.

Hour Glass

Every thing that is alive or self aware has an hour glass that shows their life expectancy. The one belonging to the Hogfather has been broken.



Library of Death

The library that contains the autobiography of everyone in the world. The books are magical and write down one's life as the person lives each day. It is in these books that Susan is able to find where Violet Bottler was taken.

Tooth Fairy Castle

The place where the Tooth Fairy resides. The Tooth Fairy is actually the very first bogey man that ever existed and began collecting all the children's teeth so no one would be able to use them for evil. The money was given to the children so they couldn't say the teeth were stolen. The Tooth Fairy castle has the ability to hold the fears of the people inside of it.

Fireplace Poker

The fireplace poker is what Susan uses to defend the children from bogeymen and other creatures that hide under the bed. Susan is able to throw the poker through Death and it strikes Mr. Teatime killing him. It is explained that the poker went through Death because the poker only kills monsters.

Binky

The horse belonging to Death. Since Death is riding the Hogfather's sleigh and delivering presents, Susan takes Binky to go to the Tooth Fairy's home and other unworldly places.

Pigs

The pigs that pull the Hogswatch sleigh are Tusker, Snouter, Gouger, and Rooter. They are also referred to as boars in the story. They are large, smelly animals; one of them urinates while in a store for all the children to see. At the end of the story Susan will have to save a pig that slowly turns into the Hogfather.

Dogs

The auditors turn themselves into dogs to kill the Hogfather while he is in the shape of a pig. Auditors in their normal form are immortal but in this form become caught up in the chase of the large pig and begin fighting Susan and fighting for life. Since they have fully embraced life at this point, Death is able to kill them despite the rules that say he can't choose when to take a life.

Crumley's

The department store in The Maul where Death and Albert decide to drop in and visit to increase the belief in the Hogfather. The store is owned by Mr. Vernon Crumley.

Social Sensitivity

Terry Pratchett is known, both in the United States and in his native England, as an author of comedic fantasies that incorporate a strong element of social commentary and satire. A former newspaper journalist, he frequently uses fantasy to examine the illusions and pretensions surrounding cultural institutions, such as religion (*Small Gods*), opera (*Maskerade*), and our social fixation with celebrities (*Lords and Ladies*). In *Hogfather*, he focuses primarily on the complex set of beliefs surrounding Christmas, although in doing so he examines notions of childhood and religion as well.

Pratchett's choice of Christmas as a topic of satire is particularly apt because it is perhaps the most conflicted holiday in the Western calendar, particularly in the U.S.

and Britain where its status as a religious or a commercial holiday is frequently a matter of concern, if often formulaic, discussion during the season itself. The rhetoric and advertising surrounding the holiday stress notions of altruism and sacrifice, but its value is measured in sales figures. Arguments about the relation between the "true meaning of Christmas" and its religious significance as a celebration of the birth of Jesus are complicated by the fact that the date on which the holiday falls was originally that of the pre-Christian Roman holiday Saturnalia; the choice of date had less to do with historical accuracy than with preemption. Further, no other holiday is as deeply tied to our conception of family and "the wonder of childhood," and perhaps no other holiday is quite so likely to bring those conceptions into blatant conflict with reality. Parents dealing with overexcited children and visiting relatives at the same time are often surprised at how little their holiday resembles the one they expect; it is unsurprising that the suicide rate during this most joyful of holidays is much higher than average.

Pratchett draws on all of these tensions— between the secular and the religious, between history and tradition, between our constructed notions of childhood and the reality of it—in his satire, which involves a very Christmas-like holiday called Hogswatchnight (perhaps a play on the Scottish New Year's holiday Hogsmanay) whose primary symbol is the very Santalike Hogfather. Although the novel is structured as a basic mystery plot—someone has caused the Hogfather to disappear, and it is up to the protagonists, Susan Sto-Helit and Death, to find him and save Hogswatchnight—the search for the missing Hogfather becomes a search for the "true meaning of Hogswatchnight," and hence of Christmas. In the course of the search, the very literal-minded Death progressively demolishes one conception of the holiday after another, while Susan draws closer to the reality of it.



Techniques

Pratchett's writing is distinguished both by his understated presentation of social statements and by his fascination with English. His major claims are frequently incorporated into a character's offhanded comments or placed in footnotes—Pratchett, like science-fiction author Jack Vance, uses footnotes to expand on elements of the text; in Pratchett's case, they also serve to draw attention to the text as a text, thus serving part of his satirical purpose while never being made the main focus of the plot. Few modern writers are as skillful as Pratchett at word-play; his frequent use of puns and double entendres could be tiresome if they were not so effortlessly incorporated, or if he seemed to be consciously drawing attention to them, but what he achieves instead is a tone of linguistic exuberance.

Pratchett is fond of using unlikely character juxtapositions for humorous effect, and *Hogfather* is no exception: the image of Death as the Hogfather, and the confusion resulting from the mismatching roles, is one of the major comedic elements in the novel.

The novel's setting, the "Discworld," is a device Pratchett has used in a number of novels, each time adding features that satirically mimic real cultures or geography. This allows him to present stereotypes and metaphors as concrete elements of the plot, and, for readers familiar with his previous novels, to connect characters and themes to one another; the result is less a set of separate satires than a single ongoing commentary on modern life. Although the Discworld ostensibly constitutes a "fantasy" setting, its features are always, in one way or another, known to readers, and its function is less to lead the reader to the exotic and unusual than to strip some of the illusions from what is familiar.

While the Discworld fits the typical fantasy-setting archetype in having numerous small kingdoms and principalities, populated by a mixture of human and nonhuman intelligent species, its political units and species usually act either as comments on popular culture, or, more specifically, as comments on the fantasy genre itself. Pratchett thus uses his fantasy landscape in a very different way than most fantasy novels; warfare between kingdoms, for example, is a relatively rare event, and when it occurs, he uses it as a statement about warfare rather than as an element of interest in its own right. Pratchett sometimes develops detailed settings within the Discworld as satires of specific locales (The Last Continent, for example, is a send-up of Australia), but *Hogfather* deals with themes of myth, childhood, and mercantilism, and Pratchett can deal with these themes using a relatively limited number of locations. He sets it largely within one city (Ankh-Morpork, the center of many "Discworld" novels) and a set of locales not tied to any specific area of Discworld geography—including Death's domain and a world defined by childhood concepts of reality.



Themes

Importance of Belief

The central theme of the story is the importance of believing. The auditors hate humanity and want it destroyed and know the best way to do that is to rid the world of the Hogfather, who is a significant belief though a small one. If they can destroy the belief in him then it becomes harder for people to believe in other things that aren't tangible such as justice, mercy, love and other things. The reader will find as the characters in the story believe in things, they start to become real. There is the sock monster that suddenly appears and eats socks, a towel wasp that ensures you never have a clean towel when you want one and a little fairy that pulls out a person's hair causing them to go bald. The key to all the creatures and characters that are created is that they must be believed in by more than one person. The Dean of the Unseen University suggests that there is a goblin that brings him large sacks of money, but no goblin appears because he has never been mysteriously given a sack of money. Everyone has, however, found that their socks have gone missing and that they can't find a clean towel when they need one.

Mr. Teatime breaks into the Tooth Fairy home to get the teeth that have been collected over the years realizing that he can use the teeth to control the beliefs and actions of the teeth's prior owners. While this is crucial to his own plans, Mr. Teatime fails to take into consideration the effect the plan to kill the Hogfather will have on Banjo, his large accomplice. Banjo's belief in the Hogfather, despite the fact that Banjo is an adult, helps Susan to overthrow Teatime. When Susan meets the real Tooth Fairy, Susan is surprised to find that it is the original bogey man. He had to go into hiding more or less because people began to believe less and less in the Bogeyman and there became fewer places he could hide. While the men are in the Tooth Fairy castle, they find that anything they are truly afraid of becomes a reality, which ultimately what kills them. One of them was afraid of a large wardrobe closet when he was a boy and the wardrobe closet appears and seemingly eats him. Another of the thieves is afraid of the scissor man that comes to get children who suck their thumbs and the scissor man appears and the person disappears. What the scissor man actually does with his victims is unclear, but each has his own nightmare that claims them. If the person has no fear or belief of that thing then the nightmare leaves them alone.

Importance of Family

Susan wants desperately to be normal and so she has distanced herself from everything that is connected to her grandfather, Death. While Susan is seemingly an ordinary person she has the abilities that have been passed down to her despite the fact that she was adopted. The author has focused on the fact that family traits aren't always hereditary. Susan doesn't look anything like Death but can do many of the things he can. She can walk through walls, call Death's horse, and use the commanding voice



that her grandfather uses. While she is mortal and can die it appears that being in proximity to Death has had an effect.

Death and Susan don't seem to be close in many ways, although Susan has fond memories of him. While Susan tries to retain what little bit of normal she has gained for her life, she needs the attributes that her grandfather has given her in the situation about the disappearance of the Hogfather. While she is in the Tooth Fairy's castle Susan will want to have her unworldly abilities such as being able to disappear, but they have left her while in this realm. Even though she has wanted to be utterly normal throughout the book, she suddenly curses the fact that she has become normal. She will tell Mr. Teatime that her grandfather will come for him if he kills her. Later she comforts herself by telling herself that her grandfather, from whom she has distanced herself, will come to save her. No matter what she does, Susan always comes back to her grandfather and their apparent need for each other.

The Struggle Over Power

There is a struggle for power from many places throughout the story. The wizards at the Unseen University struggle to find the answers to what is happening. Knowledge is a type of power, and the wizards even build a machine to help them find the answers they need. Death struggles also while he is taking on the duties of the Hogfather to try and provide the type of Hogswatch that he believes is good and fair. His helper, Albert, insists that Hogswatch isn't about good and fair, but Death doesn't listen to him. There is a struggle for Death to come to terms with how things "should" be versus how things "are." In addition to this, Susan is struggling to find the answers as to what has happened to the Hogfather and why her grandfather is masquerading as the Hogfather.

The main source of the struggle over power comes from two groups in the book. The first that the reader sees is the group of auditors. They want immortality and structure and order. They don't desire money or fame but the things that they do want is a definite power. They want control and cleanliness that they feel humans don't have. The other group that struggles for power is Mr. Teatime's group. Often his group of thieves and criminals are fighting among themselves as much as they are fighting others. Mr. Brown threatens Mr. Teatime and Mr. Teatime has Banjo kill Mr. Brown over money. Banjo and Medium Dave will also fight Mr. Teatime for what little power they can have. Mr. Teatime never wanted money—he seems to simply wanted to be labeled as one of the great assassins and by this method achieving a type of immortality.

Significant Topics

Hogfather is, first and foremost, an examination of Christmas and childhood. It lampoons most stereotypes of the holiday, along with many images from children's literature. Pratchett is particularly interested in the relations among altruism, power, and consumerism. Death, in his Hogfather role, is almost arrested because he distributes presents for free during a shopping mall appearance—to the shopkeepers, the entire



function of the Hogfather is subverted if none of the parents have to buy anything (compounding his crime, he gives the children what they want instead of what their parents want them to want). Other familiar elements include the "Good King Wenceslas" myth—a king tries to give a pauper mounds of largesse that the pauper does not want and cannot possibly stomach so that the king can feel both magnanimous (for one night) and paternal—and the "little matchgirl" story. Pratchett has particular fun with the latter, deftly pointing out the Victorian hypocrisy of piously bemoaning the poor girl's fate while never actually doing anything about it. In *Hogfather*, rather than being released from her life of misery by death, she is taken by Death to shelter and given a hot meal, leaving behind a couple of rather indignant angels.

Pratchett's more serious enterprise within the novel is the examination of the Hogfather as a mythic figure and his relations to concepts of childhood. While Death tries to fulfill the role of Hogfather as adults picture him (thus destroying those images), his assistant persists in describing the Hogfather as the shrouded remnant of a prehistoric "renewal at the depths of winter" figure which, like all such figures, is tied to concepts of nature—represented by his hog connections—blood, and sacrifice.

The progress of the book is, in a sense, a reversal of the Hogfather's development; as more layers of pretension are stripped away, he becomes closer to this primeval figure. It is in this form that the actual Hogfather appears at the end of the book, before metamorphosing into the jolly figure beloved of children and sales staffs. Pratchett connects the Hogfather with childhood by appealing to the notion of the primitive—like children, primitive man lived trapped between joy and terror. The sacrifice of the Hogfather at the depths of winter symbolizes passage through terror into the promise of another summer, just as the Santa-like figure of the Hogfather stands, for children, as the opposite of their nighttime terrors, epitomized by the Bogeyman.



Style

Point of View

The story is written in third person with a sometimes limited, sometimes omniscient point of view. This is proven by the fact that the reader occasionally knows what each character is thinking at times but other moments will be left to infer what the person was feeling or what the meaning of something is. The reader will follow many different characters throughout the story in order to get a clear grasp of the events that are happening. There are some characters that the reader follows many times during the story, but there are characters that the reader will only see once or twice. Some of the characters the reader won't ever know what they are thinking but will have it interpreted—these are such characters as the Death Rat and the Raven. The Death Rat can only squeak but the Raven, and occasionally Susan, will give a translation to the reader.

The point of view helps to give the reader a broader understanding of what is happening in the story. For instance, Death is flying in his sleigh and sees something. The reader isn't told what this is but then the scene is seen from the view of those to whom it is happening. Both of these together give a broader picture of the occurrences.

Setting

The story takes place in the city of Ankh-Morpork on Discworld. Much of Discworld is comparable to reality in regards to people and the nature of humans. The major differences show up in the form of magic and extreme sarcasm. The reader will find constant references to things in our own world such as Death saving a little match girl from dying. Little match girl was a Christmas story by Hans Christian Andersen in which a little poor girl selling matches freezes to death in the streets but is carried to heaven by angels. In the Hogfather story, Death saves the little girl and has Death's helper, Albert, wait on the angels and throw snow balls at them. The Hogfather himself is a reflection of Santa Claus and Christmas. They both carry large sacks of presents and have lists to check what each little boy and girl have done all year and whether or not they have been nice or naughty.

While much of the story takes place in the city of Ankh-Morpork, the characters must travel to other places where time doesn't exactly exist such as the Tooth Fairy's realm and Death's home. These places are purely fictional but contain elements of mythological belief that most readers recognize such as an hour glass with sand in it representing a person's life. Even the bogeyman is a creature that can take on a form of whatever scares a person the most. Death also creates himself as a recognized symbol with a seven-foot skeleton in a black robe carrying a scythe.



Language and Meaning

The language in the story is very easy to follow and understand most of the time. There are words and phrases that are used which are unique to the book, but the author gives explanations for these phrases, such as "inhume." The Assassin's Guild uses the word inhume instead of murder or kill because it makes them feel more civilized. There are moments where the author uses misspelled words to signify a character's lack of intellect, physical state, or because they are a child. Sometimes this will be a little confusing but when it is taken into context with the rest of the story becomes easily interpreted. Death speaks in all capital letters without any quotation marks because as death he doesn't actually speak.

The author often uses words and phrases that have broader meanings, and the phrases will occasionally come from reality. Albert and Death are talking about how poor someone is and Albert says something about a "pot to piss in," which confuses Death because he doesn't understand why you would want a pot to piss in. Later in the story a character says something about "a stalled ox." A beggar asks him why his ox stalled and did he run out of grass. There are several times in the story when the meaning of the phrases and pictures the author paints will point back to history or phrases that are readily known.

Structure

The Hogfather story consists of 354 pages. There aren't individual chapters and so the author uses double spaces and markers to signify a change in scene, time, or character point of view. For instance there is a double space when the scene changes from that of Death to that of the wizards at the Unseen University but there also is a space when the author moves from the point of view of Susan looking at the thieves in the Tooth Fairy's castle to the thieves looking at her. At this particular moment in the story there isn't a time lapse or a change in scene, just simply a change in the point of view the reader is looking.

In addition to the actual story, the author has provided a definition of Discworld characters and terms in the back of the book that may be helpful. While not all these characters show up in this particular book, it is helpful for identifying some traits of the characters that may otherwise go unidentified by the author. The Hogfather book was the twentieth Discworld book written by Terry Pratchett in a series consisting of more than thirty-five books. While this book is well into the middle of the series the author gives enough background in each book so the reader does not have to read all the previous books to understand what is taking place.



Quotes

"But she'd been nearly normal for two years now, making her own way in the real world, never remembering the future at all... Perhaps she had just dreamed things (but even dreams could be real...)." Page 8

"Mister Teatime had a truly brilliant mind, but it was brilliant like a fractured mirror, all marvelous facets and rainbows but, ultimately, also something that was broken." Page 15

"He is...let me see...there isn't an entirely appropriate human word, so... let's settle for...dead. Yes. He is dead." Page 76

"She'd been making good progress, though. She could go for days now without feeling anything other than entirely human." Page 77

"Just 'ho, ho, ho' will do. Don't say, 'Cower, brief mortals' unless you want them to grow up to be moneylenders or some such." Page 99

"Even gods have to move with the times, am I right? He was probably quite different thousands of years ago. Stands to reason. No one wore stockings, for one thing." Page 118

"It was a bit like Death's house. If he abandoned it for too long all those things that had been suspended, like time and physics, would roll over it. It would be like a dam bursting." Page 129

"You mean sort of fear and awe and not knowing whether to laugh or cry or wet their pants?" "Yes. Now that is what I call belief." Page 142

"The Hogfather wasn't there," said Susan. "He shouldn't have been there anyway, not tonight, but this time he wasn't there not because he was somewhere else but because he wasn't anywhere any more." Page 179

"Careful!" said Ridcully. "Careless talk creates lives! That's why we've got a big fat God of Indigestion being ill in the privy." Page 189

"You only had to look into Teatime's mismatched eyes to know one thing, which was this: that if Teatime wanted to find you he would not look everywhere. He'd look in only one place, which would be the place where you were hiding." Page 256

"Here am I, thought Susan, a very practically minded governess who can ad up faster upside down than most people can the right way up, climbing up a tooth-shaped tower belonging to the Tooth Fairy and armed with a sword belonging to Death..." Page 295

"If they catch him he won't just die, he will...never be..." Page 326

"Humans need fantasy to be human. To be the place where the falling angel meets the rising ape." Page 336

Adaptations

An abridged edition of *Hogfather*, narrated by Tony Robinson, was published by Trafalgar Square, 1997. An unabridged edition of the novel, read by Nigel Planer, was published on audiocassette and on audio CD by Isis Audio, 2000.

Key Questions

In *Hogfather*, Pratchett focuses on the complex set of beliefs surrounding Christmas.

1. Compare *Hogfather* to other popular literary treatments of Christmas, such as Dickens's *A Christmas Carol*. What kinds of statements about society do the different works make? How are those statements tied to the periods in which the works are written?

2. Research the history and symbolism of the Christmas holiday and Santa Claus, paying particular attention to pre-Christian precursors of the modern holiday.

To what extent is Pratchett's *Hogfather* character an accurate comment on the history of the holiday?

3. Interview workers at local soup kitchens or Salvation Army establishments about Christmas donations. Is there a change in donations during the Christmas season? How many people who donate during Christmas continue to donate afterwards? To what extent is Pratchett's characterization of altruistic behavior accurate?



Topics for Discussion

Discuss family traits. Susan names off several things she can do because she is Death's granddaughter. Did she seem to receive anything from Death in regards to a personality trait. Explain.

Susan and Death have a family relationship. She seems to be distancing herself from him although she admits that she cares for him. Do they seem to be closer at the end of the story than at the beginning? In what ways do they have a typical family relationship? Explain.

Ponder Stibbons is confused by Hex. Despite the fact that it is obviously a machine it seems to be self aware. Given that the machine was created in a magical realm is the machine alive? Why or Why not. Give examples.

The reader never sees if Biliious remains after the Hogfather is reinstated. Since he stayed in the Tooth Fairy's realm do you think he survives with Violet? Why or why not?

Teatime said that Banjo had the heart of a child and Teatime believes himself to have the heart of a child as well. In what ways, if any, does Teatime show himself to have the heart of a child? Explain.

Albert and Death have very different ideas on the meaning of Hogswatch and how it should go. Explain why each character was wrong and why each was right. Provide explanations.

The Tooth Fairy turned out to be the original Bogeyman, and it is said that old gods do new jobs. List other mythical beings that have changed with the times and the reasons for the changes.

The sun wouldn't have come up without the Hogfather because it would have just been a ball of gas that illuminated the world. The people needed the Hogfather to believe in justice, mercy, duty and things of this nature. Discuss the end result if the Hogfather, or Santa Clause, was done away with in this way. Would things be forced to be more sensible?

Literary Precedents

As a writer of satires with fantasy settings, Pratchett obviously draws upon traditional satirical devices as well as conventions established in the fantasy genre. His "Discworld" novels, for example, include the standard complement of Elves, Dwarves, Trolls, and the like, although he reinterprets them in a number of ways. Although the practice of including such elements in fantasy genre pieces may be traced to J. R. R. Tolkien's influence, it would be misleading to characterize Pratchett's use of them as Tolkienian; Pratchett is satirizing the fantasy genre as an institution in itself. The author whose work appears most similar in style and direction to Pratchett's is Douglas Adams—both are marked by exuberant use of word-play, and both use genre fiction (science fiction in Adams's case, fantasy in Pratchett's) as a vehicle for social satire.

Although Adams created a science-fiction setting for his Hitchhiker's Guide to the Galaxy novels, his focus was less on science fiction (he is, for example, completely unconcerned with issues of scientific verisimilitude) than on human pretensions; likewise, Pratchett uses fantasy genre elements, but not for the same purposes as fantasy usually does.

Related Titles

Pratchett has written over twenty novels using the Discworld setting; of these, *Small Gods* would perhaps be the most closely related to *Hogfather*, as both deal with religion as a topic. The Discworld itself was introduced in *The Colour of Magic* and *The Light Fantastic*; these were primarily satires of the genre itself. In later novels, Pratchett focused on specific social issues (as in *Hogfather*, or *Jingo*—a novel examining ideas about war) or specific locales (as in *The Last Continent*, a parody of Australia).



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