

Pyramids: The Book of Going Forth Study Guide

Pyramids: The Book of Going Forth by Terry Pratchett

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



Contents

Pyramids: The Book of Going Forth Study Guide.....	1
Contents.....	2
Plot Summary.....	3
Part 1.....	4
Part 2: Page 75-125.....	8
Part 2: Page 125-179.....	11
Part 3.....	14
Part 4.....	17
Characters.....	21
Objects/Places.....	24
Themes.....	26
Style.....	28
Quotes.....	30
Topics for Discussion.....	32



Plot Summary

Pyramids, by Terry Pratchett, depicts the life of a young pharaoh's struggle to change his home and save it from another dimension. Through the course of the story he will become an assassin, a king, and then leave to find his own way.

Teppic is the son of the pharaoh, and when he is twelve years old he leaves home, Djelibeybi, to go to assassin school in Ankh-Morpork. He finishes his final exam seven years later. On the day he graduates, he suddenly knows that his father has died. Teppic's father, being the pharaoh and therefore half god, was responsible for making the sun come up everyday. There was an eclipse and before the sun came out again, the pharaoh jumped over the ledge to his death, thinking that he had failed his people. Shortly after landing on his head and dying, he realizes that the sun was coming out again but now no one can hear him, and he has to wait for a pyramid to be built before his soul can leave.

Teppic returns home with ideas that are much different from those that are tradition in Djelibeybi. The high priest, Dios, has run everything in the kingdom for longer than anyone can remember and ignores most everything that Teppic says. Teppic knows that his father doesn't want to be in a pyramid but has construction on the largest pyramid ever started while in an argument with Dios. While Teppic is residing over the courts, a young girl is brought in and Dios sentences her to death because those are the customs of the people, even though Teppic had pardoned her. Teppic slips into his assassin gear and breaks the girl, Ptraci, out of her cell that night.

Dios knows that Teppic is the one that set the girl free. When Teppic tries to get her out of the city, Dios has Teppic and the girl surrounded by guards and announces that they will be fed to the sacred crocodiles. The giant pyramid that Teppic had ordered built has begun sucking up time around the city. The study of geometry reveals that the pyramids hold great power but the littler ones don't cause that much trouble. The pyramid begins to erupt and Teppic and Ptraci escape on a camel named You Bastard, who happens to be the best mathematician in the world. You Bastard gets them free of the city before the giant pyramid takes it to another dimension.

Teppic fells responsible for the kingdom and takes You Bastard back to the city, since the camel is the only one smart enough to get there. Everything that people believe begin to come to life in this dimension. The people of Djelibeybi believe in many gods that have all suddenly appeared and all the dead in the city have begun to walk around demanding that the pyramids be destroyed. Teppic is able to destroy the largest pyramid, and several camels, all great mathematicians, get the city back to where it was supposed to be. Dios is taken back in time with no memory of what happened. He starts all over again advising the very first pharaoh of Djelibeybi. Teppic discovers that Ptraci is his half sister, and he resigns as king and leaves her the kingdom. Ptraci is able to start the kingdom toward change that it had not seen since it began.



Part 1

Part 1 Summary

Pyramids, by Terry Pratchett, depicts the life of a young pharaoh's struggle to change his home and save it from another dimension. Through the course of the story he will become an assassin, a king, and then leave to find his own way.

The story opens with a description of Discworld, the planet on which the story takes place. Discworld is a flat, circular planet that is carried on the back of four elephants that are on the back of Great A'tuin, a turtle ten thousand miles long. There are many cities on the planet of Discworld, and the focus of the story starts in the valley of Djel. In this city the high priest, Dios, is getting ready for the day and getting out of bed. Dios exists only to serve the kingdom. The Pharaoh of Djel, Teppic, has been trained at assassin school. As he gets ready for the day he puts on all his assassin tools. As Teppic puts on the last object of his apparel, his hat, he slowly falls over.

The reader is taken back to the time that Teppic was taking his assassin final exam. This is a day before his father dies and Teppic becomes the new Pharaoh. Teppic has a teacher named Mericet, who teaches Strategy and Poison Theory. This teacher and Teppic don't get along with each other. Teppic's final exam consists of him taking a large sum of money to a designated location and killing the person that they find there. Teppic takes the money from Mericet and begins the journey in the night air to the location. There is a limited amount of time that the student is given to complete the task. If the student fails the test they are never seen or heard of again.

When Teppic reaches a rooftop that had always had a ledge and plank connecting that roof to the neighboring roof, he finds that the plank is missing as he steps out onto it. He falls from the roof and his life flashes before his eyes. He remembers his aunt weeping as he left his home to become an assassin when he was twelve. Teppic's mother had been killed years ago by a sacred crocodile. His father, King Teppicymon XXVII, doesn't have a close relationship with his son and solemnly tells him goodbye. Teppic's uncle Vyrth was also an assassin and it is hoped that Teppic going to a trade school, such as the assassin's school, will help the city of Djelibeybi, since it has been bankrupted by all the pyramids that have been built. Upon Teppic's departure from Djelibeybi, his father, King Teppicymon XXVII, presents him with a bag that contains a cork, half a tin of saddle soap, a bronze coin, and an old sardine.

After this piece of Teppic's life has flashed before his eyes, he regains his senses and begins to look desperately for something to stop his fall before the ground does. The look back in time then takes him to when he had arrived at assassin school several years earlier. Teppic meets a boy his first day at the school named Chiddy. As his mind returns to reality, Teppic is able to get a hold of a piece of the wall and wedge himself there. He pulls out a dagger and begins to scale the wall. As Teppic scales the wall, he reaches a window and is able to get inside. When he reaches a trapdoor he realizes



that someone is waiting for him beyond it. There he finds Mericet waiting for him with a clipboard. He tells Teppic to continue.

As Teppic walks away from Mericet, Teppic recalls the first night at the assassin school in his room. One of the boys in the room, Arthur, had brought in a goat to sacrifice when one of the other boys, Cheesewright, began a fight with him over his religion. Upon discussing religion, Teppic discovers that Arthur is scared of the god that he worships because his mother had told him that he will come and take his entrails out. Teppic explains that he worships a different kind of god since his god is his father. The Pharaoh is the king and the god and responsible for making the sun come up and the corn grow and the waters flow. Teppic doesn't understand how this all works and thinks that it is hard to believe in a god that you eat breakfast with every day.

Once again Teppic's thoughts return to the task at hand and how Mericet managed to get to the rooftop before him. As he continues along his path, he finds there are many obstacles in his way, such as poison darts and other deadly traps. Mericet's goal hasn't been to kill Teppic but to make him kill himself. As Teppic reaches the last room of the exam, he finds a bed with a blanket wrapped around a still figure. He thinks about who it could be and wonders if it is one of his classmates. Mericet has once again beat him to the location and sits in the corner with his clipboard, waiting for Teppic to kill the sleeping figure. This is the last test of the assassin school and until this point they have not been allowed to kill. Teppic looks at the figure for sometime and then decides that he can't possibly kill the person, knowing that it will be death for him to fail the exam. He takes his bow and arrow and points it at a vague place in the room and fires one arrow while looking at Mericet. The arrow ricochets off of the wall and several other places to land perfectly on the sleeping figure. Mericet tells Teppic that flare isn't favorable in his personal opinion, but Teppic passes the final exam. Teppic walks over and looks at the figure beneath the blanket.

When Teppic left, he found his friend Chidder, who also had passed. They discussed the fact that the figures that they killed at the end of the exam weren't actual people but the students were made to think that they were. The figures were just dummies dressed up. Arthur soon catches up to them with his passing papers as well, but none of the others are to be found, which means that they didn't pass and have been killed.

It is at this moment in time that Teppic's father, King Teppicymon XXVII, goes to watch the sunrise. The Pharaoh is the one that causes the sun to rise, and so the Pharaoh always feels as if he has done a good job when it comes up even though he doesn't know how he did it or what to do if it doesn't come up.

Teppic and his friends go to have an expensive meal to celebrate their passing scores. They also have wine and they are soon drunk. While they are drinking their fill of wine, King Teppicymon XXVII is watching the sun come up. Suddenly it is blotted out by a dark shadow. The land goes dark and the people begin to cry out. King Teppicymon jumps off a ledge. He has the sensation of flying when the sun comes out and he feels rather silly as he hits the ground.



Teppic and his two friends stumble out onto the city streets of Ankh-Morpork. They are too intoxicated to notice the five men that are following them. Assassins are avoided by most people. The men that are following them are a group of unorganized criminals who fight against the thieves guild in Ankh-Morpork. The thieves guild has the city crime under laws and jurisdictions that control when and what things are stolen and how often. The five men reach Teppic and the others as they stand at the edge of the river that runs through the middle of Ankh-Morpork.

Meanwhile, King Teppicymon XXVII looks around and remembers that he had been flying. He moves effortlessly and then sees his dead body. He has a conversation with Death, the figure that shows up to make sure that a person dies at the precise moment that they are supposed to. Death is very polite but doesn't have the time to sit and talk. Death tells the Pharaoh that he only shows up to make sure that people die according to their fate and that what happens to them after death is their decision.

A seagull begins to fly over the city of Ankh-Morpork and lands near Teppic who is being held hostage by the five men. The bird is obviously different and the sight of it and its behavior sends the men away in a panic. The river of Ankh-Morpork begins to rise. In Djelibeybi, the high priest is giving the orders that the king would be giving if there were a king. The high priest, Dios, has been serving and ruling in the king's place for many years. Dios notes that in his being he knows that there might be a problem with the new king but that he will soon learn. He takes notes of his aches and pains and that he must visit the necropolis that night.

Arthur and Chidder walk Teppic to the doctor. On the way, everywhere that Teppic steps he leaves green grass, and things around him change. The doctor is little help, announcing that Teppic is simply dead with complications, such as breathing and moving. Teppic begins to talk and announces that he must go home immediately and that his father has died. The others are surprised that he could know that his father is dead, but Chidder arranges for Teppic to be taken home on one of Chidder's father's ships. When Teppic arrives home, he watches the sun rise and and knows he will never leave home again.

Part 1 Analysis

The reader will spend a great deal of the first chapter learning about Teppic and his mannerisms. This will be helpful in understanding the frame of mind of the characters in Part 2 of the book. It appears that Teppic is against killing people and that it was a mistake that he passed his test to become an assassin. The reader will see later on in the book that Teppic will require these skills in order to escape the high priest, Dios.

The reader now knows that Dios serves the kingdom and that it is his only desire in life. The reader gets hints that there is more going on with Dios's story. The reader has been told about his aches and pains and that he must visit the necropolis. The reader won't see until much later on that he has to visit the necropolis in order to stave off his death and how very long he has in fact been the high priest ruling the city.



The pyramids were originally created in order to save a king from death since they are actually dams in the stream of time. The reader won't be told this yet in the story, but it will explain part of the reason that the world's greatest mathematician is talked vaguely about at intervals in the story. The mathematician is not described in detail. All the reader knows about him at this point in the story is that he is very smart. There is a brief talk about the mathematician and the fact that he is eating his breakfast again. While this is only confusing to the reader at this particular moment in the book, it will make sense later on when the reader sees that the greatest mathematician in the world is in fact a camel named You Bastard.

The reader will see later on that Teppic's time in Ankh-Morpork will cause him to want to change many things in the kingdom when he returns to rule. Teppic won't be able to cause these changes himself, but they will come from a very unlikely source as the reader will see later on. While it appears there was a lot of discussion about the other characters in the story that Teppic met at the assassin school, it doesn't appear that they have a major long term role in the story and they aren't spoken of again until Teppic is trying to escape and meets up with Chidder again. While much of the story is very easy to understand at this point, the reader will see many words that appear to have been invented only for the story and pertaining only to Discworld. The author does a good job at explaining much in the story, but there will be some words and phrases that will be left to the reader to define.

The reader will see that the smaller pyramids that are in Djelibeybi discharge the energy that they accumulate. This will be important later on in the story, although it is not fully explained at this point. There have been several different gods and religions explained in the story. Later on the reader will see those come up again. While it is not something that it is important to the story line specifically, it will be important for the reader to remember some of the general beliefs.



Part 2: Page 75-125

Part 2: Page 75-125 Summary

After Teppic has been in Djelibeybi for two weeks he has been part of many different rituals and ceremonies. Dios, the high priest, continues to run things and make all the decisions. Teppic is forced to wear a large golden mask and hold numerous ceremonial scepters and staffs. Teppic asks Dios if he has seen many changes in the kingdom since he has been in service for so many years, but Dios answers that he hasn't seen any changes and that tradition is the most important thing that there is to the kingdom. Teppic wants a feather bed brought to him like he had in Ankh-Morpork, as opposed to the stone slab like those in Djelibeybi. He also asks Dios about getting plumbing instead of using buckets. Dios is against all these things but tells the king that he will presently see about them when time permits. Soon Dios brings up the subject of marriage and tells Teppic that he will find Teppic a suitable wife. He wants Teppic to marry Teppic's aunt. Teppic remembers that his aunt was an elderly woman when he left Djelibeybi when he was the age of twelve and is appalled that it is suggested that he should marry her now. Dios explains that the gods don't want the sacred blood line of the Pharaohs to be watered down with impure blood. Dios says that the only thing better than marrying his aunt would be to marry a sister, but Teppic doesn't have one.

Meanwhile, Teppic's father, King Teppicymon XXVII, is watching his body being stuffed. The king had spent several days with the embalmer, Gern, and his apprentice, Dil. The king tried many times to talk to them and knew that the two could feel his presence but that they are unable to hear him and put the strange feelings down to the drafts that sweep through the chambers of the embalming rooms. Teppic goes to see his father in the embalming room and Dios goes with him. Teppic's father tries to scream at him that he doesn't want a pyramid built for him, but Dios "interprets" for the spirit of the dead king, telling Teppic that the pyramid is exactly what he wants and how proud he is of his son.

Teppic notices that Dios really hates to use the past tense when he is talking about anything. When he is describing the history of Djelibeybi, he talks as if it the stories have happened that day or are in the process of happening.

When Teppic and Dios leave the embalming chamber, they meet with Ptaclusp, the pyramid contractor. Dios and Teppic begin arguing with each other about the way that things are done and the fact that tradition dictates that things should never change. Because of this argument, they begin a silent fight that ends with Teppic telling Ptaclusp that the pyramid should be the biggest that has ever been built and should have two of everything that a normal pyramid has. Ptaclusp is very excited and leaves with the directions. According to Dios, the pyramid should be done in three months in time for Inundation, the rising of the river waters that flood the fields and give water to the crops. The Inundation happens in just three months. As Ptaclusp leaves in a hurry, worried over the time limit, Dios once again winces at a pain in his body and makes a mental



note that he will have to go to the necropolis that night. Teppic sees that Dios is in pain but Dios refuses to admit to it and says that he exists only to serve the kingdom.

Later that night in the house of Ptaclusp Associates, Necropolitan Builders to the Dynasties, Ptaclusp and his sons, Ila and Ilb are discussing the pyramid. Ila is an accountant and explains that the Pharaoh won't pay for the pyramid. Ptaclusp explains that since they are half gods in mortal flesh, they aren't expected to pay; however, since others will see their pyramid and want one, it will be really good for business. Ilb is the architect and is excited over what can be built and says that years from then people will look at the pyramid and refer to it as Ptaclusp's pyramid.

Several days later, construction is well under way and Teppic goes to talk to Ptaclusp. Teppic has ideas that the king shouldn't hide himself in the palace, and Teppic tries to spend time talking to the people that are working on the pyramid. Ptaclusp is disturbed by this since it is so much different than tradition. When Teppic leaves, he stops to talk to one of the workers and shakes the man's hand. The man begins to scream, holding his hand away from him. When Teppic and Dios return to the palace, Dios explains that since Teppic touched the man's hand the hand will have to be removed since it was touched by their god, the Pharaoh, and can't be used in labor again. Teppic is upset over this, but Dios convinces Teppic that if they don't remove the man's hand in a proper setting with pain killers and instruments to prevent pain, that the man will remove it himself with a chisel to keep the gods from seeking revenge on him for using his hand. Teppic orders that the man, now a one-handed stone mason, be given an easy job in the palace and well compensated. Before Dios leaves the room, Teppic asks him about the feather bed and the expert from the guild of plumbers that he ordered from Ankh-Morpork. Dios replies that it must have been intercepted by pirates on the way to Djelibeybi.

Ptaclusp and his son, Ilb, are watching the pyramid and realize that it is building itself. The pyramid isn't yet finished but it is building up energy and is unable to discharge it. They assess the situation and realize that it is causing time loops. Suddenly they start to have the same conversation all over again. When Ptaclusp and Ilb turn to look, they see themselves from a few short moments ago. Ilb tells his father that the effects will be dangerous if they don't put a cap on the pyramid right now and end the project. The mass of it is building up energy with no peak at the top to release it like the smaller ones. Ptaclusp decides that Ilb needs to figure out where the time loops will occur. They will be able to have several different clones of the same man working on the pyramid. They will get the pyramid done in time and only pay one man for the work of seven.

The following day Dios is talking to Teppic about the neighboring country dignitaries that are coming to visit. Epebe is a country that believes the world is run by geometry from lines and angles and numbers. Tsort believes much more like Djelibeybi, but they don't like pyramids. Dios explains that Djelibeybi isn't on anyone's side except their own. When the dignitaries arrive, Teppic tries to talk to them about trade and borders for the countries but finds that Dios has already talked to them about it and Teppic isn't supposed to do anything but smile and be a host.



Part 2: Page 75-125 Analysis

The reader is beginning to see how Dios rules the kingdom and that Teppic is little more than a figurehead. There is still much that the reader doesn't know about Dios. He is rather vague with his answers about how old he is and how long he has been working for the kingdom. The reader will see in the following pages that he will try to have Teppic killed. It appears that while he is working very hard against Teppic, he seems to honestly believe that he is doing what is best for the kingdom.

The bed and the plumbing expert that Teppic has ordered from Ankh-Morpork were apparently stopped by Dios. It seems that any change, no matter how small, causes him great discomfort. The reader will see in coming chapters that Teppic tries to cause other changes. Dios will ignore these changes and this will be the point in the story where Teppic is able to use his assassin skills. The reader will see that Teppic continues to value human life and won't be able to take the lives of those he is fighting.

Teppic will be able to get the bed from Ankh-Morpork. While the reader is never told exactly where he got it, Teppic hints at the fact that it may have been brought over by Chidder's father, the same one who brought him to Djelibeybi when his father first died.

Teppic has been having strange dreams. While the reader is given a description of what Teppic's dreams are, it is not clear at this point in the book if they have any bearings on the dream itself. The neighboring country of Ephebe has beliefs that will come in handy later on in the story. The reader sees that they believe that the world is ruled by the geometric lines, angles and numbers. There still has been little mention of who the mathematician is at this point in the story, but this is the same reason that he will be handy.

The reader sees Dios act differently after he has visited the necropolis at night. When he returns he bounds up the steps with no pain. Before he goes he has aches and pains and feels cold in his hands and feet. This is another hint at what it is that Dios does when he is away and the reason it is so important to him, but the reader is left to guess at exact cause and effect at this point in the story.

Dios wants Teppic to get married and has talked to him about marrying his older aunt. When Teppic becomes uneasy with this, Dios mentions that it would be better if Teppic had a sister to marry. Soon the reader will find that Teppic does have a sister. The only reason that the reader knows that she is his sister is because the reader has the ability to hear Teppic's father's spirit talking. She hasn't showed up yet in the story, but the reader will see she has a significant role.



Part 2: Page 125-179

Part 2: Page 125-179 Summary

The following day Teppic resides over the supreme court, again wearing the gold ceremonial mask. He tries to pass what he feels are fair judgments for the people but Dios translates for him and each time it is completely different from what Teppic has decreed. A girl enters the chamber fighting the guards. The girl, named Ptraci, was one of the late king's handmaidens. She doesn't want to kill herself, which is the custom so that she can be his servant in the king's afterlife. Teppic decrees that she will be set free. Dios announces the king's verdict and that in concordance with the law the girl will be fed to the sacred crocodiles. Teppic doesn't argue with Dios but tells him that he will go to bed and leaves Dios.

That night Teppic puts on his assassin tools and robe and goes to rescue Ptraci. She is reluctant to go with him because she doesn't want to anger the gods, but Teppic points out that if she doesn't go then she will be fed to the crocodiles. She agrees to go with him, not realizing that he is the king because he had worn the ceremonial mask during her trial. When they are getting ready to leave, Teppic decides that they will free the others in the prison. There is a man in a cell that has cursed in the name of the king and his tongue is to be cut out of his mouth that following day. When Teppic tries to free him, the man explains that it will surely have angered the gods that he spoke that way and his tongue being cut out is the only just punishment there is for him and promptly calls the guards to come and save him from being rescued. Teppic thinks that this is madness but leaves the man and takes Ptraci away. Teppic needs a place to hide Ptraci and leaves her in the embalming room to hide. He puts her in a coffin and tells her that he will find a way to get her food later on. The spirit of the dead king watches his son leave but says nothing, since they can't hear him anyway.

The next day Dios comes in to talk to Teppic while Teppic is getting a shave from the royal barber, who happens to be a one handed stone mason. Dios is clearly looking for something but Teppic is able to keep his face straight and not give away that he is the one that freed Ptraci. While Dios is looking around the room accusingly, he notices that Teppic has a feather bed in his room. Teppic is intentionally vague about where he got it. Dios then tells Teppic that the girl from court has been freed from the prison. Teppic pretends to be shocked and says it must have been a suitor for the young girl. Teppic announces that he will go see his father and Dios says he will go with him.

When they get to the embalming room, Dios has the guards search the room for the escaped girl. Teppic is wearing the ceremonial gold mask. Dios opens the casket that Teppic had put Ptraci in and is just as shocked as Dios when the casket proves to be empty. The mask hides his reactions from Dios. The dead king is watching them and says that the girl went out, even though no one can hear him.



The great pyramid has become so cold that touching it burns the skin. Teppic goes to look it over and talk to Ptaclusp. They decide that the capping ceremony will begin the next day and there will be a celebration to mark the occasion. When Teppic leaves, Ptaclusp tells his sons that the pyramid will be capped the next day. There are several different versions of Ila in the tent, some from a few hours ahead of time and others from behind. They tell Ptaclusp that the pyramid has to be capped that night or the consequences will be severe, but Ptaclusp tells them that that isn't what the king wants and stands firm on the decision to hold the ceremony. The other problem that has occurred is that the workers are adding up their time and charging a years wage for a couple of days considering how many of themselves are working on the pyramid. Ila has figured out that each clone of a person brings the same things back with them and has been paying the workers with money that will dissipate in the time loops.

Pyramids are dams in the stream of time. They were made to create a null time in the central chamber so that a king could live forever in the center of the pyramid. This has been forgotten over the course of time; instead, when the king dies a pyramid is built and his body mummified.

That night Teppic lies in his bed listening to the men that Dios has had posted to keep an eye on Teppic. Teppic knows that Dios has figured out who released the girl, but Teppic has tried to not let Dios read his reactions. Teppic is able to slip past the guards and finds Ptraci hiding in the embalming room where he left her. His father's spirit is talking to them and, though they can't hear him, he reveals that Ptraci is Teppic's half sister. Ptraci and Teppic run to the stables and find a lone camel. The pyramid is beginning to flare violently. Dios is there waiting on them with several guards and orders that they will be killed for the murder of the king. Teppic argues with Dios that he is the king, but Dios denounces him. Since Teppic usually has to wear the golden mask, there is no one to recognize him except Dios. Dios orders that they be killed by the guards when the Pyramid starts to distort time.

The camel is revealed to be the mathematician. The camel's name is You Bastard, and does the calculations needed to know the exact moment that the pyramid will collapse the time around it and is able to get Teppic and Ptraci to a safe distance away from the city. When Teppic turns back to look at Djelibeybi, the whole city and valley have disappeared.

In the city of Djelibeybi, the embalmer, Dil, gets out of bed and goes outside and is astonished at what he sees. He goes to the home of his apprentice, Gern, and wakes him to show him what is in the sky. The sky is made of a woman laying on her back. They watch the sun rise and it comes up over the horizon pushed by a giant dung beetle.

Part 2: Page 125-179 Analysis

It appears that part of the story has a limited point of view. The reader is able to see the feelings that Teppic has towards Ptraci and that he feels something is familiar about her



but doesn't know what. If it wasn't for the dead king giving information to the reader about the girl, there would be no way for the reader to know that she was the king's daughter and not just a handmaiden.

The reader sees that Dios is still in pain as time goes on and will have to continue to go to the necropolis. What he does there is still a mystery to the reader but more of it will be revealed as the reader starts the next part in the book. Early on in the book the reader sees that there are many references to different religions and different beliefs as to gods and what the world is made of. When the pyramid and the city of Djelibeybi gets pulled out of its current world the reader sees that some of these beliefs will be put into play. During the next part in the book, the reader will see more of the different beliefs be put into play.

It appears that Teppic, Ptraci, and You Bastard are the only ones that made it out of the city. While they are alone it will be seen that they are able to find help from neighboring cities. The reader has seen that it appears that some of the other cities surrounding Djelibeybi believe in the power of pyramids. This will be helpful to Teppic.

The pyramids in the city were constructed to house the dead. Now that they find themselves in a different dimension, the reader will see that those ancient ancestors will come back to life. The great pyramid that was being constructed caused a lot of problems in the city before it took the whole city of Djelibeybi to a different realm. While the reader may have had a hard time keeping up with the realization of who was speaking to whom because of all the different clones of the same people, it seems to create a realization of the potential for what was going to happen.

Ptraci will have a role as leadership in the coming chapters when they are able to find a way to retrieve the city. It appears at this point in the story that there is much the reader isn't given clues about. Dios has in fact been around since the first Pharaoh ruler and in the end will remain to help rule, but not in the current city.



Part 3

Part 3 Summary

Ptraci, Teppic, and You Bastard are the only ones that made it out of the city before it disappeared. Teppic is looking for the city when he discovers that if he holds his head at the correct angle and squints, he can see the city through a crack in a stone. Ptraci and Teppic decide that they will go to the city of Ephebe to talk to the men there that have very unsound ideas about geometry. Teppic tells Ptraci that he is the king but she is not convinced, having never seen the king's face before. She tells Teppic that he shouldn't have to do anything just because the city disappeared, but Teppic is sure that it is his job to bring the kingdom back.

Meanwhile, Ptaclusp is walking around the base of the large pyramid looking for his sons, Ila and Ilb. Ptaclusp is able to Ilb and soon finds Ila, but there is something wrong with him. The time has flattened Ila and he is moving sideways in time. He is flat from every angle and Ilb decides the only way to fix him is going to be to destroy the pyramid, but they don't know how they are going to do that.

Ptraci, Teppic, and You Bastard reach Ephebe and meet two philosophers shooting at turtles on sticks. They invite Teppic to have tea with them and talk with the other philosophers that will be able to help decide what to do about Teppic getting back to his city. The only thing that had sat between Ephebe and Tsort had been Djelibeybi. With Djelibeybi gone there is nothing to keep them from fighting, so it is decided in the city of Ephebe that they will retaliate against Tsort before Tsort has a chance to attack. Teppic isn't able to get much help while with the philosophers.

In the city of Djelibeybi, the rules of the land had begun to disappear and weaken. Belief isn't as strong as gravity, but has grown in strength in this new dimension, and everything that was believed in by some person was now being brought into life. The gods that the people worshiped, and there were many of them, were appearing all over the city and were very dim witted. Some of them had begun to fight over the right to rule the sun while others plucked up the corn in the fields. Koomi, a priest in the palace, sees this as his chance to undermine Dios as the head priest. The priest in the palace begin to bicker and fight. Soon they are throwing several of them over the balcony to the crocodiles and the angry gods below.

Dios, for a short period of time during the priests' squabble, is sitting in his own thoughts. He comes to his senses and tells the others that the king is dead with no successor and that the gods that have appeared have no right to be there and he will drive them out of the city. He explains to the priests that the gods were created and have no rights to the city because they don't own the people. Dios remembers all the times that he has made the trip to the necropolis to revive himself because there was no one to rule that was competent and wishes for sleep.



King Teppicymon XXVII awakens within the embalming room. His eyes and all his vital organs have been taken out of his body and so he has a hard time finding the right jar that allows sight. He doesn't worry with the other jars right then and turns around to find Dil and Gern looking rather terrified at the site of the dead king walking around. The king is a little surprised to see that they are there since the king is supposed to be in his own afterlife different from commoners, but they explain that they aren't dead yet. Gern is concerned that the gods are attacking the city because he took his girlfriend and made love to her before they were married. The king assures him that the gods don't come to attack the city for such reasons, and he orders them to get hammers so that they can go and open the other pyramids and let the people out. Dil explains that the roads out of the city lead back in again so that every person is stuck within Djelibeybi.

While Teppic is at the tea social with the philosophers, he talks to Pthagonal, who is the expert on geometry. Pthagonal tells Teppic that pyramids are dangerous because they use up past time over and over again. Teppic takes Ptraci and they begin to leave the city with the hope that Teppic can get Ptraci somewhere safe. When they reach the docks, Teppic finds Chidder. Chidder owns his own ship and works for his father and takes the two of them on as passengers. Chidder gives them a fresh suite of clothes and is very smitten with Ptraci. When they are out to sea, Teppic falls asleep in his room and dreams the strange dreams that pharaohs have. In this dream his ancestors tell him that if he doesn't do something then nothing will ever have been. He claims to only be a man, but a voice tells him that only half of him is a man. Khuft appears to him, the founder of the city. The legend had said that Khuft had went into the desert with his herd of camels and found a stream and a fertile land that the gods gave just to him. Khuft laughs at Teppic and tells him that he had been cheating people with his used camel business and ran into the desert to keep from going to jail. When he reached the desert and was going to die, the camels he had with him began to paw at the ground and a stream and the land appeared. When Teppic awoke, he stood up and ran over to the rail and dove into the sea.

Teppic goes to get You Bastard and start for the city. Meanwhile, the king, Dil, and Gern are opening the tombs to the ancestors. After opening several of the pyramids, there was a royal march of dead kings walking with Dil and Gern. Teppic is nearing the battlefield where his kingdom used to stand. There the two troops face each other and Teppic tells You Bastard to find water. You Bastard does some calculating in his head and runs straight into a solid brick wall. The soldiers on either side of the battlefield look and discuss it for some time. It left no blood or camel hair anywhere on it, but the two that had been seen were now completely gone. The two military leaders agree that whoever gets reinforcements there in time will massacre the other, as is tradition.

Part 3 Analysis

The reader sees that the two cities that are going to fight over borders are just as into tradition as Djelibeybi was. It appears that common sense and reason don't play a part in the thought process regarding the actions of the cities.



Chidder has showed up again, and it is unclear to the reader just how upstanding a citizen Chidder is. The reader sees that Teppic tries to warn Ptraci that Chidder is an assassin but doesn't have a chance. The reader will see later on that Chidder and Ptraci will have a continued role in the story. The philosopher explained to Teppic the way that pyramids and their energy worked and that it is what has caused things to feel like they move so slowly in Djelibeybi. The reader sees that Ptraci appears to behave differently from what Teppic sees. It is unclear if it is just pyramids or the fact that she is away from home and tradition.

The dreams that Teppic has been having in the story were thought to be just weird dreams. The reader is beginning to see that the dreams have value. While the reader sees that most of Teppic's dreams have a deeper meaning, the reader will be left with one more surprise. Since Teppic doesn't know that Ptraci is his sister, there will need to be a way for him to find out. The reader will see in the last chapter of the book that the cows in the dreams will be the final connecting piece, although it will take them both some time to figure it out.

Koomi wants to take over Dios' role as high priest. He wants change and he is to the point in the story that he will be able to get it soon. What the reader doesn't see is that Koomi isn't going to be able to do the same job that Dios does. Teppic will have had enough of being king by the time the story is over and leaves the kingdom to Ptraci. She is strong and confident and Koomi will be unable to control her.

Dios seems to be honorable in his intentions to keep the kingdom together. He doesn't want power for himself as much as he wants to protect the kingdom. The reader will see in the last chapter that Dios is what has started it all, and that without Teppic going to save the kingdom, there never would have been a kingdom. It seems that there is a lot of explaining and situations that are confusing when first read because of the time loops that occur. The reader will be able to put everything into play easier once they have the full picture of the end to understand the beginning.

Ptaclusp and his sons will have to find something new to do after the kingdom is saved. The reader will see that they are already planning for the change, but one doesn't see until the end of the chapter that they will become bridge builders. Ptraci had been sentenced to be fed to the crocodiles by Dios earlier on in the story. The reader will see in the following chapter that when she becomes queen, she will have the bridge over the waters fitted with places to stand and throw rocks at the creatures.



Part 4

Part 4 Summary

Teppic is surprised to find that when You Bastard ran into the rock wall that he didn't splatter all over the side of it. You Bastard is the smartest mathematician in the world; however, he had a slight miscalculation and went to the wrong dimension. One of the legends of Teppic's people had said the the Sphinx lurked on the boundaries of the city to protect it. This was correct, just not on the physical boundaries that people know. You Bastard had taken them to the dimension where the Sphinx is captured for all time roaming around with a bad temper. There are bones under Teppic and You Bastard's feet as they plod along, not knowing what lays ahead of them. A large rock begins to move, and when it turns around it is the Sphinx. He gives Teppic a riddle and then tells him that he is going to eat them. Teppic is able to confuse the Sphinx long enough for him and You Bastard to get away. This time You Bastard doesn't make any mistakes and takes them to the city of Djelibeybi.

In the city of Djelibeybi, the priests are unable to control the gods that are ransacking the city. Dios knows that he made up the gods so that the people in the city would have something to believe in, but now the gods have become real because the people believed in them, only they are nothing like what they were originally thought up. One of the priests suggests that they sacrifice Dios to go and appease the gods on the behalf of the people. Dios wants only to serve the city and agrees to this since there is no king to sacrifice. Before he can agree to their requests, some of the priests are at the windows. They are watching the dead kings of Djelibeybi on the march. The dead kings weren't graceful, but were quicker than what a person would think mummies would be. They have destroyed all the pyramids except one, the one that housed the first pharaoh, Khuft. The king leads the others to destroy that pyramid as well and release the long dead captive, but finds that the opening to the pyramid has been used many times and that inside there is a pillow and a blanket where someone has been sleeping, but no dead king to be found. While in the middle of the pyramid, Gern and Dil look at their torches and notice that they are burning backwards with the burnt black soot turning into straw.

Teppic looks around the kingdom and knows that he will have to kill the pyramid but isn't sure how or what will happen when he does destroy it. The gods of the night have won the current fight for the sun and take it below, leaving the city in darkness. When Teppic steps onto the soil of Djelibeybi, he begins to feel power surging through him. The people of the city had conflicting ideas about their gods, but they had all agreed on what their king was capable of. Teppic's steps left behind grass and corn plants everywhere he stepped. The people in the city bow down to Teppic. Teppic orders a guard to his feet and to explain what is going on and where the priests of the palace are. The guard tells Teppic that the priests and the walking dead have gone to talk. There aren't any boats left, so Teppic spreads his hands out to the water and parts the water to cross on dry land.



Meanwhile, the soldiers of Tsort and Ephebe are both building wooden horses so that the other group of soldiers will take them back to their own country and they can ambush the opposing side. Teppic is running through the darkness to the large pyramid that is getting ready to spike its energy again. Koomi is leading the priests to the dead kings. The other priests wait on him to make a move and he orders the dead kings to go back where they come from. Teppic's father steps forward and picks Koomi up, asking where Dios is. Dios steps forward. The dead kings begin to yell at him that he shut them up one by one. The ancient ones remember him and ask him how old he really is. He tells them that he isn't entirely sure since memory is the first to go but he believes that he might be close to seven thousand years or more. Dios tells them that he can't allow them to destroy the pyramids because it is what the kingdom is and they will be destroying a way of life. The dead kings say they don't care. Dios cannot allow change to enter freely into the kingdom and holds up his staff.

Teppic is already a third of the way up the pyramid when Dios realizes what Teppic is doing. Dios demands to know what he is doing and they say that he is going to flare the pyramid before the sun sets. Dios begins to stop Teppic when he realizes that the gods are making their way toward the priests and dead kings. Dios orders them to stop since he is the one that created them, but they don't listen. The dead ancestors begin to help Teppic. They make a pyramid of their own and push Teppic quickly the rest of the way to the top of the pyramid. Teppic reaches the top and inserts his knife. The crack of light that crossed the valley is so violent that it causes complete silence for a moment and then a shattering boom.

When the air silences, gray dust covers everything and hangs in the air. Ptaclusp and his son Ilb begin to stumble their way past the rubble and find Dil. None of them are sure what has happened since they can't see, but Ilb states that he thinks the pyramid exploded. They soon find Teppic still gripping a piece of small melted metal. Teppic is unconscious and is dreaming. He once again sees the seven fat cows that all pharaoh's see in their dreams and some camels that are singing and the song fixes reality. Then the sun comes up.

While all this is happening, the Tsorts and the Ephebes are in the horses that each side has built. The Ephebes are discussing how stupid the Tsorts are for thinking that they will fall for the Tsort's wooden horse. Because they are so stupid, the captain of the Ephebes is certain that the Tsorts will come and take the Ephebe's wooden horse back to their kingdom. Suddenly there is a pop and the city of Djelibeybi returns to its correct reality and the Tsorts and the Ephebes are separated once again by the city.

The dead ancestors had vanished and the pyramids were destroyed and no one rebuilt them. Teppic sits on the throne but doesn't want to be king. Dios is gone, leaving no one suitable to run the kingdom. Teppic decides he will have to find an heir. While he is thinking about this, a guard comes to tell him a merchant is there. Chidder comes in with a carpet. When the carpet unrolls, Ptraci emerges. Teppic explains that he will have to find an heir. Ptraci wants to know how and Teppic explains that all royal heirs have the same dream about the seven fat cows. Ptraci has had the same dream. After



looking into the records, they discover that Ptraci is very likely Teppic's half sister. Teppic doesn't go back to assassin life but leaves to find his own place in the world.

Ptraci becomes queen with Koomi as her high priest. He isn't a strong leader like Dios and Ptraci has her way with everything, much to Koomi's dismay. Ptraci has Ptaclusp and his sons build a bridge over the water and places on it where they can throw rocks at the sacred crocodiles. She changes a great many things in the city and ushers in a new era.

Dios wakes to find himself in a strange place and can't remember anything. He sees a camel herder coming over the hill. Dios decides the man looks like he could use some guidance and advising.

Part 4 Analysis

At the end of the story the reader sees that Dios is the one that started the whole city and its beliefs and pyramids. The reason that he is put in the past and not sent back isn't known since all that is known about Dios is where he was standing when the blast occurred. It may have something to do with the staff that he was holding or the time that Dios had been alive as a result of the necropolis. Whatever reason, it appears that Dios may have been a lot older than he knows since his memory is wiped clean every time and he starts the loop all over again. It may be that Dios is even the original king, Khuft.

The reader sees at the end of the story the role that the dreams played for Teppic. They are the same dreams that all the royal heirs have. This is the only thing that sets them apart, it would seem. With the pyramids gone, it appears that what little mystic power the pharaoh had is gone. The reader isn't told what happens to Teppic long term. The reader sees simply that he appears to be done with assassin's lifestyle and being a king. His sister obviously doesn't want him to go. Teppic had said when he returned to the city when his father died that he knew he would never leave the city again. It would appear that the magic that is passed to the king may have been the reason for this feeling because Teppic didn't seem to be adverse to going and fought his sister for the right to leave.

The reader isn't told what happens to the ancestors, but is told that they were taken by death now that their bodies are free from the pyramids. The ancestors seem to be very much against the pyramids because they were prisons that bound them to the earth.

With Dios gone and the pyramid energy gone, the reader sees that the city begins to change a great many things. Ptraci becomes a strong leader, whereas before she had been timid and scared to leave the jail and face her own death sentence. She brings in all the things that her brother had wanted for the people, plumbing and feather beds. There are people in the city that seem to be unsure of the change but a great many of the people seem very excited about it. Even the pyramid builders are put to good use and the embalmer appears hopeful about his future as well. The two cities, Ephebes

and Tsort, are unable to fight because of the city between them, and Ptraci gives them both permission to cross the borders but not to fight.



Characters

Teppic

Teppic is the son of King Teppicymon XXVII. He leaves home, the city of Djelibeybi, to go to assassin school. Several years later when he graduates assassin school, his father kills himself when there is an eclipse. Teppic is called home to take his place as King Teppicymon XXVIII. There are pyramids in Teppic's home that give the city a power and Teppic is given knowledge and power when his father dies. Teppic has lived so long away from home that he wants change and different things for the kingdom, but finds a lot of resistance from the high priest, Dios.

Teppic doesn't want to be a king, but he doesn't want to be an assassin either. The reader will see that he is against the thought of killing anyone, and this almost causes him to fail the assassin test. He isn't power hungry and willingly gives up the throne for his sister and then leaves so that the kingdom won't have an opportunity to be torn apart.

Teppic isn't necessarily the best king, but the reader will see that he cares for the people. He never really feels like he is from the world that he is trying to rule. He has trouble understanding the rules and traditions that everyone in the city seems to be governed by.

Dios

Dios is the high priest that rules the city of Djelibeybi. He has been around for longer than anyone can remember, even Dios. He is set on tradition and is willing to sacrifice everything that he has in order to keep that tradition. The reader will see that he is very secretive about where he regularly goes when he has aches or pains. The reader will find later on that he goes to a necropolis to rejuvenate himself whenever he feels his age coming on.

Dios has many faults and believes that the sacrifice of human life is necessary to keep the people happy and in line and to keep tradition from changing. He almost seems to fear change. The reader will see that despite Dios' fear of change and his extreme ways, he honestly loves the city and will do anything, even stand of the way of the giant gods that are ransacking the city, in order to keep the tradition and values that have been in the city for so long. The love for the city is a love of the tradition and the city and not as much for the people in the city. The reader is never given an explanation as to how but Dios winds up reliving life from the beginning of the city.



Ptraci

Ptraci is Teppic's half sister. Everyone thought she was just a servant to the king, but the truth is discovered at the end of the book and she becomes the queen of Djelibeybi.

King Teppicymon XXVII

King Teppicymon XXVII is the father of Teppic. When he dies, Teppic comes to rule the country. The king leads the other dead ancestors in destroying the pyramids when the city is taken to another dimension.

Ptaclusp

Ptaclusp is the contractor that agrees to build the giant pyramid for Teppic's father.

Koomi

Koomi is a priest within the palace. He wants to take Dios' position as high priest but will not be happy with it when he gets it.

Chidder

Chidder is Teppic's friend from assassin school. Chidder helps Ptraci and Teppic escape the city on his boat and the reader sees that Chidder develops feelings for Ptraci.

Dil

The master embalmer. Dil will help the dead ancestors destroy the pyramids.

Gern

Gern is the assistant to Dil, the master embalmer. When they are thrown into a different dimension and the gods begin to appear and cause trouble, Gern is afraid that it has happened because he has a girlfriend that he slept with.

Khuft

Khuft is the first pharaoh of Djelibeybi. The legend handed down to the people explain that he is royalty, but in truth he was running from the law.



Ila

Ila is one of the sons of the pyramid contractor, Ptaclusp. Ila is an accountant, and the reader will see later on that he is employed by the palace to take care of the finances. He is referred to by his brother as "Two-Ay".

Ilb

Ilb is one of the sons of Ptaclusp, the pyramid contractor. Ilb is an architect and is the first person in Djelibeybi to figure out what is going wrong with the pyramid.



Objects/Places

Djelibeybi

Djelibeybi is the city where Teppic is Pharaoh. The city is heavy on tradition and pyramids.

Pyramid

There are many pyramids in the city of Djelibeybi. What the people don't know is that the pyramids soak up time, and when they try to build a massive pyramid it takes the whole city to another dimension.

Assassin School

The trade school that Teppic graduates from before he takes over duties as a pharaoh.

You Bastard

You Bastard is the greatest mathematician in the whole world. He is also a camel and is the reason that Teppic and Ptraci are able to escape the city and the reason that Teppic is able to get back to the city.

Sphinx

The Sphinx is a giant statue that guards the city on the borders of its dimensions. It asks you a riddle and if you can't guess, it eats you.

Dreams

Teppic has reoccurring dreams. The dreams aren't revealed as important at the beginning of the story, but by the end it is apparent that every dream that Teppic has is significant.

Geometry

The belief held by some kingdoms that geometry, shapes, lines, and angels hold power.



Ankh-Morpork

The city where Teppic goes to learn to become an assassin. While this is not where he was born, he takes on many of the traditions and customs of this city.

Golden Mask

The mask that the king of Djelibeybi is supposed to wear at all times when seen by the public. No one in the kingdom knows what the king looks like except the high priest because of this mask. It isn't made of gold, but rather lead, and because of this is very heavy.

Unnamed

Unnamed is the name of the ship that Chidder sails. This is the ship that Teppic and Ptraci were aboard when Teppic had the dream telling him to go and save Djelibeybi.



Themes

The Need for Faith

The reader sees that faith is a strong theme in the book. The city, Djelibeybi, worships many gods. The main character in the story explains that the pharaoh is both the king and the god of the city that makes the sun rise, the waters to flood, and the corn grow. When the pyramid flips the city into another dimension, the reader will see that everything that everyone believes in starts to appear and become real.

There are many faiths that are talked about, and at one point in the story the reader sees that the other gods that other cities believe in are actually watching what is going on in Djelibeybi, although these deities don't actually appear. Dios seems to put most of his beliefs on the fact that people need something to believe in. He struggles against change, and the reader sees that Dios claims to be the one that actually created the gods. At the end of the story, when Dios has been thrown back in time, the reader will see that Dios seems to struggle against the staff but knows that it is important that he tell the people and instruct them about gods and beliefs. The other faiths and beliefs in the books also point toward answers for Teppic. One of the neighboring kingdoms believe in geometry and think that Djelibeybi is foolish for messing around with pyramids because of the power that they create. While the faiths in the book are mostly humorous rather than something real, it is a focus for the characters in the book and even forces some of the characters to cut off their own hands, have their own tongues removed, and willingly be sacrificed to the crocodiles.

Duty and Honor

Duty and honor both show up throughout the book, but in different ways. Each character has his or her own opinion of what is important and honorable. The beginning of the story starts with Teppic's final exam from assassin school in Ankh-Morpork. The school has an honor code all its own, and Teppic points out that assassins aren't supposed to kill unless they get paid. Teppic also realizes when he gets to the end of his exam that he doesn't want to kill. The assassin school either passes a student or they are killed. There is a strong sense of duty and honor among the assassins.

When Teppic reaches Djelibeybi, it becomes obvious that Teppic and Dios both want what is best for the country and want to be honorable. Teppic believes that they should move the city forward and begin changes while Dios is too proud for such things and finds it his duty to keep things just the way they are. The reader will see that Dios seems to look forward to death because it will be a release, but he knows that, in his opinion, there has never been a king that would have taken care of the country properly. When he is called on to go to the gods to try and stop them from attacking the city, he knows that it will most likely be death, but he goes regardless because he has a deep sense of duty and honor regarding Djelibeybi.



Self-Searching

The main character in the book, Teppic, is born a king's son, becomes an assassin, and then becomes king. He does everything that he feels he is led to do but is never fully satisfied with what he finds. It takes him seven years to become an assassin, and when he is at the end of the final exam, he realizes that he doesn't want to kill people. Teppic doesn't have a chance to try much else because his father dies shortly after he passes the exam and he goes home to become king. Teppic appears to try to be a good king, but meets a lot of opposition from those in the palace and the common people as well.

Teppic seems to be sure of himself in some regards, but the reader sees that he often wants what he doesn't have. He wants out of the city very badly until he gets out when the pyramid explodes. When the pyramid explodes, Teppic wants back in. Teppic does manage to save the kingdom but relinquishes the crown to his sister. He says that he won't go back to being an assassin, because he doesn't want to kill. The reader doesn't know what happens to Teppic, only that Teppic is still searching for what he believes himself to be. The reader will see at the end of the story that with the pyramids gone, the city of Djelibeybi begins to search itself out and construction starts on a whole new Djelibeybi, with Teppic's sister leading the way with unsure progress all around but the people seemingly happy for the change.



Style

Point of View

The story is written in third person with a mostly limited point of view. The reader will have brief narratives that will explain feelings and things that are going on that would otherwise be hidden to the reader, but throughout much of the book the reader knows just as much as the main character about anything going on to others in the book. The main character in the book is Teppic, but the reader will have several areas in the book where Teppic isn't included. There are portions of the book that focus on explaining the makeup of the fictional world in which the story takes place.

While the point of view is limited, the author makes sure that the reader has enough information for the foreshadowing of events that will take place. The author wrote the story to be funny, and there will be many places in the book that has odd information included that will not pertain to the book. The point of view is entertaining and gives a clear image of what is going on with the story line and characters. The areas of the book that are omniscient help the reader to understand things that the characters don't know.

Setting

The book takes place on the fantasy planet called Discworld. Certain aspects of Discworld are common and very much resemble Earth in setting. Djelibeybi, where the story takes place, is a desert city that has pyramids and pharaohs. While much of the world works as expected, there are aspects that make it clear that it is a fantasy place, such as magic that is used and the fact that pyramids absorb time because of their geometric shapes. Djelibeybi is where most of the story takes place. Although Djelibeybi is the main location of the story, it doesn't always appear in the same place. The large pyramid that Teppic had built for his father stores up so much energy that the whole city of Djelibeybi is taken to another dimension.

The story follows Teppic while he takes his final exam at assassin school and part of his time in the city of Ankh-Morpork. The story also shows the reader part of one of the kingdoms that neighbors Djelibeybi. While the reader is fully aware that normal rules don't apply in this world, the author explains the inner workings of the kingdoms and the planet so that it is easy to follow and understand. The date isn't known in the story, but since the world is fictional it doesn't seem to make a large difference. It appears to resemble ancient times since there are pharaohs and pyramids being built and people being sacrificed to keep the gods happy.

Language and Meaning

The language in the story is overall very easy to understand. It is modern and relaxed. The reader will find words and phrases that require definition from the author since they



exist only to explain things on Discworld. The reader will find that the author has made notations at the bottom of several pages that give an explanation to phrases or descriptions to words. The reader will find these very helpful and entertaining. The author also uses different language to identify characters and things that they are doing. When Teppic and his sister Ptraci go to a neighboring kingdom, they continue to talk so that the reader can understand them but Ptraci adds a P to the beginning of every word that normally would begin with a T. This signifies that she is talking with a mild accent. The reader will also find that Death, the being that appears at the moment one is supposed to die, is never introduced but talks in all capital letters so that the reader will know who they are.

The language has some pieces that belong only to Discworld, but the reader will find that the story is easily read and understood. The author also uses more modern language at places in the story to add humor for the reader. For instance, when the city of Djelibeybi has been thrown into another dimension and the gods of the people are fighting for the son, one of the priests of the palace begins a commentary that, to the reader, is obviously a parody of a football game.

Structure

The book consists of 323 pages. There are four different parts to the book, each one given a name. The parts of the book vary in length from sixty-two to 104 pages. There are notations given in the book where needed to help the reader understand the meanings of phrases and words that are common only to Discworld. In addition, the author included a list of common characters found in Discworld books, places on Discworld, and another description of what Discworld is.

While the list of characters and places will not pertain to every book, it is helpful for the reader to get an idea of how much of the book is set up. For instance, Death is given a description in the back of the book, but no where else. When he talks to people in the book, he never introduces himself. Sometimes he will carry on a dialog with a person or people and the title "Death" is never given. The reader is to know that he is the one that speaks in all capital letters. It can be confusing on some level, but the books are made to be a series that all occur on the same planet. The book isn't a saga or a continuation of a story from one book to the next, but they do all go by the same rules and beliefs from one to the other and each depict a piece of Discworld. The reader will find the story's structure easy to understand and helpful.



Quotes

"For as the world tumbles lazily, it is revealed as the Discworld-flat, circular, and carried through space on the back of four elephants who stand on the back of Great A'tuin, the only turtle ever to feature on the Hertzspring Russell Diagram, a turtle ten thousand miles long, dusted with the frost of dead comets, meteor-pocked, albedoeyed." Part 1, p. 3

"Broadly, therefore, the three even now lurching across the deserted planks of the Brass Bridge were dead drunk assassins and the men behind them were bent on inserting the significant comma." Part 1, p. 54

"The people believed this gave the high priest power over the gods and the dead, but this was probably a metaphor, i.e., a lie." Part 1, p. 63

"Part of him, which still lived in Ankh-Morpork, said: this is a dead body, wrapped up in bandages, surely they don't think that this will help him get better?" Part 2, p. 86

"But wherever they are, no matter how mightily they try, no matter how magnificent the effort, they surely can't manage to be as godawfully stupid as us. I mean, we work at it." Part 2, p. 96

"'After all,' said the chief sculptor cheerfully, 'you don't think they're going to step up and say 'It's all wrong, he really had a face like a short-sighted chicken,' do you?'" Part 2, p.107

"Throughout the history of the Disc most high priests have been serious, pious and conscientious men who have done their best to interpret the wishes of the gods, sometimes disemboweling or flaying alive hundreds of people in a day in order to make sure they're getting it absolutely right." Part 2, p. 144

"Camels have a very democratic approach to the human race. They hate every member of it, without making any distinctions for rank or creed." Part 2, p. 164

"It's not for nothing that advanced mathematics tends to be invented in hot countries. It's because of the morphic resonance of all the camels, who have that disdainful expression and famous curled lip as a natural result of an ability to do quadratic equations." Part 2, p. 171

"Human mathematical development had always been held back by everyone's instinctive tendency, when faced with something really complex in the way of triform polynomials or parametric differentials, to count fingers. Camels started from the word go by counting numbers." Part 3, p. 193

"No one is more worried by the actual physical manifestation of a god than his priests; it's like having the auditors in unexpectedly." Part 3, p. 203



"This means either that the universe is more full of wonders than we can hope to understand or, more probably, that scientists make things up as they go along." Part 4, p. 263

"Perhaps just pick it up for a while, and go and explain about gods and why pyramids were so important. And then he could put it down afterward, certainly." Part 4, p. 323



Topics for Discussion

Ptraci acts differently after they leave Djelibeybi. Do you believe that it is because she is away from the power of the pyramids, or because her situation has changed and she is no longer a servant to the king. Why?

Discuss Dios' characteristics. Would you describe him as good or bad? Describe what he did that caused you to pick that description for him.

The people of Djelibeybi worshiped many gods. Speculate on the reasons that so many different gods were created. Give examples of why you have come to this conclusion.

Teppic leaves the book with little direction. He knows that he doesn't want to be king, when before he thought he could rule better than he could be an assassin, and he doesn't want to be an assassin, and that is what he wanted to do when he was younger. Speculate about Teppic given the facts that you know about him, i.e., his mother eaten by a crocodile, his father distant, and explain why he was unable to stick with these two professions. Explain your answer.

Koomi wanted Dios' position as high priest. They were different because Dios wanted to protect the kingdom and Koomi wanted power. Once Ptraci is giving orders and Koomi isn't able to control her, the reader sees that he is very unhappy. What was shown in his character earlier in the story that suggested he wouldn't be able to handle the position of High Priest, if anything? Explain.

When Teppic leaves home to go to assassin school at the age of twelve, his father gives him a pouch containing, a coin, saddle soap, a cork, and an extremely old sardine. Speculate as to why these items were given. Be sure you tie them into what is known of the tradition and culture of Djelibeybi.

The author chose to use a camel as the world's greatest mathematician. In fact, it is explained that all the camels are extremely smart when it comes to math. He makes them the smartest creatures in the desert, perhaps on the Discworld, and then gives them names like "You Bastard". Speculate on why the author used this animal and the demeaning names. Explain.

The people of Djelibeybi are fixed in their traditions before the pyramids take them to another dimension. After they were returned, do you think that they kept the gods they worshiped before even though Dios was gone? Why or why not?