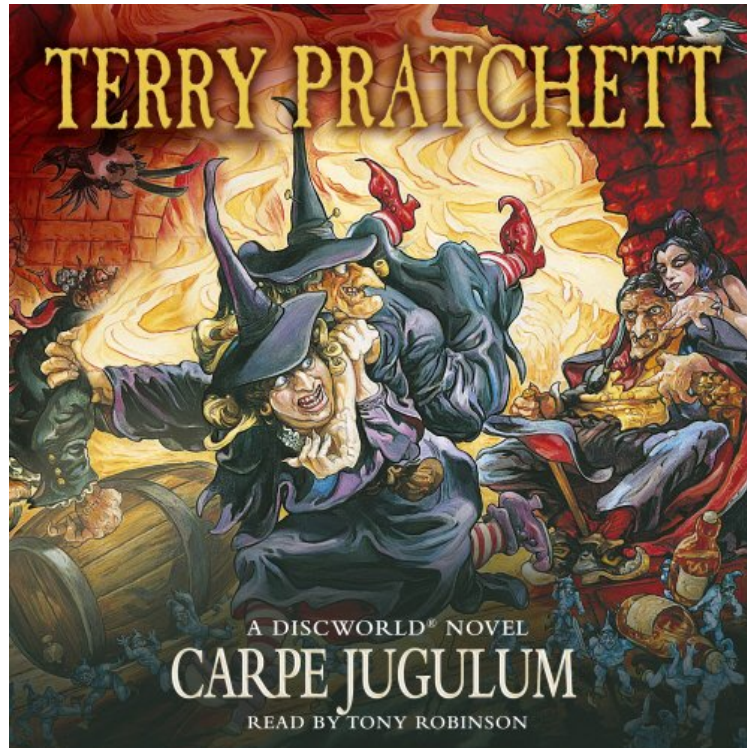


Carpe Jugulum

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: **Carpe Jugulum** before purchasing it in order to gage whether or not it would be worth my time, and all praised Carpe Jugulum:

0 of 0 people found the following review helpful. The Witches vs VampiresBy Both Professional and FunCarpe Jugulum. Seize the throat. It's a Terry Pratchett book about vampires, controlling the thoughts of the masses - and when monsters do image management to appear more modern and progressive.Terry maintains often people need kings to act like kings, and monsters to act like monsters. Love Granny Weatherwax!1 of 1 people found the following review helpful. A good read, but with the nagging feeling that the ...By John M. DickFull of the usual surprises and delights. Somehow the interactions of the witches and the vampires gets a bit uneven. Also, although we expect Granny will win in the end, the device used seemed a bit too stretched. A good read, but with the nagging feeling that the book was a bit rushed and Sir Terry could have have improved it quite a bit given more time.0 of 0 people found the following review helpful. The best.By K. HudsonIf you do not know of the great turtle, how could I ever explain? Real people in an unreal world. Just like home.

A Discworld novel. A novice priest arrives in the mountain kingdom of Lancre and becomes caught up in a war between vampires and witches: the vampires are intelligent and devious, the witches are ragged and disorganised, but which of the two sides are just? Is there a righteous option? And would the priest be better off wielding an axe?

.com Carpe Jugulum is the 23rd Discworld novel, and with it this durable series continues its juggernaut procession onward. Pratchett is an author who inspires such devotions that his fans will fall on the novel with cries of joy.

Nonfans, perhaps, will want to know what all the fuss is about; and that's something difficult to put into a few words. The best thing to do for those completely new to Pratchett is to sample him for themselves, and this novel is as good a place to start as any. But fans have a more precise question. They know that Discworld novels come in one of two varieties: the quite good and the brilliant. So, for instance, where *Hogfather* and *Maskerade* were quite good, *Feet of Clay* and *Jingo* were brilliant. While true fans wouldn't want to do without the former, they absolutely live for the latter. And with *Carpe Jugulum*, Pratchett has hit the jackpot again. This novel is one of the brilliant ones. The plot is a version of an earlier Discworld novel, *Lords and Ladies*, with the predatory elves of that novel being replaced here by suave and deadly vampires, and the tiny kingdom of Lancre being defended by its witches. But plot is the least of Pratchett's appeal, and *Carpe Jugulum* is loaded with marvelous characters (not least the witches themselves, about whom we learn a deal more), comic touches and scenes of genius, and even some of the renowned down-to-earth Pratchett wisdom (about the inner ethical conflicts we all face and the wrongness of treating people as things). Pratchett's vampires are elegant Bela Lugosi types, and they come up against an unlikely but engaging alliance of witches; blue-skinned pixies like Rob Roy Smurfs; a doubting priest with a boil on his face; and a magical house-size Phoenix in a seamless, completely absorbing, and feel-good-about-the-universe mixture. Highly recommended. -- Adam Roberts, .co.uk

From Publishers Weekly

Carpe Jugulum

As the motto of the family of "vampyres" who attempt a hospitable takeover of the kingdom of Lancre in Pratchett's 23rd Discworld novel. When the goodhearted king invited the Magpyrs to celebrate the birth of his daughter, he couldn't know that these modern bloodsuckers would have no intention of leaving. By controlling everyone's mind, they try to turn Lancre into a sort of farm, and no one can think straight enough to stop them. That is, until the vampyres meet up with the local witches: Granny Weatherwax, Nanny Ogg, Magrat Garlick and Agnes Nitt (who is literally of two minds about everything). The perplexing skirmishes that ensue will leave readers shaking their heads in hearty dismay even as they groan at the puns and explanatory notes that pepper the tale. Death (scythe and all) and Igor (of Frankenstein film fame) provide the best gags. The novel exudes the curious feel of old-fashioned vampire and Frankenstein legends. A full of holy water, religious symbols, stakes through the heart, angry mobs, bad pronunciation and garlic. The vampyres, however, have risen above these clichés even if their servant, Igor, still has a taste for dribbly candles and squeaky hinges. Pratchett lampoons everything from Christian superstition to Swiss Army knives here, proving that the fantasy satire of Discworld "still ate 'nt dead." Copyright 1999 Reed Business Information, Inc.

From School Library Journal

YA-In the guise of good relations with the Uberwald, King Verence sent an invitation to his daughter's christening to the Count de Magpyr and his family. The Count is a modern vampyr and he has convinced his family they need not fear crosses, garlic, running water, or sunlight. Unfortunately for the land of Lancre, he's right. Luckily, Nanny Ogg, Agnes Nitt (and her figment, Perdita), Granny Weatherwax, and an Omnian priest named Mightily Oats are on hand to save the kingdom. This, the 23rd book in the series, is a marvelous send-up of old horror movies, from the shambling, pieced-together, lipping servant Igor to the torch-wielding mobs. Susan Salpini, Purcellville Library, VA Copyright 2000 Reed Business Information, Inc.