

discworld the last hero

discworld the last hero is one of the most celebrated novels in Terry Pratchett's expansive Discworld series. Known for its wit, satirical humor, and sharp social commentary, this novel stands out as a compelling exploration of heroism, myth, and the power of storytelling. As the 27th novel in the Discworld universe, *The Last Hero* combines fantasy elements with a humorous critique of human nature, making it a must-read for fans and newcomers alike. This article delves into the plot, themes, characters, and significance of *Discworld: The Last Hero*, providing comprehensive insights into this beloved work.

Overview of Discworld and The Last Hero

What is Discworld?

Discworld is a fictional universe created by British author Terry Pratchett. It's a flat, disc-shaped world supported by four enormous elephants standing on the back of a giant turtle, Great A'Tuin, swimming through space. The series is renowned for its humorous take on classic fantasy tropes, blending satire, parody, and philosophical musings.

Key features of Discworld include:

- A rich tapestry of characters, from wizards and witches to trolls and vampires.
- A satirical reflection of real-world society, politics, and culture.
- A diverse set of stories spanning genres like fantasy, detective fiction, and comedy.

Introduction to The Last Hero

The Last Hero is a standalone novel within the Discworld series, published in 2001. It features the legendary figure of Cohen the Barbarian, the oldest and most formidable barbarian hero in Discworld history, and his quest to return fire to the gods of the Disc.

This novel is notable for its adventurous tone, humorous critique of heroism, and its exploration of aging and legacy. It's a blend of epic fantasy adventure with Pratchett's signature satirical edge.

Plot Summary of Discworld: The Last Hero

The Last Hero begins with Cohen the Barbarian, a hero who has outlived many of his contemporaries, and his band of aging but still formidable warriors, known as the Silver Horde. The plot revolves around their quest to return fire to the gods, a symbol of reclaiming power and challenging divine authority.

Main Plot Points:

1. The Call to Adventure: Cohen and his band discover that the gods have become complacent and disconnected from the mortal world. They decide to bring fire back to the gods as a symbol of strength and rebellion.
2. The Journey to the Mountain of Heaven: The heroes set out on their quest, facing various obstacles, including mythical creatures, treacherous terrains, and divine interference.
3. Encounter with the Gods: As they approach the gods' domain, they encounter the gods themselves—who are depicted as petty, self-absorbed, and somewhat incompetent.
4. Climax – The Return of Fire: Cohen and his band succeed in their mission, challenging the gods' authority and reigniting their belief in heroism and rebellion.
5. Resolution: The novel concludes with reflections on heroism, aging, and the enduring desire to leave a legacy.

Themes Explored in The Last Hero

Heroism and Legacy

At its core, The Last Hero examines what it means to be a hero. Cohen's character embodies the archetype of the hero who refuses to fade quietly into the background. The novel questions traditional notions of heroism—highlighting that true heroes are often flawed, aging, and human.

Key points:

- Heroes are defined by their actions, not age or appearance.
- The desire to leave a legacy persists regardless of age.
- Heroism involves rebellion against complacency and authority.

Divinity and Power

Pratchett satirizes the gods of Discworld as capricious and self-serving, reflecting on the nature of divine authority and its impact on mortals. The gods' obsession with their own status contrasts sharply with Cohen's pragmatic approach to life and heroism.

Key points:

- Divine beings are not necessarily benevolent or wise.
- Power is often rooted in myth and tradition rather than morality.
- Mortals can challenge divine authority through acts of rebellion.

Age and Mortality

Cohen and his band are old warriors, and the novel addresses themes of aging, decline, and the desire for relevance. Despite their age, they prove that heroism and vitality endures.

Key points:

- Aging does not diminish one's spirit or impact.
- The quest symbolizes the ongoing human desire for purpose.
- Legacy is built through actions, not youth.

Humor and Satire

As with all Discworld novels, humor is central. Pratchett uses satire to critique societal norms, religious institutions, and the concept of heroism.

Examples include:

- The petty, self-absorbed gods.
- The humorous portrayal of the hero's aging.
- Parody of epic fantasy tropes and clichés.

Characters in The Last Hero

Cohen the Barbarian

- The protagonist, an aged but still formidable hero.
- Known for his strength, cunning, and rebellious spirit.
- Embodies the satire of traditional hero archetypes.

The Silver Horde

- Cohen's loyal band of aging warriors.
- Despite their age, they possess remarkable strength and courage.
- Comedic portrayal of old warriors still seeking adventure.

The Gods of Discworld

- Tiny, petty, and self-absorbed deities.
- Their incompetence and vanity serve as a satirical critique of organized religion.

Other Notable Characters

- Rincewind: The inept wizard who makes an appearance.
- Carrot Ironfoundersson: The honest and earnest dwarf.
- The Dwarfs and Trolls: Representing Discworld's diverse races.

Significance of Discworld: The Last Hero

Literary Impact

The Last Hero is acclaimed for its clever satire and humor, reinforcing Terry Pratchett's reputation as a master storyteller. It combines epic adventure with insightful commentary, making it both entertaining and thought-provoking.

Themes for Modern Readers

The novel's exploration of aging, legacy, and rebellion resonates with contemporary audiences. It encourages readers to question authority, embrace their true selves, and find purpose regardless of age.

Adaptations and Cultural Influence

While The Last Hero has not been adapted into a major film or series, its themes and characters have influenced Discworld fans worldwide. The novel remains a favorite among readers for its humor, depth, and memorable characters.

Why Read Discworld: The Last Hero?

- Humor and Satire: Pratchett's signature wit makes the novel engaging and insightful.
- Rich Characters: The aged heroes provide a fresh perspective on heroism.
- Thought-Provoking Themes: Challenges readers to consider authority, aging,

and legacy.

- Epic Adventure: Filled with action, mythical creatures, and divine antics.

Conclusion

Discworld: The Last Hero exemplifies Terry Pratchett's mastery of blending humor with meaningful themes. Through the adventures of Cohen the Barbarian and his band, the novel offers a satirical yet heartfelt commentary on heroism, aging, and the nature of divine power. It's a celebration of the enduring human spirit, reminding readers that true heroism lies not in youth or strength alone, but in the courage to challenge the status quo and leave a lasting legacy.

For fans of fantasy, satire, and thought-provoking storytelling, The Last Hero is a must-read that continues to inspire and entertain generations of readers. Whether you're a seasoned Discworld enthusiast or new to Terry Pratchett's universe, this novel provides a perfect blend of adventure, humor, and wisdom.

Keywords for SEO Optimization:

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- Discworld themes and analysis
- The Last Hero review

Frequently Asked Questions

What is 'The Last Hero' in the Discworld series about?

'The Last Hero' is a novel by Terry Pratchett that follows Cohen the Barbarian and his Silver Horde as they attempt to bring back the magic of the age of heroes and confront the threat posed by the fire demon, Cohen's own legendary past.

How does 'The Last Hero' explore themes of heroism and aging?

'The Last Hero' humorously examines the changing nature of heroism, highlighting how aging and experience influence the characters' actions and perspectives, often contrasting traditional notions of heroism with modern values.

Who are the main characters in 'The Last Hero'?

The main characters include Cohen the Barbarian, the legendary hero; his Silver Horde, a band of aging but still formidable warriors; and various gods and deities from the Discworld pantheon.

What role do the gods play in 'The Last Hero'?

The gods, including the Auditors of Reality and other divine beings, play crucial roles in the story, representing the cosmic forces that influence the events and highlighting the satirical commentary on religion and belief.

Is 'The Last Hero' connected to other Discworld novels?

Yes, it is part of the Discworld series and features recurring characters like Cohen and the Silver Horde, with references and themes that tie into the broader universe, especially the stories about Ankh-Morpork and the gods.

What is the significance of the fire demon in 'The Last Hero'?

The fire demon, named Lay in Wait as a threat to the world, symbolizes chaos and destruction. The heroes' quest involves preventing its awakening, emphasizing themes of courage, tradition, and the fight against impending doom.

Why is 'The Last Hero' considered a humorous take on the hero genre?

Terry Pratchett's witty writing, satirical tone, and playful subversion of classic hero tropes make 'The Last Hero' a humorous and clever parody of traditional adventure and fantasy stories.

Additional Resources

Discworld: The Last Hero stands as one of the most memorable and thought-provoking novels in Terry Pratchett's beloved Discworld series. Known for its

sharp wit, satirical humor, and insightful commentary on heroism, religion, and societal change, *The Last Hero* explores the mythic and the mundane through a unique blend of fantasy and parody. This guide aims to offer a comprehensive analysis of the novel, unpacking its themes, characters, and significance within the Discworld universe.

Introduction to *The Last Hero*

Published in 2001, *The Last Hero* is the 27th novel in Terry Pratchett's Discworld series. It features a cast of familiar characters including Cohen the Barbarian, the legendary hero of the Silver Horde, and the wizards of Unseen University. The story revolves around Cohen's quest to bring the lost Discworld back into the canonical universe—literally—by returning the stolen Disc, which has been removed from the sky.

The novel is a satire of heroism, myth-making, and the human tendency to cling to outdated ideals. Pratchett masterfully blends humor with serious commentary, challenging readers to reconsider what it truly means to be a hero and what society values in its legends.

Setting and Context

The Discworld Setting

Discworld, a flat disc supported by four giant elephants standing on the back of a colossal turtle, is a richly detailed universe filled with magic, fantastical creatures, and satirical reflections of our world. *The Last Hero* takes place in Ankh-Morpork, a bustling city that serves as the hub for much of the series' action, but it also ventures into mythic realms and the cosmic scale of the Disc.

Historical and Cultural Backdrop

The novel plays with the idea of mythic history and the evolution of hero stories. Cohen's quest to return the Disc and the subsequent events serve as a parody of epic quests, religious iconography, and the myths that shape societies.

Major Themes Explored in *The Last Hero*

1. The Nature of Heroism

At its core, *The Last Hero* questions what it means to be a hero. Cohen the Barbarian, once the epitome of the archetypical hero—brash, fearless, and unstoppable—embodies the parody of heroism. The novel juxtaposes Cohen's legendary bravado with the more nuanced, often mundane, realities of heroism.

Key points:

- Heroic ideals vs. reality: Cohen's exaggerated heroism contrasts with his aging body and the modern world's perceptions.
- True heroism: The novel suggests that heroism isn't just about bravado but also about sacrifice, humility, and understanding one's limitations.

2. Myth and Legend

Pratchett explores how myths are constructed, maintained, and sometimes deliberately fabricated. The Silver Horde's stories have grown larger-than-life, and the novel critiques the way societies cling to heroic legends.

Key points:

- Myth-making: The novel satirizes how stories are exaggerated or altered over time.
- The power of stories: Heroes like Cohen become symbols that influence cultural values.

3. Societal Change and Resistance

The narrative examines how societies resist change and cling to tradition, even when outdated. Cohen's attempt to return the Disc symbolizes a desire to restore a mythic past, but the story ultimately advocates for progress and adaptation.

Key points:

- Resistance to change: Characters and institutions prefer tradition over transformation.
- Progress: The novel promotes embracing change to move forward.

4. Religion and Faith

Religion plays a subtle yet significant role, especially in the depiction of the gods and the faith of the characters. The novel satirizes religious dogma, faith, and institutional power.

Key points:

- Religious satire: The gods' involvement and the faith of characters highlight the absurdities and complexities of organized religion.
- Faith as a force: Despite satire, faith remains a powerful motivator.

Key Characters and Their Significance

Cohen the Barbarian

- The legendary hero: An aging, retired hero who embodies the parody of the invincible warrior.
- Themes: His arrogance, nostalgia, and desire for a legendary send-off highlight the absurdity and humanity of heroism.

Rincewind

- The inept wizard: Known for his cowardice and luck, Rincewind's role is comic relief but also central to the novel's exploration of heroism.

The Wizards of Unseen University

- The scholarly magicians: They serve as both comic characters and symbols of tradition and change.

The Silver Horde

- Cohen's old comrades: They represent the old guard and the nostalgia for a bygone era of heroism.

Plot Overview

The Quest to Return the Disc

Cohen and his Silver Horde set out to return the Disc, which has been stolen and placed into the sky by the gods as part of a divine joke. Their journey involves encounters with gods, mythical creatures, and modern skeptics.

Key Events:

- The Horde's attempt to climb the mountain to reach the gods.
- Encounters with various deities and divine beings.
- The revelation that the Disc's removal was a cosmic accident, not a malicious act.
- The Horde's realization that heroism isn't about grandeur but about understanding one's place.

Climax and Resolution:

The heroes confront the gods, leading to a humorous yet profound conclusion about the nature of myth, faith, and change. Cohen's realization that true heroism lies in embracing mortality and humility concludes the novel.

Symbolism and Literary Devices

- Parody and Satire: Pratchett lampoons epic fantasies, religious institutions, and societal norms.
- Mythic Archetypes: The novel employs archetypal hero figures to critique and subvert traditional stories.
- Humor and Irony: Sharp wit and irony pervade the narrative, making complex themes accessible and entertaining.

Critical Reception and Legacy

The Last Hero is celebrated for its clever satire, memorable characters, and philosophical depth. It challenges readers to think about the stories they tell about heroism and the societal values those stories reflect. The novel also serves as a fitting tribute to Pratchett's ability to blend humor with meaningful commentary, making it a standout in the Discworld series.

Why Read The Last Hero?

- For fans of Terry Pratchett, it offers a humorous yet thought-provoking exploration of myth and heroism.
- It provides a satirical lens on societal change, religion, and storytelling.
- Its rich characters and clever plot make it a rewarding read for both casual readers and literary critics.

Final Thoughts

Discworld: The Last Hero encapsulates Terry Pratchett's unique talent for turning fantasy tropes on their head while delivering profound insights into human nature and society. It's a celebration of heroism in all its forms—flawed, humorous, and ultimately human. Whether you're interested in its satire, its characters, or its reflections on myth, this novel remains a vital part of the Discworld universe, offering wisdom wrapped in wit and humor.

Explore the myth, laugh at the absurdity, and contemplate the true meaning of heroism with The Last Hero.

[Discworld The Last Hero](#)

discworld the last hero: The Last Hero Terry Pratchett, 2002 With 16 pp. of new full-color illustrations, this Discworld tale from the bestselling author is sure to be the ultimate holiday gift for legions of Pratchett fans. The legendary Cohen the Barbarian gathers his old friends to embark on one final quest—he's going to climb the highest mountain in Discworld and meet the gods to settle some issues. Full-color illustrations.

discworld the last hero: *The Last Hero* Terry Pratchett, Paul Kidby, 2002-08-20 Cohen the Barbarian. He's been a legend in his own lifetime. He can remember the good old days of high adventure, when being a Hero meant one didn't have to worry about aching backs and lawyers and civilization. But these days, he can't always remember just where he put his teeth... So now, with his ancient (yet still trusty) sword and new walking stick in hand, Cohen gathers a group of his old -- very old -- friends to embark on one final quest. He's going to climb the highest mountain of Discworld and meet the gods. It's time the Last Hero in the world returns what the first hero stole.

Trouble is, that'll mean the end of the world, if no one stops him in time.

discworld the last hero: The Last Hero Terry Pratchett, 2007 Science fiction-roman.

discworld the last hero: Secrets of The Wee Free Men and Discworld Carrie Pyykkonen, Linda Washington, 2008-04-15 A fascinating guide to the international bestselling Discworld series and the award-winning The Wee Free Men—soon to be a major motion picture Before J. K. Rowling became the best-selling author in Britain, Terry Pratchett wore that hat. With over 45 million books sold, Pratchett is an international phenomenon. His brainchild is the Discworld series—novels he began as parodies of other works like Macbeth, Faust, and The Arabian Nights. The Wee Free Men, one of Pratchett's most popular novels, will be made into a movie by Spider-Man director Sam Raimi. It's the story of 9-year-old wannabe witch Tiffany Aching, who unites with the Nac Mac Feegle (6-inch-tall blue men who like to fight and love to drink) to free her brother from an evil fairy queen. A fun, interactive guide that will explore the land of Discworld, Secrets of The Wee Free Men and Discworld is filled with sidebars, mythology trivia, and includes a bio of the fascinating author Terry Pratchett, and an in-depth analysis of his work. This unofficial guide is a great resource for readers of The Wee Free Men and the other books of the Discworld series.

discworld the last hero: Discworld and the Disciplines Anne Hiebert Alton, William C. Spruiell, Donald E. Palumbo, 2014-05-02 This collection of new essays applies a wide range of critical frameworks to the analysis of prolific fantasy author Terry Pratchett's Discworld books. Essays focus on topics such as Pratchett's treatment of noise and silence and their political implications; art as an anodyne for racial conflict; humor and cognitive debugging; visual semiotics; linguistic stylistics and readers' perspectives of word choice; and Derrida and the monstrous Regiment of Women. The volume also includes an annotated bibliography of critical sources. The essays provide fresh perspectives on Pratchett's work, which has stealthily redefined both fantasy and humor for modern audiences.

discworld the last hero: Nonbinary Gender Identities Charlie McNabb, 2017-12-08

Nonbinary gender identities are those that fall outside the traditional binary of “man” and “woman.” These include genderfluid, androgynous, genderqueer, and a multitude of other identity terms, some of which overlap. Although there have always been people who identify outside the gender binary, only recently have they gained popular media attention. Despite some visibility, however, nonbinary gender identities are poorly understood by the general public. It is critically important for gender minorities to find themselves in the media that they consume. Just as important is the need for those outside the minority community to understand and appreciate them. Nonbinary gender identities are represented in books and other media, but these resources prove difficult to locate, as classification vocabulary doesn't evolve as quickly as community language. Reference sources identified include archives and special collections, theses and dissertations, key journals, and related organizations and associations. This timely resource—the first reference on nonbinary gender identities—offers an accessible entry into researching this topic. Written by a nonbinary scholar and librarian, this guide includes valuable appendixes that will aid every researcher and writer: a glossary of the rich vocabulary emerging from nonbinary communities; a guide to pronoun usage; a primer on sex, sexuality, and gender; and Library of Congress Classification information.

discworld the last hero: Terry Pratchett Craig Cabell, 2012-06-04 The extraordinary life story of one of the most beloved writers in the world, including his courageous battle with Alzheimers With worldwide sales of more than 65 million copies in 37 languages, Terry Pratchett's novels are eagerly awaited by his legions of fans year after year. Featuring an in-depth look at the man and his work, as well as on-screen adaptations and a collector's guide, this is essential reading for any fan. His first Discworld novel, The Colour of Magic, was released in 1983 and ever since then the series, with its whimsical heroes and fiendish foes, has delighted both young and old alike. In 2007 Pratchett announced that he had been diagnosed with Alzheimer's disease. He has courageously faced the disease head-on, equaling the determination of his characters in his vivid and satirical novels. This book examines his extraordinary life, showcased against the backdrop of more than 40 years of irreverent artistic achievements. For devoted fans it features appendices of more than 60

pages listing Pratchett's works on screen and at the theatre, a complete UK bibliography and collector's guide, and a note about cats.

discworld the last hero: Death's Domain Terry Pratchett, 2020-09-10 A Discworld Death series tie-in map book with fold out map. Go beyond the novels to discover more about the fantastically funny and gloriously inventive world of Terry Pratchett's Discworld series. It's no more than a breath away... Everyone needs a place to relax after a long day, after all. So here is the place where the Grim Reaper can kick back and take the load off his scythe. Here's the golf course that's not so much crazy as insane, and the useless maze, and the dark gardens - all brought (incongruously) to life. And here, for the first time ever, you will find out the reason why Death can't understand rockeries, and what happens to garden gnomes. As Death rides Binky into the sunset (of other people's lives), you can at last see what he gets up to when he's not at work.

discworld the last hero: Subcreation: Fictional-World Construction from J.R.R. Tolkien to Terry Pratchett and Tad Williams Stefanie Schult, 2017-01-26 The doctoral thesis argues that the term Subcreation with its revised and broadened definition, in part differing from J.R.R. Tolkien's original term sub-creation, may be used for the discussion of the making of fictional worlds in literary discourse. The successful conception of a fictional world depends on the reader's willing suspension of disbelief. This depends both on the author and his skilled composition of the world and all its aspects, as well as on the reader's acceptance of this invented fictional world. The author needs to create a narrative with an inner consistency, which is crucial to achieving the effect of the reader's immersion in the fictional world. The fundamental aspects that an author needs to realize to achieve successful Subcreation have been structured into and analysed in four categories: Language and Linguistic Variation, Physiopoeia, Anthropoeia and Mythopoeia. Furthermore, this thesis shows that, as contemporary examples of fantastic literature, both Tad Williams's and Terry Pratchett's fictional worlds are successfully created through the realization of these aspects of Subcreation. Apart from commenting on the success of the subcreative process, this thesis also remarks upon the cultural influences both authors include in their writings. While both may be considered Anglophone in a general categorization, Pratchett's Discworld retains a feeling of 'Britishness' that is not to be found in Williams's Otherland. The thesis proposes several approaches to Subcreation that may be studied subsequently. So, for example, it may be possible to determine the success of an author's Subcreation by collecting empirical data. Apart from literary works this field of studies may also include other media.

discworld the last hero: Theology, Fantasy, and the Imagination Andrew D. Thrasher, Austin M. Freeman, 2023-07-31 Theology, Fantasy, and the Imagination offers analyses of the theological, philosophical, and religious imagination found in fantasy literature, the theological imagination, and table-top games. Part I offers an invocation to the study through a theological reflection of the "old magic." Part II analyzes classical Christian fantasy—ranging from dogmatic theological reflection on the fantastic imagination to analyses of C.S. Lewis and J.R.R. Tolkien. Part III analyzes the post-Christian turn in fantasy after about 1960 through today—featuring methodological, theological, and philosophical essays that reflect a movement beyond Christianity in the fantasy literature and writings of Rabbi Shagar, Ursula le Guin, Terry Pratchett, Robert Jordan and David Eddings, and Brandon Sanderson and Orson Scott Card. Part IV closes with two analyses of the religious and philosophical dimensions of table-top games, including Dungeons and Dragons and Magic: the Gathering. Theology, Fantasy, and the Imagination offers astute analyses of how theological fantasy actually is by articulating the religious, philosophical, and theological dimensions of the fantastic imagination.

discworld the last hero: Guards! Guards! Terry Pratchett, 2009-03-17 As traumatic as it is to only choose one Pratchett, this first entry in his Guards sub-series encompasses everything that is brilliant about his writing: terrific characterization and plotting, a completely believable world, and new details that come up with each re-reading. . . . The story of dwarves, dragons and good police work remains fresh, sharp, and incredibly funny. — Telegraph (UK) Magic, mayhem, and a marauding dragon combine for extraordinary fun in this brilliant Discworld novel from New York

Times bestselling author Terry Pratchett. Insurrection is in the air in the city of Ankh-Morpork. The Haves and Have-Nots are about to face off. Again. It's old news to Captain Sam Vimes of the city's ramshackle Night Watch. But this time, something is different—the Have-Nots have found the key to a dormant, lethal weapon that even they can't fully control, and they're about to unleash a campaign of terror on the city. Long believed extinct, a draco nobilis can now be seen patrolling the skies above Discworld's greatest city. Not only does this unwelcome visitor have a nasty habit of charbroiling everything in its path, but it's also soon crowned King. Can Vimes, Captain Carrot, and the rest of the Ankh-Morpork City Watch restore order (before it's burned to a crisp)? The Discworld novels can be read in any order but *Guards! Guards!* is the first book in the City Watch collection. The City Watch collection in order: *Guards! Guards!* *Men at Arms* *Feet of Clay* *Jingo* *The Fifth Elephant* *Night Watch* *Thud!* *Snuff*

discworld the last hero: *The Turtle Moves!* Lawrence Watt-Evans, 2008-07-01 After growing from humble beginnings as a *Sword & Sorcery* parody to more than 30 volumes of wit, wisdom, and whimsy, the Discworld series has become a phenomenon unlike any other. Now, in *The Turtle Moves!*, Lawrence Watt-Evans presents a story-by-story history of Discworld's evolution as well as essays on Pratchett's place in literary canon, the nature of the Disc itself, and the causes and results of the Discworld phenomenon, all refreshingly free of literary jargon littered with informative footnotes. Part breezy reference guide, part droll commentary, *The Turtle Moves!* will enlighten and entertain every Pratchett reader, from the casual browser to the most devout of Discworld's fans.

discworld the last hero: *The Magic of Terry Pratchett* Marc Burrows, 2020-07-30 An in-depth look into the life and writings of the bestselling author of the Discworld novels, *Good Omens*, and *Nation*. *The Magic of Terry Pratchett* is the first full biography of Sir Terry Pratchett ever written. Sir Terry was Britain's bestselling living author*, and before his death in 2015 had sold more than 85 million copies of his books worldwide. Best known for the Discworld series, his work has been translated into thirty-seven languages, and performed as plays on every continent in the world, including Antarctica. Journalist, comedian and Pratchett fan Marc Burrows delves into the back story of one of UK's most enduring and beloved authors, from his childhood in the Chiltern Hills, to his time as a journalist, and the journey that would take him—via more than sixty best-selling books—to an OBE, a knighthood and national treasure status. *The Magic Of Terry Pratchett* is the result of painstaking archival research alongside interviews with friends and contemporaries who knew the real man under the famous black hat, helping to piece together the full story of one of British literature's most remarkable and beloved figures for the very first time. * Now disqualified on both counts. Praise for *The Magic of Terry Pratchett* In this encompassing biography of the prolific fantasy and science-fiction author, writer and comedian Burrows details both the writing accomplishments and the personal life of Sir Terry Pratchett. . . . Burrows spoke to friends and family, and this biography has moments of sadness, especially when discussing Pratchett's fight with Alzheimer's. But the book is also funny and conversational in tone, and an excellent tribute to a beloved author." —Booklist "Affable and consistently engaging . . . Burrow's buoyant, pun-peppered, and aptly footnote-flecked style . . . helpfully marries his subject matter, propelling us through decade after decade of a heavily writing-centric life while illuminating Pratchett's complexities and contradictions without any drag in the tempo." —Locus Magazine "An impressively comprehensive, engagingly written biography. ****"—SFX

discworld the last hero: *Ideological Battlegrounds - Constructions of Us and Them Before and After 9/11 Volume 1* Joanna Witkowska, Uwe Zagratzki, 2014-10-16 "The effects of 9/11 ramify through a network of conduits and pathways, including the examples of expressive culture this volume explores; and the registration of those effects will likewise be felt in an array of documents and texts. The cultural, literary, and mass mediated effects of 9/11 encompass the globe and the chapters in this volume assume a transnational and international range of vantage points. The topics examined include the representation of Islam and Moslems in a number of texts and genres, the political and psychological dilemmas faced by characters in a number of literary works, and the refraction of current psycho-cultural-political tensions in forms of expressive culture in

which the effects of 9/11 are felt in other than explicit ways. Was 9/11 a moment that punctuated and disrupted the movement of history or, as one of the authors suggests, did it act as a catalyst to escalate existing stereotypes? The chapters investigate not just different genres and cultural forms but distinct modes of intersection between the political, the cultural and the psychological. One achievement of this volume is to show how 9/11's effects at times insinuate themselves in discourse through nuance and subtlety, and at other times frontally assault texts and images. In the words of one article, "modern Dutch post-9/11 novels directly participate in current cultural and political discourses." By the same token, these cultural and political discourses participate in novels, films, TV shows, and the effects of 9/11 proliferate and concentrate in this exchange. This volume draws timely attention to the multiple forms of this complex interaction." Dr Patrick Hagopian, University of Lancaster

discworld the last hero: Monstrous Regiment Terry Pratchett, 2009-10-13 "Wickedly satirical . . . nothing short of brilliant."—Publishers Weekly (starred review) New York Times bestselling author Sir Terry Pratchett explores the inanity of war, sexual politics, and why the best man for the job is often a woman in this acerbically funny and poignant Discworld novel. In the small country of Borogravia, there are strict rules citizens must follow. Women belong in the kitchen—not in offices, pubs, nor pants. And certainly not on the front lines when war comes to Discworld. Polly Perks took over running her family's humble inn when her brother, Paul, marched off to war. But it's been more than two months since his last letter home, and the news from the front is bad. To find her missing brother, the resourceful Polly cuts off her hair and joins the army as a young man named Oliver. As Polly closely guards her secret, she notices that her fellow recruits seem to be guarding secrets of their own. And before they've learned to properly march, Polly and her fellow raw recruits find themselves in the thick of a losing battle. All they have on their side is the most artful sergeant in the army and a vampire with a lust for coffee. No matter, it's time to make a stand. . . . The Discworld novels can be read in any order but *Monstrous Regiment* is a standalone.

discworld the last hero: The Carpet People Terry Pratchett, 2013-11-05 The New York Times bestselling author of the Discworld series delivers "fantasy with comedic flair" in his debut novel and first children's book (VOYA). In the beginning, there was nothing but endless flatness. Then came the Carpet . . . That's the old story everyone knows and loves. But now the Carpet is home to many different tribes and peoples, and there's a new story in the making. The story of Fray, sweeping a trail of destruction across the Carpet. The story of power-hungry mounds—and of two brothers who set out on an adventure to end all adventures when their village is flattened. It's a story that will come to a terrible end—if someone doesn't do something about it. If everyone doesn't do something about it . . . First published in 1971, this hilarious and wise novel marked the debut of the phenomenal Sir Terry Pratchett. Years later, Sir Terry revised the work, and this special collectable edition includes the updated text, his original color and black-and-white illustrations, and an exclusive story—a forerunner to *The Carpet People* created by the seventeen-year-old nascent writer who would become one of the world's most beloved storytellers. "Only a writer with a masterstroke of imagination could place an entire empire of goodies and baddies within the fronds of a carpet."—Daily Mail "The perfect starting place for young readers; seasoned Pratchett fans will just revel in his wit, his subversion of tropes and his sense of humanity . . . Small in scale but large in pleasure."—Kirkus Reviews "Brilliantly funny dialogue, high peaks of imagination."—The Times

discworld the last hero: Thud! Terry Pratchett, 2005-09-13 It's a game of Trolls and Dwarfs where the player must take both sides to win . . . It's the noise a troll club makes when crushing in a dwarf skull, or when a dwarfish axe cleaves a trollish cranium . . . It's the unsettling sound of history about to repeat itself . . . THUD! It's the most extraordinary, outrageous, provocative, insightful, and keenly cutting flight of fancy yet from Discworld's incomparable supreme creator . . . Terry Pratchett Commander Sam Vimes of the Ankh-Morpork City Watch admits he may not be the sharpest knife in the cutlery drawer—he might not even be a spoon. But he's dogged and honest and he'll be damned if he lets anyone disturb his city's always-tentative peace—and that includes a rabble-rousing dwarf from the sticks (or deep beneath them) who's been stirring up big trouble on the eve of the

anniversary of one of Discworld's most infamous historical events. Centuries earlier, in a gods-forsaken hellhole called Koom Valley, a horde of trolls met a division of dwarfs in bloody combat. Though nobody's quite sure why they fought or who actually won, hundreds of years on each species still bears the cultural scars, and one views the other with simmering animosity and distrust. Lately, an influential dwarf, Grag Hamcrusher, has been fomenting unrest among Ankh-Morpork's more diminutive citizens with incendiary speeches. And it doesn't help matters when the pint-size provocateur is discovered beaten to death ... with a troll club lying conveniently nearby. Vimes knows the well-being of his smoldering city depends on his ability to solve the Hamcrusher homicide without delay. (Vimes's secondmost-pressing responsibility, in fact, next to being home every evening at six sharp to read *Where's My Cow?* to Young Sam.) Whatever it takes to unstick this very sticky situation, Vimes will do it—even tolerate having a vampire in the Watch. But there's more than one corpse waiting for him in the eerie, summoning darkness of the vast, labyrinthine mine network the dwarfs have been excavating in secret beneath Ankh-Morpork's streets. A deadly puzzle is pulling Sam Vimes deep into the muck and mire of superstition, hatred, and fear—and perhaps all the way to Koom Valley itself.

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