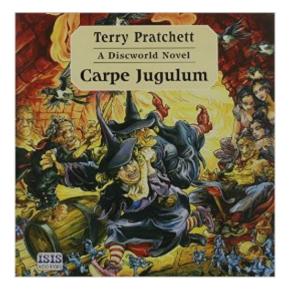
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Carpe Jugulum: A Diseworld Novel





Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. When Uberwald's undead population, the Magpyrs, begins to invade Lancre, a priest forges an tentative allience with the local witches to prevent the kingdom from being overrun. --This text refers to the Paperback edition.

Book Information

Series: Discworld Novel Audio CD Publisher: ISIS Audio Books; Unabridged edition (September 30, 2000) Language: English ISBN-10: 075310959X ISBN-13: 978-0753109595 Product Dimensions: 1.8 x 8.2 x 8.2 inches Shipping Weight: 14.4 ounces (View shipping rates and policies) Average Customer Review: 4.5 out of 5 stars Â See all reviews (180 customer reviews) Best Sellers Rank: #2,021,073 in Books (See Top 100 in Books) #24 in Books > Books on CD > Authors, A-Z > (P) > Pratchett, Terry #1177 in Books > Books on CD > Science Fiction & Fantasy > Science Fiction #1375 in Books > Books on CD > Science Fiction & Fantasy > Fantasy

Customer Reviews

Carpe Jugulum, the 23rd Discworld novel by the ever-amusing Terry Pratchett, introduces vampires to the Disc. Having read the books out of order, and having already read all of the subsequent ones, vampires are old-hat to me. A couple of times, I had to consciously remember that this was the first and that some of the things I knew about them weren't true in this one. That being said, this is another wonderful Discworld book, a notch on his belt that looks rather toothy. A number of people have commented on the similarities between this book and Lords & Ladies, with the vampires replacing the elves as villains. While I do see some similarities, there are some marked differences as well. Carpe Jugulum, I feel, stands well on its own two feet. There is a completely different purpose behind what the vampires are doing. The Count wants to modernize his people, to get them to overcome some of the "silly" stereotypes about vampires. He doesn't want a dank, gloomy castle with webs all over the place. He doesn't see the hunt as a game where the vampire always loses. He wants to take over in order to protect himself, his family, and his very way of life. If he didn't commit some thoroughly evil deeds in the process, his goal might actually be a legitimate

one.However, he does commit these acts, and thus must be stopped. This is where the book does become a little standard, with an intractable enemy facing the witches and Granny using her "headology" to save the day. I have to admit that what she decides to do is very interesting, and a nice twist on vampire myths in general. I won't reveal what she does, but suffice it to say that she turns one of the typical vampire powers back on itself in a very novel way.

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