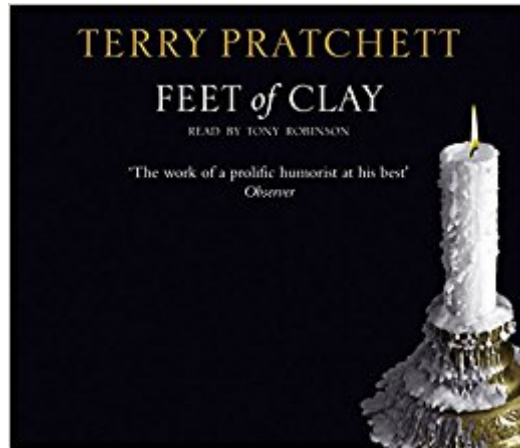


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Feet Of Clay



Synopsis

There's a werewolf with pre-lunar tension in Ankh-Morpork. And a dwarf with attitude, and a Golem who's begun to think for itself. But Commander Vimes is more concerned about the crime that's happened. He's got to find out not only whodunit, but howdunit too. He's not even sure what they did. But as soon as he knows what the questions are, he's going to want some answers.

Book Information

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Customer Reviews

In Feet of Clay, Terry Pratchett continues the fantasy adventures on Discworld--where anything goes. Anything but murder, that is. Commander Vimes of the Watch must investigate a puzzling series of deaths, with help from various trolls and dwarfs. Pratchett's humor and excellent writing skills draw the reader effortlessly into his zany world. Feet of Clay is 19th in the series. --Blaise Selby --This text refers to an out of print or unavailable edition of this title.

A flat platter of a planet spinning atop the backs of four giant elephants perched on the shell of an immense turtle: it's no surprise that life on Discworld is far from mundane. Pratchett's 17th Discworld novel picks up where his last, Men at Arms, left off, following Ankh-Morpork City Watch Commander Samuel Vimes and his fellow cops as they strive to maintain a semblance of order in a city as infamous for its intrigues as for its ethnic diversity. An elderly priest is killed, then the harmless old curator of the Dwarf Bread Museum is found beaten to death with one of his own exhibits. Investigation reveals a link to the city's golems--silent, tireless workers built of clay and brought to

life with magic. There's a rash of golem suicides, and Vimes uncovers a plot that could topple the government. Pratchett's latest is full of sly puns and the lively, outrageous characters his readers expect. Those new to Discworld?which first appeared in Pratchett's *The Colour of Magic*, 1983?will have no trouble keeping up with the action. This is fantasy served with a twist of Monty Python, parody that works by never taking itself too seriously. Author tour; U.K. and translation rights: Ralph Vicinanza. Copyright 1996 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

This is a lot of fun to read. It's not Terry Pratchett's best, but it's damned good. If it was anyone else, I'd give it five stars, but I'm comparing it to Pratchett's oeuvre--which is a hard standard to measure up to. Some of the humor is kind of lame, but a lot of it is great, and the story itself will draw you in and keep you reading until the end.

I'm a huge Terry Pratchett fan(RIP, Terry. We'll see you hubwards), so it comes as no surprise that I knew that he could pull off a whodunnit like no one else in the business. And boy, does he.The Night watch series is truly one of a kind...We have Sam Vimes, the most noble ignoble you'll ever hope to meet. His Sgt, Fred Colon, who has a distrust of foreigners unlike anything you've seen this side of the Mississippi. Corporal Cecil Wormsborough St. John "Nobby" Nobbs, who has to carry a card around stating that he is, in fact, human. Corporal Carrot Ironfoundersson, a 6'5" dwarf. Cheery Littlebottom, the first dwarf to identify as female (she even wears lipstick, much to Vimes' confusion). Corporal Detritus, full-time troll, part time genius, All-time battering ram. Angua, part-time werewolf. And a few zombies. Gnomes. And just about everything else that might roam around the disc(save Vampires).It starts out with a man being mummified in a vat of latex used to make...well, "male contraceptives", let's say. And it just gets more insane from there. You never know where the book is going, and that's awesome. It keeps the pages turning, and the laughs coming.

As a companion book to the Discworld series, it is incredible. As a companion text to any other narrative form discussing the question of parental responsibility and the human temptation to play god/ create life, it fits right in as well with a fresh perspective never devoid of a healthy sense of humor. Alongside Shelley's *Frankenstein* or even Stoker's *Dracula*, the idea of raising another being with an independent center of morality and ethics is turned inside out. The golems take center stage in this one, and the idea of creating one being from parts of another (a la Eve from Adam's rib) is visited. Also, as is often the case, the idea of the ideal state of society is examined in terms of

monarchy/ republic/ anarchy for the golems as well as the diverse population of Ankh- Morpork.

Feet of Clay was both another solid entry to the Watch series and an amazing and subtle treatise on personal responsibility, to one's self and one's peers. My takeaway from the main storyline concerning golems was that you cannot be aware of the suffering of others and consider yourself to be truly self-aware. I really appreciate how multi-dimensional the characters of the Discworld books are. Someone who might be a villain or is perceived that way at the beginning of a book becomes an ally by the end, and while the villains can be a little one-dimensional they are still well-written. I spent a long time being aware of the Discworld books and not reading them, and I wish I had tried them earlier in my life. They are always a delight, for the most part full of comedy, vivid descriptions, action, and engaging characters. Vimes, Carrot, Angua, Cheri, Detritus, Sgt. Colon and Nobby are all in top form, especially the latter.

Feet of Clay falls under the category of Watch novels in the Discworld series. If you decide that this is to be your first Discworld book, great! Just jump in and you'll quickly find yourself afloat among some of the most amusing and heartfelt characters ever written. You may then decide to back track to follow one or the other of the various trails of Discworld characters/themes. Feet of Clay is about lineage, class, racism, and the unquenchable need for freedom. And this being Discworld, Pratchett sprinkles plenty of zingers on cultural insights into the absurdities that drive societies. Feet of Clay helps to further establish the City Watch: we get more of (can we ever get enough??) Vimes, Carrot, Nobby, Colon, Angua, and Detritus while meeting new members Cheery and Visit. The Watch has a complicated mystery to unravel that involves murders, the attempted assassination of Vetinari, and the unsettling golems behaving more strangely than usual. The novel brings us deeper insight into what pushes Sam Vimes to be the policeman who never gives up as well as the powerful nobility that is Carrot - and the two each work in their unique way to bring about justice when the various "powers that be" have a decided preference that justice be thwarted.

There's always a tale, within the tale in a Terry Pratchett novel. This tells the story of an enslaved non human, non living species, created by man to serve man. Sam Vimes of the City Watch believes there's a lot more going on with a couple of deaths around the city. Captain Carrot and his faithful werewolf girl friend are on the case to find out what's going on. They suspect that the murders are being committed by a golem, but not any old Golem. Sam is on the case as he investigates the unusual poisoning of the Patrician, Lord Vetinari. One of Pratchett's best.

Ok, so maybe there isn't a Terry Pratchett book I don't like, but this one is great. Good night watch story with all the rich character development you've come to expect. Obviously don't start here if you are new, go back to the first watch book, "Guards! Guards!" and then enjoy the ride.

When a series of unusual (this being disc world, very unusual), deaths involving golems, Sam vines, corporal carrot, Angua, and dwarf cheery little bottom are on the case. For a series that didn't take itself too seriously, clay does have a mystery. I enjoy the ones with vines, carrot, Angua and others in the disc world universe. I also regret that Sir Pratchett is no longer here to write any new adventures...

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