



# Sun 360

STEREO-4, SDO-2, SOHO-25 Workshop

July 25 - 29, 2011



Christian-Albrechts-Universität

Kiel, Germany



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## Plenary talks

### Overview talks

<b>Monday</b>		
08:30	Ponder, S.	Hex
14:00	Dragonlady, L.	Lord of Wyrnberg
<b>Tuesday</b>		
10:30	Quirm, L.	The Fifth Elephant
11:15	Dragonlady, L.	Lord of Wyrnberg
16:00	Vimes, S., Ironfoundersson, C., Angua von Überwald, D., Colon, F., Nobbs, N.	Guards! Guards!
16:45	Ponder, S.	Hex
<b>Wednesday</b>		
08:30	Dragonlady, L.	Lord of Wyrnberg
<b>Thursday</b>		
08:45	Dragonlady, L.	Lord of Wyrnberg
14:45	Quirm, L.	The Fifth Elephant
16:45	Dragonlady, L.	Lord of Wyrnberg
<b>Friday</b>		
08:30	Ponder, S.	Hex
09:15	Vimes, S., Ironfoundersson, C., Angua von Überwald, D., Colon, F., Nobbs, N.	Guards! Guards!

### Invited Talks

**Monday 09:15** The Luggage, Rincewind, R.

**10:30** Death of Rats, Susan, S.H.

**11:00** The Auditors, Soak, R.

**15:00** Nature of time, Wen the Eternally Surprised,

**Tuesday 09:30** Ponder, S. The taum

**14:45** Anonymous, A Geopgrahy

**Wednesday 09:15** Rincewind, R. The Luggage

**10:30** Susan, S.H. Death of Rats

**11:00** Soak, R. The Auditors

**11:30** Shamharoth, Bel Soul-eater

**Thursday 09:30** Soak, R. The Auditors

**14:00** Susan, S.H. Death of Rats

**Friday 10:30** Rincewind, R. The Luggage

**11:00** Shamharoth, Bel Soul-eater

**11:30** A'Tuin, Great Turtles



## Abstracts

### Monday

08:30 – 9:15

#### **Hex**

Ponder, S.

High Energy Magic Building, UU, Discworld

Hex is the UU's first mainframe computer, though instead of RAM, it has ram skulls, and its mouse is an actual mouse. Its "brain" consists of a series of glass tubes filled with ants, which form its processor, and a beehive in a back room, which comprises its hard drive. Initially just a computer, it has gradually developed more of a personality over the course of the series. Ponder Stibbons has by default become the person in charge of developing and operating Hex, though he admits that Hex largely develops itself. [edit]

09:15 – 09:45

#### **The Luggage**

Rincewind, R.

Unseen University, Disc World

The Luggage is a large chest that follows Rincewind literally wherever he goes- even onto Roundworld, which Rincewind only visited virtually. It is made of sapient pearwood (a magical, intelligent plant which is nearly extinct, impervious to magic, and only grows in a few places outside the Agatean Empire, generally on sites of very old magic). It can produce hundreds of little legs protruding from its underside and can move very fast if

the need arises. It has been described as "half suitcase, half homicidal maniac"

09:45 – 10:00

#### **Necromancer**

Hix, J.

Unseen University, Disc World

'Hicks with an X' in Unseen Academicals, after changing his name from Hicks because it didn't suit his position. Dr Hix is a necromancer. Since necromancy is officially banned in Ankh-Morpork, he is instead the Head of the Department of Post Mortem Communications (although he acknowledges this is just a fancy way of saying necromancy). Dr Hix has one member of staff, a reanimated skeleton called Charlie, who helps procure the tools of the trade (which are mostly items from the joke shop down the road). Dr Hix did have another member of staff, the late Professor Flead, but insorcized him into the Pink Pussycat Club at the end of Making Money (the Professor haunts the club, and the club does not mind the loss of one chair out of the club's seating capacity). Dr Hix frequently misbehaves, performs evil deeds and makes comments in bad taste as he is required to under University statute, a fact which the other members of UU grudgingly accept. He uses the phrase "Skull ring, remember?" as an excuse for his misbehavior.

10:00 – 10:30 **coffee break**

10:30 – 11:00

#### **Death of Rats**

Susan, S.H.

Quirm College for Young Ladies

Susan is a "slightly built young woman"; both Mustrum Ridcully and Terry Pratchett himself have described her as being "attractive in a skinny way" [1]. Her hair is pure white, but with a streak of black running through it from end to end. Although its natural state is a frizzy mass reminiscent of a dandelion, it rearranges its style of its own accord depending on Susan's mood; it tends to form a tight bun while she is working. In *The Art of Discworld*, Paul Kidby draws Susan in Edwardian clothing, which he feels fits well with her job as a nanny in Hogfather.

11:00 – 11:30

#### **The Auditors**

Soak, R.

Ankh-Morpork

Being personifications of a concept, the Auditors have no fixed shape. When they manifest in the world, however, they almost always appear as empty grey cowled robes, an appearance which conveys drabness and dullness rather than danger. They do not speak, but rather impart the memory of having spoken directly into people's minds. Pratchett represents this idiosyncratic form of communication in simple plain text, without quotations, and italicized in some books. They are, in a sense, similar to

the Things from the Dungeon Dimensions in that they represent a higher abstract principle hostile to ordinary mortal life, but from the opposite direction of Law rather than Chaos (see Michael Moorcock's *Eternal Champion* series). The History Monks categorise the Auditors and the Things from the Dungeon Dimensions as the same class of being, dhlangs or evil spirits, but see the Auditors as the most dangerous, at least according to Lu-Tze, who names them the "Enemies of Mind".

11:30 – 11:45

#### **Dwarfs**

Littlebottom, C.

#### **City watch**

Sergeant Cheery Littlebottom is a forensic alchemist for the City Watch and one of the first dwarfs to be openly female, pronouncing her name as Cheri. She now often wears a leather skirt and has slightly raised iron heels on her boots while on duty. Her surname translates in Dwarfish as Sh'rt'azs ('shortarse'). Her family lives in berwald, except for her late brother Snorey who died in

a gas explosion somewhere under Borogravia. She is introduced in *Feet of Clay* and appears in all subsequent Watch novels, most notably *The Fifth Elephant*. Cheery was promoted to Sergeant shortly prior to *Thud!*.

11:45 – 12:00

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### 12:00 – 14:00 lunch break

14:00 – 14:45

#### **Lord of Wyrnberg**

Dragonlady, L.

#### **Wyrnberg, DW**

Daughter of Geicha the First, lord of the Wyrnberg, and leader of the dragonriders. An archetypal fantasy barbarian woman, she has red chestnut hair, is curvaceous and wears almost nothing except for a chainmail harness. Liessa's ambitions are high: having poisoned her father, the traditional means of succession in her family, she is hindered by the fact that as a woman, she cannot become lord of the Wyrnberg and faces intense rivalry from her two brothers. There is however a loophole: by marrying a man who would then become lord of the Wyrnberg through allegiance, she could act as the real power behind the throne. When she forments this plan, Rincewind, Twoflower and Hrun the Barbarian are passing close to her mountain country. Liessa is interested in Hrun, for as a strong but slow-witted warrior, she could use him to defeat her brothers and then place him as a puppet lord. Having kidnapped Hrun and Twoflower (for whom she expresses no interest and has locked away), she tests Hrun by trying to stab him in his sleep. Hrun grabs her wrist and almost breaks it. Convinced of the fellow barbarian's agility, she tells him that he may marry her if

he defeats her brothers. Hrun accepts and succeeds in carrying out her orders, but refuses to definitely kill her siblings. Liessa agrees to banishing them instead and tells Hrun tenderly (calling him by name for the first time) that she did not expect such mercy from him. It seems at that point that Liessa is developing genuine feelings for her husband-to-be. But Liessa still has one more trial in store for him: she strips till she is naked, so as to see how much passion he truly has for her. Before the couple can embark onto anything intimate however, Hrun is snatched away by Rincewind and Twoflower riding Twoflower's dragon Ninereeds. In desperation, Liessa summons her own dragon to pursue them (still naked, as Pratchett makes a point of). Ninereeds nearly outruns her but vanishes when Twoflower loses consciousness, causing everyone riding him to fall. Liessa abandons Rincewind and Twoflower to their fate and catches Hrun on her dragon, and the two share a passionate kiss.

14:45 – 15:00

#### **Bursar**

Dinwiddie, A.A.

#### **Unseen University, Disc World**

The Bursar is a quiet, reserved person, who took the job of University treasurer because he had an affinity for num-



bers (the Archchancellor describes him as "one of those idiot servants") and there was less competition for the role than other faculty posts.

He took over the job from the previous Bursar, Spelter, after the latter was killed trying to save the Library from destruction in Sourcery. Dinwiddie expected to spend the rest of his life quietly adding up rows of figures. Unfortunately, shortly after he became the Bursar, Mustrum Ridcully was appointed Archchancellor. The brashness of Ridcully's personality wore away at the Bursar, a man whose idea of excitement was a soft-boiled egg, and Dr. Dinwiddie is now almost completely insane.

15:00 – 15:30

#### **Nature of time**

Wen the Eternally Surprised,

Oi-Dong

Wen the Eternally Surprised. The founder of the order, and the writer of the History Books. Wen was the first person to fully grasp the nature of time that the only thing that exists in the universe is the present, that the past is only a memory, and that the universe is literally broken down and rebuilt by Time from moment to moment, in an interval which would come to be known as the "quantum cosmic tick" [1]. Considering this, he said, the only appropriate state of mind is surprise; and of the heart, joy. Wen is also involved in a relationship with the personification of Time, the only man she ever stopped for. Considering the name of the castle Oi Dong, he is a reference to King Wen, the mythical author of I Ching,

15:30 – 16:00 **coffee break**

16:00 – 16:15

#### **Troll bridge**

Cohen, G.

Disc world

Ghenghiz Cohen, known as Cohen the Barbarian is a hero in the classical sense, i.e., a professional thief, brawler and ravisher of women.

The man who introduced the world to the concept of "wholesale" destruction, Cohen is the Discworld's greatest warrior hero, renowned across the Disc for his exploits rescuing maidens, destroying the mad high priests of dark cults, looting ancient ruins, and so on.

16:15 – 16:30

#### **Cooking some special thinks**

Ogg, G.

Lancre

Nanny enjoys food and drink despite only having one remaining tooth (the sight of Nanny Ogg eating a pickled onion is described as bringing tears to the eyes). When she is drunk, she has a tendency to sing very "special" songs, the most popular being "The Hedgehog Can Never Be Bugged At All" or simply "The Hedgehog Song" (never really unveiled by the author beyond a few lines, but many readers have written their own versions). [1] A close runner up for the most popular Nanny Ogg song is "A Wizard's Staff has a Knob on the End", a version of which has been written by Heather Wood, with music by Dave Greenslade.

16:30 – 16:45

#### **The Wee Free Men**

Aching, T.

Downland Rimward from the Ramtops

As a witch, Tiffany possesses First Sight, the ability to see 'what is really there' (as opposed to Second Sight, which shows people what they think ought to be there). She also possesses Second Thoughts, which are defined as 'the thoughts you think about the way you think'. Whilst other witches are said to have this trait as well, Tiffany also recognizes some of her thoughts as Third Thoughts (the thoughts you think about the way you think about the way you think) and Fourth Thoughts (the thoughts you think about the way you think about the way you think about the way you think). All these thoughts sometimes cause Tiffany to walk into doorframes. Like her grandmother, she appears to have a symbiotic, spiritual link with the hills on which she lives, and as such has shown herself to be strongly protective of the region and all its inhabitants. On several occasions, Tiffany has induced in herself a state of total mental clarity, becoming completely aware of every sensation, life-form and object around her, including the land itself.

16:45 – 17:00

#### **Making money**

Lipwig, M.von

Ankh-Morpork, DW

Moist von Lipwig is a professional criminal and con man to whom Havelock Vetinari gives a "second chance" after

staging his execution, recognising the advantages his jack-of-all-trades abilities would have to the development of the city. After setting him in charge of the Ankh-Morpork Post Office in *Going Postal*, to good result, Vetinari ordered him to clear up the city's corrupt financial sector in *Making Money*. A third book, in which Lipwig is ordered to organise the city's taxation system, is planned. Other

characters in this series include Adora Belle Dearheart, Lipwig's acerbic, chain-smoking fiancée; Gladys, a golem who develops a strange crush on Lipwig; and Stanley Howler, a mildly autistic young man who was raised by peas (Note not "on" peas, "by"), and becomes the Disc's first stamp collector.

## Icebreaker

### Tuesday

08:30 – 08:45

#### **Necromancer**

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09:30 – 10:00

#### **The taum**

Ponder, S.

#### UU, DW

On the Discworld, where magic has more in common with particle physics than Houdini, high-level background

magic (most likely a reference to real-world background radiation) occurs when a very powerful spell hits, creating a myriad of sub-astral particles that severely distort local reality. Building a house in (or even walking into) a region where this has happened is extremely dangerous as it is mentioned that an individual may not remain the same species, shape or level of sanity, as they were when they entered. Medium levels cause odd effects, such as coins landing on their edges and turning into caterpillars. Areas with larger than normal quantities of background magic tend to display unusual qualities, even for the Disc. Very high quantities of magic can knock a hole in Discworld reality, leading to an invasion by Lovecraftian monstrosities from the Dungeon Dimensions, or, almost as bad, the world of the Elves. In the Discworld universe, magic is broken into elementary particulate fragments in much the same way that energy and other forces are in real-world

quantum physics. The basic unit of Discworld magic is the thaum (from the Greek *thauma*, marvel), equal to the amount of mystical energy required to conjure up one small white pigeon, or three normal-sized billiard balls. Several SI-modifiers have been applied to it (e.g. millithaum, kilothaum) in the books. Discworld magic can be measured with a thaumometer, which is described as a black cube with a dial on one side. A standard thaumometer is good for up to a million thaums, beyond that level, Discworld reality starts to break down. The thaum also appears to be a particle; the Discworld physics equivalent of the atom. "Splitting the thaum" revealed that it was in fact composed of numerous sub-particles, called resons ("thingies") which in turn are created from a combination of up to five "flavours": up, down, sideways, sex appeal, and peppermint (see the real-world quarks).

10:00 – 10:30 **coffee break**

10:30 – 11:15

**The Fifth Elephant**

Quirm, L.

The palace, Ankh Morporck

A lot new.

11:15 – 12:00

**Lord of Wyrnberg**

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12:00 – 14:00 **lunch break**

14:00 – 14:15

**Troll bridge**

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around her, including the land itself.

14:45 – 15:15

**Geopgrahy**

Anonymous, A

somewhere

The Disc itself is described as roughly 10,000 miles wide, giving it a surface area two-fifths that of the Earth, which would make it roughly the size of the Pacific Ocean. In addition to its flatness, Pratchett gives it another principal geographic feature; Cori Celesti, a great, 10-mile-high spire of rock that lies at its exact centre and is the point of origin for its standing magical field. Cori Celesti is also the location of the Discworld version of real-world Greek Mythology's Mt. Olympus, named Dunmanifestin, the home of many of the Disc's gods. The area including Cori Celesti is known as The Hub, a land of high, icebound mountains that serves as an analogue to the real-world Himalayas, polar regions (since, although the Disc has no poles as such, it is as far as possible from the Disc's edge and thus the sun), and Scandinavia the Hublanders share many features with vikings. Polar bears are renamed "Hubland bears", while the Disc's equivalent of the aurora borealis (described as being produced by the Disc's magical field, rather than by magnetism) is known as the "aurora corealis." Directions within the Discworld are not given as North, South, East and West, but rather as directions relating to the disc itself: Hubward (towards the centre), Rimward (away from the centre) and to a lesser extent, turnwise and widdershins (respectively, with and against the direction of the Disc's spin).

15:15 – 15:30

**Making money**

Lipwig, M.von

Ankh-Morpork, DW

Moist von Lipwig is a professional criminal and con man to whom Havelock Vetinari gives a "second chance" after staging his execution, recognising the advantages his jack-of-all-trades abilities would have to the development of the city. After setting him in charge of the Ankh-Morpork Post Office in Going Postal, to good result, Vetinari ordered him to clear up the city's corrupt financial sector in Making Money. A third book, in which Lipwig is ordered to organise the city's taxation system, is planned. Other characters in this series include Adora Belle Dearheart, Lipwig's acerbic, chain-smoking fiancée; Gladys, a golem who develops a strange crush on Lipwig; and Stanley Howler, a mildly autistic young man who was raised by peas (Note not "on" peas, "by"), and becomes the Disc's first stamp collector.

15:30 – 16:00 **coffee break**

16:00 – 16:45

**Guards! Guards!**

Vimes, S.<sup>1,2</sup>, Ironfoundersson, C.<sup>1,3</sup>, Angua von Überwald, D.<sup>1,4</sup>, Colon, F.<sup>5</sup>, Nobbs, N.<sup>6</sup>

<sup>1</sup>Treacle Mine Road, Ankh-Morpork, Disc World

<sup>2</sup>Abused Or Abandoned Swamp Dragons

<sup>3</sup>Ramtops, Disc World

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<sup>5</sup>Traffic Squad

<sup>6</sup>stuff

At this time there were four separate forces: The Palace Guard, who guarded the palace; the Cable Street Particulars,[1] who served as government intelligence; the Ward, who acted as gate-guards, thief-takers etc. during the day; and the Watch, who served the same purpose in the hours of darkness. The force comprised one commander, five captains, ten sergeants, forty corporals, lance-corporals, constables and lance-constables, and, in times of emer-

gency, a "citizens militia" of varied size.

16:45 – 17:30

**Hex**

Ponder, S.

High Energy Magic Building, UU, Discworld

Hex is the UU's first mainframe computer, though instead of RAM, it has ram skulls, and its mouse is an actual mouse. Its "brain" consists of a series of glass tubes filled with ants, which form its processor, and a beehive in a back room, which comprises its hard drive. Initially just a computer, it has gradually developed more of a personality over the course of the series. Ponder Stibbons has by default become the person in charge of developing and operating Hex, though he admits that Hex largely develops itself. [edit]

**Wednesday**

08:30 – 9:15

**Lord of Wyrnberg**

Dragonlady, L.

Wyrnberg, DW

Daughter of Geicha the First, lord of the Wyrnberg, and leader of the dragonriders. An archetypal fantasy barbarian woman, she has red chestnut hair, is curvaceous and wears almost nothing except for a chainmail harness. Liessa's ambitions are high: having poisoned her father, the traditional means of succession in her family, she is hindered by the fact that as a woman, she cannot become lord of the Wyrnberg and faces intense rivalry from her two brothers. There is however a loophole: by marrying a man who would then become lord of the Wyrnberg through allegiance, she could act as the real power behind the throne. When she forments this plan, Rincewind, Twoflower and Hrun the Barbarian are passing close to her mountain country. Liessa is interested in Hrun, for as a strong but slow-witted warrior, she could use him to defeat her brothers and then place him as a puppet lord. Having kidnapped Hrun and Twoflower (for whom she expresses no interest and has locked away), she tests Hrun by trying to stab him in his sleep. Hrun grabs her wrist and almost breaks it. Convinced of the fellow barbarian's agility, she tells him that he may marry her if

he defeats her brothers. Hrun accepts and succeeds in carrying out her orders, but refuses to definitely kill her siblings. Liessa agrees to banishing them instead and tells Hrun tenderly (calling him by name for the first time) that she did not expect such mercy from him. It seems at that point that Liessa is developing genuine feelings for her husband-to-be. But Liessa still has one more trial in store for him: she strips till she is naked, so as to see how much passion he truly has for her. Before the couple can embark onto anything intimate however, Hrun is snatched away by Rincewind and Twoflower riding Twoflower's dragon Ninereeds. In desperation, Liessa summons her own dragon to pursue them (still naked, as Pratchett makes a point of). Ninereeds nearly outruns her but vanishes when Twoflower loses consciousness, causing everyone riding him to fall. Liessa abandons Rincewind and Twoflower to their fate and catches Hrun on her dragon, and the two share a passionate kiss.

09:15 – 09:45

**The Luggage**

Rincewind, R.

Unseen University, Disc World

The Luggage is a large chest that follows Rincewind literally wherever he goes- even onto Roundworld, which

Rincewind only visited virtually. It is made of sapient pearwood (a magical, intelligent plant which is nearly extinct, impervious to magic, and only grows in a few places outside the Agatean Empire, generally on sites of very old magic). It can produce hundreds of little legs protruding from its underside and can move very fast if the need arises. It has been described as "half suitcase, half homicidal maniac"

09:45 – 10:00

### **Monastery of Oi-Dong**

Lu-Tze,

Monastery of Oi-Dong, DW

He is very good at martial arts when he needs to be and is the only known master of "Dj fu", in which the hands move in time as well as space. This is best described as 'the feeling you've been kicked in the head this way before'. Generally he relies on the fact no-one notices a sweeper, a well-honed ability to talk his way out of anything and "Rule One". Rule One states "Do not act incautiously when confronting a little bald wrinkly smiling

man". (Due to the Disc's narrative causality such a person is almost always a highly-trained martial artist. Rule Nineteen states: "Remember never to forget Rule One, and always ask yourself, how come it was created in the first place?") It is the opinion of many that Lu-Tze uses Rule One to bluff his way out of trouble, but, if necessary, he can prove it's no bluff. He does this towards the end of *Thief of Time* by defeating Lobsang Ludd (then incarnated as the personification of Time) in a fair fight, in front of a crowd of higher monks. As he said, "Def'nitely give the ol' Rule One a fillip." In many respects, Lu-Tze's methods resemble those of Granny Weatherwax, the Discworld's most powerful witch: both characters are extremely skilled in their chosen field, but because of their refusal to flaunt their skill are sometimes accused of being powerless frauds; both possess a great insight into the nature of human behaviour, and prefer to use this insight against their opponents when threatened, only resorting to open displays of power when all other options have been exhausted.

10:00 – 10:30 **coffee break**

10:30 – 11:00

### **Death of Rats**

Susan, S.H.

Quirm College for Young Ladies

Susan is a "slightly built young woman"; both Mustrum Ridcully and Terry Pratchett himself have described her as being "attractive in a skinny way" [1]. Her hair is pure white, but with a streak of black running through it from end to end. Although its natural state is a frizzy mass reminiscent of a dandelion, it rearranges its style of its own accord depending on Susan's mood; it tends to form a tight bun while she is working. In *The Art of Discworld*, Paul Kidby draws Susan in Edwardian clothing, which he feels fits well with her job as a nanny in Hogfather.

11:00 – 11:30

### **The Auditors**

Soak, R.

Ankh-Morpork

Being personifications of a concept, the Auditors have no fixed shape. When they manifest in the world, however, they almost always appear as empty grey cowed robes, an appearance which conveys drabness and dullness rather than danger. They do not speak, but rather impart the

memory of having spoken directly into people's minds. Pratchett represents this idiosyncratic form of communication in simple plain text, without quotations, and italicized in some books. They are, in a sense, similar to the Things from the *Dungeon Dimensions* in that they represent a higher abstract principle hostile to ordinary mortal life, but from the opposite direction of Law rather than Chaos (see Michael Moorcock's *Eternal Champion* series). The History Monks categorise the Auditors and the Things from the *Dungeon Dimensions* as the same class of being, dhlangs or evil spirits, but see the Auditors as the most dangerous, at least according to Lu-Tze, who names them the "Enemies of Mind".

11:30 – 12:00

### **Soul-eater**

Shamharoth, Bel

Inner dimension

Bel-Shamharoth is also known as the "Soul-Eater," the "Soul-Render," or the "Sender of Eight." The inner dimensions of his eight-sided temple disobey a fairly basic rule of architecture by being bigger on the inside than on the outside, like many other Discworld buildings. It is quite disgusting, full of tunnels covered with unpleasant carvings and disjointed skeletons, and lit by a violet

light almost black. The eight-sided crystals set at intervals shed a rather unpleasant glow that does not light the room, rather emphasizing the darkness. The floor is covered with eight-sided tiles (impossible with regular octagons, which do not tessellate, but possible for some irregular eight-sided figures, and hyperbolic octagons) and the walls slope to create eight-sided corridors. Even the stones can sometimes be seen to have eight sides. All

routes lead to the centre, where an intense violet light illuminates a wide room with eight walls and eight passages. In the room, there is a low, eight-sided altar and a huge stone slab, also eight-sided, and slightly tilted. Under that is a black tentacled creature with an enormous eye and thousands of suckers and tentacles and mandibles: Bel-Shamharoth.

12:00 – 14:00 **lunch break**

## Excursion

### Thursday

08:30 – 08:45

#### **Necromancer**

Hix, J.

Unseen University, Disc World

'Hicks with an X' in Unseen Academicals, after changing his name from Hicks because it didn't suit his position. Dr Hix is a necromancer. Since necromancy is officially banned in Ankh-Morpork, he is instead the Head of the Department of Post Mortem Communications (although he acknowledges this is just a fancy way of saying necromancy). Dr Hix has one member of staff, a reanimated skeleton called Charlie, who helps procure the tools of the trade (which are mostly items from the joke shop down the road). Dr Hix did have another member of staff, the late Professor Flead, but insorcized him into the Pink Pussycat Club at the end of Making Money (the Professor haunts the club, and the club does not mind the loss of one chair out of the club's seating capacity). Dr Hix frequently misbehaves, performs evil deeds and makes comments in bad taste as he is required to under University statute, a fact which the other members of UU grudgingly accept. He uses the phrase "Skull ring, remember?" as an excuse for his misbehavior.

08:45 – 9:30

#### **Lord of Wyrmsberg**

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Wyrmsberg, DW

Daughter of Geicha the First, lord of the Wyrmsberg, and leader of the dragonriders. An archetypal fantasy barbarian woman, she has red chestnut hair, is curvaceous

and wears almost nothing except for a chainmail harness. Liessa's ambitions are high: having poisoned her father, the traditional means of succession in her family, she is hindered by the fact that as a woman, she cannot become lord of the Wyrmsberg and faces intense rivalry from her two brothers. There is however a loophole: by marrying a man who would then become lord of the Wyrmsberg through allegiance, she could act as the real power behind the throne. When she forments this plan, Rincewind, Twoflower and Hrun the Barbarian are passing close to her mountain country. Liessa is interested in Hrun, for as a strong but slow-witted warrior, she could use him to defeat her brothers and then place him as a puppet lord. Having kidnapped Hrun and Twoflower (for whom she expresses no interest and has locked away), she tests Hrun by trying to stab him in his sleep. Hrun grabs her wrist and almost breaks it. Convinced of the fellow barbarian's agility, she tells him that he may marry her if he defeats her brothers. Hrun accepts and succeeds in carrying out her orders, but refuses to definitely kill her siblings. Liessa agrees to banishing them instead and tells Hrun tenderly (calling him by name for the first time) that she did not expect such mercy from him. It seems at that point that Liessa is developing genuine feelings for her husband-to-be. But Liessa still has one more trial in store for him: she strips till she is naked, so as to see how much passion he truly has for her. Before the couple can embark onto anything intimate however, Hrun is snatched away by Rincewind and Twoflower riding Twoflower's dragon Ninereeds. In desperation, Liessa summons her own dragon to pursue them (still naked, as Pratchett makes a point of). Ninereeds nearly outruns her but vanishes when Twoflower loses consciousness, causing ev-

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### 10:00 – 10:30 coffee break

10:30 – 10:45

### **Dwarfs**

Littlebottom, C.

City watch

Sergeant Cheery Littlebottom is a forensic alchemist for the City Watch and one of the first dwarfs to be openly female, pronouncing her name as Cheri. She now often wears a leather skirt and has slightly raised iron heels on her boots while on duty. Her surname translates in Dwarfish as Sh'rt'azs ('shortarse'). Her family lives in berwald, except for her late brother Snorey who died in a gas explosion somewhere under Borogravia. She is introduced in *Feet of Clay* and appears in all subsequent Watch novels, most notably *The Fifth Elephant*. Cheery was promoted to Sergeant shortly prior to *Thud!*.

whose idea of excitement was a soft-boiled egg, and Dr. Dinwiddie is now almost completely insane.

11:00 – 11:15

### **Troll bridge**

Cohen, G.

Disc world

Ghenghiz Cohen, known as Cohen the Barbarian is a hero in the classical sense, i.e., a professional thief, brawler and ravisher of women.

The man who introduced the world to the concept of "wholesale" destruction, Cohen is the Discworld's greatest warrior hero, renowned across the Disc for his exploits rescuing maidens, destroying the mad high priests of dark cults, looting ancient ruins, and so on.

10:45 – 11:00

### **Bursar**

Dinwiddie, A.A.

Unseen University, Disc World

The Bursar is a quiet, reserved person, who took the job of University treasurer because he had an affinity for numbers (the Archchancellor describes him as "one of those idiot servants") and there was less competition for the role than other faculty posts.

He took over the job from the previous Bursar, Spelter, after the latter was killed trying to save the Library from destruction in *Sourcery*. Dinwiddie expected to spend the rest of his life quietly adding up rows of figures. Unfortunately, shortly after he became the Bursar, Mustrum Ridcully was appointed Archchancellor. The brashness of Ridcully's personality wore away at the Bursar, a man

11:15 – 11:30

### **Cooking some special thinks**

Ogg, G.

Lancre

Nanny enjoys food and drink despite only having one remaining tooth (the sight of Nanny Ogg eating a pickled onion is described as bringing tears to the eyes). When she is drunk, she has a tendency to sing very "special" songs, the most popular being "The Hedgehog Can Never Be Bugged At All" or simply "The Hedgehog Song" (never really unveiled by the author beyond a few lines, but many readers have written their own versions).[1] A close runner up for the most popular Nanny Ogg song is "A Wizard's Staff has a Knob on the End", a version of which has been written by Heather Wood, with music by Dave Greenslade.



11:30 – 11:45

**The Wee Free Men**

Aching, T.

Downland Rimward from the Ramtops

As a witch, Tiffany possesses First Sight, the ability to see 'what is really there' (as opposed to Second Sight, which shows people what they think ought to be there). She also possesses Second Thoughts, which are defined as 'the thoughts you think about the way you think'. Whilst other witches are said to have this trait as well, Tiffany also recognizes some of her thoughts as Third Thoughts (the thoughts you think about the way you think about the way you think) and Fourth Thoughts (the thoughts you think about the way you think about the way you think about the way you think). All these thoughts sometimes cause Tiffany to walk into doorframes. Like her grandmother, she appears to have a symbiotic, spiritual link with the hills on which she lives, and as such has shown herself to be strongly protective of the region and all its inhabitants. On several occasions, Tiffany has induced in herself a state of total mental clarity, becoming completely aware of every sensation, life-form and object

around her, including the land itself.

11:45 – 12:00

**Making money**

Lipwig, M.von

Ankh-Morpork, DW

Moist von Lipwig is a professional criminal and con man to whom Havelock Vetinari gives a "second chance" after staging his execution, recognising the advantages his jack-of-all-trades abilities would have to the development of the city. After setting him in charge of the Ankh-Morpork Post Office in *Going Postal*, to good result, Vetinari ordered him to clear up the city's corrupt financial sector in *Making Money*. A third book, in which Lipwig is ordered to organise the city's taxation system, is planned. Other characters in this series include Adora Belle Dearheart, Lipwig's acerbic, chain-smoking fiancée; Gladys, a golem who develops a strange crush on Lipwig; and Stanley Howler, a mildly autistic young man who was raised by peas (Note not "on" peas, "by"), and becomes the Disc's first stamp collector.

12:00 – 14:00 lunch break

14:00 – 14:30

**Death of Rats**

Susan, S.H.

Quirm College for Young Ladies

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as 'the feeling you've been kicked in the head this way before'. Generally he relies on the fact no-one notices a sweeper, a well-honed ability to talk his way out of anything and "Rule One". Rule One states "Do not act incautiously when confronting a little bald wrinkly smiling man". (Due to the Disc's narrative causality such a person is almost always a highly-trained martial artist. Rule Nineteen states: "Remember never to forget Rule One, and always ask yourself, how come it was created in the first place?") It is the opinion of many that Lu-Tze uses Rule One to bluff his way out of trouble, but, if necessary, he can prove it's no bluff. He does this towards the end of *Thief of Time* by defeating Lobsang Ludd (then incarnated as the personification of Time) in a fair fight, in front of a crowd of higher monks. As he said, "Def'nitely give the ol' Rule One a fillip." In many respects, Lu-Tze's methods resemble those of Granny Weatherwax, the Discworld's most powerful witch: both characters are extremely skilled in their chosen field, but because of their refusal to flaunt their skill are sometimes accused of being powerless frauds; both possess a great insight into the nature of human behaviour, and prefer to use this insight against their opponents when threatened, only resorting to open displays of power when all other options have

been exhausted.

14:45 – 15:30

**The Fifth Elephant**

Quirm, L.

The palace, Ankh Morporck

A lot new.

15:30 – 16:00 **coffee break**

16:00 – 16:15

**Thief of time**

Ludd, L.

Ankh-Morporck, DW

Lobsang (born Newgate Ludd) was raised by the Ankh-Morporck Thieves' Guild, but was discovered by Soto of the History Monks when Lobsang performed the Stance of the Coyote (personalized time shift, possibly a reference to cartoon character Wile E. Coyote's ability to pause in mid-air, often for comic effect) in order to save his own life after falling from a rooftop, which would have killed him. Afterwards he was sent to and raised in the Temple, where he confounded his teachers by knowing too much, but not knowing how he knows it, and even then not knowing that he knows it till he is asked the specific question. Eventually he was apprenticed to Lu-Tze after his teachers were unable to teach him. This move was not entirely in Lobsang's best interests- due to internal politics, it was hoped they would "break" each other. Lu-Tze theorised that time's hold on him was "loose" for example, Lobsang could demonstrate a negative reaction time- moving towards something before it starts moving, though this theory eventually proved to be wrong. During this time he showed several unique powers, being able to sense the direction of a time disturbance, balancing the "load" of time down to less than a second after a Time Crash (which a man with 50,000 years experience claims he couldn't even hope to do) and reacting (and being reacted to) the Mandala, a visual display of Time on the Disk. After the time crash he goes out into the world to stop the second Glass Clock, (under the pretext of being shown the Way of Mrs Cosmopolite) which was being constructed by his then unknown temporal double, Jeremy Clockson.

16:15 – 16:30

**Bell Tower**

Downey, Lord

Ankh-Morporck

Allegedly, Lord Downey's preferred method of inhumation is poisoning, though no deaths have yet been attributed

to him. Pratchett suggests this is probably due to the fact that he is very good at his job. His special recipe for humbugs, submitted to Nanny Ogg, calls for "arsenic to taste", though, since arsenic is actually very traceable, this is likely a slight bit of misinformation on his part. One current tradition he maintains is inviting certain students to his office for sherry and an almond slice. Given the nature of most Assassins' Guild traditions, this could be seen as a kind of impromptu "pass or fail" examination (see bitter almonds for the reason why).

Lord Downey first appears in *Men at Arms*, makes his first appearance as Guildmaster in *Feet of Clay*, and appears again in *Hogfather*. He also appears in *Night Watch* as a student bully. In the *Sky One* adaptation of *Hogfather* Downey was played by David Warner.

16:30 – 16:45

**Om**

Brutha,

Omnia

With the help of Ephebe's Great Library, and the philosophers Didactylos, his nephew, Urn, and Abraxas, Om learns that Brutha is the only one left who believes in him. All others either just fear the Quisition's wrath or go along with the church out of habit. While in Ephebe, Brutha's memory aids an Omnian raid through the Labyrinth guarding the Tyrant's palace. While in the library of Ephebe, Brutha also memorizes many scrolls in order to protect Ephebeian knowledge as Omnian soldiers set fire to the building.

16:45 – 17:30

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## Diner

### Friday

08:30 – 9:15

#### Hex

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High Energy Magic Building, UU, Discworld

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09:15 – 10:00

#### Guards! Guards!

Vimes, S.<sup>1,2</sup>, Ironfoundersson, C.<sup>1,3</sup>, Angua von

Überwald, D.<sup>1,4</sup>, Colon, F.<sup>5</sup>, Nobbs, N.<sup>6</sup>

<sup>1</sup>Treacle Mine Road, Ankh-Morpork, Disc World

<sup>2</sup>Abused Or Abandoned Swamp Dragons

<sup>3</sup>Ramtops, Disc World

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At this time there were four separate forces: The Palace Guard, who guarded the palace; the Cable Street Particulars,[1] who served as government intelligence; the Ward, who acted as gate-guards, thief-takers etc. during the day; and the Watch, who served the same purpose in the hours of darkness. The force comprised one commander, five captains, ten sergeants, forty corporals, lance-corporals, constables and lance-constables, and, in times of emergency, a "citizens militia" of varied size.

10:00 – 10:30 **coffee break**

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Unseen University, Disc World

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sages. In the room, there is a low, eight-sided altar and a huge stone slab, also eight-sided, and slightly tilted. Under that is a black tentacled creature with an enormous eye and thousands of suckers and tentacles and mandibles: Bel-Shamharoth.

11:30 – 12:00

### **Turtles**

A'Tuin, Great

#### Universe

Great A'Tuin's gender is unknown (though in *The Colour of Magic* Pratchett describes the turtle as male), but the subject of much speculation by some of the Disc's finest scientific minds. The sex of the World Turtle is pivotal in proving or disproving a number of conflicting theories about the destination of Great A'Tuin's journey through the cosmos. If, as the Discworld version of the popular "big bang theory" states, Great A'Tuin is moving to its mating grounds, then at the point of mating might the civilizations of the Disc be crushed or simply slide off? Attempts by telepaths to learn more about Great A'Tuin's intents have not met with much success, mainly because they did not realise that its brain functions are on such a slow timescale. All they've been able to discern is that the Great A'Tuin is looking forward to something.

12:00 – 14:00 **lunch break**

14:00 – 14:15

### **Billabong**

Rincewind, B.

#### Fourecks, DW

The story opens weeks after the events of *Interesting Times*, in which Rincewind is magically transported to the continent of XXXX (aka Fourecks, so named because no one has any clue what its real name is) due to a miscalculation made by the Unseen University wizards. He meets the magical kangaroo Scrapy, who was sent by the creator of Fourecks. Scrapy explains to Rincewind that he is fated to bring back "The Wet," meaning the rain, and that he is the reason for the eons-long drought. Scrapy says that the continent is unfinished, and time and space will be an eternal anomaly there until it is finished, i.e. the rain is brought back. Rincewind is shown cave paintings of Wizards.

14:15 – 14:30

### **Winter**

Wintersmith,

#### Snow

The personification of Winter, he appears in *Wintersmith*, where he believes he's fallen in love with Tiffany Aching. At his core he is the elemental personification of ice. Originally just a shape in the snow, with two violet eyes, he later formed a "snowman" out of all the elements that make a human body. He creates snowflakes and icebergs, and also the patterns of ice on windows (which may make him the same as Jack Frost, although this does not appear to be the case. Possibly Jack Frost is a subordinate, or an avatar of some kind, or merely formed from the extraneous belief like the *Verruca Gnome*). Despite there apparently being only one wintersmith, the word is never capitalized, and appears to be more of a job description than an actual name.

14:30 – 14:45

**Dungeon Dimensions**

Cthulhu, M.1.

L-space

Although Pratchett never makes the connection explicit, the dark gods of the Necrotelicomnicon are probably creatures from the Dungeon Dimensions that have found a way to survive in the main discworld universe. If that's the case, then they cannot be seen as gods per se, or even as demons, since their existence is not dependent on human belief; nor can they be placed on the same moral spectrum as gods or demons, since, as they are completely lacking in vitality, they are neither good nor evil, but the opposite of both. Rather than being generated by human belief, they instead represent the aspects of reality that are truly unknowable and hostile to the attempts of human belief to shape it into recognizable forms. The names of the Dark Gods are often references to creatures from the Cthulhu Mythos.

14:45 – 15:00

**Schocolate**

LeJean, M.

Concept

Myria LeJean makes her entrance as a stunningly attractive woman with long black hair, eccentric mannerisms and seemingly unlimited wealth. Myria, in fact, turns out to be the first of The Auditors to inhabit a human body for the purposes of manipulating Jeremy Clockson to stop Time, and to gain an understanding of humans.

She initially gives a distinct impression of being inhuman despite her looks, but as time passes she not only learns to be a better mimic, but begins to be lured into humanity. Both terrified and fascinated by such things as individuality (something that had been completely foreign), the subconscious, instinct, flavor, culture and emotions, Myria gradually gives up her Auditorial traits.

15:00 – 15:15

**Court jester**

lancre, V.II

Lncre, DW

King Verence II of Lancre first appears in the sixth novel of the series, *Wyrd Sisters*, as the court jester of the monarch of Lancre, Duke Felmet. He was previously the

Fool to King Verence I, as his father and grandfather were before him. Over the course of the book, the Fool meets and falls in love with Magrat Garlick and stands up to the Duke, admitting he saw the murder of Verence I. At the end of the book Verence I's hidden heir, Tomjon, rejects the throne. Nanny Ogg then tells everyone that the Fool is Tomjon's older half-brother. It is assumed that this means he is the son of the elder Fool's wife and Verence I, and he is duly crowned Verence II. However, given how well the Queen got on with the elder Fool, there is another interpretation.

15:15 – 15:30

**Ephebe**

Didactylos, D.

Ephebe

Meaning "Two-Fingered" in Ephebian, Didactylos is a philosopher who comes into the stories in *Small Gods*. He lives in a barrel inside the wall of the palace of the Tyrant in Ephebe, and lives off scraps. Although one of the most popular philosophers of all time, Didactylos never earns the respect of his fellow philosophers, due to the fact that he thinks 'about the wrong things'. He has been pictured with a lantern though blind and is looking for an "honest man."

15:30 – 15:45

**Llamedos**

Celyn, I.Y.

Llamedos, DW

A bard from the decidedly Cymric country of Llamedos. In *Soul Music* he was possessed by "Music with Rocks in" and became the Disc's greatest musician under the name Buddy in the Band with Rocks In along with Cliff and Glod, before dying in a cart crash (a reference to Buddy Holly Imp's name translates as "bud of the holly". Celyn is Welsh for Holly). The timeline in which this happened has, however, been eradicated following Death's intervention, and he was last seen working in a fried fish stall in Quirm, a clear reference to Kirsty MacColl's first hit. During the novel several characters comment that he seems a bit "elvish" (also a reference to the same Kirsty MacColl song, "There's a Guy Works Down the Chip Shop Swears He's Elvis").



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