Título: Magic and Witchcraft in Terry Pratchett's Discworld's The Witches Novels

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Resumo: ‘This is a story about magic and where it goes and perhaps more importantly where it comes from and why, although it doesn’t pretend to answer all or any of these questions’ (PRATCHETT, 1987, p.11). Much beloved by audiences around the world Terry Pratchett is the creator of one of the most internationally acclaimed fantasy realms, the Discworld, ‘a sight to be seen on no other world’ (PRATCHETT, 1986, p. 7). Carried through space on the backs of four elephants, which in turn stand on the shell of the Sky Turtle Great A'Tuin, the Discworld is inhabited by all sorts of magical creatures; it is also the only known world where the colour octarine might be seen (if one is a wizard or a cat) and the site of the twin-city Ankh-Morpork, acknowledged for its pride and pestilence. In this study, I aim to explore what forms of magic are described on Pratchett’s world, how they work, and seeing as “Discworld runs on magic” (PRATCHETT; STEWART; COHEN, 2002, p.28) how magic is connected to its very existence. Special attention will be given to female magic, namely that of the Lancre Coven, which includes Magrat Garlick, Nanny Ogg, the late Granny Weatherwax as well as Agnes Nitt, and the Chalk witch Tiffany Aching, the “hag of the hill” and protagonist of Pratchett’s last novel.
KEYWORDS Discworld Terry Pratchett Narrative Causality Witches Folklore. CONTENTS. Introduction 1. Terry Pratchett and the Discworld 1.1. The Author and His Work 1.2. About the Discworld 1.3. By means of the Discworld novels, Pratchett frequently explores the concepts of storytelling and their power to shape public opinion and influence society: Because stories are important. People think that stories are shaped by people. In fact, its the other way around.