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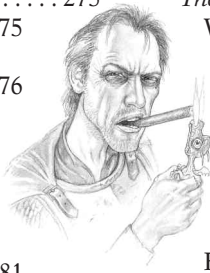
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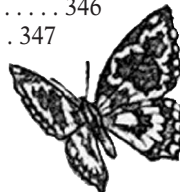
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The World Is Round . . .

## And Also Flat!

It's obvious really. Everyone<sup>1</sup> knows it.

The Disc rests on the back of four giant elephants, who in turn stand on the back of Great A'Tuin, the only turtle to form the basis of an entire branch of astrophysics.

For many years, events on the Discworld have been chronicled in the works of Terry Pratchett. Fans have enjoyed the adventures of Rincewind the incompetent wizard, Granny Weatherwax (known to trolls as "She Who Must Be Avoided"), Commander Sam Vimes, Susan Sto Helit (granddaughter of Death), Moist von Lipwig, and a cast of other strange and unique characters.

Now, with the aid of this *completely revised* and *updated* edition of the *Discworld Roleplaying Game* (with special thanks to Mr Moist von Lipwig for his assistance with all the restructuring), roleplayers can once again venture to the far end of the probability curve and . . .

- ✦ **THRILL** to the distinctive sights, sounds, and smells (especially smells) of Ankh-Morpork, most dubious city in the multiverse!
- ✦ **SAIL** the Circle Sea in pursuit of glory, pirate gold, or a suntan!
- ✦ **INTERVENE** in the cultural interactions of trolls and dwarves (watch out for flying axes)!
- ✦ **AVOID** the attentions of Death, Fate, the Lady, and the Patrician!
- ✦ **CAMPAIGN** for goblin rights!
- ✦ **WONDER** why they bought a second meat pie from Mr Dibbler!
- ✦ **RUN AWAY** from an angry Swamp Dragon (two feet of mindless fury and high-explosive digestion)!
- ✦ **LEARN** why the second-greatest lover on the Disc needs a stepladder.

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<sup>1</sup> Except the devout followers of the Great God Om, who firmly believe it's a sphere.



The Discworld Created by Terry Pratchett  
GURPS Game Adaptation by Phil Masters  
Additional Material by John M. Ford and Terry Pratchett  
Edited by Sean Punch Cover Art by Paul Kidby  
Interior Illustrations by Paul Kidby and Sean Murray



**STEVE  
JACKSON  
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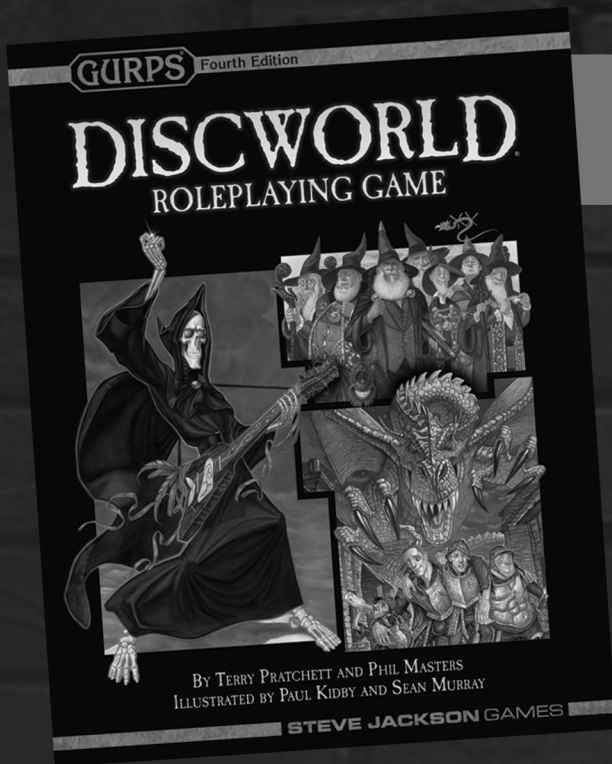
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