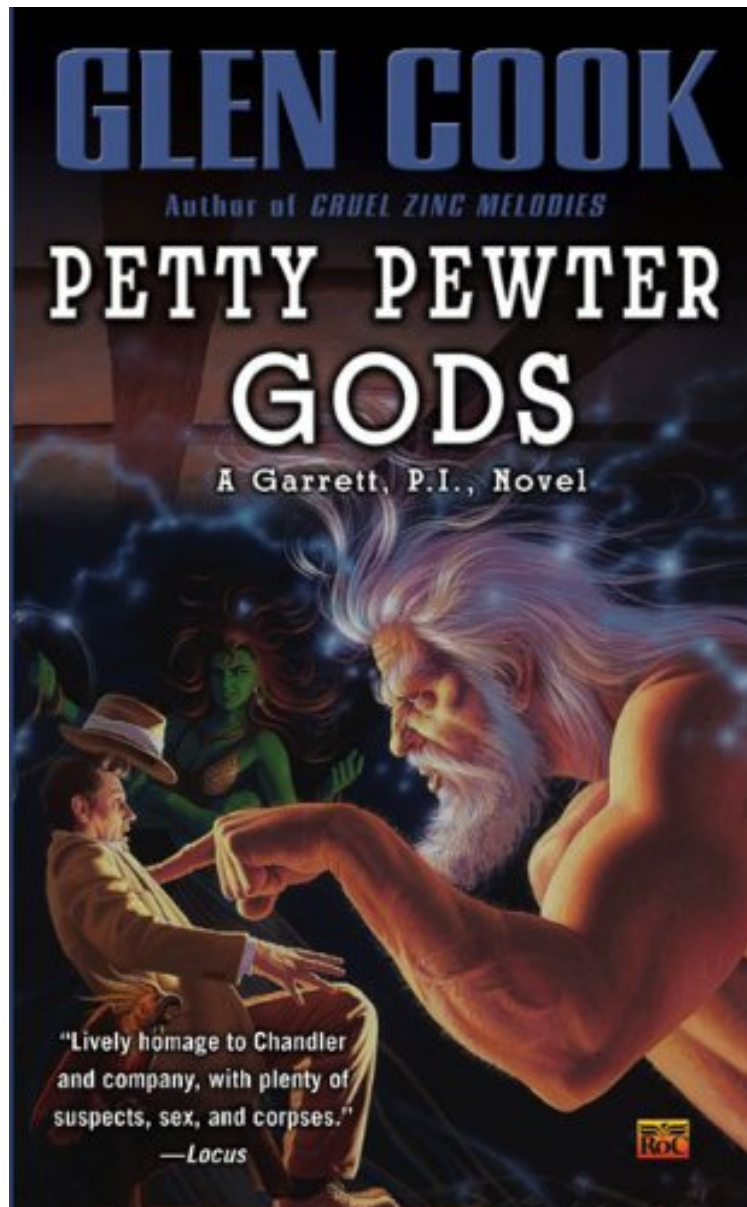


[Library ebook] Petty Pewter Gods: A Garrett, P.I. Novel

Petty Pewter Gods: A Garrett, P.I. Novel

Glen Cook

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Glen Cook : Petty Pewter Gods: A Garrett, P.I. Novel before purchasing it in order to gage whether or not it would be worth my time, and all praised Petty Pewter Gods: A Garrett, P.I. Novel:

1 of 1 people found the following review helpful. not my favorite in the series, but I actually liked the development of the setting and politics of TunFaire quite a bit By Sneaky Burrito Glen Cook is one of my favorite writers, and I still

like the Garrett, PI series a lot, but this volume was a bit of a weak point for me. It starts out like a standard Garrett novel -- Garrett is hired to find something. In this case, the clients claim to be gods and the missing object is a key to a temple. Their story is that they are about to disappear into obscurity due to the influx of new cults into the city of TunFaire, and they are fighting with a rival group of (minor) gods for the smallest, most decrepit temple in town. (Dozens upon dozens of cults exist in town. As they gain prominence, they move up to better temples -- but that means someone gets evicted and has to move back down.) Anyway, if this had been a straightforward search for a key, where Garrett just pounds the pavement and follows leads, I probably would have liked it better. However, there was a much greater fantasy element in this story than usual, and it was my least favorite type of fantasy story -- a battle of the gods. (I read a lot of fantasy. And that particular type of story is really overdone.) As this type of story goes, this is one of the better ones (I particularly like the resolution to the battle), though I won't spoil it for anyone here. I also like Garrett's initial reaction to his "clients" -- he doesn't believe they're for real, and his descriptions of them are humorous. (On the other hand, when he repeatedly implies that all these sex-crazed goddesses are focused on having encounters with him, it gets a little old. It works better if you consider Garrett to be an unreliable narrator during these parts -- he has control of the story and he wants us to have high opinions of him, so he lies a little bit.) Once again, a lot of series regulars return, though most of them have minor parts to play. Morley Dotes is trying to move up in the world, trying to turn his restaurant into something high class. He's taken on some airs when it comes to the way he dresses, as well, though he is not above going after some buried treasure if he gets to keep a cut. (But really, he's not around a lot.) Saucerhead Tharpe, Winger, Dean, and librarian Linda pop in and out. The GD Parrot gets a bigger role, but it seems like Garrett is only now figuring out that the Dead Man (Garrett's partner, an immobile sorcerer who really is dead but whose spirit has clung to its flesh) can inhabit the parrot and use its senses and such, so the Dead Man is taking a more active role in this book. At least the Dead Man's motivation makes sense in this book -- Garrett and all his associates are in danger from these warring groups of gods. His house, with the Dead Man in it, could come under attack. So his interest is in maintaining his current situation and in self-preservation (of a sort). Although I wasn't thrilled with the battle of the gods storyline, I did like the insights provided into the state of religion in TunFaire. The city is becoming more and more interesting, the more it gets developed. The aftermath of the seemingly endless war that Karenta (country where the city of TunFaire is located) has been involved in is developed further; "human rights" (i.e., anti-non-human, anti-breed) groups are becoming more prominent, non-human refugees are in danger, there's rioting and fighting in the streets, etc. There are even rumors that mercenary-turned-rebel leader Glory Mooncalled and some of his top men are hiding out in TunFaire; I'm excited to see what happens with that. As an aside, I like how the Glory Mooncalled story has been developed through the series. I just thought of it as background information at first, but it seems more and more important, and provides a sense of continuity to the series as a whole. And I think the social and political situation that has developed out of the war and its aftermath is well-crafted. The writing style is similar to previous volumes in the series. There's humor, the pace is pretty fast, and there's not a lot of excessive description (except, perhaps, of women's bodies...). When a point is made repeatedly (early on, for example, that Garrett has a headache and a hangover), it is done in a way that works (for me). I do feel that the ending was wrapped up a bit too quickly, but at the same time, I am happy that the main "mystery" of this volume was solved and that we can move on to something else in the next book. So, not my favorite Garrett book, but it had its good points and I will definitely keep reading the series. 3.5 stars. 0 of 0 people found the following review helpful. Five Stars By Dave Price One of favorite books in one of my favorite series, a lot of fun from start to finish. 0 of 0 people found the following review helpful. Five Stars By Mark I like the story line! what else to say after giving it 5 stars??

Garet , P. I., is on the case There are some new gods in the town of TunFaire, but temple real estate on the Street of Dreams is at a premium. So the big gods on the block issued a challenge-find the "key" to the one temple still available. When two rival pantheons try to hire Garrett, he knows he is in for it...