



The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser)

Fritz Leiber

[Download now](#)

[Read Online](#) ➔

The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser)

Fritz Leiber

The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser) Fritz Leiber

The Hugo and Nebula Award–winning series of swords and sorcery, featuring two unorthodox heroes, from a Grand Master of Science Fiction and Fantasy.

Many decades before George R. R. Martin's *Game of Thrones*, Grand Master Fritz Leiber ruled the sword-and-sorcery universe. These three short story collections chronicle the unconventional adventures of Leiber's endearing antiheroes: barbarian Fafhrd and former wizard's apprentice, the Gray Mouser.

Swords and Deviltry: Fafhrd, a handsome barbarian of the Steppes, is seduced by a beautiful prostitute and her equally intoxicating city, while the Gray Mouser, a slum rat wizard-in-training, is tempted by the dark arts. The two men meet on a night of multiple thieveries and an enduring partnership is born.

Swords Against Death: Rogue swordsmen and devoted companions Fafhrd and the Gray Mouser pursue ill-gotten fortunes within the confines of Lankhmar. They cross paths with two wizards, Sheelba of the Eyeless Face and Ningauble of the Seven Eyes, and a most violent clash ensues. Eventually, following further adventures, the two antiheroes end up as indentured swordsman servants to their former foes.

Swords in the Mist: A cloud of concentrated hatred and lean times in Lankhmar compels Fafhrd and the Gray Mouser to temporarily depart the most corrupt metropolis in all of Nehwon as they seek adventure in the realm of the Sea-King—and on a different world entirely.

This must-read collection of Fafhrd and the Gray Mouser short stories features multiple Hugo and Nebula Award–nominated tales, and includes the acclaimed novella *Ill Met in Lankhmar*.

The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser) Details

Date : Published August 8th 2017 by Open Road Media Sci-Fi & Fantasy

ISBN :

Author : Fritz Leiber

Format : Kindle Edition 642 pages

Genre : Fantasy, Fiction, Adventure

 [Download The Adventures of Fafhrd and the Gray Mouser: Swords an ...pdf](#)

 [Read Online The Adventures of Fafhrd and the Gray Mouser: Swords ...pdf](#)



Download and Read Free Online The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser) Fritz Leiber

From Reader Review The Adventures of Fafhrd and the Gray Mouser: Swords and Deviltry, Swords Against Death, and Swords in the Mist (The Fafhrd and the Gray Mouser) for online ebook

david levine says

Maybe it was good when it came out....

By today's standards the characters are caricatures I don't think I would read this story any further than I have.

Joel Mitchell says

There's really not a whole lot to say about this. It's fairly standard antihero swords and sorcery featuring a northern barbarian (basically a less broody, less rapey Conan) and a thief/swordsman who dabbles in magic (though we seldom see him use any). It's entertaining enough but nothing special.

Eric says

Set in Newhon, a fantasy realm reminiscent of that of Conan the Barbarian, these short stories follow the two adventurers as they search for treasure and the next great adventure. Fafhrd is a northern barbarian turned thief and adventurer, while the Grey Mouser was an apprentice wizard turned sell-sword after the death of his master. Both suffer the loss of their loved one early on which actually binds the two men together in a mission of revenge.

In general the stories are entertaining and the structure of the world is reminiscent of the Conan the Barbarian tales by Robert E Howard. There is more unknown about the world and the various gods and demons that populate then there is known which allows different characters in the stories to move in and out of the narrative.

One significant problem I had with the story was an abrupt shift from the fantasy world to a world more closely related to our Earth. I found that this change did nothing to help the story or advance the characters. The two later return to Newhon but it just seemed disruptive to the flow of the short stories.

William Richard Noyes says

Not the usual sword and sorcery

Head and shoulders above the usual work of this genre. The characters of the protagonists are well drawn. The plots of the stories are not the usual hackneyed situations. The language is almost poetic. Recommended to fantasy fans looking for something out of the ordinary.

Donna says

Long, long ago, way before Kindles, one of my annual high points was the book sale held at the local library. During one of these forays I purchased several copies of The Year's Best Fantasy Stories. This is where I first became acquainted with Fritz Leiber's Fafhrd and the Gray Mouser. I knew I wanted to read their further adventures so was delighted when this volume was offered at a significant discount.

I personally enjoy what might be considered somewhat antiquated verbiage. These are historical writings of the fantasy genre and should be appreciated as such. I feel sorry for those who have cast aside their copies of this book. This is pulp fiction at its finest for the time in which it was written.

These two have a boatload full of adventures, most of them implausible, but isn't that what fantasy is pretty much all about?

Some of the stories could have been filled out more. "When the Sea-King's Away" introduces the legend that when the Sea-King journeys to the other end of the earth, his wives and concubines were free to seek out lovers. Fafhrd asserts that they are in the right place at the right time to take advantage of this occurrence. Long story short, Fafhrd and the Gray Mouser do travel undersea. They did spot a couple of these temptresses from afar but never interacted with them before returning to land, making the whole story rather meaningless. There was, however, a nice twist in how the Gray Mouser saved their ship.

In a different story, the wizard Ningauble is waxing poetic about some topic, to the point where I was about to start skimming because it didn't add anything to the plot. Much to my delight, Fafhrd interrupts to complain about this very fact. So the author was not writing as if he was getting paid by the word, but rounding out a character so that we might appreciate some of his quirks.

I do wonder what happened to Ahura. It seemed as if she was going to join them in their wanderings but no mention is made of her as far as I've read so far in Book 4, Swords Against Wizardry.

Firstname Lastname says

Save time, read "She" and have done.

Jim Tyler says

1 star, I put a book down. 2 stars, I wouldn't read again and won't pick up a sequel. 3 stars, I won't read again, but maybe the sequel would move forward. 4 stars, I enjoyed it and would recommend it to a friend. 5 stars, I'll reread it, recommend it, and try to get my son to experience some of the joy this book gave to me.

Ok, first and foremost, Fritz Leiber's Fafhrd and the Gray Mouser sit in a rarefied place in the second half of the twentieth century's literary products. First, it is good fantasy, still entertaining, and the language is still enjoyable, if dated to the writing style of the times - in contrast to one of the other great Sci-Fi and Fantasy writers of the 20th century, Robert Heinlein, whose prose is so aged due to its chauvinism and patronizing

attitudes that it wouldn't be out of place if there were a geek character reading books on Mad Men. Secondly, it is a series of short stories, easily consumable in chunks, and not requiring a strict timeline in reading. Lastly, it is distinctive in that the characters are archetypal rogues that give guidance to other writers and also to the newly emerging group of fans, the gamers of pen and paper sort of the 70s and 80s. In fact, it is one of two set of fictional characters added to the original TSR D&D 2nd Edition supplement Deities and Demigods, the other being the characters from Michael Moorcock's Elric of Melnibone. And that series of books is no longer in print or available, except as graphical novels, in digital format.

So, of the large set of Sci-Fi and Fantasy from my youth and young adult days that I want to share with my son, this is one of the most significant. They are serious but humorous at the same time, and give the sense of high adventure without falling into the "epic story that is the most important set of events ever to occur in this period of history in this world" category (see another author...J.R.R Tolkien, or J.K. Rowling for reference).

I really consider it fortunate to have found these in digital format and at a great price-point as I've been busy looking at used bookstores for other works I consider in this set....Chalker's Rainbow Bridge and Dancing Gods, Aprin's Thieves World, Moorcock's Elric.
