
Download Free Ill Met In Lankhmar Fafhrd And The Gray Mouser 1 2 Fritz Leiber

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KEY=THE - MOHAMMED RANDOLPH

ILL MET IN LANKHMAR

White Wolf Pub *"They are the two greatest heroes ever to walk the World of Nehwon: Fafhrd, the giant barbarian warrior from the Cold Waste; and the Gray Mouser, novice wizard, master thief and swordsman unparalleled." "From the moment of their fateful first (well, second) meeting, the legendary duo have adventured and misadventured across Nehwon, from the caves of the inner earth to the waves of the outer sea - but most of all through the alleys and catacombs of fog-shrouded Lankhmar, greatest of Nehwon's cities."--BOOK JACKET.*Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

ILL MET IN LANKHMAR AND SHIP OF SHADOWS

TWO NOVELLAS

Open Road Media *Fritz Leiber's iconic sword-and-sorcery adventurers Fafhrd and the Gray Mouser share the pages with drunkard-turned-unlikely-hero Spar in this pairing of award-winning novellas Gentleman barbarian Fafhrd, son of a northern Snow Witch, flees his family's homeland to join a foreign lover and escape his mother's control. Cynical thief the Gray Mouser has a mysterious past, but no one doubts his deadly skill at swordsmanship. When the two meet, each recognizes a kindred spirit in the other. No gem dealer's stock is safe and no gambler will go unfleeced while Fafhrd and the Gray Mouser live—but the deadly chain of events that forges their adventurous partnership means they are truly ill met in Lankhmar. Spar has no memory of his early life, no hope for a better future, no concerns other than how to obtain his next drink. A good day is one when he can avoid the abuse of his barkeep boss aboard the Windrush. But when a mysterious talking cat starts putting ideas into Spar's head, things begin to change. There's a larger universe out there than Spar has ever dreamed of. His destiny beckons—if only he can escape the ship of shadows.*

ILL MET IN LANKHMAR

Gollancz

SWORDS AND DEVILTRY

Open Road Media *The award-winning sword and sorcery classic that introduced Fafhrd and the Gray Mouser, from a Grand Master of Science Fiction and Fantasy. First in the influential fan-favorite series, Swords and Deviltry collects four fantastical adventure stories from Fritz Leiber, the author who coined the phrase "sword and sorcery" and helped birth an entire genre. In "Induction," in the realm of Nehwon, fate brings young prince Fafhrd and apprentice magician the Gray Mouser together to mark the beginning of a loyal and lifelong friendship. Consumed by his wicked mother's enchantments, Fafhrd finds freedom by pursuing the love of a beautiful actress in the Nebula and Hugo Award-nominated "The Snow Women." Studying sorcery under a great wizard in a land where it is forbidden, Mouse crosses the thin line between white and black magic to avenge a great wrong in "The Unholy Grail." And in the Nebula and Hugo Award-winning novella "Ill Met in Lankhmar," Fafhrd and the Gray Mouser disguise themselves as beggars to infiltrate the Thieves' Guild—only to pay a horrible price for their greed when they come face-to-face with a monstrous evil.*

THE ADVENTURES OF FAFHRD AND THE GRAY MOUSER VOLUME ONE

SWORDS AND DEVILTRY, SWORDS AGAINST DEATH, AND SWORDS IN THE MIST

Open Road Media *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.*

FRITZ LEIBER'S ILL MET IN LANKHMAR

Borealis They are the two greatest heroes ever to walk the World of Nehwon: Fafhrd, the giant barbarian warrior from the Cold Waste; and the Gray Mouser, novice wizard, master thief, and swordsman unparalleled. In this one volume, fantasy legend Fritz Leiber takes readers through the first two books of the classic sword-and-sorcery saga: *Swords and Deviltry* and *Swords Against Death*. "Solid entertainment".--Kirkus Reviews.

LEAN TIMES IN LANKHMAR

SWORDS AND DEVILTRY; SWORDS AGAINST DEATH

Borealis High and Low Across Newhon Join the giant barbarian Fafhrd and his diminutive ally the Gray Mouser as they range from the top of Newhon's highest mountains to the deepest catacomb of the subterranean Quarmall in search of riches and glory. Classics of the Genre This novel is the second book in the Lankhmar series by grandmaster Fritz Leiber, Hailed as the early classics of sword & sorcery fantasy -- and even as the stories that created that genre -- this series is now available in an affordable paperback format as well as the already published, collectible hardcover format.

LANKHMAR

TALES OF FAFHRD AND THE GRAY MOUSER

White Wolf Pub In the World of Newhon, Fafhrd, the warrior, and the wizard, Gray Mouser, adventure from the caves of the inner earth to the waves of the Outer Sea and travel through the alleys and catacombs of Lankhmar, greatest of Newhon's cities.

THE FIRST BOOK OF LANKHMAR

Fantasy Masterworks From the moment when they first met, in the commission of the same, audacious theft, Fafhrd, the giant barbarian warrior from the Cold Waste, and the Gray Mouser, master thief, novice wizard and expert swordsman, felt no ordinary affinity. Forged over the gleam of sharpened steel as, back to back, they faced their foes, theirs was a friendship that would take them from adventure to misadventure across all of Nehwon, from the caves of the inner earth to the waves of the outer sea. But it was in the dark alleys and noisome back streets of the great fog-shrouded city of Lankhmar that they became legends. The First Book of Lankhmar includes the first four volumes of the hugely enjoyable Swords series.

FRITZ LEIBER'S LEAN TIMES IN LANKHMAR

White Wolf Pub "Follow the giant barbarian Fafhrd and his diminutive ally the Gray Mouser as they travel the mysterious, exotic world of Nehwon in search of riches and glory. From the top of Nehwon's highest mountain to the deepest catacomb of subterranean Quarmall they journey, even exploring times and worlds beyond Nehwon itself."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

SWORDS AGAINST WIZARDRY

Open Road Media Fafhrd and the Gray Mouser search for treasure in book four of the genre-defining *Sword and Sorcery* series from the Grand Master of Science Fiction. Fafhrd and Mouse are not innocents; their world is no land of honor and righteousness. It is a world of human complexities and violent action, of discovery and mystery, of swords and sorcery. With *Swords Against Wizardry*, the story unfolds behind the curtain in the *Witch's Tent*. Fafhrd and Gray Mouser are there to consult a sorceress who holds the secret to their escape, but when would they ever need to escape? Would they need this knowledge when they journey to Stardock? Where is there to escape up there? No doubt the icy seduction of "the cruel one," with her greed for both gore and graciousness, could offer them several ways out. Their luck has been good so far; one way out should work. Their luck continues as thieves. They are the best thieves in Lankhmar until better positions arise: the Lords of Quarmall. Gray Mouser and Fafhrd steal a kingdom within a hill and declare themselves lords. Before *The Lord of the Rings* took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Gray Mouser, adventured deep within the caves of Inner Earth, albeit a different one. They wandered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Drawing on themes from Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre and actually coined the term *Sword and Sorcery* that describes the subgenre he helped create.

THE KNIGHT AND KNAVE OF SWORDS

Open Road Media The final book in the seminal sword and sorcery series featuring Fafhrd and the Gray Mouser from the Grand Master of Science Fiction and Fantasy. The highly regarded British horror author Ramsey Campbell called Fritz Leiber "the greatest living writer of supernatural horror fiction." Drawing many of his own themes from the works of Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre, actually having coined the term sword and sorcery that would describe the subgenre he would more than help create. While *The Lord of the Rings* took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Grey Mouser, adventured and stumbled deep within the caves of Inner Earth as well, albeit a different one than Tolkien's. They wandered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Fafhrd and Mouse are not innocents; their world is no land of honor and righteousness. It is a world of human complexities and violent action, of discovery

and mystery, of swords and sorcery.

FRITZ LEIBER'S RETURN TO LANKHMAR

Borealis *Introduces Captain Graf Ulrich von Bek, his relatives, and his family's quest: the protection of the Holy Grail.*

SWORDS IN THE MIST

Macmillan Reference USA *The third installment in the Lankhmar series thrusts Fafhrd and the Gray Mouser, the indentured sword-swinging servants, into the question of hate, its power and its purpose. Original.*

SWORDS AGAINST WIZARDRY

Macmillan Reference USA *FANTASY THE FOURTH VOLUME IN IBOOKS' REISSUES OF CLASSIC FANTASIES BY SCIENCE FICTION WRITERS OF AMERICA GRAND MASTER FRITZ LEIBER! With Swords Against Wizardry, the fourth installment of the Lankhmar series, the story unveils behind the curtain in the Witch's Tent. Fafhrd and Gray Mouser are there to consult a sorceress who holds the secret to their escape but when would they ever need to escape? Would they need this knowledge when they journey to Stardock? Where is there to escape up there? No doubt the icy seduction of "the cruel one," with her greed for both gore and graciousness, could offer them several ways out. Their luck has been good so far; one way out should work. Their luck continues as thieves. They are the best thieves in Lankhmar until better positions arise: The Lords of Quarmall. Gray Mouser and Fafhrd steal a kingdom within a hill and declare themselves Lords.*

SWORDS AND DEVILTRY

THE CHRONICLES OF FAFHRD & THE GRAY MOUSER

"The award-winning sword and sorcery classic that introduced Fafhrd and the Gray Mouser ... First in the influential fan-favorite series, Swords and deviltry collects four fantastical adventure stories ... In "Induction", in the realm of Nehwon, fate brings young prince Fafhrd and apprentice magician the Gray Mouser together to mark the beginning of a loyal and lifelong friendship. Consumed by his wicked mother's enchantments, Fafhrd finds freedom by pursuing the love of a beautiful actress in the Nebula and Hugo Award-nominated "The snow women." Studying sorcery under a great wizard in a land where it is forbidden, Mouse crosses the thin line between white and black magic to avenge a great wrong in "The unholy grail." And in the Nebula and Hugo Award-winning novella "Ill met in Lankhmar," Fafhrd and the Gray Mouser disguise themselves as beggars to infiltrate the Thieves' Guild, only to pay a horrible price for their greed when they come face-to-face with a monstrous evil"--Preliminary page.

THE SECOND BOOK OF LANKHMAR

Fantasy Masterworks *After their legendary adventures in the northern wastes and beyond, Fafhrd, the giant barbarian warrior, and the Gray Mouser, master thief, novice wizard and expert swordsman, are back home in Lankhmar again, and looking for an easy time. But Lankhmar is under attack from a strange horde of invaders, including a two-headed dragon and an army of miniature wanderers ... Once those threats are seen off, a quest to the farthest reaches of Nehwon is in prospect. And then, in the last book of their adventures, Fafhrd goes sailing through the clouds, and the Mouser takes to the seas, before we finally bid a fond, if sad, farewell to Lankhmar. THE SECOND BOOK OF LANKHMAR includes the last three volumes of the hugely enjoyable series.*

SWORDS AND DEVILTRY

iBooks *A new edition of the classic science fiction novel retells the story of Fafhrd and Gray Mouser as they travel through the land of Lankhmar, encountering many individuals who help them to understand the strange and exciting world around them. Reprint.*

THIEVES' HOUSE

TALES OF FAFHRD AND THE GRAY MOUSER

White Wolf Pub

WHEN THE SEA-KING'S AWAY

Simon and Schuster *There was an old Simorgyan legend, Fafhrd had insisted, according to which on the seventh day of the seventh moon of the seventh year of the Sevens-Cycle the king of the sea journeyed to the other end of the earth, leaving his opalescently beautiful green wives and faintly silver-scaled slim concubines free to find them lovers if they could . . . and this, Fafhrd had stridently asserted he knew by the spectral calm and other occult tokens, was the place of the sea-king's home and the eve of the day!*

TWO SOUGHT ADVENTURE

EXPLOITS OF FAFHRD AND THE GRAY MOUSER

FRITZ LEIBER'S FAFHRD AND THE GRAY MOUSER: CLOUD OF HATE AND OTHER STORIES

Dark Horse Comics *In 1973, comics industry titan Denny O'Neil joined noted artists Howard Chaykin and Walt Simonson to adapt stories starring Fritz Leiber's timeless fantasy characters, the barbarian Fafhrd and the nimble rogue the Gray Mouser. Now, for the first time ever, Dark Horse Books is collecting all of those exciting tales of swords and deviltry into one handsome collection!*

SWORDS IN THE MIST/SWORDS AND ICE MAGIC

FAFHRD AND THE GRAY MOUSER, BOOKS 3 AND 6

Ibooks

THE UNHOLY GRAIL

Simon and Schuster *Three things warned the wizard's apprentice that something was wrong: first the deep-trodden prints of iron-shod hooves along the forest path—he sensed them through his boots before stooping to feel them out in the dark; next, the eerie drone of a bee unnaturally abroad by night; and finally, a faint aromatic odor of burning.*

SWORDS AGAINST DEATH

Lankhmar (Paperback) *In order to forget their grief over the death of their lovers, Fafhrd the Barbarian and the Gray Mouser set off in search of adventure.*

FRITZ LEIBER'S RETURN TO LANKHMAR

White Wolf Pub *Introduces Captain Graf Ulrich von Bek, his relatives, and his family's quest: the protection of the Holy Grail.*

LATER THAN YOU THINK

Simon and Schuster *It's much later. The question is . . . how late?*

LEAN TIMES IN LANKHMAR

Simon and Schuster *Once upon a time in Lankhmar, City of the Black Toga, in the world of Nehwon, two years after the Year of the Feathered Death, Fafhrd and the Gray Mouser parted their ways.*

FRITZ LEIBER

SELECTED STORIES

Start Publishing LLC *Fritz Leiber's work bridges the gap between the pulp era of H. P. Lovecraft and the paperback era of P. K. Dick, and arguably is as influential as both these authors. From a historical context, Leiber, in fact, knew both of the authors, and his work can be seen as a bridge connecting the many different flavors of genres of science fiction, fantasy, and horror. Edited by award-winning editors Jonathan Strahan and Charles Brown, this new collection of the grand master's fiction covers all facets of his work, and features an Introduction by Neil Gaiman and an Afterword by Michael Chabon.*

SWORDS AGAINST THE SHADOWLAND

Open Road Media *"Robin has splendidly captured the quintessential spirit of Fafhrd and the Gray Mouser. Somewhere in Lankhmar, Fritz is smiling" (Dennis L. McKiernan, national bestselling author). Lankhmar, an ancient and decadent city of magic, where witches and sorcerers scheme, where gods and ghosts walk the streets and shadow-haunted alleys, where violence and death dance together like lovers in the darkness. Lankhmar—a city of plague! Years ago, two rogues bound together by friendship and a shared destiny neither understood met in Lankhmar. Living by their swords, their wits and their daring, they sought adventure and love. Adventure they found, but love—they lost. In despair, they left the city, vowing never to return. Yet vows are made to be broken. Once again, Fafhrd and the Gray Mouser are drawn back to Lankhmar and quickly ensnared in its wizard-games as one jealous mage turns on his rivals and unleashes a black force not even he can control, a power that threatens the city itself. Fafhrd and the Gray Mouser, two of the greatest and most beloved characters in fantasy literature, return in this novel-length adventure by Nebula Award nominated author Robin Wayne Bailey. Swords Against the Shadowland, authorized by series creator Fritz Leiber, is a direct sequel to Leiber's famous story, "Ill-Met in Lankhmar!" Named one of the six best fantasy novels of 1998 by the Science Fiction Chronicle.*

FRITZ LEIBER'S FAFHRD AND THE GRAY MOUSER

WHAT'S HE DOING IN THERE?

Aegypan *The Professor was congratulating Earth's first visitor from another planet on his wisdom in getting in touch with a cultural anthropologist before contacting any other scientists (or governments, God forbid), and in learning English from radio and TV before landing from his orbit-parked rocket, when the Martian stood up and said hesitantly, "Excuse me, please, but where is it?" He was asking directions to the loo, as it happened. It was the Professor's Wife, always a perceptive hostess, came to her husband's rescue by saying, "Top of the stairs, end of the hall, last door." Oddly enough, it was the start of a puzzling and all but unspeakable misadventure. As it were.*

THE THREE OF SWORDS

Swords and devilry: In the ancient city of Lankhmar, two men forge a friendship in battle. The red-haired barbarian Fafhrd left the snowy reaches of Nehwon looking for a new life while the Grey Mouser, an apprentice magician, fled after finding his master murdered. These bawdy brothers-in-arms cement a friendship that leads them through the wilds of Nehwon facing thieves, wizards, princesses, and the depths of their desires and fears -- Swords against death: Their hearts altered by the loss of first true love, Fafhrd and the Gray Mouser embark on a long and winding path of drunken debauchery and womanizing until crossing paths with two cross wizards, Sheelba of the Eyeless Face and Nigauble of the Seven Eyes. The most violent -- and historic -- of clashes ensues ... -- Swords

in the mist: Fafhrd and Gray Mouser visit the Witch's Tent to consult a sorceress who holds the secret to their escape-but when would they ever need to escape? Their luck has been good so far; one way out should work. Their luck continues as thieves. They are the best thieves in Lankhmar -- until better positions arise: The Lords of Quarmall. Gray Mouser and Fafhrd steal a kingdom within a hill and declare themselves Lords ...

THE SWORDS OF LANKHMAR

Open Road Media *From the Grand Master of Science Fiction, the fifth book in a series that stands as "one of the great works of fantasy in this century" (Publishers Weekly). The Swords of Lankhmar finds the city characteristically plagued by rats. Fafhrd and the Gray Mouser are in the employ of Glipkerio, the overlord, to guard a grain ship on its journey. Along the way, the rats onboard stage a rebellion and threaten to take the ship until a two-headed sea monster saves the day. If only there were two-headed sea monsters everywhere, Lankhmar would be safe, too. Alas, upon returning to the city, the two discover that Lankhmar is controlled by rats. It is a city known for its thieves and swine, but even the city's muddiest bottom feeders have never seen pillaging and plundering like this. And only the sorcerers Sheelba of the Eyeless Face and Ningauble of the Seven Eyes can scare this scourge. Mouser must shrink into the rat's world and Fafhrd must unleash the feared feline War Cats. Then the fun really begins. Before The Lord of the Rings took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Gray Mouser, adventured deep within the caves of Inner Earth, albeit a different one. They wondered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Drawing on themes from Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre and actually coined the term Sword and Sorcery that describes the subgenre he helped create.*

THE BEST OF FRITZ LEIBER

Ballantine Books *Collection of stories written between 1944 and 1970 by one of the most popular science fiction authors.*

GONNA ROLL THE BONES

Milk & Cookies *Disgusted with his unhappy life and ramshackle home, Joe Slattermill heads out for a night at The Boneyard for an evening of gambling, yet despite his special talent for throwing dice, the stakes of the game suddenly become very great and Joe now has to decide whether or not to take the risk--a risk that could cost him his life.*

THE FAFHRD AND THE GRAY MOUSER SAGA

Macmillan Reference USA

THE BOOK OF FRITZ LEIBER

New York : Daw Books ; [Scarborough, Ont.] : New American Library of Canada

FAFHRD AND THE GRAY MOUSER

Since their first appearance in 1939, Fritz Leiber's Fafhrd and the Gray Mouser have ranked among the most beloved characters in fantasy. Their rollicking adventures in the fantastic land of Nehwon have influenced the work of some of the best in modern fantasy, including Michael Moorcock, Terry Pratchett and countless others."

SWORDS AGAINST DEATH

Ace Books