



Sir Hereward and Mister Fitz: Three Adventures

Garth Nix

Download now

Read Online ➔

Sir Hereward and Mister Fitz: Three Adventures

Garth Nix

Sir Hereward and Mister Fitz: Three Adventures Garth Nix

Sir Hereward. Knight, artillerist, swordsman. Mercenary for hire. Ill-starred lover.

Mister Fitz. Puppet, sorcerer, loremaster. Practitioner of arcane arts now mostly and thankfully forgotten. Former nursemaid to Hereward.

Sir Hereward and Mister Fitz. Agents of the Council of the Treaty for the Safety of the World, charged with the location and removal of listed extra-dimensional entities, more commonly known as gods or godlets.

Travellers. Adventurers. Godslayers . . .

For the first time, the two award-winning novellas and a short story featuring Sir Hereward and Mister Fitz's exploits are gathered together in a single volume. From the New York Times-bestselling writer Garth Nix, author of The Abhorsen Trilogy (Sabriel, Lirael, Abhorsen), Shade's Children, The Seventh Tower series, The Keys to the Kingdom series and Troubletwisters (with Sean Williams).

Reader Advisory: Though some of Garth Nix's books and stories are for children, this one is not. It is for adult readers.

Sir Hereward and Mister Fitz: Three Adventures Details

Date : Published (first published January 1st 2006)

ISBN :

Author : Garth Nix

Format : Kindle Edition 79 pages

Genre : Fantasy, Short Stories, Fiction, Anthologies, Collections

 [Download Sir Hereward and Mister Fitz: Three Adventures ...pdf](#)

 [Read Online Sir Hereward and Mister Fitz: Three Adventures ...pdf](#)

Download and Read Free Online Sir Hereward and Mister Fitz: Three Adventures Garth Nix

From Reader Review Sir Hereward and Mister Fitz: Three Adventures for online ebook

Alex says

I love this little short story collection. It is just enough of a taste of a world that I want to see as a full blown series. I think that this would make an excellent Anime series, or even a graphic novel or manga. It just lends itself so well to those formats. Following Sir Hereward and Mr. Fitz this ereader exclusive is a nice little treat. Sir Hereward is a traveling knight and Mr. Fitz is a living puppet they go around from kingdom to kingdom seeking out parasitic godlings that they have sworn an oath to fight. Great little collection. I hope that Nix keeps going with it.

This was a great little set of stories about two god killers. Sir Hereward a knight who loves a good romp and Mr. Fitz a living puppet go from land to land seeking out gods who are on a list of evil doers and using archaic knowledge, and an ancient pledge these two have three stories that make you want Garth Nix to write more about this world.

This story made me think that it would make an amazing anime series, and it would be one that I would totally watch. Unless they make the living puppet really scary then I don't think anyone would watch it.

These short stories come with a warning that it's for adults and not children though I feel that anyone over the age of 14 would be ok with it.

Nighteye says

Really nice book about the missadventures of the sorcerous pupet and the knight Sir Hereward and their job to try to examinate godlets listen by the treaty for the safety of the world.

Mike says

A great original setting and premise, by a very skilled writer. (I loved the Sabriel series, and this has much of the same tone, although both setting and premise are very different.)

Garth Nix seems to like to have guns in his settings, rather than going for the old sword-and-sorcery (not that swords are missing here - this is basically late-Renaissance technology, with wheel-lock pistols). Sir Hereward is an artillerist, and several things go satisfactorily boom.

The rather creepy and precise sorcerous puppet Mister Fitz is a great character, as is the often-frustrated Sir Hereward. Together, they serve the Council for the Safety of the World as a kind of bomb disposal squad for unexploded otherdimensional entities.

Far from the usual predictable fantasy fare, and, interestingly, self-published. Both novellas and the short story were previously professionally published elsewhere in anthologies or magazines, but Nix has used his author's rights to combine them into an ebook and publish on Amazon.

Regan says

Gotta say, this was probably the best buck I've spent in awhile. I just wish there were more Hereward and Fitz stories, they're fun.

I mean, how can you go wrong with a horny knight and a sorcerous puppet out and about killing gods?

Joyce says

A pastiche, but one that shows how skilled Nix has become at turning his hand to almost any fantasy concept. When first we meet Sir Hereward and Mr Fitz, they seem like itinerant soldiers-of-fortune straight out of *The Three Musketeers*; but it is not long before we begin to suspect Things of not being What They Seem. For one thing, Mr Fitz is a puppet animated by some kind of magic. For another, it quickly becomes apparent that our hapless twosome knows a lot more about the local deities encountered on their travels than they let on.

Besides the aforementioned whiffs of Musketeers and Quixote, I thought I detected a strong influence of Conan and, oddly enough, Dune. Women enjoy perfect agency and equality in this world, despite the trappings of the 17th century, and are the prime movers of many actions to which Hereward in particular can only react. This author has always been exceptionally good with female and juvenile characters, and I think this might in fact be his first work with adult male protagonists. It's a little difficult to explain this series of short stories (the first three of which are packaged together as an ebook here) but any fan of Nix's other work should consider dropping a buck for quite a bit of enjoyment.

Ea Solinas says

If there's one thing you can expect from Garth Nix, it's fantasy that doesn't follow the usual cliches. After all, who else writes about a god-slaying mercenary and his sorcerous puppet sidekick?

That is the basic description of "Sir Hereward and Mister Fitz: Three Adventures," short stories set in a high fantasy world of guns, godlets and magic. This is darker material than most of Nix's other works, but it still has that wicked sense of humor and innovative style -- and it leaves you craving more stories of the godlet-killing duo.

Sir Hereward is a wandering mercenary, accompanied by a sorcerous puppet that helps him in his work. But he's no ordinary man, and Mr. Fitz is no ordinary puppet -- the two of them are always in search of small-scale godlets that are "proscribed" as being harmful to the world. First the two arrive in the city of Shûme, presenting themselves to the local military as basic mercenaries. Hereward quickly offends a female soldier and ends up dragged into a duel, but it won't stop them from fulfilling their mission.

Then they join a pirate crew with the promise of a hidden treasure past the Sea Gate of the Scholar-Pirates of Sarskøe -- which is complicated by a beautiful, cursed pirate queen, who plans to kill Hereward if he is lying to her. Finally, a visit to a benevolent godlet's hospice goes horribly wrong when Hereward is approached by a malevolent being in disguise.

Most of Garth Nix's fiction is aimed at teenagers and kids, but "Sir Hereward and Mister Fitz" is aimed at a more adult crowd -- lots of bloody violence, implied sex and a character who also happens to be a cannibal. But as usual, this high fantasy world is definitely not the typical ripped-directly-off-of-Tolkien world, and the heroes don't fit a mold.

In fact, these three brief stories just make you want to read more. The vaguely Lovecraftian godlets, the late 19th-century-ish setting, and the hints at stranger things (like Amazonian witches and sealed-away monsters) all lure you in. And Nix's writing, despite some slight awkwardness in the dialogue, really brings the action and horror to life.

And both the anti-heroic leads are fascinating characters who deserve some more attention. Hereward is a capable, intelligent guy who has been a lot of places and done a lot of things, but he is always aware that the bizarre may be waiting to kill him. And Mr. Fitz is a good foil: a cool intellectual person who happens to be a living, intelligent puppet.

"Sir Hereward and Mister Fitz" leaves you wishing that Nix would further explore their adventures -- preferably in a book, or even a new series. At the very least, more tales of the godslayers!

Kat Hooper says

Originally posted at Fantasy Literature:
<http://www.fantasyliterature.com/revi...>

When I think of Garth Nix I think of excellent fantasy literature for children, but Nix writes for adults, too. *Sir Hereward and Mister Fitz: Three Adventures* is a collection of three previously published stories about a knight and artillerist named Sir Hereward and a magically animated puppet called Mr. Fitz. The duo works for the Council for the Safety of the World and they've taken a vow to hunt down and exterminate the supernatural beings who are on a proscribed list of evil godlets. Sir Hereward contributes his skill with explosives while Fitz does the magic. Each of the adventures in this collection tells how they dealt with one of the godlets.

"Sir Hereward and Mister Fitz Go to War Again" (originally published in Jim Baen's *Universe*, April 2007, edited by Eric Flint) — Hereward and Fitz travel to a pastoral community where a proscribed godlet is leaching the land of its strength. They must fight their way into his inner sanctuary so they can slay the god.

"Beyond the Sea Gate of the Scholar-Pirates of Sarskoe" (originally published in the anthology *Fast Ships, Black Sails*, edited by the Vandermeers) — The knight and the puppet team up with a lovely female pirate and her crew to blast a sea-gate which protects the hideout of a god who takes the form of a giant yellow starfish.

"A Suitable Present for a Sorcerous Puppet" (originally published in the anthology *Swords and Dark Magic*, edited by Lou Anders and Jonathan Strahan) — Sir Hereward is recuperating at a monastery and trying to find a birthday present for Mr. Fitz when he discovers a god in the monastery's attic.

I enjoyed these adventures of Sir Hereward and Mr. Fitz. Hereward is an appealing rogue — he's open and charming and he's a sucker for a woman with scars. Fitz is the real hero, though — an inscrutable puppet with unknown powers. He's quite creepy to the reader but he's been with Hereward since childhood, so we tend to trust him, but we're not sure where his arcane arts or his motivation come from. Nix's world is

intriguing, too, and there's some great scenery. I'd like to spend more time exploring it. Nix's prose is perhaps most appealing to me. The setting and action are succinctly but adequately described with a deadpan tone that's frequently amusing (though these stories would be better categorized as horror than comedy).

Sir Hereward and Mister Fitz: Three Adventures was previously self-published as an e-book, but Subterranean Press has recently released it in hardback and paperback formats. As the publisher warns, this is a book for adults, not children. Giant yellow starfish may sound cheery, but believe me, they're not. These stories are quite dark and often gruesome and Hereward and Fitz leave a lot of dead bodies in their wake.

Metaphorosis says

reviews.metaphorosis.com

Sir Hereward and Mister Fitz: Three Adventures
Garth Nix

3.5 stars

I first ran across Garth Nix in a public library, in the shape of his *Abhorsen* series. I thought it was great, and was surprised to find that other people already knew about it. In any case, when I bought a new Nook, I ended up with a 'free' credit to spend, and I looked around for some cheap reads. This book was one of them.

I liked the stories. The characters are engaging, the setup is straightforward, and the storytelling is smooth. Still, I didn't give the book a really high rating. Why? Largely, it's because all this seems so familiar. It's Fafhrd and the Grey Mouser with a slight change of costume. Even Hereward and Fitz' task is given to them by mysterious body eerily similar to Fafhrd and the Mouser's sorcerous mentors.

It's very possible that Nix is a better writer than Leiber was. His stories are certainly warmer and more personal, if less given to wry humor. But these stories feel very much like an emulation - for all I know, a deliberate one. If so, well done. But there's no acknowledgment in the book, and the stories simply don't have the originality that would induce me to score the book higher.

Overall, harmless fun, and a nice memorial to Leiber's characters, whether intentional or not.

Caleb Wilson says

The perfect blend of humor, action, and deadpan horror. These are the best three stories I've ever read following in the mode of Fritz Leiber, and my only complaint is that there are so few of them. I would dearly love to read a novel about Sir Hereward and Mister Fitz, or, failing that, even one more story...

Randolph says

Really 3.5.

Jen says

I love Sir Hereward and Mister Fitz. To be fair, I only read 2/3rds of this novel because the middle story, "Beyond the Sea Gate of the Scholar Pirates of Sarskoe", I had already read. In fact, middle story was my introduction to the world of these two traveling characters.

And it was through researching that review, that I first encountered the idea that there were more than one story about our lovely pair. I ran off eagerly to find the prequel of "Sir Hereward and Mr. Fitz Go To War Again", and was ecstatic to find it as part of a compendium of THREE stories about the pair (Sir Hereward and Mister Fitz: Three Adventures). That is one more story (or 33% more) Hereward and Fitz than I originally suspected existed.

I really enjoyed "Sir Hereward and Mr. Fitz Go To War Again". It filled in a lot of blanks that I had from starting with the Scholar Pirates. I learned who the pair were and officially what their mission was. I learned how Hereward and Fitz met and why they were so closely linked. I also liked the fact that Fitz's battles were elsewhere, all the less creation I have to ask of my mind when it comes to such concepts as "esoteric needle".

I would love to see two things happen:

(1) More stories! Or perhaps a fully fleshed novel. But definitely more stories! If H. P. Lovecraft could do it, so can you, Mr. Nix!

(2) The explanation of the difference between a god and a godlet.

heidi says

This is the flavor that I wish Confusion of Princes had been. I love Nix's exploration of flawed heroes much more than his exploration of flawed systems. The best reason to read this book is to watch Nix write to as adults -- not in the sense of fevered flesh, but as a person who understands that there is no perfect answer, and even the heroes have a huge body count.

In these three stories, Sir Hereward, and his companion/tutor/nanny/animated puppet/sidekick Mister Fitz travel the world to search out and exterminate inimical godlets before they become a problem. It's a lonely, itinerant life, as you'd imagine, but they have each other, and a mission, and that's what matters.

There are a number of sly literary jokes in the text, which amused me as a reader. For instance: "'A hit, a palpable hit!' cried the leading gunner, who was an educated man who doubtless had some strange story of how he had become a pirate."

Read if: You loved the Abhorsen books, you like the idea of godling-assassins, you would appreciate some mild sexuality in your adventures.

Skip if: You prefer shinier heroes or more care for innocents.

Donna says

I first learned about Sir Hereward and Mister Fitz when reading a short story collection called Rogues, in which they appeared. I was so taken with the characters and by the author's inventiveness that I just had to read more in the form of this book which contains three great short stories. I would classify them as fantasy/adventure tales for mature readers, with them being both gritty and humorous. I never knew what to expect from one page to the next, which I can't say about every book I pick up. But mostly, it was the characters and their interactions that had me hooked.

Sir Hereward and Mister Fitz are agents for the Council of the Treaty for the Safety of the World. Yes, you read that right, and I wrote that sentence with a straight face because there is some serious business in these stories. These two act for the greater good of mankind, even if it means that innocent people must be sacrificed in the process. Though this comes at a cost, mostly to Sir Hereward, who sometimes suffers pangs of empathy and regret when having to kill, unlike Mister Fitz who is often dispassionate except where Hereward is concerned. Mister Fitz, who is around 3 1/2 feet tall minus his pointed hat which adds about a foot, is a self-willed, wooden puppet with a pumpkin-shaped papier-mâché head. The majority of these animated, sentient puppets exist as entertainers in that world, which Mr. Fitz is anything but. He is a sorcerer who was given magical powers by the Council, and along with his charge Hereward, they are godslayers, of those godlets deemed harmful by the Council. Fitz was formerly Hereward's nanny and bodyguard as he was growing up, so they share a strong bond now that Hereward is twenty-five.

In this book, they share three vastly different adventures, by land and by sea. I won't spoil things by recapping them or by explaining the odd and interesting things about the world these characters inhabit, so you might discover them yourself.

The stories were a perfect length and rich in detail despite their brevity. My only complaint is that at this point in time, there aren't any more of them. But what I'd really like to read is a full length novel featuring these characters who are more than complex enough to support one.

Jay Daze says

Fabulous adult sword and sorcery from an author who, for me, sadly turned his writing to a younger demographic after his Abhorsen series. I love the fact that Hereward and Fitz are not nice in the pursuit of their mission. A lot of people die because of their actions, but in the end it doesn't matter because they are pretty damn ruthless. That hard edge is what makes this gritty-ish sword and sorcery and not noble high fantasy.

Nix's short stories have been hit or miss for me in the past. At his weakest, which is still pretty good, his stories aren't really whole creations, they are just setups with no pay offs. The first chapter in a novel that is never going to be written. My favourite story, "Infestation" (not from this collection), is a fully realized vampire hunter story with a main character who might come off as a surfer dude initially but is much, much more. I do have the vain hope that he'll turn 'Infestation' into a full novel but the story does stand on its own.

Because there are three Hereward and Fitz stories Nix actually does build up a head of steam and I think the stories can stand on their own. That said, with anything that Nix succeeds at, I WANT MORE!

(Oh, and to any fictional women out there - don't hook up with Hereward or you will be a dead girlfriend - that is just the rules in blade and magic genre - I mean, there isn't a Mrs. Conan, know what I'm saying?)

PS: Check out Podcastle #92 and #186 for the audio versions of two of the three stories. That's why I went out bought the ebook. (Didn't include a link because they usually get stripped out.)

Abrahm says

These may be some of my favorite short fiction works. They're wonderfully wrought short adventure stories with each tale being a fully formed exciting adventure that somehow manages to cram in delightful world building and interesting conflicts without become ponderous. Garth Nix walks that razors edge between mysteries, exposition and swashbuckling adventure that make his world come to vibrant life and catch your breath.
