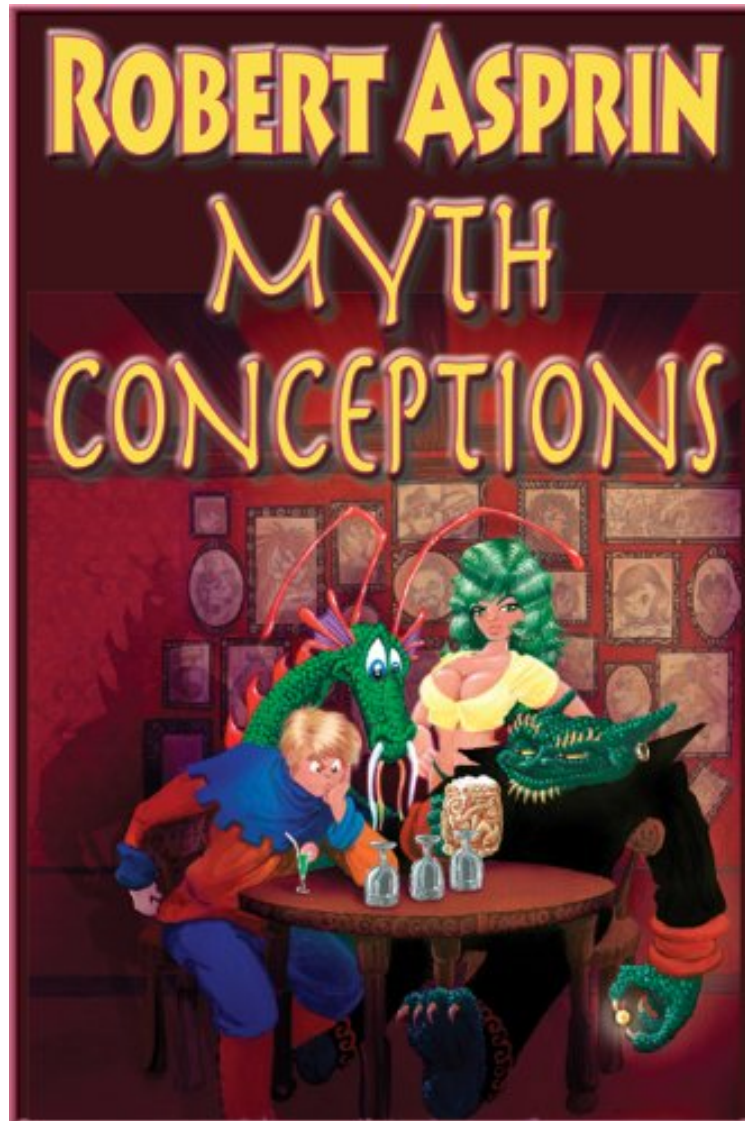


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Myth Conceptions (Myth-Adventures Book 2) (English Edition)

Von Robert Asprin

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Von Robert Asprin : Myth Conceptions (Myth-Adventures Book 2) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Myth Conceptions (Myth-Adventures Book 2) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. terrific, funny, satirical, and mystic war-gameVon Ein KundeWhen all the world is reading Harry Potter a few friends and lovers of Asprin's novels ask the important question: "and what about Skeeve?" Never has an apprentice of magic told

of his life with a demon (who appears to be his teacher), a dragon and a unicorn more thrilling than here. Firstly, he tries to become court magician in Possiltum, because the job seems to be quiet and peaceful. Secondly, he is confronted with a whole army, and thirdly, ... But read it yourself, it's lots of fun. 1 von 1 Kunden fanden die folgende Rezension hilfreich. One of the Best of the 10 currently available Von Ein Kunde Out of the 10 "Myth" books that Robert Asprin has so far given us MYTH CONCEPTIONS is definitely one of the BEST. This book continues with the humor and mystery that the first one began. Follow Skeeve along on one of his greatest adventures, watch as he further develops his kind nature and see how Aahz and the new characters influence Skeeve to become an effective, courageous, and noble leader. The humor, action, and characters will keep you on the edge of your book (pardon the pun). 1 von 1 Kunden fanden die folgende Rezension hilfreich. Another Fine Myth? Yes it is another fine Myth book! Von Ein Kunde Wow! This is yet another of Asprin's fine works. Skeeve, Tada, Aahz and the gang are all here and in their best! Humorous and riveting, it's a fine book for any fantasy lover! Although, one should be familiar with Asprin's previous myth book and trust me you'll be able to enjoy this book all the more.

Kurzbeschreibung Robert Asprins classic fantasy seriea, now available in eBook! With cover and interior illustrations by Phil Foglio! A Myth-Adventure in Combat ... Having defeated the mad wizard, Istvan, Skeeve and Aahz have taken over the remote inn that was the enemys hideout. Theyre generally safe from visitors, and if not, Skeeves growing magical abilities allow him to disguise himself and his friends as such repulsive serving staff that potential guests flee, screaming. Skeeve has grown bored of studying magic at the isolated inn, however, and one visitor who does not flee offers him an invitation for employment as court magician in the kingdom of Possiltum. Seeing a chance for easy profit and a little on the job training for his apprentice, Aahz agrees, Skeeve defeats the other applicants in a trial of magic to win the position, and thats when the fun really starts the pair find out theyve actually been hired in lieu of a professional national army or mercenaries to defeat a huge military invasion! Theyve also been used as pawns in a game of influence between the kings advisors ... and General Badaxe is particularly unhappy that he got a magician for the kingdoms money instead of a few thousand soldiers. Even if they win, theyll most likely be killed by one court faction or another. What can a poor apprentice wizard and his demon teacher do? # 1 Call on some good friends. # 2 Cheat the odds. # 3 Do whatever it takes to WIN! Weapons of Myth-Destruction ... Now that weve got a minute, Skeeve said, would you mind telling me what your plan is? Well, Aahz explained, the way I figure it, we arent going to overpower them. There are only seven of us and thousands of them. So the name of the game is Delay and Demoralize ... Right off the bat weve got two big weapons going for us, The gargoyle and the dragon? Skeeve put in helpfully. Fear and Bureaucracy, Aahz said. Whats Bureaucracy? Skeeve asked. The organization to get things done that keeps things from getting done, Aahz continued. In this case, its called the chain-of-command. An army the size of the one were facing has to function like a well-oiled machine or it starts tripping over its own feet. Im betting that if we toss a couple of handfuls of sand into the gears, theyll spend more time fighting each other than us. For once, Skeeve wished he hadnt asked Aahz for an explanation. Kurzbeschreibung Robert Asprins classic fantasy seriea, now available in eBook! With cover and interior illustrations by Phil Foglio! A Myth-Adventure in Combat ... Having defeated the mad wizard, Istvan, Skeeve and Aahz have taken over the remote inn that was the enemys hideout. Theyre generally safe from visitors, and if not, Skeeves growing magical abilities allow him to disguise himself and his friends as such repulsive serving staff that potential guests flee, screaming. Skeeve has grown bored of studying magic at the isolated inn, however, and one visitor who does not flee offers him an invitation for employment as court magician in the kingdom of Possiltum. Seeing a chance for easy profit and a little on the job training for his apprentice, Aahz agrees, Skeeve defeats the other applicants in a trial of magic to win the position, and thats when the fun really starts the pair find out theyve actually been hired in lieu of a professional national army or mercenaries to defeat a huge military invasion! Theyve also been used as pawns in a game of influence between the kings advisors ... and General Badaxe is particularly unhappy that he got a magician for the kingdoms money instead of a few thousand soldiers. Even if they win, theyll most likely be killed by one court faction or another. What can a poor apprentice wizard and his demon teacher do? # 1 Call on some good friends. # 2 Cheat the odds. # 3 Do whatever it takes to WIN! Weapons of Myth-Destruction ... Now that weve got a minute, Skeeve said, would you mind telling me what your plan is? Well, Aahz explained, the way I figure it, we arent going to overpower them. There are only seven of us and thousands of them. So the name of the game is Delay and Demoralize ... Right off the bat weve got two big weapons going for us, The gargoyle and the dragon? Skeeve put in helpfully. Fear and Bureaucracy, Aahz said. Whats Bureaucracy? Skeeve asked. The organization to get things done that keeps things from getting done, Aahz continued. In this case, its called the chain-of-command. An army the size of the one were facing has to function like a well-oiled machine or it starts tripping over its own feet. Im betting that if we toss a couple of handfuls of sand into the gears, theyll spend more time fighting each other than us. For once, Skeeve wished he hadnt asked Aahz for an explanation. Synopsis THE SCENARIO Skeeve, the apprentice masquerading as court magician in Possiltum Aahz, a clapped-out demon Gleep, a dragon of very little brain THE PROBLEM One invading army marching steadily on

Possiltum THE PROBABLE OUTCOME Either Skeeve, whose magic isn't up to much, won't be able to stop it. Result, instant death. Or Aahz will pull a rabbit out of the hat and repel the hairy invader. Result, instant execution.