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Myth Directions (Myth-Adventures Book 3) (English Edition)

Von Robert Asprin

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Von Robert Asprin : Myth Directions (Myth-Adventures Book 3) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Myth Directions (Myth-Adventures Book 3) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. One big ha-haVon Ein KundeI read this book in one week. My progress is usually much faster, but its hard to read when one is shaking with hysterical laughter. this was the first Myth book I read, and will forever be my favorite. It conjures up

some strange mental images of Skeeve astride Gleep. (Gleep is my favorite character.) I would recommend it to anyone with a goofy sense of humor. P.S. I had no idea so many people read myth!0 von 0 Kunden fanden die folgende Rezension hilfreich. Good, but not great. Von Ein Kunde Myth Directions was an ok book but nothing like the Shannara series or the Sword of Truth series. I guess I liked it mainly because it was kind of funny, and it also had some action in it. I'm not saying you should read it, just that you can if you have free time, and if not...no biggy.0 von 0 Kunden fanden die folgende Rezension hilfreich. Happy Birthday Aahz! Von Ein Kunde This was the first Myth I ever read, and will forever be my favorite. It conjures up many a strange image of Skeeve astride Gleep. (Gleep is my favorite character.) Please read this one! P.S. I had no idea there were so many Myth-lovers out there!

Kurzbeschreibung Robert Asprins classic fantasy series, now available in eBook! With cover and interior illustrations by Phil Foglio! The Great Game ... The Trophy is just about the ugliest piece of art that apprentice magician Skeeve has ever seen, but the beautiful Tananda wants to steal it for a special occasion. Skeeve is not above indulging in a daring act of interdimensional thievery for a good cause and the chance of adventure, and he figures that between his abilities and Tandas, the guardians of the Trophy won't stand a chance. That's where their plan goes horribly wrong. The Trophy is the sacred object of an ancient contention, the Great Game between two rival nations, and it's closely guarded by professional magicians. Tananda is caught in the act of attempting to steal it, and Skeeve must escape to seek help to free her. To effect a rescue, Skeeve must recruit a team of his own to play the Game, taking on both opposing teams simultaneously and he's got to win! It will take all of Skeeve's unproven magical talents and the devious mind of his scaly green mentor, Aahz, plus everything his strange crew of recruits can offer to beat the professionals at their own Game. Present Danger ... That's it, she said with sudden, impish glee. That's what? I blinked. Aahz's birthday present, she proclaimed. I peered down the street, wondering what she was looking at. What is? I asked. That statue, she said firmly. That statue? I cried, unable to hide my horror. Of course, she nodded, it's perfect. Aahz will have never seen one, much less owned one. How do you figure that? I pressed. It's obviously one-of-a-kind, she explained. I mean, who could make something like that twice? She had me there, but I wasn't about to give up the fight. There's just one little problem. I'm no expert on psychology, but if that pack we just saw is any decent sample, I don't think the folks around here are going to be willing to sell us their pretty statue. Of course not, silly, she laughed, turning to her food again. That's what makes it priceless. I never planned to buy Aahz's present. But if it isn't for sale, how do we get it? I frowned, fearing the answer. Tananda choked suddenly on her food. It took me a moment to realize she was laughing. Oh, Skeeve, she gasped at last, you're such a kidder. I am? I blinked. Sure, she insisted, looking deep into my eyes. Why do you think it was so important for you to come along on this trip? I mean, you've always said you wanted to be a thief. **Kurzbeschreibung** Robert Asprins classic fantasy series, now available in eBook! With cover and interior illustrations by Phil Foglio! The Great Game ... The Trophy is just about the ugliest piece of art that apprentice magician Skeeve has ever seen, but the beautiful Tananda wants to steal it for a special occasion. 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