



Myth Directions (Myth-Adventures Book 3)

By Robert Asprin

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Myth Directions (Myth-Adventures Book 3) By Robert Asprin

Robert Asprin's 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's 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 Tanda's, 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 scaley 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.”

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Myth Directions (Myth-Adventures Book 3) By Robert Asprin Bibliography

- Sales Rank: #129139 in eBooks
- Published on: 2013-12-01
- Released on: 2013-12-01
- Format: Kindle eBook

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Editorial Review

Review

All the *Myth* books are hysterically funny. -- *Analog*

An excellent, light-hearted fantasy series. -- *Epic Illustrated*

Stuffed with rowdy fun. -- *Philadelphia Inquirer*

About the Author

Robert (Lynn) Asprin was born in 1946. While he has written some stand alone novels such as *Cold Cash War*, *Tambu*, *The Bug Wars* and also the *Duncan and Mallory Illustrated* stories, Bob is best known for his series: *The Myth Adventures of Aahz and Skeeve*; the *Phule* novels; and, more recently, the *Time Scout* novels written with Linda Evans. He also edited the groundbreaking *Thieves World* anthologies with Lynn Abbey. His most recent collaboration is *License Invoked* written with Jody Lynn Nye. It is set in the French Quarter, New Orleans where he currently lives.

Users Review

From reader reviews:

Daniel Butler:

Reading a reserve can be one of a lot of task that everyone in the world loves. Do you like reading book and so. There are a lot of reasons why people like it. First reading a reserve will give you a lot of new facts. When you read a guide you will get new information because book is one of many ways to share the information or even their idea. Second, reading through a book will make a person more imaginative. When you reading through a book especially fictional book the author will bring you to imagine the story how the character types do it anything. Third, it is possible to share your knowledge to others. When you read this Myth Directions (Myth-Adventures Book 3), you can tells your family, friends and also soon about yours e-book. Your knowledge can inspire others, make them reading a e-book.

Barry Phelan:

Spent a free the perfect time to be fun activity to do! A lot of people spent their free time with their family, or all their friends. Usually they accomplishing activity like watching television, about to beach, or picnic inside park. They actually doing same every week. Do you feel it? Would you like to something different to fill your personal free time/ holiday? Could possibly be reading a book may be option to fill your no cost time/ holiday. The first thing you ask may be what kinds of publication that you should read. If you want to attempt look for book, may be the guide untitled Myth Directions (Myth-Adventures Book 3) can be great book to read. May be it can be best activity to you.

Jill Williams:

Myth Directions (Myth-Adventures Book 3) can be one of your beginning books that are good idea. All of us recommend that straight away because this guide has good vocabulary that could increase your knowledge in vocabulary, easy to understand, bit entertaining but still delivering the information. The article author giving his/her effort to get every word into enjoyment arrangement in writing Myth Directions (Myth-Adventures Book 3) yet doesn't forget the main stage, giving the reader the hottest in addition to based confirm resource info that maybe you can be one among it. This great information can easily drawn you into fresh stage of crucial imagining.

Lois Hutter:

This Myth Directions (Myth-Adventures Book 3) is great e-book for you because the content which can be full of information for you who also always deal with world and also have to make decision every minute. This specific book reveal it information accurately using great arrange word or we can state no rambling sentences within it. So if you are read the idea hurriedly you can have whole info in it. Doesn't mean it only provides you with straight forward sentences but tough core information with attractive delivering sentences. Having Myth Directions (Myth-Adventures Book 3) in your hand like getting the world in your arm, data in it is not ridiculous one particular. We can say that no reserve that offer you world in ten or fifteen second right but this guide already do that. So , this is certainly good reading book. Heya Mr. and Mrs. hectic do you still doubt that?

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