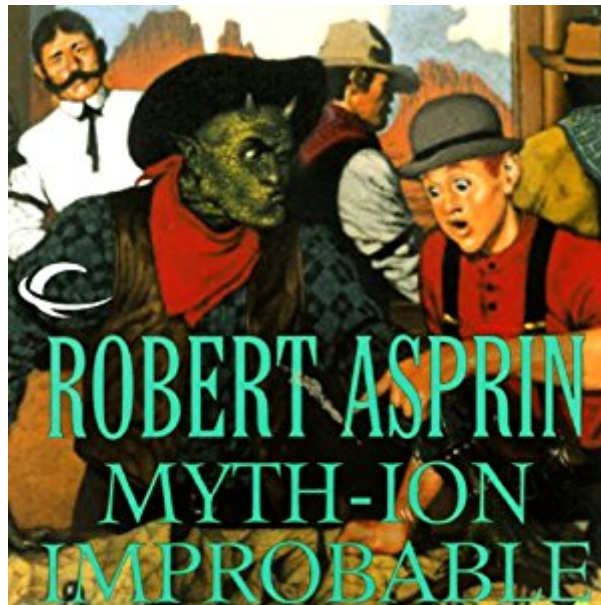


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# Myth-ion Improbable: Myth Adventures, Book 11



## Synopsis

Apprentice magician Skeeve, his scaly mentor Aahz and beautiful ex-assassin Tanda are back - and this time they're treasure hunting in a dimension that combines the Wild West with the vampire-cursed hills of Transylvania - where gold is common as dirt, and danger lurks behind every sagebrush.

## Book Information

Audible Audio Edition

Listening Length: 6 hours

Program Type: Audiobook

Version: Unabridged

Publisher: Audible Studios

Audible.com Release Date: April 15, 2013

Language: English

ASIN: B00BR3BYQS

Best Sellers Rank: #90 in Books > Audible Audiobooks > Arts & Entertainment > Art #1113 in Books > Audible Audiobooks > Fantasy > Epic #4283 in Books > Arts & Photography > Drawing

## Customer Reviews

I have been disappointed with the last few books in this series - and especially with the last one, Sweet Myth-tery of Life which hit the lowest point in the saga. It was bad enough that that book was poorly written and not at all funny, but to make things worse, the book ended on a cliffhanger and then Mr Asprin didn't continue the series for about seven years. I, for one, was convinced that Mr. Asprin had finished with these characters and their stories and was moving on. So, I was very happy to see this book listed on . However, it DOESN'T pick up where the cliffhanger of the last volume left off. In an introduction, Mr. Asprin explains that it has so long since he wrote a Myth-Adventure, he had really lost the feel for the characters. So, before he tackled the complex story he had planned, he decided to do a "prequel." If you were numbering in order, this book would be Number 3.5 in the series. For the most part, Mr. Asprin's experiment is successful. Skeeve and Tanda are in fine form, and Aahz, while a lot grumpier than in past volumes, still shows flashes of his old self. The adventure is fun and (mostly) quite exciting, aside from a few gaping plot holes that I won't go into here because they'd spoil the ending. (And the ending is pretty anti-climactic. There's a build up for a big showdown and the showdown never happens, which is a shame.) I did have a few problems,

though, with the book itself. The illustrations are not very attractive. The B&W drawings in the book are kind of ugly, and the cover design looks like something a home-publisher would do on an old graphics program. (I sure do miss Phil Folgio's art!) And I'm a little grumpy that Meshia Merlin Publishing sees fit to charge \$... for a 180 page book that fans will tear through in an afternoon. All in all, it's a fun book and a welcome return by Robert Asprin and a much beloved series.

After nearly a decade, Asprin has FINALLY returned to the Myth series. I greatly enjoyed the other books and was overjoyed to see he was returning to finish the series. I presumed he simply burned out on ideas and switched to the Phule and Time Scout series to break the monotony. In his preface he explains the delay and attributes it to tax problems. He then tells us that the book is something like a warm up exercise to get back into the flow and style of the Myth books that made them so enjoyable. The pace is slow, almost dogged. Instead of reading like a light farce, it carries like a mediocre detective novel. There are numerous "goofs" where the characters are knowing or doing something they didn't do when placed in the Myth timeline between books 3 and 4. I still recommend the book to those who want a complete set of the series, but as a first look into Skeeve's world it lacks the spring and liveliness of the rest of the series. If this your first look into Myth, I'd recommend Myth Adventures One, then Two and Three and read this last.

First I was delighted to see a new installment for the MYTH series after such a long wait. I, like others, had given up on the cliffhanger in the last book ever being solved. Then, after reading several of the reviews here at [this book](#), I was worried that it was going to be on par with the last two "Phule" books, that is, someone else (with not much talent) wrote them and Asprin only edited them and added his name to the cover. They were not nearly the quality of the first two Phules. Well, I just had to get the book and read it anyway. In his author's note, Asprin explains many of the personal problems he had and why the long delay. I understood his wanting to do a (middle) prequel to get back into the feel of the series. That said, I read the book and I am flabbergasted by some of the reviews here. Did these people read the same book? Gosh people, try to read for enjoyment sometime! I thought this book was a grand addition to the Myth series, and like someone else pointed out, it returned Skeeve to a more innocent, less experienced time. Sure Aahz is grumpy, but show me a book where he is not. We got to see a little deeper into Tanda's character, and learned a lot more about dimension hopping and its limitations (and dangers). The only dings I could find were spelling "Deveels" as "Deevels" and "Possiltum" as "Posseltum." Not a real big deal. I also found no place where Skeeve knew something that he had not learned yet as one other reviewer

mentioned. All in all, the story was great. Very imaginative and kept you guessing throughout as to what was going to happen next. I need not have worried that this was not up to Asprin's former writing prowess as it felt just like all the other books, if not a lot more fun than some of the last ones. I highly recommend this book for the fans of the Myth series, and I can't wait for "Something M.Y.T.H. Inc." coming in September 2002.

While I enjoyed reading this book, and have very much enjoyed reading the other Myth books, I found this book to not match well with the style of the time period in which it is supposed to take place. As the series has gone on, the universe in which it takes place has become more complicated, and we have learned about it along with Skeeve. This book is much more "sophisticated" in its treatment of the universe as compared to the novels which surround it. Having read the author's note, I understand his desire to become used to the myth series before he really attempts to extend it. I would opine, though, that judging by this book he has not yet re-captured the delightful playfulness and naivete that has marked the myth series. That being said, I can't wait to read the next one!

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