



## Myth-ion Improbable

*Robert Lynn Asprin*

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## **Myth-ion Improbable** Robert Lynn Asprin

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.

## **Myth-ion Improbable Details**

Date : Published August 30th 2002 by Ace Books (first published 2001)

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Author : Robert Lynn Asprin

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# From Reader Review Myth-ion Improbable for online ebook

## Robert Gilson says

A fun side adventure that takes place before most of the last few books I have read. Still is fun seeing an adventure taking place before the cast got large. A fun a quick listen.

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## Kristoffer says

I did enjoy this book fairly well but found it to be a bit of a low point for the series. It does not take place after book 10 or even around the same time but before the mob was involved in the series. I think the mob became involved around book 4, so this book took a major leap backward in time. I started this book expecting to find out what happened after the cliff hanger at the end of book 10 and was annoyed and confused to suddenly be reading about events way in the past. At first I was even thinking that I may be reading the wrong book and somehow was reading one from way back in the series that I had already read. The confusion and annoyance at not getting to find out what happened after book 10 dampened my mood for a good portion of the time I read this book and made the experience worse. Also, with it taking place way in the past, there weren't as many characters that I have come to like and did not introduce any characters that I found especially interesting. Still, the book did involve an interesting journey and an interesting dimension at the end of the journey. I am wondering if there is a chronological list of the Myth Adventures books because I would recommend reading this book right before the book with the mob so that you don't feel ripped away from events going on when you read this book. Also, if you just finished book 10, I think skipping to book 12 makes sense if you really want to find out what happens. This was still an enjoyable book and something I would recommend. I would recommend this whole series of books though. They are fantastic and really start to hit their stride around book 4 or 5.

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## Jessica says

I couldn't do it. I know that Asprin threw this book out to his Myth fans in an attempt to recapture the voice of Skeeve and Aahz in the beginning of the series, but this just didn't do it.

The story was whack. The plot was confusing and ridiculous. Tanda was half a step above a body-length pillow, and Aahz was just downright mean. Skeeve was - well, he was Skeeve, without all the witty dialogue and insightful questions.

It's so sad, but I think the voice of Skeeve and Aahz, the ones that I fell in love with back when I was a wee lass, is gone for good. I know there are other books in the series, but I'm afraid to pick them up, for fear that I will be further disappointed and will begin to despise the characters that I've loved for so long.

And I'm still left screaming to myself, **What happened to Gleep?**

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## **Wiebke (1book1review) says**

This book takes us back to an earlier time of Skeeve's adventures and it is delightful to see his lack of knowledge and stupidity and also the many things he just doesn't understand or misunderstand.

I was a little confused why Tananda was called Tanda most of the novel, not sure why but it put me off every time her name appeared.

Other than that a fun treasure hunt for a golden cow.

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## **Evgeny says**

For personal reasons I will mention briefly below Robert Lynn Asprin decided to write a book which takes place between books 3 and 4. Thus Skeeve's team finished with the Big Game (the funniest part of the series, hands down; it happened in the book 3) and is busy - or bored - with the routine of being a Royal Magician. To make things a little more interesting he showed Aazh a trinket he bought from a street bum in one of the dimensions he had traveled with Tanda in search of the birthday present for his mentor.

He promptly forgot about his purchase because of all the excitement of the Big Game (once again I challenge anybody to find a funnier scene in any fantasy) and only recalled about it when he got really bored. Aazh dismissed the trinket initially, but finally got interesting enough to take a closer look at it. To make a long story short it turned out to be a treasure map to the place where the fabled Golden Cow that gives golden milk (don't ask) is hidden. The duo picked up Tanda just to keep them company and went treasure hunting only to realize that they were not the first party to use that particular map. None of the previous hunters ever made it back. I really wish to continue by saying that the excitement follows, but I pride myself in being reasonably honest, so I have to say a boring adventure follows.

Remember I mentioned personal problems by the author in the beginning of the review? Before writing this book poor guy had some problems with IRS which took a long time to resolve and as everybody who ever dealt with this scary organization knows any prolonged communication with them can and does lead to complete loss of humor - just ask Al Capone.

Yes, complete and absolute absence of any trace of humor is seeing here clearly. The book is not funny. It does not even pretend to be amusing. The only saving grace is the plot. The plot is not simply bad. It is way beyond that firmly coming to the territory of "so bad, it is good". See such cult movies as Attack of the Killer Tomatoes

and Killer Klowns from Outer Space

for examples of what I mean.

Needless to say the only good part - the bad plot - is given away right in the book blurb; if you read it you might as well forget about reading the book. I thought about rating it with 2 stars, but this was the rating of the previous one which incidentally was light years ahead in terms of the quality. Sorry but I had to lower the rating. My next book of the series would be the last one I read.

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## April Brown says

A childhood favorite re-visited.

Is the story as good as I remember? – Yes

What ages would I recommend it too? – Twelve and up. While ten to twelve might enjoy it, there are many ideas they will not understand. Though, they will certainly get many of the jokes.

Length? – Most of a day's read.

Characters? – Memorable, several characters.

Setting? – Fantasy, alternate dimensions.

Written approximately? – 2001.

Does the story leave questions in the readers mind? – Ready to read more.

Any issues the author (or a more recent publisher) should cover? No.

Short storyline: While this was the 11th book Robert Asprin wrote, it belongs at this place in the series timeline. In this book, Skeeve, Aahz, and Tanda declension hop to follow a treasure map to a golden cow. This unique dimension holds many mysteries, including the locals fear of night, vegetarianism, and those strange cows, which Skeeve has not only never heard of, but never seen. Adding to the fun, is the hints of the “round up” from the town's characters, the magical map that changes from place to place, the odd traveling companion they meet up with, and the actual identification of the the “golden cow.”

Notes for the reader: In this story, this author takes the emotions of his characters seriously. The characters don't just race through the story full of action without emotion. The author realized the importance of the reader connecting to the characters by giving us the emotions, and even the reasons behind those sometimes odd emotions for the situation. While the first few times, it is a shock to the system to actually read of a character having an emotion, soon, it just becomes an enhancement to the story. In fact, when the lack of emotions by the main character becomes apparent in a later story, even that is noted by all the characters, until it is resolved.

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## Thomas says

*The One About the Old West*

Going into my re-read of this series, I knew this one was out of order, chronologically. I knew reading it after Sweet Myth-tery of Life was the proper order for when the novels were published, but I waffled over which way to read it. In the end, I saw that it was listed as book eleven in most listings of the books, and decided to read it in that order. I think it was the right choice, but I think this book would have been terrible either way.

To be fair, Asprin returned to the series six years after writing the last book, and chose to go back and write an easier story before tackling what he saw as the end to get back in practice. He writes about this in his foreword, and explains that this story takes place between Myth Directions and Hit or Myth. Skeeve is still Aahz's apprentice, and the crew is much smaller; in fact, the book focuses on Skeeve, Aahz, and Tananda as they go on a multidimensional treasure hunt. A good chunk of the book is dedicated to how they follow the map, and then it picks up in a dimension that's much like the Old West. What sets it apart, though, is the vampire cows.

Yes, you read that correctly: Vampire Cows.

It's a dumb premise, made worse by flat characterization. I complained about how the female characters were portrayed in Sweet Myth-tery of Life, but it's a lot better than how Tananda is represented here. She doesn't do much, save act as a hugger, and Skeeve and Aahz are a bit off, too. I get that Asprin might have been rusty, but he had been writing these characters for over twenty years before abandoning them for seven. Can he really have lost that much of the magic in that time?

The answer, unfortunately, is yes. Seeing as it occurs so late in the series, and is an earlier adventure that doesn't affect the canon of the other stories, it would be safe to skip it. I'm just hoping that Something M.Y.T.H. Inc. is better.

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### **melydia says**

It's been at least a decade since I last read any of the Mythadventures books. Luckily, I've read the series at least twice (probably three times) so reading this book was like getting reacquainted with old friends, especially since it takes place between books three and four (there are twelve total). Here's the plot in a nutshell: our hero Skeeve, his grumpy mentor Aahz, and their lovely ex-assassin friend Tananda find a treasure map that leads them to a dimension of vegetarian cowboys who fear something that comes out at night. It's a silly and somewhat convoluted story, as all the Myth books are, but a bit more disposable by virtue of having been written out of order. I can't fault Asprin for this; he admits in the Author's Note that this was written as a way of easing back into the characters after a seven-year hiatus. In short, I would not recommend this book on its own (though it does a fine job of filling in quite a bit of the backstory), but definitely as part of the series. The Myth books remain some of my favorite fantasy comedies of all time, and it was nice to finally revisit them.

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### **Jean-Raymond Raynal says**

I read this one after the third book, since it is how the author added it in the chronology. As English is my second language, it took me a while to understand the problem with the dust bunnies... or is it because I identify as a male? :D

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### **Matthew Green says**

No. Sorry. Bad. Wrong.

Did not enjoy this. I find the rest of the series (at least the first 9 books) kind of silly and absurd and not great

reading in any way, but amusing enough. This, on the other hand, was not up to par. I understand that Asprin was coming off of personal difficulties and hadn't written these characters in numerous years, but his characterizations were very off, and the light-heartedness that was present in the preceding books was simply gone. The beginning was somewhat redundant, and the end was a confusing mess. Having picked this up to see if I wanted to read the rest of the newer books, I may decide to set it down again. It's just not worth it.

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## **Ross says**

Book 11, but takes place in between books 3 and 4, timeline-wise. Asprin was trying to recapture the old feel of the previous Myth novels, but it lacks some of the spark that the original three do. The characters keep it moving, along with an interesting take on cowboys and vampires, but it still isn't quite as good as the others. Recommended only for die-hard Myth fans.

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## **Debbie says**

My husband read a number of these Myth Adventure books years back and enjoyed them, so I gave this one a try; it looked like fun. And while this book was a light, easy read, and I was initially curious about the western towns the three main protagonists were visiting on their quest to find a golden cow, I found this book a bit too silly for my taste. I won't try reading another of Asprin's books--they just aren't a style of humor I enjoy.

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## **Patrick says**

So somehow I just found out that the writer of this series I was really into in sixth grade started writing the books again, so I had to check it out. It revolved around a young magician's apprentice named Skeeve, and his mentor, a demon named Aahz, and their "myth-adventures." Back then, I had found a few of the books left on the shelves in the room I used to share with my brother, and was totally into the series, the genre of which I guess would be considered "fantasy-comedy," bordering on satire. Anyways, in the mid-nineties, Robert Asprin got in some trouble with the IRS, and didn't write anything for seven years, which I guess is why he dropped off my radar. Then he struck some deal where he had to give them a bunch of the profits off of any future works, and found a loophole that said he didn't owe as much if he co-wrote books, so that's mainly what he does now. He wrote this particular entry to get back in the swing of things and shake the rust off and it shows. It's a really bad book. The old characters are totally flat, Skeeve's narration is this lame, fish-out-of-water crap, Aahz's whole personality consists of him saying, "Skeeve, you're so stupid," and the other character, their beautiful, green, former-assassin ally, Tananda does absolutely nothing but give Skeeve the occasional hug. The book is only 198 pages long, yet manages to be extremely repetitive. The entire first 50 pages consists of them asking some guy to help them find some dimension, then they go to it, realize it's the wrong one, then go back and ask the guy for a different one. Long story short, I give this two stars for nostalgia's sake, hoping for him and his readers that he did it as an exercise to get back in shape and the rest of the books turned out better. As bad as it was, I feel like I might eventually check out the other new ones too, because I'm a total idiot.

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**Ben Shay says**

My favorite series.

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**Ethan says**

Myth-ion Improbable by Robert Asprin was the first book of his that I have read. Will definitely have to go back and start at the beginning. Really enjoyed this book.

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