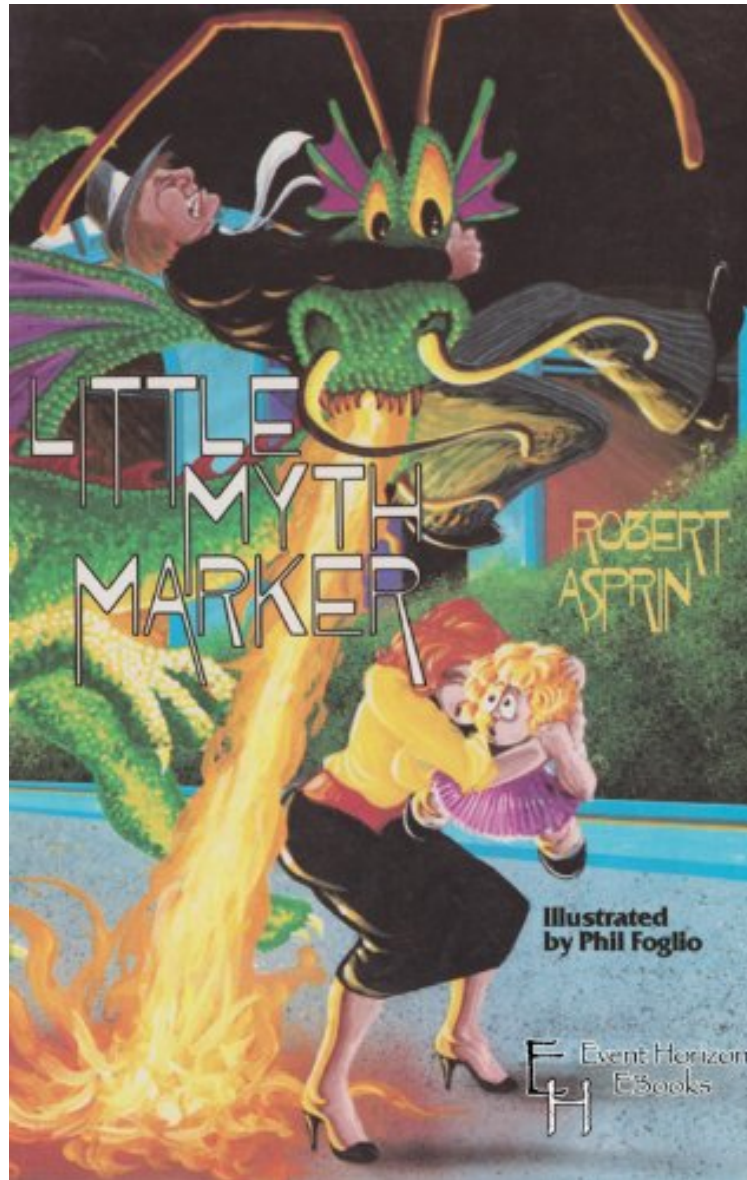


(Read now) Little Myth Marker (Myth-Adventures Book 6) (English Edition)

## Little Myth Marker (Myth-Adventures Book 6) (English Edition)

Von Robert Asprin

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**Von Robert Asprin : Little Myth Marker (Myth-Adventures Book 6) (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Little Myth Marker (Myth-Adventures Book 6) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. The Myth series took it's nose-dive with this book!Von Ein KundeAfter finishing Myth-ing Persons for the fifth time, I

began longing for the next book. Finally I got around to hitting the bookstore, where I bought "Little Myth Marker" to "Myth-nomers and Impervections". I thought, 'Finally! I've waited so long!!' I was so excited I was shaking. As soon as I got home, I immediately began reading Little Myth Marker. Suprisingly, I found myself completely disapointed. Sure, it had it's amusing spots, but it simply wasn't drop-dead funny, as I like to call it. I sensed that Mr. Asprin (may he never die!) used the characters in the story as a mirror for his own feelings, too much this time. Aahz and Skeeve and Tanda and the rest didn't seem to have their own personalities anymore. And at the end, instead of toppling over laughing, or staring thoughtfully at the cover, I cried my eyes out. (I could have been PMS'ing...so what!?) That business about Markie not joining M.Y.T.H. Inc. was too much. I don't know how to explain it. I simply think the book sucked, when compared with the rest. I almost feel like I've lost my best friends...0 von 0 Kunden fanden die folgende Rezension hilfreich. My favorite of the Myth series!Von Ein KundeEven now (years after my first reading of this book), I still pick it up every once in a while for fun. I love the "Myth" series (I still futilely hope Asprin will write another one!), and I think this one is the best of them all. I appear to be in the minority, but I like "Little Myth Marker". It reveals an interesting depth to the characters, particularly Aahz and Massha. And its take on parenthood is alternately funny and touching.0 von 0 Kunden fanden die folgende Rezension hilfreich. It was a good book, but I did not like the ending.Von Ein KundeI think that this was an excellent addition to the Myth series. I did, however, not enjoy the ending. I believe that Markie should have joined Myth Inc. Skeeve's decision did not fit, because Skeeve comes off as a character willing to accept new friends, or at least think twice about not letting them in. The rest of the book was excellent though, so I would most definately recomend it as an addition to any home library.

KurzbeschreibungRobert Asprins classic fantasy series, now available in eBook!With cover and interior illustrations by Phil Foglio!A Friendly Game It was just an innocent game of dragon poker. But soon Ogres were high, unicorns wild, and the pot was half a million!Skeeve bluffs his way into a high-stakes game of dragon poker-and wins! But now he's left with Markie, a pint-sized IOU left by a player who went broke. She conjures up a house full of trouble every time she tries to cast a spell. And now the dragon poker champion has challenged Skeeve to a game-with a pot of half a million.Myth-Chievous Skeeve, magician extraordinaire, and his apprentice Massha were sauntering their way through the Bazaar at Diva. Markie, the little girl a gambler has left with Skeeve as a "marker" after a game of dragon poker, was in a nearby tent, trying on some clothes with Bunny, another female member of Skeeve's retinue."Hasn't Markie been well-behaved?" Skeeve asked Massha. "She said she was in the third grade of Elementary School, even though she calls it Elemental School..."ELEMENTAL SCHOOL!" Massha gasped in horror. "We've got to get her back home...QUICK!"Just then, Markie was kicked out of the tent by its owner. Markie stared at the tent--and suddenly dozens of booths were destroyed by a powerful wind."Markie blew her cork and summoned up an air elemental, like you learn to do at Elemental School," Massha said grimly ...KurzbeschreibungRobert Asprins classic fantasy series, now available in eBook!With cover and interior illustrations by Phil Foglio!A Friendly Game It was just an innocent game of dragon poker. But soon Ogres were high, unicorns wild, and the pot was half a million!Skeeve bluffs his way into a high-stakes game of dragon poker-and wins! But now he's left with Markie, a pint-sized IOU left by a player who went broke. She conjures up a house full of trouble every time she tries to cast a spell. And now the dragon poker champion has challenged Skeeve to a game-with a pot of half a million.Myth-Chievous Skeeve, magician extraordinaire, and his apprentice Massha were sauntering their way through the Bazaar at Diva. Markie, the little girl a gambler has left with Skeeve as a "marker" after a game of dragon poker, was in a nearby tent, trying on some clothes with Bunny, another female member of Skeeve's retinue."Hasn't Markie been well-behaved?" Skeeve asked Massha. "She said she was in the third grade of Elementary School, even though she calls it Elemental School..."ELEMENTAL SCHOOL!" Massha gasped in horror. "We've got to get her back home...QUICK!"Just then, Markie was kicked out of the tent by its owner. Markie stared at the tent--and suddenly dozens of booths were destroyed by a powerful wind."Markie blew her cork and summoned up an air elemental, like you learn to do at Elemental School," Massha said grimly ...Synopsis Skeeve, a young magician, and Aahz, his demon teacher, face the prospect of going out of business when their enemies hire the Axe, a top character assassin.