



Another Fine Myth

Robert Lynn Asprin

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Skeeve was a magician's apprentice--until an assassin struck and his master was killed. Now, with a purple-tongued demon named Aahz as a companion, he's on a quest to get even.

Another Fine Myth Details

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Author : Robert Lynn Asprin

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From Reader Review Another Fine Myth for online ebook

Orient says

I read Evgeny's great review about this book and decided that it's just perfect for me. Thanks, Evgeny, for turning my attention to this book ;)

The story in "Another Fine Myth" is filled with humor, puns and it is quick, easy, and a pure delight to read. I swallowed it in one day time enjoying each light-hearted and entertaining page (if not for my work it would have been quicker!). And I definitely had a laughable good time. It's not a serious book with lot's of depth, but it's quick-paced and entertaining. Such things as death, serious feelings have no major attention and there isn't much of character development but there are other books in the series (and quite a lot), so I really hope to know more about the main characters. There isn't a character who overrules everyone, so I can't discern any of them, as the characters are different and they supplement each other. Though, book is more concentrated on the story than characters. But still I found fun and believable characters that made the book so entertaining for me.

An unskilled-skilled-to-be, naive and lazy apprentice with a baby dragon

a sarcastic Pervert (oops, sorry, a Pervect!!!) demon, made powerless by a practical joke

a beautiful, lustful, hot-tempered, green haired assassin

and other. I was happy to meet the green haired assassin as I enjoy rough-tough female characters and I hope to read about her more.

Each character comes alive and alluring with sarcastic/naïve comments, plays on words and the unexpected tricks. Also I liked that characters from other dimensions are presented as having certain qualities due to their home dimension. It's a good start for other stories.

All in all, this book mixes fantasy, adventure, humor, and the facts of life into one awesome cocktail. The plot is quite simple, but unpredictability and wit made this book an enjoyable read to me.

Klodovik2 says

U početku mi se knjiga nije nešto dopala. Ali sa svako prožitanom stranicom rasla je i moja privrženost prema Aahzu i Skeevu. Humor koji mi je u početku bio dječiji postajao mi je sve draži i draži. Par puta sam se nasmija do suza. Ali najviše me kupila ta blaga poremećenost likova i bajkoviti svjet kojeg je Asprin osmislio. Sliče kao i Spakovski on uzima poznate stvari ali ih koristi na skroz drugačiji način te se poigrava s našim spoznajama o demonima, vragovima, jednorozima i zmajevima i još mnogim drugim stvarima

Evo jedan citat koji me izuo iz cipela od smjeha :)

"I don't believe I've had such a good time since I made love to my week-dead sister."

Mike (the Paladin) says

Unabridged audio.

Skeeve was a magician's apprentice, until the magician got killed that is. Unfortunately he was killed by an assassin just as he summoned a "demon".

"Demon"-that's short for "Dimensional Traveler". Things just go from bad to worse once they find that he (the Dimensional Traveler that is, the demon) is stuck in Skeeve's dimension, a real backwater. See as I said, Skeeve is just an apprentice. The "demon" (Aahv) instead of killing Skeeve explains that he is a wizard in his own dimension. You see there are thousands of dimensions, Skeeve's is Klah, this makes those who live there...Klahds, there are others, for example if you're from the dimension of Deva you're a Devil. Aahv is from Perv, this make him a ~~Perver~~ errr...I mean Pervect, that's it, Pervect (though there is another more, common name).

Anyway from here things start to get well, complicated...

I don't know how reading this book will effect you, for some reason my sides ached a lot.

Nenad Pavlovi? says

If you crave for a new taste in fantasy-comedy (other than Discworld) and you're willing to ignore the plot that seems like a fifth grade stage play, unbelievably gullible paper-thin characters and the most incompetent villain in the history of the genre, there might be something for you here. Myth's sf/f plane-hopping setting and whacky characters that communicate almost exclusively in comedic (often hilarious) banter has a certain unique charm that immediately grows on you, making you forget the book's flaws and wanting for more (luckily, there's plenty of that)

Brent Weeks says

Probably not a great book, but I read it young, and it occupies a special place in my heart.

?Susan? says

This was one I picked up as a daily deal that was a very cute fantasy with many different characters from other dimensions. A fun twist on the mystical scale Skeeve is a magicians apprentice and when his master is killed he and his new master set out on a quest to find his killer. His new master is a hoot and you never know if he is telling the truth or not. Quite the little story teller. While cloaked in different appearances they go to different dimensions and pick up a few friends along the way. A great story for all ages and the narrator was very good with all the different voices. Highly recommend for the youguns.

Gavin says

This was a lighthearted and humorous fantasy novel packed full of witty dialogue, action, and magic. I'm not

a massive fan of books that have the main focus on humor, but I was pleasantly surprised by how much I laughed while reading this. It was a surprisingly enjoyable read.

Skeeve is an apprentice magician who's master is unfortunately assassinated while summoning a demon. Skeeve and the Demon are forced into an unlikely alliance with hilarious consequences and they flee the assassins and plot to foil the plans of the mad wizard who hired them.

The characters were likable and interesting. I loved the banter between Skeeve and Ahaz. The secondary characters were a diverse bunch who provided plenty of laughs. My favorite was probably the naive demon hunter Quigley, who was tricked by the quick witted Ahaz into all sorts of unfortunate mishaps.

The world building was pretty good for such a short book. Skeeve's world of Klah is just one of many in a diverse universe. I'm eager to explore some of the others.

Rating: 3.5 stars.

Audio Note: Jeff Woodman gave an almost perfect performance. His character voices were well chosen and his sense of comic timing was excellent.

David Sarkies says

Adventure with a smart mouthed demon and his cheeky apprentice

3 February 2015

One of the main reasons that I read this book was because it kept on appearing on the Goodread's sidebar entitled 'Readers also enjoyed' which I suspect has something to do with all of the Terry Pratchett books that I have read. Okay, I generally don't pay all that much to Goodreads recommendations, but when I was much younger a friend of mine was really into the series and he had been trying to get me to read them as well. Well, it has taken years but I finally (after being prompted by Goodreads) asked another friend, who also has the series, if I could borrow the first one – this one, and yes, I quite enjoyed it (though I am still not going to be blindly taking on Goodreads recommendations, especially with the number of books still on my shelf).

Okay, it's not Terry Pratchett, and while it is only the first book, the world itself didn't seem to be hugely developed, but it was still quite entertaining, and amusing. In fact, it seemed that the story was much more character driven and unlike Discworld, the world of Another Fine Myth, seems to sit quietly in the background allowing us to focus on some of the rather strange, and comical, encounters that the two main characters, Skeeve and Aahz, experience.

Basically Skeeve used to be a farmer, or was supposed to be a farmer, but instead decided to become a thief, and it seemed that that occupation didn't work out because he landed up as an apprentice to a magician. However, during one of his lessons, when the magician summons a demon, the magician is killed by an assassin which results in the demon (which actually means 'dimension traveller') being trapped on Skeeve's world. Adding the Aahz's problems is that Skeeve's master had stripped Aahz of his powers literally stranding him (otherwise he would have simply gone home). Then there is the assassination, which triggers a hunt for a magician that wants to take over the dimensions, as well as trying to escape from a couple of nasty imps that appear to be on their trail.

As I said, it is not satire in the vein of Terry Pratchett where the story pokes fun at modern society through the lens of a fantasy world, but rather a couple of larger than life cartoonish characters making their way through the adventure (though not necessarily stumbling because Aazh at least knows what he is doing and what is going on) poking fun at each other and those around them, and in a way outsmarting their enemies without actually drawing any blood (which also adds to the lighthearted aspect of this story). As I said, the characters are larger than life, such as Tananda, who regularly refers to Skeeve as 'handsome' even though she is leading a group of thugs to roll him, and the dragon Gleep (because all he says is 'gleep') who becomes attached to Skeeve because he nibbled on his shirt. Still, I've probably given away too much already because this is one of those little gems that you should read knowing as little about it as possible.

Stefan Yates says

I read quite a few of the books in this series several years ago. I remembered enjoying it then, so I thought I'd give it a re-read now and see if the magik was still there. Indeed it is! Another Fine Myth is a highly entertaining light read that I couldn't put down.

The story revolves around the adventures of a young magician's apprentice, Skeeve. Skeeve is a likable character, if a bit naive and the misadventures that he gets into with his friends are a magical romp through a universe of magik, demons, dragons and all sorts of other fantastical creatures. Because Asprin has incorporated different levels of technology in each dimension, there are really no limits on what might appear to challenge or aid our heroes. It's a lot of fun and always keeps you guessing as to what will happen next.

Also, at only 200 pages, this book makes for a nice, quick break from other more weighty readings. I hope that I'm right in remembering that the rest of the series continues to be this enjoyable and I look forward to joining Skeeve and the gang again very soon.

Evgeny says

"C'mon kid. Think a minute, even if it hurts."

Skeeve

used to be a magician apprentice until an assassin (who paid for the deed with his life right away) brought an untimely end to his master, but not before the latter summoned a demon.

"The Demon curled its lips back, revealing a double row of needle-sharp teeth. I considered changing my chosen course of action; I considered fainting."

Now Skeeve was stuck with the said demon who seems to have a very nice friendly personality:

"Are you going to shake my hand, or am I going to rip your heart out?"

To complicate things further the demon turned out to be quite different from what anybody would expect: in his case "Demon" stands for "Dimensional Traveler" and the guy's native dimension was called Perv, making Aazh one of his inhabitants, or Pervert (another hint about his nice personality). The two teamed up to deal with the powerful magician who hired the assassin. Their weapons? Skeeve's rudimentary magic skills and Aazh's ability to talk anybody's head off. Fun times are about to start - and they sure will.

This book is funny. It has everything a good humorous fantasy is supposed to have: great puns, amusing dialog, absurd laugh-out-loud situations, colorful and equally amusing characters.

Sadly this series nowadays is mostly forgotten and the first name that comes up when people think of humorous fantasy is Discworld. However it took Sir Terry Pratchett at least 3 books to become funny; this one makes you smile practically on the second page. The quality does drop off sharply after the first 5 or 6 books, but the initial ones are great.

My only complaint is that it took practically two thirds of the book before the dynamic duo arrived on Deva's Bazaar: a truly colorful place with some excellent recurring characters (see above). I can recommend this series to anybody who needs a good laugh; it also works great as a cure for a book hangover (my personal experience).

Terence says

I'm pretty sure I read at least the first three of the Myth Adventures series. I found them pleasantly amusing but, as with a lot of these parodies, the joke grew stale after a while and I lost interest.

Vicey says

This is the first of Robert Asprin's "Myth" series. While a light hearted, easy read it's still quite funny. The gags and word plays are a riot. I'd recommend this series for anyone ages 10+ into fantasy. Even though Skeeve might be a Klahed, he's quite quick witted. He'd have to be since his teacher/best friend is a Pervert ... excuse me, Pervert ;). So grab a D hopper, settle back, and join our heroes romp.

Michael says

As it happens, I didn't start reading this series with this book. Well, not exactly. I discovered "Myth Adventures" as a comic book drawn by Phil Foglio and read that, borrowing some issues from a friend and buying others. So, when I wanted to read the novels, I went looking for one called "Myth Adventures" to start with, but there wasn't one. The title "Another Fine Myth" SOUNDED like a sequel, so I wound up starting with "Myth Conceptions" (number 2 in the series), and didn't get back to reading this one, I think, for several years.

When I did, I was disappointed, actually. It's not as good as the comic, for several reasons. First, it lacks the clever back-story for the major conflict and the inciting incident, which adds a lot of depth to the plot. Second, the hero in the book version is essentially a by-stander to the resolution, whereas in the comic, he's directly responsible for it. Third, and perhaps most importantly, the cover art isn't by Phil Foglio, meaning that it lacks his artistic renderings, especially of the assassin Tananda. Asprin also fixed a minor plot-hole at the beginning of the book in the comic, but that's incidental.

I usually try not to start by listing the flaws in a book, but in this case it seemed necessary to explain why I experienced this book differently than most of its readers. Still, for those who want to read the series, it is the

starting point and does introduce many of the recurring characters as well as the inventive Universe that Robert Asprin built for them. Essentially, this is a comedy-adventure fantasy series in which a young apprentice magician teams up with a scaly-skinned Demon in order to learn magic (spelled “magik” throughout the series, which I refuse to do) and life’s lessons. A lot of the humor is verbal in some sense, and it tends to be somewhat low-key, compared to the non-stop laughs of Douglas Adams, for example. On the other hand, the adventure side tends to be better emphasized than in a lot of “funny” books, and there is genuine tension as the stories unfold, as well as good character development over time. You have to stick with the series to see that, however.

Our hero is Skeeve, who starts out as a naïve young man on a medieval world apprenticed to a powerful wizard named Garkin. Garkin, trying to impress Skeeve, summons Aahz, the previously mentioned Demon, from his dimension just at the moment he is assassinated by (and simultaneously kills) an imp called Throckwaddle. Aahz, a dimension travelling resident of the world called Perv (“Demon” is short for “dimension traveler”), discovers that Garkin has stolen his magical powers as a practical joke, and thus he cannot return home for 100 years, so he takes on Skeeve as an apprentice and takes up the avenging Garkin’s death. In the meanwhile we also learn about the Deveels, residents of the dimension Deva, and their mighty bazaar, wherein anything in the Multiverse may be bought. They find a Deveel and arrange a trip there, along the way picking up a baby dragon called Gleep and the aforementioned assassin Tananda, who looks mostly human apart from having green hair. Oh, and there’s also a rather Dudley Dooright-like demon hunter named Quigley. And, of course, Isstvan, the mad wizard who sent the assassins out in the first place.

As the series progressed, Asprin would fill in a great deal more details about the other dimensions and the monstrous beings who inhabit them (many are based on fantasy monsters of one kind or another), but he was just laying the groundwork here. What he does that appealed to me as a nerdy D&D gamer, was to set out a believable yet simple system of magic and lead us progressively along the process of Skeeve’s training in that system. In that, the book does provide more satisfactory detail than the comics did, so reading it did ultimately pay off. Asprin was one of the first generation of fantasy writers who was also a gamer, so this makes sense.

In general, though, if you’re just interested in the story, I’d recommend going over to Myth Adventures and reading the comics, now even in color, a benefit I didn’t have reading them in the 80s. Darn kids have it all too easy.

Anastasia says

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Eon ?Windrunner? says

"There are things on heaven and earth, Horatio, Man was not meant to know. "
-HAMLET

Another Fine Myth follows Skeeve, who is apprenticed to a magician. This apprenticeship does not last long though as the magician is assassinated in the first few pages, coincidentally just after summoning a demon to show off the possibilities of magic to Skeeve. Needless to say, Skeeve is panicked as he has no idea how to control a demon, but the demon is not what he expects and pretty soon Skeeve finds himself on an unimaginable adventure with the demon, or dimensional traveller, who is named Aazh. No relation to Oz. Aazh is also a magician, but has been stripped of his powers, and so offers to teach Skeeve to better use his own budding abilities, doing them both a service and thus forming a new master / apprentice duo. What follows is an adventure that takes Skeeve to new dimensions and entertains throughout, with a regular doses of humour served up through fun banter, crazy characters, and unlikely situations.

Lighthearted and amusing, Another Fine Myth is a quick, enjoyable read that is perfect material for that *not sure what to read* moment. If you are a fan of Terry Pratchett, you will most likely enjoy this one quite a bit.

Stephen says

3.0 stars. This was a fun, quick read that I would compare to the "Discworld" novels as far as the "light hearted" tone of the novel (though in my opinion the Discworld novels are better). The book did have some interesting ideas (my favorite being the "Great Bazaar" in the realm of the Devas which I thought was very cool). All and all, a pretty good, "light" story. I will certainly read the next book in the series.

X says

It was fun to finally read this book! I had so many preconceived notions about it since I had read small parts when Q read it many years ago, but happily I wasn't disappointed. It was very fast moving and easy to read, and funny, but not as slap-stick as I had thought it might be. It is still not my typical type of book to read (hence the 3 stars instead of 4), but it was nice for a change, and I will likely read the rest of the series someday.

Desinka says

I embarked on this read with low expectations as to the story and characters and high ones for having a few good laughs. I was very pleasantly surprised to get an interesting bank of characters and a fun story, apart from funny dialogue that made me laugh more often than not.

Skeeve and his demon master Aahz were both quite funny and likable and I loved their banter. The secondary characters were also quite amusing.

I'm looking forward to reading the next installment in the series.

The narrator Jeff Woodman did a fantastic job!

Jamie says

One of my most childhood (well, teenagerhood) possessions is a pair of graphic novels based on Robert Asprin's "Myth" series, illustrated by Phil Foglio. I also read most of the books themselves and enjoyed them nearly as much. When I recently decided to re-read the first three books (Another Fine Myth, Myth Conceptions, and Myth Directions) I was surprised to find out how well they held up. They're still really fun!

Now while "fun" isn't the word I'd use to describe most books in the fantasy genre these days, these books certainly are. On the surface they're about a newly master-less magician's apprentice, Skeeve, who is mentored by a demon, Ahz, whose wisdom and experience are only matched by his panache for con jobs and profit. Each book is essentially a caper where Asprin weaves a huge cast of vivid characters into entertaining and often amusing situations. The author has a real gift for plotting to the point where even when the situations are outlandish and complicated, you can trace a clear line of how the characters got into them.

And that's the point at which the real entertainment usually starts --when the characters have to get out of one mess and usually end up in another. What I like about these books is that Skeeve and Ahz and company don't win the day by being the strongest or the most powerful. They win it by using guile, trickery, improvisation, wits, and imagination. It's really satisfying to see these traits win out over seemingly impossible odds, and again Asprin has a gift for making it all believable within his own (admittedly self-created) rule set for the world he's constructed.

It's also worth noting that the books are consistently upbeat and lighthearted, with minimal violence and only mild sexual innuendo. The humor is situational and character driven, but also makes extensive use of puns and pop culture references (though some of those are a bit dated at this point). I'd highly recommend them to people of just about any age. I plan on reading more of the series whenever I want to take a break between other books for something more refreshing and fun.

Ellen Benefield says

A favorite book. I've re-read it many times. The naive Skeeve and his unwilling demon (that's dimension traveler, kid) are hilarious. Aahaz (pronounced Oz) is from the dimension of Perv which makes him a Pervert--excuse me Pervect. The quotes at the beginning of each chapter are an added giggle. I miss the late Robert Asprin and his wit--not to mention his funny bone. All his characters and settings are memorable. Deveels, trollops-- and baby dragons who eat your clothes--a backwoods hick apprentice and wordly city demension traveling magic user without his powers added up to a lot of fun. Deveels are from Deva and the sharpest salesmen around. Get a good deal from a Deveel's booth at the Bazaar on Deva and you'd better count your fingers and toes.
