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Tambu May 26 2022

Myth Conceptions Aug 24 2019

Dragons Wild Oct 31 2022 First in the series that's a breath of hot air—from the New York Times bestselling author of the Phule's Company and Myth books. A low-stakes con artist and killer poker player, Griffen McCandles drifted through college, always taking for granted that there'd be a family job waiting for him after he graduated. He just never suspected what his

family was... His mysterious uncle drops the bomb: Griffen and his sister, Valerie, are dragons—and almost purebred ones to boot. Unwilling to let Uncle Mal take him under his wing, so to speak, Griffen heads to New Orleans with Valerie to make a living the only way he knows how. And even the criminal underworld of the French Quarter will heat up when Griffen lands in town...

Myth-Told Tales Jan 10 2021 More information to be announced soon on this forthcoming title from Penguin USA.

Thieves' World Jul 04 2020 The anthologies have long hinted at what lies beyond Sanctuary. The heroes and villains have hailed from far-flung lands with evocative names and interesting cultures, but these places were always mysterious, always hidden in the background. Strange lands and stranger people combined to form a vibrant tapestry of fascinating history, colorful customs, and ancient nations. The Thieves' World Gazetteer reveals these fabled

lands, presenting them in detail for the first time ever. Inside this exciting sourcebook, you'll find: A detailed history and geographical overview of the Known World. An extensive look at civilizations only mentioned in the books, describing such famous places as Caronne, Mrsevada, Sherranpip and more. A look at the Rankan Empire and its most important provinces, including Lirt, Aurvedshan, and Cirdon. An examination of the planar cosmology, including descriptions for the 12 Planes of Magic, the Seven Hells, and the Many Paradises. The gods of Thieves' World defined, providing extensive material on the Rankan and Ilsig pantheons, as well as other gods. Avatars for a number of deities famous for interacting with mortals. New cultures including Firaquan, Sumese, and the dreaded Black-haired Barbarians. New backgrounds like the Armiger, Mortician, and Spy, Guidelines for using the epic rules, including progressions for all the classes presented in the Thieves' World Player's Manual.

New Birthright feats such as Burst of Speed, Killing Surge, and Magical Tinker, New setting appropriate prestige classes such as the Enlibrite Steelshaper and Ilsigi Paragon. A Thieves' World bestiary that not only describes using existing monsters, but also presents new ones like the Froth Daughter, Sikkaintair, and the Spiders of the Purple Mage.

Thieves' World: First Blood Aug 05 2020

Contains all of the stories of the first two Thieves' World anthologies (Thieves' World and Tales of the Vulgar Unicorn), with additional material. Return to the Olden Days of Sanctuary! Sanctuary, a seedy, backwater town governed by evil forces, powerful magic, and political intrigue See how Thieves' World all began! Classic stories by: Robert Lynn Asprin Lynn Abbey Poul Anderson Marion Zimmer Bradley John Brunner David Drake Philip Jose Farmer Joe Haldeman Janet Morris Andrew J. Offutt A. E. van Vogt At the Publisher's request, this title is being sold without Digital Rights Management Software

(DRM) applied.

The Face of Chaos Jan 28 2020 Short stories portray the adventures of swordmen, petty thieves, and wizards, who come to the small town of Sanctuary

Myth-ing Persons Sep 25 2019 This third book in the special value 2-in-1 collection follows bumbling magician's apprentice Skeeve. Myth.

The Myth-ing Omnibus Jul 16 2021 An omnibus edition of the three adventures which introduced Skeeve (an apprentice masquerading as a magician), Aahz (a clapped-out demon) and Gleep (a dragon of very little brain). Together with a varied cast, they stagger from crisis to disaster and from dimension to dimension.

MYTH-Interpretations: The Worlds of Robert Asprin Sep 17 2021 Presenting a collection of short novels and stories set in the many worlds of Robert Asprin. One of his most popular creations was the *Myth* series, chronicling the misadventures of Skeeve and Aahz, a magician who has lost his power and his hapless human

apprentice as they travel through strange and varied worlds in pursuit of wealth and glory, but mostly getting into one Myth-ical mess after another. Collected in this volume for the first time are all the Myth stories of less-than-novel length, and even avid fans of the series will find new and enjoyable reading here. Also included are other short works by Asprin, including his award-winning novelette *Cold Cash War*, and several unpublished stories discovered after the writer's death. Asprin's many fans, as well as all readers who enjoy humorous fantasy and science fiction, will find a treasure trove of enjoyable reading. As editor Bill Fawcett puts it, "His stories are always fun, but never predictable." At the publisher's request, this title is sold without DRM (Digital Rights Management).

Myth-Taken Identity Feb 29 2020 When someone steals Skeeve the Magnificent's identity and goes on a wild shopping spree, Aahz the Pervect, along with Chumley and Massha, must catch a pack of shape-shifting mall rats

who are draining their victims' essence--as well as their bank accounts. Reprint.

Tales from the Vulgar Unicorn Jan 22 2022 Belly up to Thieves' World®'s favorite bar for tales told by such fantasy stars as Philip José Farmer, David Drake, Janet Morris, and others. In the second shared-world anthology of the Thieves' World® series, we see "the gods themselves taking a hand in the fight for the hearts, minds and souls of the citizens of Sanctuary" (Fantasy-Faction). Via contributions from Philip José Farmer, David Drake, Lynn Abbey, A.E. van Vogt, Janet Morris, Andrew J. Offutt, and Robert Lynn Asprin, you'll revisit the nefarious characters of Sanctuary, including One-Thumb, the proprietor of the Vulgar Unicorn; Regli, a nobleman; Illyra, the seer; Hanes, the thief; the crime lord, Jubal; and introducing Tempus Thales, the immortal mercenary. "It's the best kind of sequel, the kind which was not meticulously planned from the start, unlike the deliberate megafranchises

being created today, which may be plotted out for a decade in advance of the launch. . . . An important book in the series . . . Many elements which will be exploited to huge degree and cast a huge shadow over later pages are introduced here for the first time. . . . In some ways, it provides an anticipatory, even direct, model for the grimdark of the nineties which would follow." —World of Antra

Myth Alliances Feb 08 2021 Here it is! The first novel in the brand new Myth Adventures Series, by the authors of Liscence Invoked! Robert Asprin teams up with Jody Lynn Nye (Applied Mythology and Advanced Mythology) to bring you a brand new set of Myth Adventures with Skeeve, Aahz, Tanda, and the rest of the gang! Will be followed in 2004 by Myth-taken Identity. "You want me to do what?" Aahz gasped, spitting a mouthful of beer clear across the open dance floor. The tuba player gave him a chiding glance and turned his instrument over to empty it. "Ten...Female...PERVECTS!? A dimension full of

Wuhses? The Deveels cheated them out of their last dime, and the Pervects got it back for them? And now they want us to throw the Pervects out? Mmm, mmm." He slammed his mug down. I recoiled slightly at the violence of the gesture. His lips twisted. His shoulders started to heave. "Mmm mmm mmm. Ha ha ha ha. HAWHAWHAWHAWHAW! HAWHAWHAWHAWHAW!" He laughed until the building rang with the sound of his voice. The other patrons watched him nervously as he slapped me on the back, stood up, slipped to his knees, and slid down the trestle of the table until he was sitting on the floor laughing. Soon, he recovered and climbed up to his feet again. He took my hand in a crushing grip. "Aw, part-Skeeve," he said, wiping tears from his yellow eyes. "I've missed you, kid. That is one of the best jokes I've heard in months. Really did me good. Fraulein!" He held up a hand and snapped his fingers. "A round for my friends!" "But I'm serious," I stated.

Myth-Fortunes Oct 19 2021 Aahz falls for a literal pyramid scheme, selling it stone by stone as a burial site, while claiming the coveted pointed stone top for himself. But Skeeve wants to be know why the construction site is having so many accidents-before both he and Aahz end up in the afterlife before their time...

Robert Asprin & Lynn Abbey's Thieves' World Graphics Mar 31 2020

Dragons Deal Apr 12 2021 New York Times bestselling author Robert Asprin and Jody Lynn Nye up the ante in this tale of dragons in the Big Easy... As head dragon and owner of a successful gambling operation in New Orleans, Griffen McCandles has a lot on his plate. Especially since the Krewe of Fafnir—a society of dragons—has asked him to be the king of its Mardi Gras parade. Being the king is a huge honor, and despite the extra responsibilities, Griffen can't resist the krewe's offer to lead the biggest party of the year. But not everyone is happy with Griffen's new leadership status. A

group of powerful dragons is conspiring to bankrupt his business, from the inside out. And when a young dragon in Griffen's employ is murdered, it becomes clear that certain dragons will stop at nothing to dethrone the new king...

Myth-ing Persons Nov 07 2020 When Skeeve's partner Ahaz disappears, it looks like foul play. Finding Ahaz, though, should be a snap for a talented magician like Skeeve. The trouble is they're sleuthing in another dimension.

Storm Season Sep 29 2022 A whirlwind of fantasy action and adventure descends on Thieves' World®—as related by C. J. Cherryh, Diana L. Paxson, Andrew J. Offutt, and others. Welcome back to Sanctuary, “the city where anything could happen, where characters created by some of the best fantasy writers of the generation crossed paths and shared adventures” (Black Gate). The Thieves' World® series continues with a story line created by Robert Lynn Asprin, C. J. Cherryh, Diana L. Paxson, Lynn Abbey, Janet Morris, and Andrew J.

Offutt. In *Storm Season*, immortal warrior Tempus Thales and his nemesis, the crime lord Jubal, go head to head in fast-paced exploits that bring the simmering tension between them to a boil. “Much of *Storm Season* pertains to the conflict between Asprin’s gladiator/crime lord Jubal and Morris’ Tempus, and the other stories work to move this plotline along, while telling their own tales. Offutt, as usual, steals the show with a *Shadowspawn* story . . .” —Fantasy-Faction

Dragons Luck Jun 14 2021 New York Times bestselling author Robert Asprin scales new heights in his series of Big Easy-dwelling dragons... Griffen McCandles is adjusting well to running his gambling operation in the French Quarter of New Orleans and to his newfound status as head dragon. But he still doesn’t know much about dragon protocol—or what he’s really capable of. Other dragons are getting a whiff of his reputation, though, and they’re not happy about it. Which is why there’s suddenly a hit out

on Griffen. And, just in time for Halloween, the ghost of a voodoo queen wants Griffen to moderate a supernatural conclave. And though the strange goings-on will barely be noticed in a city used to drunken conventioners and wild revelers, it’s Griffen’s chance to spread his wings—or crash and burn...

[Robert Asprin's Myth Adventures](#) May 14 2021 Collects the volumes of the series starring the magician's apprentice Skeeve and his demon partner Aahz.

Shadows of Sanctuary Dec 21 2021 The third *Thieves’ World®* anthology—with stories by fantasy’s favorite authors—curated by the New York Times–bestselling author of the *Myth* series. Times are hard, and the citizens of Sanctuary are not their greedy, immoral, grifting selves. But desperate times call for desperate measures, which means the bad guys are about to up their game. No one is safe from Sanctuary’s evil charms—not the fish in the waters, not the prince’s own Hell Hound guards,

not even Satan himself. "Shadows also includes another story by Offutt that reinforces my opinion that he is incapable of writing a bad story for this series. A number of the tales are Tempus stories, with several of our other recurring characters also making appearances. By virtue of Tempus' unique relationship with the god Vashanka, these stories also bring us back toward the storyline of the competing deities, and help us to look forward to new developments in the fourth book. All in all, Shadows is the strongest book amongst the first three publications." —Fantasy-Faction

Robert Asprin's Myth-Adventures Mar 12 2021
Mythed again! If you never got a chance to enjoy the humorous fantasy saga of the apprentice magician Skeeve and the master magician/dimensional traveler Aahz, you are in luck. Or if you were already a fan of Robert Asprin's Myth series, and lost your copies due to fire, flood, relatives, or other natural disasters, rejoice! Bard's Tower, in conjunction with the

Asprin literary estate, have commissioned special edition three-book omnibuses of the Myth-Adventures. In this volume, you can own the first three, Another Fine Myth, Myth Conceptions, and Myth Directions, complete with Phil Foglio's clever illustrations that perfectly complement Asprin's terrible puns, idiosyncratic punctuation, marvelous characterizations and terrific storytelling. With an introduction by Asprin's collaborator and current writer of the series, Jody Lynn Nye. "Breezy, pun-filled fantasy in the vein of Piers Anthony's Xanth series." - Booklist "A hilarious bit of froth and frolic...Asprin has a fine time with the story. So will the reader." - Library Journal "Nobody does whimsical fantasy quite as well as Robert Asprin. Don't read them in public, unless you don't mind giggling a lot and getting strange looks." - Allison Hewett, New York State Library, Albany, NY

Myth Conceptions Apr 24 2022 As Court Magician to Rodrick the Fifth of Possiltum,

Skeeve must oppose the universe's mightiest invading army, but he is not sure how, and his mentor, Aahz, who lost his sorcerer's power, can no longer help him. Reissue.

Myth-Told Tales May 02 2020 We've listened to the fans! Collected in this book are three of the four short stories by Robert Asprin and Jody Lynn Nye that introduce the new Myth Adventures Series (the first one, M.Y.T.H. Inc. Instructions, appeared in Something M.Y.T.H. Inc). The new series launched in August 2003 with Myth Alliances, and these stories bridge the gap between Book 12 of the original series (Something) and Book 1 of the new series (or is that Book 13?). In addition to the stories, Myth-Told Tales also includes introductions by both Robert and Jody, as well as full-colour cover art by newcomer Michael Komarck!

Hit Or Myth Mar 24 2022 When the king decides to go on vacation, he orders Skeeve, a bumbling apprentice sorcerer, to take his place, marry his homicidal fiancée, and deal with the

Mob's fairy godfather. Reprint.

M.Y.T.H. Inc. Link Oct 07 2020 As the "Myth Adventures" continue, Skeeve is now reluctant president of the corporation of work-for-hire magicians.

Another Fine Myth Feb 20 2022 After the murder of his master Garkin, a thief and apprentice magician joins forces with a demon dimension traveler named Aahz

Blood Ties Dec 09 2020

Obliteration Sep 05 2020 Resurrected in the body of Vadya, Raven, ordered to spy on General Weisel by Felk, returns to the battlefield, using her beauty to extract information, while Weisel finally frees his mind and body from the control of Dardas the Conqueror.

Robert Asprin's Myth Adventures Jul 28 2022 Collects the volumes of the series starring the magician's apprentice Skeeve and his demon partner Aahz.

Duncan and Mallory Jan 02 2023 Robert Asprin, creator of the rollicking Myth Adventure series

of novels, and artist Mel White have created a new fantasy adventure series - Duncan & Mallory! Follow the adventures of an unlikely pair of heroes as you're liable to find between two covers - Duncan, a very errant (and endearingly clumsy) knight, and Mallory, a con-artist dragon with more schemes and scams than Machiavelli ever dreamed of! First of a three-volume series of graphic novels, in full-color.

Robert Asprin's Myth-Fits Dec 01 2022 Robert Asprin's "excellent, lighthearted fantasy series" (Epic Illustrated) continues with more antics from magician Skeeve and his eclectic team at M.Y.T.H., Inc. Business is slow for M.Y.T.H., Inc., and its president, Bunny, is getting nervous that the company might not meet its quarterly goal. So when a job comes in that's worth an absurd amount of gold—and also happens to take them to Winslow, the most luxurious vacation resort in any dimension—the team jumps at the opportunity to recoup some cash and maybe catch some R&R. Only, magician Skeeve has an

unsettling feeling that this mission might be trickier than it seems. Someone in Winslow is messing with the magic lines and working hard to ensure that the M.Y.T.H. crew gets nowhere near the powerful relic that they've been hired to find. And as the mysterious manipulation turns deadly, Skeeve, Bunny, Aahz, and the rest of their partners find themselves in a race not only to finish the job but also to escape paradise alive...

Something M. Y. T. H. Inc. Oct 26 2019
undefined

Tales from the Vulgar Unicorn Jun 02 2020
Robert Asprin's Dragons Run Dec 29 2019 In New York Times bestselling author Robert Asprin and Jody Lynn Nye's newest Big Easy dragon tale, Griffen McCandles is about to give the forces of evil a run for their money... Griffen already has his hands full running his gambling operation in New Orleans and dealing with his dragon heritage. Now his pregnant sister, Valerie, is missing—possibly kidnapped—and his

uncle, Malcolm McCandles, has flown into town for a mysterious meeting with a powerful man who's been dead for almost eight decades. And Griffen certainly hasn't got the time to protect Councilwoman Penny Dunbar, a dragon who's running for governor of Louisiana—if malign forces don't take her out first. Griffen learned a long time ago to play the hand fate has dealt him, but with many lives at stake—including Val's unborn dragon—he's hoping for an ace in the hole...

License Invoked Nov 19 2021 On a concert tour in the United States, Irish singer Fionna Kenmare finds herself stalked by an unknown enemy that has followed her across the ocean, and only two unusual government agents--Liz Mayfield, special agent for the British Government Office of Occult & Paranormal Sightings Investigation, and FBI agent Beauray "Boo-Boo" Boudreau--can save her from invisible attackers. Original.

Something M.Y.T.H. Inc Nov 27 2019 The

citizens of the kingdom of Possiltum revolt against the tax increase and to overthrow the king's court sorcerer, a barbaric bully named Skeeve the Great, once and for all. Reprint. [Another Fine Myth](#) Aug 29 2022 After the murder of his master Garkin, a thief and apprentice magician joins forces with a demon dimension traveler named Aahz, who has lost his power and is also looking for a way to get even. Reprint.

For King and Country Jun 26 2022 FROM THE HEART OF BELFAST COMES A TERRORIST THREAT THAT SPELLS DOOM FOR BRITAIN'S ONCE AND FUTURE KING . . . AND THE REST OF US AS WELL What SAS Captain Trevor Stirling doesn't know may kill him¾along with every man, woman, and child alive. Stirling thinks his mission is simple: follow a terrorist into the year AD 500 to stop a Northern Irish fanatic bent on murder. If the terrorist succeeds in killing Artorius, the Briton Lord of Battle and the most revered icon of British history, before

his greatest military victory, the time-space continuum will fracture, destroying the British nation. And, coincidentally, the rest of the world. In a tale where no one is ever quite who or what they seem, hidden enemies and unexpected allies play out a drama of 21st-century terrorism against the backdrop of Arthurian Britain at its darkest hour. One man, alone in time, struggling to save an entire universe from extinction, must choose between duty to his mission and the growing conviction that he should forsake everything he holds dear to follow a higher duty^{3/4}to risk it all. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Phule Me Twice Aug 17 2021 From a New York Times bestseller, a commander of a legion of misfits takes control of an alien planet in this sci-fi comedy. You can't mistake just anyone for a

Phule. When the planet Zenobia is invaded, Captain Willard Phule is made their military advisor. The first priority for Phule's Company: staying out from underfoot of the peaceful, dinosaur-like Zenobians . . . But, unbeknownst to the Zenobians, they're getting two Phules for the price of one. A robot double of Phule appears out of nowhere. And only the real Phule knows who the real Phule is . . . Praise for the Phule's Company series: "A winning story . . . part science fiction, part spoof, part heart-warmer." —Publishers Weekly "Madcap . . . a welcome sendup of military sf." —Booklist "Light without being frivolous, and displays Asprin's considerable expertise about fencing and things military, especially leadership." —Chicago Sun-Times "Reminiscent of 'M*A*S*H.'" —Analog Science Fiction and Fact Magazine

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