

A Spell For Chameleon Xanth 1 Piers Anthony

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A Spell for Chameleon Piers Anthony
1987-03-12 BEST NOVEL OF THE YEAR,
BRITISH FANTASY SOCIETY • Discover
the magical beginning of Piers
Anthony's enthralling Xanth series
Xanth was the enchanted land where
magic ruled—where every citizen had a
special spell only he could cast. It
was a land of centaurs and dragons
and basilisks. For Bink of North
Village, however, Xanth was no fairy
tale. He alone had no magic. And
unless he got some—and got some
fast!—he would be exiled. Forever.
But the Good Magician Humfrey was
convinced that Bink did indeed have
magic. In fact, both Beauregard the
genie and the magic wall chart
insisted that Bink had magic. Magic
as powerful as any possessed by the
King or by Good Magician Humfrey—or
even by the Evil Magician Trent. Be
that as it may, no one could fathom
the nature of Bink's very special
magic. Bink was in despair. This was
even worse than having no magic at
all . . . and he would still be
exiled! Thus begins Piers Anthony's
enthralling Xanth series. . . .
The Sopaths Piers Anthony 2014-07-01
Humanity is threatened by it's own
monstrous children in this
controversial fantasy novel from the
New York Times—bestselling author.

Killing children is an ugly business,
but the alternative is so much
uglier. Abner Slate just watched his
five-year-old daughter, Olive, kill
his wife and son. Olive is a sopath.
Born without souls, sopaths are
children who will lie, cheat, rape,
and murder to get what they want.
There's one in every family these
days, destroying America's heartland
from within. After murdering his
daughter in self-defense, Abner is
taken in by a secret network of
sopath victims called Pariah. Through
Pariah, he meets other sopath victims
who band together to form a temporary
nuclear family. But the sopath threat
is getting worse, and soon their
quaint little neighborhood is overrun
by murderous, drug-running children.
Now, on a mission for Pariah, Abner
and his makeshift family must travel
across the country to a mysterious
town that contains a secret powerful
enough to stop the sopath crisis.
Instead, they find the most seductive
and ruthless sopath of all. Her name
is Autopsy, and she would like to add
Abner to her slave collection. The
old morality is dead. Now the sopaths
will stalk the Earth.

Harpy Thyme Piers Anthony 2019-09-24
It's harpy hour in the New York
Times—bestselling series, as a one-
of-a-kind Xanth woman searches for

her happy ever after. Though Gloha loves every inch of Xanth—from Lake Ogre-Chobee to the Ever Glades—being the only harpy-goblin cross in existence has her feeling a bit lonely. Now that she's old enough to enter into the Adult Conspiracy, she has to face reality: There are no males of her kind to mate with. Her only chance at love is to seek the help of the Good Magician, but all he has to give her is a referral . . . Sent to find the Good Magician's second son, Trent, Gloha embarks on a journey that will take her to the most magical and mad parts of Xanth. Along the way, she'll acquire friends and foes—including demons and nymphs, a winged centaur filly, a skeleton searching for a soul, and an invisible giant. But with the help of Trent, Gloha just might discover that her quest for the ideal partner may be the biggest fantasy of all.

"Amusing . . . Fans of the author's trademark humor will relish this latest jaunt through the wacky world of Xanth; new readers too will enjoy the fun." —Publishers Weekly

Blue Adept Piers Anthony 2009-06-03
In this brilliant continuation of the epic adventure that began in *Split Infinity*, Piers Anthony again proves himself a master of both fantasy and science fiction. For Stile, life was a matter of shuttling madly between two worlds, with the problems growing greater on each. On the science world of Proton, he was a serf, trying to prove his right to exist by competing in the Great Games. On Phaze, where only magic worked, he was the Blue Adept, trying to master the powers of sorcery. And on both worlds, someone was trying to assassinate him. Aside from winning increasingly difficult contests with no time to prepare, all he had to do was win the love of the Lady Blue, fight a dragon, discover the ultimate weapon—and, of course, seek the paranoid Adept or the all-

powerful Citizen who was trying to kill him! And now, just when things were growing impossible, he had to fight a mortal duel with the unicorn Herd Leader, against whom his magic powers were useless!

Centaur Aisle Piers Anthony
2002-03-26 The magic of Xanth was useless in Mundania—until Dor tried honesty! Dor was having troubles growing up to be the next Magician-King of the magic Land of Xanth. He wanted no part of running the Kingdom. But now the Good King Trent was leaving on a trade mission to non-magical Mundania, home of such weird beasts as horses and bears, so Dor had to take over as King for a week. A week passes. No Trent. Then three weeks. King Trent still hasn't returned. Surely, something terrible had happened; he was apparently held captive in some foul dungeon, unable to escape. Dor was left with the burden of ruling—and with Irene, who was entirely too willing to be his Queen! His only hope was to enter Mundania and free King Trent. But how could it be done without the powers of magic? Nevertheless, he started forth bravely—together with Irene, a golem, a centaur, and a young ogre—heading for the far south of Xanth. The entrance to Mundania, of course, lay to the north.

Geis of the Gargoyle Piers Anthony
1995-10-15 Seeking a spell that will restore the polluted river Swan Knee to a state of purity, guardian Gary Gargoyle finds himself face-to-face with the Good Magician Humphrey

Castle Roogna Piers Anthony
2002-03-26 Once upon a past. . . . Millie had been a ghost for 800 years. But now, restored by the magic of Xanth, she was again a maddeningly desirable woman. She could have had any man she wanted . . . except the one she did want, Jonathan the zombie. To grant Millie her desire, and to prove his right to rule Xanth

in the future, young Magician Dor embarked on a quest for the elixir which would restore Jonathan to full life. But the potion could be found only in the past . . . so, through a magic tapestry, to the past he went, taking over the body of a barbarian warrior. The first person he encountered there was Jumper, a giant spider—a nightmare monster, but a staunch friend and much-needed ally in peril-haunted, ancient Xanth. Then Dor met Millie—800 years younger, but just as lovely. And he realized that, in his new body, he was no longer twelve years old . . .

A Spell for Chameleon (The Parallel Edition... Simplified) Piers Anthony 2012-02-14 Piers Anthony's bestselling Xanth series is one of the cornerstones of fantasy, a lively and whimsical interpretation of a genre often criticized for taking itself too seriously. Anthony's first Xanth novel, A Spell for Chameleon, was initially edited to target a more traditional audience. Now, in an eBook exclusive, A Spell for Chameleon has been reworked line by line—its language matching the simpler, playful way with words that made Piers Anthony an enduring fan favorite. Xanth is an enchanted land where magic rules, a land of centaurs and dragons and basilisks where every citizen has a unique spell to call their own. For Bink of North Village, however, Xanth is no fairy tale. He alone has no magic. And unless he gets some—and fast!—he will be exiled. Forever. But the Good Magician Humfrey is convinced that Bink does indeed have magic. In fact, both Beauregard the genie and the magic wall chart insist that Bink has magic as powerful as any possessed by the King, the Good Magician Humfrey, or even the Evil Magician Trent. Be that as it may, no one can fathom the nature of Bink's very special magic. This is even worse than having no

magic at all . . . and he still faces exile!

Man from Mundania Piers Anthony 2018-12-18 For a bored, young princess of Xanth, there's nothing more exciting than a Quest. Especially when all you do is sit around Castle Roogna. But when Ivy uses the Heaven Cent, it takes her not to the top of Mount Rushmost, where the winged monsters gather, not to the sea where the merfolk swim—but to Mundania, a world much like our own (that is, boring). It is here that she meets a young college student so dull that he doesn't even believe in magic, or princesses, or Xanth! Does he have a lot to learn. Man from Mundania, the thrilling climax to the trilogy started in Vale of the Vole and continued in Heaven Cent. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Source of Magic Piers Anthony 2002-03-26 A quest for the source of power threatened to doom the land of Xanth. As a ruler of a country steeped in enchantment, King Trent was naturally curious about the source of its magic. It made sense to order Bink, the only one of his subjects immune to supernatural harm, to undertake a quest to discover the wellspring of Xanth's uniqueness. From the beginning, Bink and his companions, Chester the centaur and Crombie, the soldier transformed into a griffin, were harried by an unseen enemy determined to thwart them. Even the power of Good Magician Humfrey, together with Bink's protective talent, scarcely saved their lives. Then when Humfrey and Crombie turned against him, all seemed lost. But Bink's ingenuity and luck prevailed, and he reached his goal. The King's orders had been carried out . . . But the King had not expected Bink's next act—to destroy utterly the magic of

Xanth!

Air Apparent Piers Anthony 2007-10-16
The mysterious disappearance of the Good Magician Humfrey's son Hugo sends a diverse group of characters off on a dangerous and madcap pair of parallel quests.

Jumper Cable Piers Anthony 2010-09-28
When the mystical connection between Earth and Xanth is severed by a cataclysmic Demon battle, Jumper discovers a cryptic prophecy about how to restore the connection, an effort that pits him against a series of alluring damsels.

Ghost Writer in the Sky Piers Anthony 2017-04-18
Two Ordinary People from Mundania travel to Xanth to defeat a rogue Night Colt in the latest in a beloved series from bestselling author Piers Anthony. The Night Colt has one ambition: to deliver dreams to the deserving. Unfortunately, only Night Mares can take on this task, and the Colt has no hope of leading his own herd if he can't get any practice. . . . So he's struck a deal with a Mundane. During the hours when the Night Mares rest—dusk and dawn—the duo plants stories in the air, compelling the people of Xanth to enact them—whether they want to or not. Unwilling to participate in these fantasies, the princesses of Xanth, Dawn and Eve, come up with a plan to fight the menacing pair, but they'll need the help of two unlikely heroes to succeed. In Mundania, a mysterious painting entrances Ordinary People Tartan and Tara. But why do they each see something different when they look at it? They quickly learn that it's not a painting after all, but a portal to a magical world. With nothing to lose, they climb through the portal into Xanth and are met with a plea to help stop the Night Colt and his ghost writer. Tartan and Tara don't hesitate to join the quest to save Xanth from the ultimate pun-

tastrophe. Together with their new friends, they'll begin a journey full of magic and romance—and, of course, puns—that will lead them to a long-lost prince, a beautiful dragoness, the goddess Isis, and a demon named Ted. With rip-roaring humor and nonstop adventure, the newest addition to Piers Anthony's popular Xanth series is sure to enchant fans of epic fantasy. Ghost Writer in the Sky is the 41st book in the Xanth series, but you may enjoy reading the series in any order.

Being a Green Mother Piers Anthony 2012-02-14
Orb had a rare gift--the magic which manifested whenever she sang or played her harp. No one could resist her music. But she knew that greater magic lay in the Llano, the mystic music that controlled all things. The quest for the Llano occupied Orb's life. Until she met Natasha, handsome and charming, and an even finer musician. But her mother Niobe came as an Aspect of Fire, with the news that Orb had been chosen for the role of Incarnation of Nature--The Green Mother. But she also warned of a prophecy that Orb was to marry Evil. Could she be sure that Natasha was not really Satan, the Master of Illusion, laying a trap for her...?

Three Complete Xanth Novels Piers Anthony 1995-02-01
Combining the three volumes from the popular Xanth series, a collector's edition includes A Spell for Chameleon, The Source of Magic, and Castle Roogna.
Chthon Piers Anthony 2014-07-01
A Nebula and Hugo Award Finalist: The first novel by the New York Times--bestselling author of the Xanth series. Chthon was Piers Anthony's first published novel in 1967, written over the course of seven years. He started it when he was in the US Army, so it has a long prison sequence that is reminiscent of that experience, being dark and grim. It

features Aton Five, a space man who commits the crime of falling in love with the dangerous, alluring Minionette and is therefore condemned to death in the subterranean prison of Chthon. It uses flashbacks to show how he came to know the Minionette, and flash-forwards to show how he dealt with her after his escape from prison. The author regards this as perhaps the most intricately structured novel the science fantasy genre has seen.

Vale of the Vole Piers Anthony 2000-03-15 When Esk, a young ogre-nympH-human, began his pilgrimage to the Good Magician Humfrey to rid himself of a seductive demoness, little did he know it would become a mission of mercy. A running river paradise and its harmless inhabitants were perishing in the wrathful wake of a greedy demon horde. Now it is up to Esk and his companions--a beautiful winged centaur named Chex and a brave burrower Called Volney--to search Xanth's treacherous reaches, gathering together a mind-boggling company of creatures to defend the precious Vale of the Vole...from beloved fantasy author Piers Anthony. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Swell Foop Piers Anthony 2002-10-13 In the twenty-fifth novel in the popular Xanth fantasies, six courageous adventurers--Cynthia Centaur, her mate Che, Breanna of the Black Wave and her human fiancT Justin Tree, Sim the immortal bird, and Jaylin, a human girl from Hawaii--embark on a dangerous quest to find the mystical Swell Foop, the only weapon that can prevail against a powerful Demon. Reprint.

The Magic of Xanth Piers Anthony 1981
How Precious was that While Piers Anthony 2001 Continues to chronicle the life of the author as he

describes the past fifteen years of his career, presents commentaries on the publishing mentality and his view of human nature, and provides letters from some of his fans.

Zombie Lover Piers Anthony 1999-10-15 Brianna, a beautiful young Black girl, unfortunately attracts the attention of King Xeth, ruler of Xanth's zombies, who wants to make her his queen

With a Tangled Skein Piers Anthony 2008-12-24 Here in this third complete-in-itself novel of the Incarnations of Immortality, Piers Anthony weaves a fascinating plot as tangled as any skein of fate. This is Anthony at his most ingenious, with another gripping fantasy of the struggle of the incarnations against the machinations of Satan. When the man Niobe loved was shot, she learned that she had been the target, in a devious plot of the Devil's. Hoping for revenge. Niobe accepted a position as one of the three Aspects of Fate, only to find that Satan's plots were tangled into the very Tapestry of Fate. Now the Evil One was laying a trap to ruin Niobe's granddaughter Luna, who threatened his plans--and he had tricked her son into Hell. Niobe's only chance to save her son and Luna was to accept a challenge by the Prince of Deceit--a challenge to be decided in Hell and in a maze of Satan's devising!

Wielding a Red Sword Piers Anthony 2012-02-15 Here in a fourth complete-in-itself novel of the Incarnations of Immortality, Piers Anthony again combines fascinating magic with a gripping, complex struggle between good and evil. Mym was a dutiful son, but his father the Rajah interfered in his love life once too often. Rather than wed without love, he took up the Red Sword, symbol of office of the Incarnation of War. At first he thought his efforts could ameliorate some of the suffering caused by

Earth's constant petty wars. But he found that behind all his involvement were the clever traps of Satan. When seeming mischance placed him in Hell, Mym organized a great rebellion among the Damned. And Satan seemed to capitulate. But free again, Mym learned that Satan had been busy stirring up riots and war. Now it seemed things had gone too far and Satan must surely win. There was only one desperate chance. . . .

Two to the Fifth Piers Anthony 2009-09-29 The future of Xanth is in frightful peril. A powerful magical bird named Ragna Roc has embarked on a campaign to become absolute ruler of that mystical realm. Those who swear loyalty to him are spared. The rest have simply disappeared. So powerful are Ragna's sorceries that even the Good Magician Humfrey dares not confront him directly. Instead he enlists Cyrus the Cyborg, a handsome half-human playwright with little knowledge of the world, in a stealthy subterfuge. Cyrus must assemble a troupe of traveling players to attract Ragna's interest. And hidden in disguise among the bevy of beautiful young actresses are the young princesses, Melody, Harmony, and Rhythm, whose magics might just be a match for the evil bird. But Ragna has planted a spy in the midst of the troupe, one who knows their deepest secrets, including the true nature of Cyrus's forbidden love for one of the young princesses. Only a mysterious child called Kadence, and a cryptic clue – "Two to the Fifth" – may give the companions the edge they need to defeat Ragna's dictatorial dreams. Brimming with passion and merriment, drama and deception, Piers Anthony's thirty-second Xanth fantasy, *Two to the Fifth*, is a pun-packed performance sure to provoke applause and ovations from the series' myriad fans. At the Publisher's request, this title is

being sold without Digital Rights Management Software (DRM) applied. Isis Orb Piers Anthony 2016-10-18 A quest to fulfill a lifelong wish leads to magic, adventure—and puns—as the New York Times–bestselling author revisits the enchanted land of Xanth. In Xanth, everyone has a talent. But that doesn't mean everyone loves his talent, and no one understands that better than Hapless. Endowed with the ability to conjure any instrument he wants, Hapless could be an extraordinary musician if only he could play a tune that didn't fall ear-piercingly flat. His one desire is to find an instrument he can play—and maybe a girlfriend or three. But like music, women have never been his forte. When the Good Magician hears about Hapless's desperate desire, he sends the young man on a quest to find the elusive Isis Orb, a magical talisman that could fulfill his wish. But the mysterious Egyptian goddess for whom the orb is named guards the enchanted object and won't let anyone see it—let alone use it. Setting out to achieve the impossible, Hapless meets an eclectic mix of creatures that join him on his journey. Like the musically challenged Hapless, they all have wishes they hope the Isis Orb will grant. But the only way they can control the orb is to capture the five totems from the regions of Xanth: Fire, Earth, Air, Water, and the Void. Together, this motley crew will heroically fight dragons, a six-headed griffin, and even a beautiful, seductive water gorgon who tries to rain on Hapless's parade. With its thrilling exploits and endless humor, the newest addition to Piers Anthony's beloved Xanth series is sure to keep readers enthralled. *Isis Orb* is the 40th book in the Xanth series, but you may enjoy reading the series in any order.

Ogre, Ogre Piers Anthony 2002-03-26

When a Nymph rides a Night Mare, Ogre beware! Smash knew all about ogres. After all, despite his having a human mother, Smash was an ogre himself. Ogres were not only huge and horribly ugly, as Smash was; they were also so stupid they could hardly speak, and they spent most of their time fighting, destroying, and eating young girls. So what was he doing here with seven assorted females looking to him to guide them and save them? Even in Xanth, where magic made anything possible, why should Tandy the Nymph trust him and seem fond of him? And how could all that high-flown conversation be coming out of his mouth? But that, it seemed, was what he got for going to Good Magician Humfrey for an Answer—before he even knew what the Question was!

Demons Don't Dream Piers Anthony 2019-09-24 “Series fans will find themselves right at home” as a computer game draws two players into the illusion-, pun-, and dragon-filled land of Xanth (Kirkus Reviews). Sixteen-year-old Dug has yet to be impressed by a computer game, but that’s before he gets hooked by Companions of Xanth—and the beguilingly beautiful princess-serpent he’s chosen to guide him. Nada Naga has her work cut out for her keeping Dug’s eyes on the magical prize . . . and off of her human form. Kim is no stranger to Xanth, which is why she chooses her favorite companion, Jenny Elf, to accompany her through its marvels—and dangers. Though Kim’s hyper-enthusiasm is infectious, she doesn’t really believe that Xanth is real, and it’s up to Jenny to prove it. What the two players don’t know is that there’s more at stake than winning; the very existence of Xanth hangs in the balance. Demons may run the game, but there are voids to avoid, loan sharks to outswim, and Com Pewter—the most evil machine of all—to outwit. Not to

mention that a companion may be just as willing to sabotage Dug and Kim as help them succeed . . . “The legions of Xanth readers can rest assured that [Demons Don’t Dream] contains plenty of the punningly named animals, vegetables, people and things (such as the Ice Queen Clone and the Censor-Ship) that have become the series’ raison d’etre.”

—Publishers Weekly

A Spell for Chameleon Piers Anthony 2002-03-26 BEST NOVEL OF THE YEAR, BRITISH FANTASY SOCIETY • Discover the magical beginning of Piers Anthony’s enthralling Xanth series Xanth was the enchanted land where magic ruled—where every citizen had a special spell only he could cast. It was a land of centaurs and dragons and basilisks. For Bink of North Village, however, Xanth was no fairy tale. He alone had no magic. And unless he got some—and got some fast!—he would be exiled. Forever. But the Good Magician Humfrey was convinced that Bink did indeed have magic. In fact, both Beauregard the genie and the magic wall chart insisted that Bink had magic. Magic as powerful as any possessed by the King or by Good Magician Humfrey—or even by the Evil Magician Trent. Be that as it may, no one could fathom the nature of Bink’s very special magic. Bink was in despair. This was even worse than having no magic at all . . . and he would still be exiled! Thus begins Piers Anthony’s enthralling Xanth series. . . .

A Tryst of Fate Piers Anthony 2021-10-05 You’re better wed than dead—even in Xanth—in the hilariously punny new adventure in the fantasy series soon to be adapted for film and television! Squid may only be a tween alien cuttlefish, but her feelings for Chaos, her Demon boyfriend, are real, which is why she’s more than ready to let someone else take over as the protagonist of

this story. Being a main character is exhausting—and it's drastically cutting down her flirting time with Chaos. But their alternate future is dependent upon their completion of one final mission . . . Seven years from now, in another reality frame, things are not so picture perfect. Squid's dream of happily ever after turns into happily never after when Chaos's human host is murdered the night before their wedding. So before they become newly dead instead of newly wed, Squid and Chaos must travel through time in order to meet their maker . . . Praise for Piers Anthony "Piers Anthony is one of those authors who can perform magic with the ordinary. . . . [He] is a craftsman." —A Reader's Guide to Science Fiction "Anthony's unflagging sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold." —Publishers Weekly

Juxtaposition Piers Anthony 2012-02-14 In this brilliantly satisfying conclusion to the epic adventure begun in *Split Infinity* and continued in *Blue Adept*, Piers Anthony again proves himself a consummate master of both science fiction and fantasy. Stile had problems—two whole worlds of problems, in fact. On Proton, a world of future science, his murder was averted only by the help of a lovely robot, who sent him through an invisible "curtain" to Phaze, an alternate world ruled by magic. There he found he was the double of the sorcerer, the Blue Adept, who had been mysteriously murdered. And the assassin was after Stile! To survive, Stile had to master magic, fight a dragon, win the friendship of a lady unicorn, locate his enemy among the paranoid Adepts, and return out of Phaze to win the Great Games on Proton. After that, he was ready to face the real problems! The

infallible Oracle was suddenly involved in the conspiracy against him. The two worlds were out of balance and heading for disaster. Stile was somehow supposed to take over the job of saving them or go down to total destruction with all he loved, he had to act and act quickly—with no idea of what he was supposed to do.

Luck of the Draw Piers Anthony 2013-10 Summoned to Xanth as part of a Demon wager, Bryce is transported out of his aged body and granted youth and magic in exchange for his agreement to woo and marry a reluctant Princess Harmony.

Night Mare Piers Anthony 2002-03-26 The danger to Xanth was so great that only a night mare could offer hope! The Nextwave of barbarian warriors was invading Xanth from the north, ravaging and destroying as they advanced. But Mare Imbrium had her own problems. Ever since she had gained the half soul, the night mare had begun to mishandle her job of delivering bad dreams. Now the night Stallion dismissed her, exiling her to the day world with a message for King Trent: Beware the Horseman! She had no idea what that meant. But that was the way with prophetic warnings—nobody could understand them until it was too late. Then she met the Horseman. And she discovered that one who would right a night mare was a master of a bit and spur, and not a man to surrender her. For the night mare, it all began to be a horrible nightmare!

Fire Sail Piers Anthony 2019-11-05 The New York Times—bestselling series continues with this pun-tastic epic quest and far-flung fantasy adventure. Lydell, a shy, naive man of twenty-one, and world-weary grandmother Grania could not be more different. But when their paths cross on the way to beseech the Good Magician to add some excitement to

their extraordinarily dull lives, the one thing they have in common is about to get them more than they bargained for . . . Lydell and Grania's exceptional integrity makes them valuable to the Good Magician. He promises to fulfill their hearts' desires on the condition they pilot a fireboat to its new proprietors, whoever—and wherever—they may be. Along with an obnoxious bird and a robot dogfish as shipmates, they unfurl their sail of flame and cruise through the skies of Xanth, guided by cryptic clues. Picking up a crew of future children along the way, Lydell and Grania must plan a royal wedding, detonate an F-Bomb, evade illusion dragons, rescue Jack and Jill, find a princess for a werewolf prince, and face their greatest fears—all while remaining true to their compulsively honest selves. *Fire Sail* is the 42nd book in the Xanth series, but you may enjoy reading the series in any order.

Dragon on a Pedestal Piers Anthony 2002-03-26 There is trouble in Xanth again—all kinds of trouble, in fact. The Gap Dragon had escaped from the Gap and was ravaging across the land. The forget-spell that had covered the Gap was breaking up into small forget-whorls that wandered about, giving amnesia to all they touched. Good Magician Humfrey might have had the Answer, but he had overdosed on water from the Fountain of Youth and was only a helpless baby. And Ivy, three-year-old daughter of King Dor and Queen Irene, as lost in the jungles south of the Gap. While Irene sought her without much hope, Ivy was wandering further into danger, her memories erased by a passing forget-whorl. Her path was leading her directly to where the Gap Dragon was seeking dinner.

Esrever Doom Piers Anthony 2013-10-22 The only person in Xanth who has not been affected by a spell that

reverses how people see each other, Kody must find a way to reverse the spell to turn Esrever Doom back into Reverse Mood.

Xanth Piers Anthony 2002 In honor of the twenty-fifth anniversary of the best-selling fantasy series, the first three novels in Anthony's Xanth universe--*A Spell for Chameleon*, *The Source of Magic*, and *Castle Roogna*--come together in an enchanting omnibus edition that features a new introduction by the author. Original.

Pet Peeve Piers Anthony 2006-10-03 Unlikely Goblin hero Goody is instructed by the Good Magician Humfrey to find a suitable home for a foul-tempered bird, a quest that inadvertently triggers an invasion by an army of seemingly indestructible killer robots and forces Goody to enlist the aid of a host of supernatural denizens. Reprint.

Isle of View Piers Anthony 1990-10-01 Perplexed Prince Dolph, Xanth's precocious shapeshifter, should be in love but isn't. Nonetheless, he must choose between two fiancées - Nada the uninterested and Electra the uninteresting - or all three of them will suffer the most dire of consequences. Luckily a convenient catastrophe has popped up to distract Dolph from his dilemma - the foal-napping of young Che Centaur by goblins. And the only one who knows where Che is is a nice but remarkably naive elflike girl named Jenny from the World of Two Moons. If anyone can save the missing centaur...she sure can't!

Golem in the Gears Piers Anthony 2002-03-26 A golem to the rescue! Grundy Golem was the size of an inconsequence, and nobody had any respect for him—including Grundy! To prove himself, he volunteered to ride the Monster Under the Bed to the Ivory Tower to find little Ivy's long-lost dragon, Stanley Steamer. After many adventures, he reached the

Tower, to learn that the evil Sea Hag kept lovely Rapunzel imprisoned there, her body destined to be used to maintain the witch's immortality. Grundy managed to free the damsel, and they fled together. As the descendant of Jordan the Barbarian and Bluebell Elf, Rapunzel could become any size, even that of any Golem's dreamgirl. But Grundy knew she was surely fated for someone better than he. Besides, the Sea Hag still pursued them to destroy him and get her back. And he still hadn't found Stanley Steamer.

Xone of Contention Piers Anthony
2019-11-05 Climate and culture shock ensue when Xanthians swap bodies with mere humans in this madcap adventure in the New York Times–bestselling series. All Breanna of the Black Wave and her newfound love, Justin Tree, want is a little time to get to know each other better, but a climatic

catastrophe is causing a massive meltdown that threatens to inundate the ancient forests of Xanth. The only way to avert this dire disaster is to undertake a voyage into the distant mists of the past, to find the moment when this ghastly greenhouse effect began. And the only people who can safely make that journey are those unaffected by Xanth's magic—normal, ordinary humans from our own world. So Breanna and Justin turn to the Demon X(A/N)th (a.k.a. Nimby) and his lovely consort Chlorine for help. Together, they devise a daring plan. Making use of the O-Xone, a magical computer network that links the worlds of Xanth and Earth, Nimby and Chlorine make contact with a young couple from Earth who are working on a Xanth game, and arrange to exchange bodies with them. But an unexpected surprise awaits them on their arrival . . .