A Spell For Chameleon Xanth 1 Piers Anthony

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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. . . .

The Dastard Piers Anthony 2018-12-18 Many malevolent menaces have imperiled the magical land of Xanth in its long and storied history. But none has been as despicably dangerous as the Dastard—a craven miscreant who sold his soul to a detestable demon for the power to erase events. Now the entire future of Xanth is at the mercy of his every whim. Only a young dragon-girl named Becka has the power to stop his devious deeds! Becka is a crossbreed—the daughter of Draco Dragon and a lovely human woman who met, by chance, at a Love Spring. Now fourteen, Becka is beginning to wonder where in Xanth she belongs—on the ground with her mother’s people, or flying the skies with her father’s kind. So she journeys to the Good Magician Humfrey to discover her True Purpose in life. Much to her astonishment and surprise, the Magician tells her that a great Destiny awaits her—one that will affect the future of all of Xanth...in Piers Anthony's The Dastard.

At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Visual Guide to Xanth Piers Anthony 1989-11-01 Bursting with exquisitely detailed maps, charts, and illustrations, here’s an indispensable addition to the amazing Anthony Xanthian anthology that no true "Xanthophile" will want to be
without.

_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._

**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!

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!

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

**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.

**Up In a Heaval** Piers Anthony 2018-12-18 A Spot of Trouble An innocent piece of Mundane Snail Mail has provoked the dreaded Demon Jupiter to hurl his Red Spot at the magical land of Xanth. As the dire Dot draws closer, the unwelcome ordeal of saving the enchanted realm falls to Umlaut, an unlikely lad with an unknown past and an uncertain future. With a handful of colorful companions at his side, Umlaut must unravel a high-stakes intergalactic puzzle, uncover the secret of his mysterious past, and learn to understand the urgings of his own heart. It might have been the merest chance that brought Umlaut to Castle Zombie that morning and launched him on a harrowing adventure. But in the magical
land of Xanth, things are seldom left to chance, and adventures lurk around every corner. An unassuming young man with a uncanny knack for attracting lovely young ladies and an uncommon talent for emulating anyone he wished, Umlaut was forced to flee a flock of overly friendly females by disguising himself as a Zombie girl. In his haste to find a hiding place, he found himself face-to-face with a dreadful dragon and feared he would soon meet his end. But in Xanth, things are seldom exactly as they seem, and he soon discovered that the dragon was really a sinuous female sea serpent named Sesame, with a gift similar to his own, who had become accidentally entrapped in the Castle's dungeon. When the two happen upon a packet of mail from Earth delivered by mischance to the Zombie King, they inadvertently set in motion a sinister scheme that could spell the end of Xanth. A letter they forward to the Demon Jupiter unexpectedly enrages him, causing him to send his own Red Spot hurtling toward Xanth. Soon everything is up in a heaval, for no one knows how to avert this interplanetary peril. Even the Good Magician Humfrey is baffled, for some strange force has obscured the future. In desperation, he instructs Umlaut and Sesame to deliver the remaining letters to their far-flung recipients, in the faint hope that this may somehow stop the Spot. As they set out on their appointed rounds, Umlaut and Sesame are soon joined by two feline friends, Jenny Elf's companion, Sammy Cat, and a lovely, prescient creature named Claire Voyant who can sometimes see the future. Beguiled and bedeviled by the delicious Demoness Metria, who uses her shapely assets to distract him from his goal, Umlaut leads his allies on an unforgettable odyssey to the farthest reaches of the enchanted realm, from the submicroscopic Nth Moon of Ida, and the
home of all dreams and nightmares, to the unmagical land of Euphoria, where he meets a sweet and sprightly young girl named Surprise who captures his heart. But before Umlaut can complete his quest and return to his beloved, he must unravel the unfathomable puzzle of his own existence, which is somehow inextricably entwined with the fate of Xanth. A satisfyingly suspenseful tale filled with mystery, magic, and merriment, Up in a Heaval is exciting and entertaining fantasy adventure from the pen of a master storyteller. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Roc and a Hard Place** Piers Anthony

2019-10-15 “Puns and playfulness reign supreme” as a demoness learns that big birds of a feather don’t flock together in the New York Times–bestselling Xanth series (The Toronto Star). Seeking a solution to a perplexing personal problem, the delectable Demoness Metria asks for help from the wise Magician Humfrey. But before he will help her, she must perform a perilous mission: Rove the length and breadth of Xanth in search of a suitable jury for the trial of Roxanne Roc, a notably noble and virtuous bird charged with a most improbable offense. Exciting, exhilarating, and brimming with hilarious high jinks, Roc and a Hard Place is Xanth at its most enchanting. “[A] lighthearted series . . . many outlandish characters, adventures, jokes and plays on words.” —Publishers Weekly

**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.
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.

_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.

_Centaurs 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.

_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.

**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.

**Crewel Lye** Piers Anthony 2002-03-26 A knight of ghosts and shadows! Jordan was a ghost in Castle Roogna now, spending his time with little five-year-old Ivy and watching his own past unfold on the magic tapestry. But once he had been a valorous knight, riding his ghost horse Pook on a fabulous and dangerous mission. He had been betrayed with a cruel lie by two wily magicians and the woman he loved. He had been killed at the end, and his bones had been scattered. Now he could not even remember where they had been buried. That was important, because Jordan's talent...
had been to recover from almost any injury, provided enough of his body could be assembled to grow together again. But all that had been four hundred years before. Nobody who was alive today knew or cared where his bones might be. It was hardly the proper ending for a gallant adventure!

**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

**The Magic of Xanth** Piers Anthony 1981

**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
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**Five Portraits**  
Piers Anthony 2014-10-21

The magical land of Xanth is in peril in this
follow-up to Board Stiff by New York
Times-bestselling author Piers Anthony. “It
occurs to me that you folk are no ordinary
group,” the troll said. “We're on a special
mission to eliminate the last of the anti-pun
virus. We are a bit unusual.” Astrid Basilisk-
Cockatrice is the daughter of anonymous
parents who whiled away a dull minute by
generating her on a warm compost pile,
then went their own deadly ways, never to
see her or each other again. She found
herself a soul, but her gaze is fatal and her
touch is toxic. That’s not so strange in the
Land of Xanth, where everyone has a unique
magical talent, and charms, curses, and
enchanted puzzles lie around every corner.
Now, Astrid and her companions are
finishing the cleanup of a virus that ravaged
the puns of Xanth, and new Quests are
already popping up. For instance, Astrid is
attempting to fulfill her mission in life, if only
she can figure out what that is. And then
there’s the missing Question from the Good
Magician’s Book of Answers. Not to mention
the small matter of a Demon Wager
regarding the impending destruction of
Xanth. But it’s nothing Astrid and her motley
crew of lovely maidens and strapping men
can’t handle . . . they hope. Piers Anthony
delivers another tale set in the bestselling world of Xanth, filled with magic, surprises, adventure, and a few puns. Here’s what the author has to say about his new book: “Five Portraits is a kind of sequel to Board Stiff in that it picks up where the other leaves off, with the same characters. Apart from that, it’s one of my favorites within the series. There’s something about Astrid Basilisk that appeals to me: a very pretty girl whose very glance is deadly, yet she’s a nice person whose selfless effort to save five difficult children from future Xanth is thoroughly worthy. I also like the theme of the power of unlikely friendship. Not just Xanth, but Mundania, too, would be better if there were more such friendships.”

**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!

**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

**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.

Key to Chroma Piers Anthony 2003-11

Key to Chroma The Second Novel in the Epic ChroMagic Fantasy Series Settled by a human expedition over 1,000 years ago, the planet Charm is both magical and dangerous. Volcanoes, scattered throughout the vast landscape, erupt with a fantastic array of colors creating Chroma zones and permeating everything and everyone with magic. The barbarian Havoc became king of this strange land and immediately found himself a target to unknown powerful assassins. Having finally secured a firm grip on governing the planet with the help of the God-like Glamors, Havoc and his companions must now set off in search of seven mysterious ikons to attempt to learn the secret of the Changelings—a secret that could answer all of Havoc's questions, or lead him to his doom.

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

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.

Xanth Piers Anthony 2002 In honor of the twenty-fifth anniversary of the best-selling

**Wielding a Red Sword** Piers Anthony
1987-11-12 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. . . . 

**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.

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!

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 fiancé 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.

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...

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.
There is no image to provide a natural text representation.
There, his first encounter was with an amulet that turned into a demon determined to choke him to death. And there, he soon learned, his alternate self had already been murdered by sorcery, and he was due to be the next victim. “Know thyself!” the infallible Oracle told him. But first he must save himself as he shuttled between worlds. On Proton, his fate depended on winning the great Games. On Phaze, he could survive only by mastering magic. And if he used any magic at all, the werewolf and the unicorn who were his only friends were determined to kill him at once!

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.

Castle Roogna

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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 . . .

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!