All the Weyrs of Pern Anne McCaffrey 2002-02-26 "When McCaffrey's beloved dragons roar and their riders soar on the beasts' mighty backs...fans of Pern will likely be enthralled."—Publishers Weekly For generations, the dragonriders had dedicated their lives to fighting Thread, the dreaded spores that periodically rained from the sky to ravage the land. On the backs of their magnificent telepathic dragons they flew to flame the deadly stuff out of the air before it could reach the planet's surface. But the greatest dream of the dragonriders was to find a way to eradicate Thread completely, so that never again would their beloved Pern be threatened with destruction. Now, for the first time, it looks as if that dream can come true. For when the people of Pern, led by Masterharper Robinton and Flar and Lessa, Weyrleader and Weyrwoman of Bendon Weyr, excavate the ancient remains of the planet's original settlement, they uncover the colonists' voice-activated artificial intelligence system—which still functions. And the computer has incredible news for them: There is a chance—a good chance—that they can, at long last, annihilate Thread once and for all.

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-whoths 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.

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!

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.

Harry 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, a skeleton searching for an 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

Good Magician-King of the magic land of Xanth, when the reigning King fails to return from a mission to Mundania

Yon Ill Wind Piers Anthony 2019-05-15 This Xanth villain is full of hot air. "Anthony's unflagging sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold" (Publishers Weekly). A fickle flux in the fabric of space has allowed a horrendous hurricane to blast into Xanth, stirring up mischief and madness wherever she goes. Trapped in a preposterous form by a cosmic wager, the Demon X(A/N)th takes him into deepest space and time where he and his crew discover the ghosts of their universe—and the most horrifying ghost of all. "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 merely late 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.

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.

Centaur Aisle Piers Anthony 1982 Dor is preparing to be the next

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 Piers Anthony 1987-12 Earth is an energy-starved madhouse where spacers are hated as power "wasters". But starship captain Shetland's life is dedicated to finding new energy sources—a search that takes him into deepest space and time where he and his crew discover the ghosts of their universe—and the most horrifying ghost of all.

The Lost Art of World Domination (Skulduggery Pleasant) Derek Landy 2018-06-19 A shot of Skulduggery action.

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 uninterested - or all three of them will suffer the most dire consequences. Luckily a convenient catastrophe has popped up to distract Dolph from his dilemma - the foul-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!
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 twee alien cutefish, 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 “A Tryst of Fate” offers an infectious, unflagging sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold. —Publishers Weekly

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 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. But his heart desires to find a magic elixir he can play—so 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 wish 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 brave fire, dragons, a six-headed griffin, and even a beautiful, seductive water gorgon who tries to ruin 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.

Faun & Games

Piers Anthony 2019-10-15 “The future sure won’t have been what it used to be” when Piers Anthony reveals a world within the world of Xanth—and its infinite possibilities! —Kirkus Reviews The miraculous and mirth-filled land of Xanth holds many marvels. But now an extraordinary new aspect of this remarkable realm unfolds as young Fortress Faun’s quest takes him to a tiny planet hidden in the heart of Xanth. There, with a delightful “day mare” as his constant companion, Faun will find more marvels then he ever dreamed of. Packed with magic, mystery, and merrymaking, Faun & Games is the freshest and most exciting Xanth adventure in a month of Pundays! “With plenty of the sly characters and cheerful wordplay for which Anthony’s works are known, this new Xanth tale should, like its predecessors, manage to wiggle its way onto the bestseller lists.” —Publishers Weekly

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, his unwelcome presence leaves the enchanted realm falling to the Umblat, 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 a daring 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 sinusuous 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 hurling 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 universe, to the most remote regions of the Magic Nth Moon of Ida, and the home of all dreams and nightmares, to the unmagical land of Euphoria, where he meets a sweet and spiritedly 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 (DRM) applied.

**A Spell for Chameleon (The Parallel Edition...Simplified)**

Piers Anthony 2002-12-04 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. For ever. 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!


**If I Pay Thee Not in Gold**
Piers Anthony 1994-10 Living in a society in which women rule through their magical powers, the rebellious Xylina is given a choice between execution and using her powers to conquer the most glorious male in Mazonia.

**The Continuing Xanth Saga**
Piers Anthony 1997 Three exciting, adventure-filled Xanth novels—_Night Mare, Centaur Asile, and Ogre, Ogre_—appear in one fun-filled volume packed with all of the dazzling action of contemporary science fiction and fantasy. Many readers have already discovered the most improbable of all, the most richly imagined world of Xanth, where there is 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 . . .

**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 to restore Jonathan to full life. But the potion could be found only in the farthest reaches of the enchanted realm, from the submicroscopic Nth to the farthest corners of the 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.

**The Uniter**
Piers Anthony 2010-12-16 For ever 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 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 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 . . .

**Question Quest**
Piers Anthony 1991-10-01 Youth is Wasted on the Empty Being grown up is a drag . . . or so thinks Lacuna, one of the mishievous Castle Zombie twins. So she makes the Good Magician Grey an offer he can't refuse. Thirsty for a taste of the Elixir of Youth, she'll help him outwit the evil Com-Pewter if he'll send her to Hell (in a handbasket, no less) to find Humphrey, the missing sorcerer. And while there, she'll learn the True History of Xanth (simplified) and help rescue a blushing Rose from the demon X(A/N) . . . with the help of a gorgon or two.

**Night Mare**
Piers Anthony 2002-03-26 The danger to Xanth was so great that only a night mare could offer hope! The Nexwate of barbarian warriors was invading Xanth from the north, ravaging and destroying as they advanced. But Mare Imbrum 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!

**Heaven Cent**  Piers Anthony 2011-04-01 In the mind of Xanth’s precious shapeshifting Prince Dolph, the perfect was to see the world is to search for the missing sorcerer, Humfrey. Setting off with his faithfuls companion, Marrow, an enchanted skeleton, Dolph will penetrate an island of illusion, escape a goblin kingdom, outwit a husband-hungry mermaid, save marrow from bone-starved harpies, and find romance with a slinky snake princess—all on his way to discovering a magic coin with all the answers! Heaven Cent continues the Xanth saga from bestselling fantasy author Piers Anthony. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Ogre, Ogre**  Piers Anthony 2002-03-26 When a Nymph rides a Night Mare, Ogre beware! Smash knew all about ogres. 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!

**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.

**The Wonderful Adventure of Nils Holgersson**  Selma Lagerlöf 2016-06-02 Scandinavia’s best-loved children’s classic - the enchanting story of a naughty little boy who learns to love nature ‘Never before had Nils travelled around at such good speed, and he had always liked riding fast and wild. And he had never thought that it could feel as fresh as it did up in the air, and that such a good smell of topsoil and resin rose up from the earth. It was like flying away from worries and sorrows and annoyances of any sort that could be imagined.’