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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

Isle of View

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!

**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.

**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.

**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.

**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.
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 . . .

*Geis of the Gargoyle* Piers Anthony 2019-09-24 A gargoyle finds himself caught between a rock and a hard place in this Xanth adventure that “should delight Anthony’s many fans” (Publishers Weekly). As a gargoyle, Gary Gar has one job in Xanth: to protect the Swan Knee River from the pollution flowing in from Mundania. But more dirt plus less rain will crack any gargoyle’s stony composure. So Gary does what any good Xanthian would do: He seeks the help of the Good Magician. But payment for his service is high. Gary must find a philter for the water, while taking on human form to tutor a wild human child, with help from the surly Sorceress Iris, and—even though time is of the essence—taking Hiatus, a known troublemaker, along for the ride. It won’t be easy, especially when they’re all transported back to the dawn of time. And if they can’t figure out what’s going on in the past, there may be no future for Xanth—come hell or high water . . . “Ephemeral amusement for pun-struck Xanthonauts.” —Kirkus Reviews

*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*. 

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

*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 F'lar 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.

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.

Night Mare Piers Anthony 1983 Mare Imbri, a deliverer of bad dreams, is made partially real so that she can warn King Trent of Xanth about the coming invasion.

Centaur Aisle Piers Anthony 1982 Dor is preparing to be the next Magician-
King of the magic land of Xanth, when the reigning King fails to return from a mission to Mundania


Skeleton Key Piers Anthony 2021-02-09

There’s no dancing around a demonic threat in the fantasy world of Xanth in the New York Times–bestselling series. Squid, the alien cuttlefish, is getting an upgrade: a boost to her shape-changing talent so she can lead a mission against a foreign Demon who’s stirring up trouble in Xanth. At Squid’s side are her rescued siblings and one very special child—Larry, a girl in a boy’s body, who will act as a secret host for their adoptive mother, the Demoness Fornax. Aboard the Fire Boat, they form a plan to disguise themselves as a traveling dance troupe. Each child is paired up with a native Xanthian. But it’s the friendship that blossoms between Squid and Larry that will power their quest, and they’ll have to do some fancy footwork to avoid the trials and tribulations that await them.

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

Tathea Anne Perry 2013-03-26 Exiled from her palace by a bloody coup, an empress travels the dangerous wilds of her kingdom in search of enlightenment—and righteous vengeance. The empress Tathea is awakened by the sounds of insurrection. The army, the aristocracy, and the royal guard have all turned against her husband, and stained the palace with his blood. Were she an ordinary ruler, she might follow him to the grave, but Tathea is a child of the wild lands. She comes from the desert, so to the desert she flees. Across the kingdom she travels, searching for shelter, friendship, and an explanation for the tragedy that destroyed her old life. As she fights to stay alive, she finds a book whose message might tip the scales in the battle between good and evil, changing the world forever. If her life is to have meaning, Tathea will have to spread the word. Tathea is the first book in the Tathea series, but you may enjoy reading the series in any order. Castle Roogna Piers Anthony 1979 Dor,
the young magician, travels back in
time to find an elixir which would
prove his right to rule Xanth in the
future. Copyright © Libri GmbH. All
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**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.

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.

Question Quest Piers Anthony 1991-10-01 Youth is Wasted on the Young Being grown up is a drag... or so thinks Lacuna, one of the michievous 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.

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...?

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!

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!

Yon Ill Wind Piers Anthony 2019-10-15
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 must join forces with a vexatious vixen named Chlorine to save Xanth from this terrifying and tempestuous threat. Their companions on this haphazard quest are a hapless human family—Jim and Karen Baldwin and their two teenage sons, David and Sean—gusted into Xanth from the mundane world beyond. Together they encounter a host of turbulent misadventures as they struggle to keep Xanth from being blown off the map forever. “Just the thing for pun-happy funsters.”

—Kirkus Reviews

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!
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.

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 Forrest 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, Forrest 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 spry 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

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.

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 faithful 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.

**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

**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

**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.

*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.

*Castle Roogna* Piers Anthony 1987 Traveling eight centuries into the past for a magic elixir to help his friend Millie find love, the young sorcerer Dor takes up the body of a barbarian warrior and befriends a giant spider.

*The Continuing Xanth Saga* Piers Anthony 1997 Three exciting, adventure-filled Xanth novels--Night Mare, Centaur Aisle, and *Ogre, Ogre*--appear in one fun-filled volume packed with all of the dazzling action of contemporary science fiction and fantasy.

*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!

**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.