

A Spell For Chameleon Xanth 1 Piers Anthony

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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.

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.”

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.

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.

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.

Currant Events Piers Anthony 2004-10 Discovering that his twenty-eighth Xanth chronicle has already been written, Muse of History Clio is challenged to rescue Xanth's dragons from extinction before the world's wildlife is permanently thrown out of balance.

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.

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.

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.

Macroscope Piers Anthony 2003-08-01 Throughout history, man has been searching for better ways to gather information about his universe. But although they may have longed for it, not even the most brilliant minds could conceive of a device as infinitely powerful or as immeasurably precise as the Macroscope, until the twenty-first century. This is a story of man's desperate search for a compromise between his mind and his heart, between knowledge and humanity.

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

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!

*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.*

The Magic of Xanth Piers Anthony 1979 Xanth is an enchanted land where magic rules. Everyone and everything have special magical talents.

*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.*

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.

***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!*

***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!*

***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.*

***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*.*

***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

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 ride 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!*

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*

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.*

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.*

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. . . .*

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.

*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.*

Firefly Piers Anthony 1992 The inhabitants of a remote estate in Florida's savannah country fall under the spell of a horrible predator who inflames and perverts their sexual desires, leading to a series of bizarre and deadly encounters

*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!*

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!

Split Infinity Piers Anthony 2012-02-14 On the technological, decadent world of Proton, someone was trying to destroy Stile, serf and master Gamesman. His only escape lay through a mysterious "curtain" revealed by a loving robot. Beyond the curtain lay Phaze—a world totally ruled by magic. 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!

*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'être."

—Publishers Weekly

Swell Foop Piers Anthony 2018-12-18 Someone-or some thing-has kidnapped the dreaded Demon Earth. If he isn't found, the very fabric of our world will unravel, removing the Earth's gravitational field, and, incidentally, that of the magical land of Xanth as well! To combat this dastardly deed, six bold adventurers must locate the mysterious object known as the Swell Foop, and wield it in a deadly cosmic contest against an awesome enemy. The twenty-fifth exhilarating episode in Piers Anthony's fabulous saga of Xanth, Swell Foop blends laughter and romance, wonder and danger, in one of the most intricate and intriguing tales in the history of the series. Swell Foop, the twenty-fifth volume in Piers Anthony's bestselling Xanth fantasy adventures, is one of the most intricate and intriguing tales in the history of the series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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 Piers Anthony 1984-05-12 For use in schools and libraries only. Until Good Magician Humphrey lends a hand, Bink is the only inhabitant of Xanth who has no magic.

A Spell for Chameleon Piers Anthony 1977 As the only person in Xanth without magic of any sort, Bink wanders in exile, searching for the magic powers that will allow him to return

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

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