

Castle Roogna Xanth 3 Piers Anthony

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On a Pale Horse Piers Anthony 2012-02-14 In this first novel of the Incarnations of Immortality, Piers Anthony combines a gripping story of romance and conflicting loyalties with a deeply moving examination of the meaning of life and death. This is a novel that will long linger in the reader's mind. Shooting Death was a mistake, as Zane soon discovered. For the man who killed the Incarnation of Death was immediately forced to assume the vacant position! Thereafter, he must speed over the world, riding his pale horse, and ending the lives of others. Zane was forced to accept his unwelcome task, despite the rules that seemed woefully unfair. But then he found himself being drawn into an evil plot of Satan. Already the prince of Evil was forging a trap in which Zane must act to destroy Luna, the woman he loved. He could see only one possible way to defeat the Father of Lies. It was unthinkable—but he had no other solution!

Current 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.

Thaëa 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 Thaëa 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 Thaëa 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, Thaëa will have to spread the word. Thaëa is the first book in the Thaëa series, but you may enjoy reading the series in any order.

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 sly 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.

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!

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 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 in consequence, 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.

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

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.

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 Demonesse 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!

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 an 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. Bewegled and bedeviled by the delicious Demonesse 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 ummagical 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.

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 wed 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 unflinching sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold." —Publishers Weekly

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.

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 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 crossbred—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.

Juxtaposition Piers Anthony 1987-06 Stille attempts to maintain a balance in the amount of magic material existing in two alternate worlds—Phaze and Proton—when an irregularity threatens the existence of both worlds

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 oversold 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!

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

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

Roc and a Hard Place Piers Anthony 2019-10-15 "Puns and playfulness reign supreme" as a demonesse 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 Demonesse 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

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 Sand Sea Michael McClellan 2020-06-24 "An astounding epic novel of J.R.R. Tolkien proportions!" — Steven Pressfield, Bestselling author of Gates of Fire and The War of Art Raiders of the Lost Ark playing A Game of Thrones The Sand Sea takes place on an alternative Earth roiled by war and conquest that mirrors our own Gilded Age. The treasure that ignites greed and folly in this parallel world is not petroleum, but beserite—a mineral of immeasurable value. Captivated by an ancient prophecy and the call of adventure, inexperienced nobleman and scholar Peter Harmon (think of a young Winston Churchill-like naif) joins an expedition to stake his nation's claim to a global empire. Harmon's destination is a vast and inhospitable desert halfway around the world, dominated by the iron-fisted Grand Vizier Jemoejen Jongdar. A tyrant on a mission to secure the ancient and supernatural Staff of the Ram, the Lion, and the Serpent, Jongdar knows the truth that others can only imagine: The one who controls the staff will possess the power to rule the world. Before he can seize his destiny, Jongdar must find and destroy the one person capable of thwarting his ambition, the rightful heir to the Sand Sea realm, an innocent woman named Selena Savanar. Can the brave and indomitable Selena accept her true destiny and rally her people in the eye of a gathering storm? To do so will require her to outwit the man who burned her father alive and left her an orphan and beggar a lifetime ago. Or will Peter Harmon and the cadre of opportunists he rides with conquer the divided empire? With the mythic structure of J.R.R. Tolkien's The Lord of the Rings trilogy in a world as rich and real as George R.R. Martin's Westeros, The Sand Sea is an immersive experience made to order for epic fantasy fans and anyone who enjoys grand-scale historical fiction.

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 perih- 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. . . .

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

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!

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

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...?

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!

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.

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.

The Color of Her Panties Piers Anthony 1992-09-01 Xanth series #15.

Castle Roogna Piers Anthony 1981-08-12 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 rights reserved.

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.

Bloodtype Alan Dean Foster 2002-03-26 Could even the remarkable Flinx stop the deadly drug that was sweeping the galaxy? It caused instant addiction, followed by an excruciating slow death, and there was no known antidote. It was a killer. Supposedly the drug had been totally eradicated from the human galaxy years before. At least that's what everyone thought. But somehow, mysteriously, that dreadful substance was back in circulation on Repler and threatening to wreak havoc throughout the known galaxy. Someone somewhere was secretly manufacturing Bloodtype, but nobody seemed to know where or who!

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.

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

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!

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.

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