

# Castle Roogna Xanth 3 Piers Anthony

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*Ogre, Ogre Piers Anthony 2002-03-26 When a*

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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!

**Two to the Fifth Piers Anthony 2008-10-14** When a powerful magic bird seizes control of Xanth by eliminating all who oppose him, the Good Magician Humphrey enlists playwright Cyrus the Cyborg in a covert effort that involves disguising the princesses Melody, Harmony, and Rhythm as actresses.

**Heaven Cent Piers Anthony 2011-04-01** In the mind of Xanth's precious shapeshifting Prince

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

applied.

**The Color of Her Panties** Piers Anthony

1992-09-01 Xanth series #15.

*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 than 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

*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.

*The Magic of Xanth* Piers Anthony 1981

*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. 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 mischievous 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.

**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 Vizer Jemojeen 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.

*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

*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

*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.

**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.

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."

**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

**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.

*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.

*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 rights reserved.

*Man from Mundania* Piers Anthony 1989

Thousands of fans have eagerly awaited the thrilling climax to the newest Xanth trilogy. Ivy, the bored princess of Xanth, uses the Heaven Cent to find a little adventure. What she finds instead is a world similar to her own and a college student who doesn't believe in magic.

With Ivy as his teacher, he soon learns of mysteries and wonders not found in any text book.

*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!

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 . . .

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.

Cast in Sorrow Michelle Sagara 2013-08-27 After her safe arrival in West March, Kaylin Neya must embrace her assignment as a "harmoniste" and try to heal the blight on a race.

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

Currant Events Piers Anthony 2007-04-01 When

Clio, the Muse of History, sat down to pen the twenty-eighth volume in the Chronicles of Xanth, she was stunned to discover it was already there! And, what was worse, it was totally unreadable, for the words on its pages were fuzzed beyond comprehension. Vexed and bewildered, and more than a little concerned, Clio resolved to leave the quiet comfort of her study on the slopes of Mount Parnassus, and ask her old friend, the Good Magician Humfrey, to search a solution to her problem in his Book of Answers. But, much to her consternation, Humfrey required her to perform a magical Service before she could acquire her

Answer: to rescue Xanth's dragons from the verge of extinction before the delicate balance of its wildlife was permanently thrown out of whack. Her momentous mission lead her to a dangerous Dragon World hidden amongst the Moons of Ida, across a perilous landscape filled with wonder and danger, in search of the fabled Currant, a very rare red berry that might hold the secret she sought. Along the way she acquired a fellowship of companions, including the brave and beautiful Becka Dragongirl, a pair of pocket dragons named Drew and Drusie, a charming young child called Ciriana whose destiny was somehow

entwined with hers, and Sherlock, a sweet but homely man from Mundania who might just be a master magician himself. Together they gradually began to unravel the momentous mystery of Xanth's missing history. And Clio began to realize that Sherlock's enchantments had begun to work their way into her heart.

**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  
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

*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

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.

*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.

**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!

**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.

### **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*.

*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

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.

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.

**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!

*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!