

A Spell For Chameleon Xanth 1 Piers Anthony

A Spell for Chameleon (The Parallel Edition... Simplified) A Spell for Chameleon Yon Ill Wind [Air Apparent](#) Source of Magic Faun & Games Visual Guide to Xanth Swell Foop Night Mare Zombie Lover Jest Right [Castle Roogna](#) [Fire Sail](#) Currant Events Luck of the Draw Roc and a Hard Place Cube Route Demons Don't Dream [Xanth](#) Man from Mundania The Dastard Centaur Aisle A Tryst of Fate Up In a Heaval Xone of Contention [Isis Orb](#) Pet Peeve Dragon on a Pedestal Geis of the Gargoyle [Ogre, Ogre](#) Six Crystal Princesses Isle of View Crewel Lye Vale of the Vole Heaven Cent Harpy Thyme Well-Tempered Clavicle Golem in the Gears Board Stiff Letters to Jenny

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Geis of the Gargoyle Jun 06 2020 Seeking a spell that will restore the polluted river Swan Knee to a state of purity, guardian Gary Gargoyle finds himself face-to-face with the Good Magician Humphrey

Currant Events Sep 21 2021 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.

Harpy Thyme Oct 30 2019 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

A Tryst of Fate Dec 13 2020 You're better wed than dead—even in Xanth—in the hilariously punny new adventure in the fantasy series soon to be adapted for film and television! Squid may only be a tween alien cuttlefish, but her feelings for Chaos, her Demon boyfriend, are real, which is why she's more than ready to let someone else take over as the protagonist of this story. Being a main character is exhausting—and it's drastically cutting down her flirting time with Chaos. But their alternate future is dependent upon their completion of one final mission . . . Seven years from now, in another reality frame, things are not so picture perfect. Squid's dream of happily ever after turns into happily never after when Chaos's human host is murdered the night before their wedding. So before they become newly dead instead of newly wed, Squid and Chaos must travel through time in order to meet their maker . . . Praise for Piers Anthony "Piers Anthony is one of those authors who can perform magic with the ordinary. . . . [He] is a craftsman." —A Reader's Guide to Science Fiction "Anthony's unflagging sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold." —Publishers Weekly

Isle of View Mar 04 2020 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!

Roc and a Hard Place Jul 20 2021 "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

[Air Apparent](#) Aug 01 2022 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.

[Fire Sail](#) Oct 23 2021 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.

Luck of the Draw Aug 21 2021 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.

Faun & Games May 30 2022 The miraculous land of Xanth holds many mysteries that unfold as young Forrest Faun's quest takes him to a tiny hidden planet in the heart of Xanth, where he finds more marvels than he ever dreamed of discovering. Reprint.

Vale of the Vole Jan 02 2020 When Esk, a young ogre-nymph-human, began his pilgrimage to the Good Magician Humfrey to rid himself of a

seductive demoness, little did he know it would become a mission of mercy. A running river paradise and its harmless inhabitants were perishing in the wrathful wake of a greedy demon horde. Now it is up to Esk and his companions--a beautiful winged centaur named Chex and a brave burrower Called Volney--to search Xanth's treacherous reaches, gathering together a mind-boggling company of creatures to defend the precious Vale of the Vole...from beloved fantasy author Piers Anthony. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Up In a Heaval Nov 11 2020 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.

Castle Roogna Nov 23 2021 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 . . .

Swell Foop Mar 28 2022 In the twenty-fifth novel in the popular Xanth fantasies, six courageous adventurers--Cynthia Centaur, her mate Che, Breanna of the Black Wave and her human fiancT Justin Tree, Sim the immortal bird, and Jaylin, a human girl from Hawaii--embark on a dangerous quest to find the mystical Swell Foop, the only weapon that can prevail against a powerful Demon. Reprint.

Heaven Cent Dec 01 2019 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.

Isis Orb Sep 09 2020 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.

Xone of Contention Oct 11 2020 Climate and culture shock ensue when Xanthians swap bodies with mere humans in this madcap adventure in the New York Times--bestselling series. All Breanna of the Black Wave and her newfound love, Justin Tree, want is a little time to get to know each other better, but a climatic catastrophe is causing a massive meltdown that threatens to inundate the ancient forests of Xanth. The only way to avert this dire disaster is to undertake a voyage into the distant mists of the past, to find the moment when this ghastly greenhouse effect began. And the only people who can safely make that journey are those unaffected by Xanth ' s magic--normal, ordinary humans from our own world. So Breanna and Justin turn to the Demon X(A/N)th (a.k.a. Nimby) and his lovely consort Chlorine for help. Together, they devise a daring plan. Making use of the O-Xone, a magical computer network that links the worlds of Xanth and Earth, Nimby and Chlorine make contact with a young couple from Earth who are working on a Xanth game, and arrange to exchange bodies with them. But an unexpected surprise awaits them on their arrival . . .

Cube Route Jun 18 2021 After secretly uttering a wish to be beautiful, Cube, a plain young woman, and her companions embark on a search for the Cube Route, which leads them to a mysterious Counter-Xanth, where things can be transformed into their opposites.

Demons Don't Dream May 18 2021 "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

The Dastard Feb 12 2021 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 Becca has the power to stop his devious deeds! Becca is a crossbreed—the daughter of Draco Dragon and a lovely human woman who met, by chance, at a Love Spring. Now fourteen, Becca 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.

Letters to Jenny Jun 26 2019 The New York Times–bestselling author of the Xanth novels wrote these weekly letters to a fan of his books in the hope of helping her out of a coma. In February 1989, science fiction writer Piers Anthony, author of the Xanth series, received a moving letter. It came from a woman whose daughter, Jenny, was in a coma as a result of severe injuries caused by a drunk driver. She asked Anthony to write to Jenny, an avid fan of his, in the hope that a letter from him would evoke some response. Her request resulted in a series of warm, supportive, and humorous letters written weekly from Anthony to Jenny. These were read to the patient by her mother. The original letters Anthony wrote between February 1989 and 1990, reproduced here along with Anthony's comments, reveal the author's wit, humanism, and social conscience. Jenny has come out of her coma, but is still confined to a wheelchair. Anthony also named a character in his next Xanth novel after Jenny, whose limited but definite physical responses to his letters indicated how important they were to her.

Board Stiff Jul 28 2019 Kandy may be bored stiff, but a magical mishap makes her problem literal in this hilarious novel in the New York Times–bestselling Xanth series. In the land of Xanth, where everyone has a unique magical talent, adventures come easily to most. But two inhabitants find themselves quite bored . . . until they're inadvertently thrust together on a mission to save Xanth from an anti-pun virus that could turn their world into just another Mundania. Irrelevant Kandy is gorgeous, but thanks to a mental typo and an ornery wishing well, she's now an actual board—with mind control powers. So much for her big plans for adventure, excitement, and romance. And Ease has his own problems, namely that everything is just too easy. He craves a challenge. Fortunately, Humfrey the Good Magician is more than happy to provide them with a quest. The duo—along with a basilisk bodyguard in the form of a young woman and nefarious android Com Pewter—is tasked with saving the puns of Xanth. But who could have released a virus that would destroy Xanth's essence, and can Kandy and Ease figure out how to stop it in time?

Ogre, Ogre May 06 2020 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!

Visual Guide to Xanth Apr 28 2022 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.

Xanth Apr 16 2021 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.

Night Mare Feb 24 2022 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!

Centaur Aisle Jan 14 2021 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 Jul 08 2020 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.

Yon Ill Wind Sep 02 2022 This Xanth villain is full of hot air. “Anthony's unflagging sparkle, verve and wordplay spin everyday trials of Mundane life into storytelling gold” (Publishers Weekly). A fickle flux in the fabric of space has allowed a horrendous hurricane to blast into Xanth, stirring up mischief and madness wherever she goes. Trapped in a preposterous form by a cosmic wager, the Demon X(A/N)th must join forces with a vexatious vixen named Chlorine to save Xanth from this terrifying and tempestuous threat. Their companions on this haphazard quest are a hapless human family—Jim and Karen Baldwin and their two teenage sons, David and Sean—gusted into Xanth from

the mundane world beyond. Together they encounter a host of turbulent misadventures as they struggle to keep Xanth from being blown off the map forever. “Just the thing for pun-happy funsters.” –Kirkus Reviews

Golem in the Gears Aug 28 2019 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.

Jest Right Dec 25 2021 All of Xanth is a stage as an unlikely hero saves the show in the New York Times–bestselling series. There’s no shortage of laughs when Jess is around; she’s been cursed to have nobody take her seriously. But her dubious talent comes in handy when she meets the very handsome showman Magnus. He promises to fake taking her seriously—if Jess joins his traveling show. But first they must see the Good Magician. He will give them the use of the flying Fire Boat to tour the realm if they complete a quest. The only problem is, he can’t remember what quest. Something to do with night mares, day mares, and one or two future princesses. As Jess and Magnus try to unravel the mystery, they discover their true mission: to save Xanth from a big bird with a bone to peck . . .

Man from Mundania Mar 16 2021 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.

Crewel Lye Feb 01 2020 A knight of ghosts and shadows! Jordan was a ghost in Castle Roogna now, spending his time with little five-year-old Ivy and watching his own past unfold on the magic tapestry. But once he had been a valorous knight, riding his ghost horse Pook on a fabulous and dangerous mission. He had been betrayed with a cruel lie by two wily magicians and the woman he loved. He had been killed at the end, and his bones had been scattered. Now he could not even remember where they had been buried. That was important, because Jordan’s talent had been to recover from almost any injury, provided enough of his body could be assembled to grow together again. But all that had been four hundred years before. Nobody who was alive today knew or cared where his bones might be. It was hardly the proper ending for a gallant adventure!

A Spell for Chameleon (The Parallel Edition... Simplified) Nov 04 2022 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!

Zombie Lover Jan 26 2022 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

Source of Magic Jun 30 2022 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!

Well-Tempered Clavicle Sep 29 2019 Picka Bones and his sister Joy’nt seek adventure with three Mundanian creatures as their companions.

Pet Peeve Aug 09 2020 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.

Six Crystal Princesses Apr 04 2020 In this heroic Xanth adventure from the New York Times–bestselling author, there’s no time like the present to free six plucky princesses from the past. Young Vinia is enjoying her life with her boyfriend, Prince Ion. They complement each other perfectly: her telekinesis helps him walk, and his ambience abolishes all allergens, allowing her to breathe freely. But Ion and his twin, Hilda, are bored with their easy royal lives and are restless for an adventure . . . While telling the story of how their parents met, the twins remember their mother was once captured by a dragon and frozen in crystal along with a half dozen other strong-willed princesses. She managed to escape, but the six other maidens continue to be held captive—which gives Vinia, Ion, Hilda, and Hilda’s caprine-crossbreed boyfriend the perfect excuse to embark on a quest. But first they must get the approval of their parents—and the Good Magician. Since Vinia is the protagonist in this story (though she’s much more comfortable as a background character), it’s up to her to complete the Magician’s challenges. And then comes their greatest test: to free the princesses from their patriarchal prison, frozen in place by the Dragon with the Girl Tattoo . . . 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

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