

# Castle Roogna Xanth 3 Piers Anthony

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**Centaur Aisle** Piers Anthony 2002-03-26 The magic of Xanth was useless in Mundania—until Dor tried honesty! Dor was having troubles growing up to be the next Magician-King of the magic Land of Xanth. He wanted no part of running the Kingdom. But now the Good King Trent was leaving on a trade mission to non-magical Mundania, home of such weird beasts as horses and bears, so Dor had to take over as King for a week. A week passes. No Trent. Then three weeks. King Trent still hasn't returned. Surely, something terrible had happened; he was apparently held captive in some foul dungeon, unable to escape. Dor was left with the burden of ruling—and with Irene, who was entirely too willing to be his Queen! His only hope was to enter Mundania and free King Trent. But how could it be done without the powers of magic? Nevertheless, he started forth bravely—together with Irene, a golem, a centaur, and a young ogre—heading for the far south of Xanth. The entrance to Mundania, of course, lay to the north.

**Dragon on a Pedestal** Piers Anthony 2002-03-26 There is trouble in Xanth again—all kinds of trouble, in fact. The Gap Dragon had escaped from the Gap and was ravaging across the land. The forget-spell that had covered the Gap was breaking up into small forget-whorls that wandered about, giving amnesia to all they touched. Good Magician Humfrey might have had the Answer, but he had overdosed on water from the Fountain of Youth and was only a helpless baby. And Ivy, three-year-old daughter of King Dor and Queen Irene, as lost in the jungles south of the Gap. While Irene sought her without much hope, Ivy was wandering further into danger, her memories erased by a passing forget-whorl. Her path was leading her directly to where the Gap Dragon was seeking dinner. **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

**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.

**The Wonderful Adventure of Nils Holgersson** Selma Lagerlöf 2016-06-02 Scandinavia's best-loved children's classic - the enchanting story of a naughty little boy who learns to love nature 'Never before had Nils travelled around at such good speed, and he had always liked riding fast and wild. And he had never thought that it could feel as fresh as it did up in the air, and that such a good smell of topsoil and resin rose up from the earth. It was like flying away from worries and sorrows and annoyances of any sort that could be imagined.'

**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 . . .

**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

**A Spell for Chameleon** Piers Anthony 2002-03-26 BEST NOVEL OF THE YEAR, BRITISH FANTASY SOCIETY • Discover the magical beginning of Piers Anthony's enthralling Xanth series Xanth was the enchanted land where magic ruled—where every citizen had a special spell only he could cast. It was a land of centaurs and dragons and basilisks. For Bink of North Village, however, Xanth was no fairy tale. He alone had no magic. And unless he got some—and got some fast!—he would be exiled. Forever. But the Good Magician Humfrey was convinced that Bink did indeed have magic. In fact, both Beauregard the genie and the magic wall chart insisted that Bink had magic. Magic as powerful as any possessed by the King or by Good Magician Humfrey—or even by the Evil Magician Trent. Be that as it may, no one could fathom the nature of Bink's very special magic. Bink was in despair. This was even worse than having no magic at all . . . and he would still be exiled! Thus begins Piers Anthony's enthralling Xanth series. . . .

**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

**Skeleton Key** Piers Anthony 2021-02-09 There's no dancing around a demonic threat in the fantasy world of Xanth in the New York Times–bestselling series. Squid, the alien cuttlefish, is getting an upgrade: a boost to her shape-changing talent so she can lead a mission against a foreign Demon who's stirring up trouble in Xanth. At Squid's side are her rescued siblings and one very special child—Larry, a girl in a boy's body, who will act as a secret host for their adoptive mother, the Demoness Fornax. Aboard the Fire Boat, they form a plan to disguise themselves as a traveling dance troupe. Each child is paired up with a native Xanthian. But it's the friendship that blossoms between Squid and Larry that will power their quest, and they'll have to do some fancy footwork to avoid the trials and tribulations that await them.

**Soul Kitchen** Poppy Z. Brite 2006 Hooked on painkillers after being injured on the job and owing money to his source, the crooked Dr. Lamotte, Rickey agrees to open a restaurant on a lakefront casino boat in which Lamotte and a silent partner have invested a fortune, only to discover that the line cook, an old friend with a past, is a convicted murderer and that Lamotte's partner has some highly sinister connections. Original. 25,000 first printing.

**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

**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!

**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.

**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.

**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!  
**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

**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.

**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.

**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.

**Heaven Cent** Piers Anthony 2011-04-01 In the mind of Xanth's precious shapeshifting Prince Dolph, the perfect way to see the world is to search for the missing sorcerer, Humfrey. Setting off with his faithful companion, Marrow, an enchanted skeleton, Dolph will penetrate an island of illusion, escape a goblin kingdom, outwit a husband-hungry mermaid, save marrow from bone-starved harpies, and find romance with a slinky snake princess--all on his way to

discovering a magic coin with all the answers! Heaven Cent continues the Xanth saga from bestselling fantasy author Piers Anthony. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**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.

**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!

**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!

**Golem in the Gears** Piers Anthony 2002-03-26 A golem to the rescue! Grundy Golem was the size of an inconsequence, and nobody had any respect for him—including Grundy! To prove himself, he volunteered to ride the Monster Under the Bed to the Ivory Tower to find little Ivy's long-lost dragon, Stanley Steamer. After many adventures, he reached the Tower, to learn that the evil Sea Hag kept lovely Rapunzel imprisoned there, her body destined to be used to maintain the witch's immortality. Grundy managed to free the damsel, and they fled together. As the descendant of Jordan the Barbarian and Bluebell Elf, Rapunzel could become any size, even that of any Golem's dreamgirl. But Grundy knew she was surely fated for someone better than he. Besides, the Sea Hag still pursued them to destroy him and get her back. And he still hadn't found Stanley Steamer.

**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.

**All the Weyrs of Pern** Anne McCaffrey 2002-02-26 “When McCaffrey's beloved dragons roar and their riders soar on the beasts' mighty backs . . . fans of Pern will likely be enthralled.”—Publishers Weekly For generations, the dragonriders had dedicated their lives to fighting Thread, the dreaded spores that periodically rained from the sky to ravage the land. On the backs of their magnificent telepathic dragons they flew to flame the deadly stuff out of the air before it could reach the planet's surface. But the greatest dream of the dragonriders was to find a way to eradicate Thread completely, so that never again would their beloved Pern be threatened with destruction. Now, for the first time, it looks as if that dream can come true. For when the people of Pern, led by Masterharper Robinton and F'lar and Lessa, Weyrleader and Weyrwoman of Bendon Weyr, excavate the ancient remains of the planet's original settlement, they uncover the colonists' voice-activated artificial intelligence system—which still functions. And the computer has incredible news for them: There is a chance—a good chance—that they can, at long last, annihilate Thread once and for all.

**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

**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.

**Build Your Own Garage Manual** Design America Inc. 2016-12-20 Build the garage of your dreams by doing all or part of the work yourself. Planning and constructing a handsome new garage may seem like a daunting task, but you can make it a reality by following the instructions in this essential do-it-yourself

guide. All of the techniques and tips you'll need are inside. *Build Your Own Garage Manual* graphically demonstrates the latest in garage construction techniques, and illustrates every step of the construction process in detail. Because drawing up your own plan from scratch may be challenging for the inexperienced builder, make planning and cost estimating easier by selecting from more than 175 terrific plans, prepared by garage experts. Easy-to-follow construction blueprints and materials lists are available for each project to ensure success.

**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

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

**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.

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

**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

**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.

**Geis of the Gargoyle** Piers Anthony 1995-10-15 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

**The Dastard** Piers Anthony 2018-12-18 Many malevolent menaces have imperiled the magical land of Xanth in its long and storied history. But none has been as despicably dangerous as the Dastard—a craven miscreant who sold his soul to a detestable demon for the power to erase events. Now the entire future of Xanth is at the mercy of his every whim. Only a young dragon-girl named Becka has the power to stop his devious deeds! Becka is a crossbreed—the daughter of Draco Dragon and a lovely human woman who met, by chance, at a Love Spring. Now fourteen, Becka is beginning to wonder where in Xanth she belongs—on the ground with her mother's people, or flying the skies with her father's kind. So she journeys to the Good Magician Humphrey 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.

**Fire Sail** Piers Anthony 2019-11-05 The New York Times–bestselling series continues with this pun-tastic epic quest and far-flung fantasy adventure. Lydell, a shy, naive man of twenty-one, and world-weary grandmother Grania could not be more different. But when their paths cross on the way to beseech the Good Magician to add some excitement to their extraordinarily dull lives, the one thing they have in common is about to get them more than they bargained for . . . Lydell and Grania's exceptional integrity makes them valuable to the Good Magician. He promises to fulfill their hearts' desires on the condition they pilot a fireboat to its new proprietors, whoever—and wherever—they may be. Along with an obnoxious bird and a robot dogfish as shipmates, they unfurl their sail of flame and cruise through the skies of Xanth, guided by cryptic clues. Picking up a crew of future children along the way, Lydell and Grania must plan a royal wedding, detonate an F-Bomb, evade illusion dragons, rescue Jack and Jill, find a princess for a werewolf prince, and face their greatest fears—all while remaining true to their compulsively honest selves. *Fire Sail* is the 42nd book in the Xanth series, but you may enjoy reading the series in any order.

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