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KEY=PIERS - COLLINS HASSAN

Xanth #9: Golem in the Gears

Tiny Grundy Golem rides the Monster Under the Bed to the Ivory Tower in search of Stanley Steamer, a lost dragon, but he finds Rapunzel instead.

Golem in the Gears

Del Rey **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.**

Golem in the Gears

Xanth **Tiny Grundy Golem rides the Monster Under the Bed to the Ivory Tower in search of Stanley Steamer, a lost dragon, but he finds Rapunzel instead**

Heaven Cent

Tor Fantasy **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.**

Dragon on a Pedestal

Del Rey **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.**

Science Fiction, Fantasy, & Horror

A Spell for Chameleon (The Parallel Edition... Simplified)

Del Rey 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!

The Magic of Xanth

Xanth is an enchanted land where magic rules. Everyone and everything have special magical talents.

Well-Tempered Clavicle

St. Martin's Press Picka Bones and his sister Joy'nt seek adventure with three Mundanian creatures as their companions.

Centaur Aisle

Del Rey 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.

Isis Orb

Open Road Media 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.

Man from Mundania

Tor Fantasy 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.

Five Portraits

Open Road Media 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."

Source of Magic

Del Rey 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!

Sequels

An Annotated Guide to Novels in Series

American Library Association A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series.

Swell Foop

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

Fire Sail

Open Road Media 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.

Two to the Fifth

An Adventure in the Land of Xanth

Tor Books The future of Xanth is in frightful peril. A powerful magical bird named Ragna Roc has embarked on a campaign to become absolute ruler of that mystical realm. Those who swear loyalty to him are spared. The rest have simply disappeared. So powerful are Ragna's sorceries that even the Good Magician Humfrey dares not confront him directly. Instead he enlists Cyrus the Cyborg, a handsome half-human playwright with little knowledge of the world, in a stealthy subterfuge. Cyrus must assemble a troupe of traveling players to attract Ragna's interest. And hidden in disguise among the bevy of beautiful young actresses are the young princesses, Melody, Harmony, and Rhythm, whose magics might just be a match for the evil bird. But Ragna has planted a spy in the midst of the troupe, one who knows their deepest secrets, including the true nature of Cyrus's forbidden love for one of the young princesses. Only a mysterious child called Kadence, and a cryptic clue — "Two to the Fifth" — may give the companions the edge they need to defeat Ragna's dictatorial dreams. Brimming with passion and merriment, drama and deception, Piers Anthony's thirty-second Xanth fantasy, Two to the Fifth, is a pun-packed performance sure to provoke applause and ovations from the series' myriad fans. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Geis of the Gargoyle

Macmillan 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

Night Mare

Del Rey 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!

Zombie Lover

Macmillan 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

Pet Peeve

Macmillan 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.

Demons Don't Dream

Open Road Media "Series fans will find themselves right at home" as a computer game draws two players into the illusion-, pun-, and dragon-filled land of Xanth (Kirkus Reviews). Sixteen-year-old Dug has yet to be impressed by a computer game, but that's before he gets hooked by Companions of Xanth—and the beguilingly beautiful princess-serpent he's chosen to guide him. Nada Naga has her work cut out for her keeping Dug's eyes on the magical prize . . . and off of her human form. Kim is no stranger to Xanth, which is why she chooses her favorite companion, Jenny Elf, to accompany her through its marvels—and dangers. Though Kim's hyper-enthusiasm is infectious, she doesn't really believe that Xanth is real, and it's up to Jenny to prove it. What the two players don't know is that there's more at stake than winning; the very existence of Xanth hangs in the balance. Demons may run the game, but there are voids to avoid, loan sharks to outswim, and Com Pewter—the most evil machine of all—to outwit. Not to mention that a companion may be just as willing to sabotage Dug and Kim as help them succeed . . . "The legions of Xanth readers can rest assured that [Demons Don't Dream] contains plenty of the punningly named animals, vegetables, people and things (such as the Ice Queen Clone and the Censor-Ship) that have become the series' raison d'être." —Publishers Weekly

Cube Route

Macmillan 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.

Science Fiction and Fantasy Series and Sequels: Books

Scholarly Title

Xanth

The Quest for Magic

Del Rey 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.

Ogre, Ogre

Del Rey **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!**

The Believer

Castle Roogna

Del Rey **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 . . .**

Luck of the Draw

St. Martin's Press **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.**

Esrever Doom

Macmillan **The only person in Xanth who has not been affected by a spell that reverses how people see each other, Kody must find a way to reverse the spell to turn Esrever Doom back into Reverse Mood.**

Best Books for Senior High Readers

Libraries Unlimited **Briefly annotated citations of some 10,000 books, arranged by subject and indexed by author, title, and subject/grade level. The books, all in print as of 1990, received favorable notices in more than one review journal appearing between January 1985 and September 1990. Aimed at students in grades 10-12, this bibliography is the third in the Bowker trilogy, which includes Best books for children and ... for junior high readers.**

Encyclopedia of Fantasy and Horror Fiction

Infobase Publishing **Encyclopedia of Fantasy and Horror Fiction provides comprehensive coverage of the major authors and works in these popular genres. Each entry includes a brief discussion of the author's life and work and includes a full bibliography. Each entry on**

A Tryst of Fate

Open Road Media **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**

Air Apparent

Macmillan **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.**

With a Tangled Skein

Del Rey **Here in this third complete-in-itself novel of the Incarnations of Immortality, Piers Anthony weaves a fascinating plot as tangled as any skein of fate. This is Anthony at his most ingenious, with another gripping fantasy of the struggle of the incarnations against the machinations of Satan. When the man Niobe loved was shot, she learned that she had been the target, in a devious plot of the Devil's. Hoping for revenge. Niobe accepted a position as one of the three Aspects of Fate, only to find that Satan's plots were tangled into the very Tapestry of Fate. Now the Evil One was laying a trap to ruin Niobe's granddaughter Luna, who threatened his plans—and he had tricked her son into Hell. Niobe's only chance to save her son and Luna was to accept a challenge by the Prince of Deceit—a challenge to be decided in Hell and in a maze of Satan's devising!**

Split Infinity

Del Rey **On the technological, decadent world of Proton, someone was trying to destroy Stile, serf and master Gamesman. His only escape lay through a mysterious "curtain" revealed by a loving robot. Beyond the curtain lay Phaze—a world totally ruled by magic. There, his first encounter was with an amulet that turned into a demon determined to choke him to death. And there, he soon learned, his alternate self had already been murdered by sorcery, and he was due to be the next victim. "Know thyself!" the infallible Oracle told him. But first he must save himself as he shuttled between worlds. On Proton, his fate depended on winning the great Games. On Phaze, he could survive only by mastering magic. And if he used any magic at all, the werewolf and the unicorn who were his only friends were determined to kill him at once!**

Politician

Open Road Media **From a New York Times-bestselling author: A former refugee and mercenary campaigns for president of Jupiter—even as his rival tries to brainwash him. He awoke in a tiny lightless cell, groping for memory . . . memory that had been erased. Hope Hubris, Jupiter governor, progressive populist, warrior hero, and presidential candidate . . . a "mem-washed" tool of the enemy. And if his captors' plan worked, Hope would destroy his own political career, leaving the fate of his planet in the hands of its corrupt presidential incumbent—Tocsin. But Hope Hubris had a destiny to fulfill. He had the cunning to discover code words that could reactivate his mind . . . the strength to resist addiction to their drugs . . . the power to win the support of his countrymen, and finally, the courage to make an agonizing sacrifice that would ensure his planet's future and his own destiny . . . Tyrant of Jupiter.**

Harpy Thyme

Open Road Media 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

Ghost Writer in the Sky

Open Road Media Two Ordinary People from Mundania travel to Xanth to defeat a rogue Night Colt in the latest in a beloved series from bestselling author Piers Anthony. The Night Colt has one ambition: to deliver dreams to the deserving. Unfortunately, only Night Mares can take on this task, and the Colt has no hope of leading his own herd if he can't get any practice. . . . So he's struck a deal with a Mundane. During the hours when the Night Mares rest—dusk and dawn—the duo plants stories in the air, compelling the people of Xanth to enact them—whether they want to or not. Unwilling to participate in these fantasies, the princesses of Xanth, Dawn and Eve, come up with a plan to fight the menacing pair, but they'll need the help of two unlikely heroes to succeed. In Mundania, a mysterious painting entrances Ordinary People Tartan and Tara. But why do they each see something different when they look at it? They quickly learn that it's not a painting after all, but a portal to a magical world. With nothing to lose, they climb through the portal into Xanth and are met with a plea to help stop the Night Colt and his ghost writer. Tartan and Tara don't hesitate to join the quest to save Xanth from the ultimate pun-tastrophe. Together with their new friends, they'll begin a journey full of magic and romance—and, of course, puns—that will lead them to a long-lost prince, a beautiful dragoness, the goddess Isis, and a demon named Ted. With rip-roaring humor and nonstop adventure, the newest addition to Piers Anthony's popular Xanth series is sure to enchant fans of epic fantasy. Ghost Writer in the Sky is the 41st book in the Xanth series, but you may enjoy reading the series in any order.