

## A Spell For Chameleon Xanth 1 Piers Anthony

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. Prince Dolph, Xanth's precocious shape-shifter, searches for Humfrey, the missing sorcerer. Xanth Series.

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.

De Landover-boeken gaan over de Amerikaanse advocaat Ben Holiday, die op een dag voor een miljoen dollar een magisch koninkrijk koopt om het verlies van zijn vrouw en kind te verwerken. De avonturen zijn kleurrijk en licht van toon, Vol bijzondere wendingen en verbazende personages. Ben Holiday staat misschien wel het dichtst bij Terry Brooks, die, voor hij een succesvol schrijver werd, zelf advocaat was. Landover is een magisch koninkrijk, met toverij en een elfenvolk, precies zoals de advertentie beloofde. Maar nadat hij het gekocht heeft, komt Ben Holiday er al snel achter dat er een paar details onvermeld zijn gelaten: het koninkrijk is een puinhoop. De baronnen weigeren een koning te erkennen en de boeren hebben alle hoop verloren. Een draak verwoest het platteland, terwijl een boze heks werkt aan een plan om alles te vernietigen. Bens enige volgelingen zijn de klunzige hofmagiër Questor Teeuw, de pratende hond Abernathy en de liefvallige Wilgje, die de gewoonte heeft wortel te schieten in het maanlicht en in een boom te veranderen. En alsof dat allemaal nog niet genoeg is, krijgt Ben te horen dat de IJzeren Mark, de verschrikkelijk heer der demonen, alle toekomstige koningen van Landover voor een duel op leven en dood uitdaagt. Bens taak lijkt onbegonnen werk: gelukkig is hij koppig

In samenwerking met de Amerikaanse auteur en illustratrice Janny Wurts schreef Raymond E. Feist de zogeheten Keizerrijk-trilogie, die zich afspeelt ten tijde van De Oorlog van de Grote Scheuring en een onmisbaar onderdeel vormt in zijn oeuvre. In deze trilogie vertelt hij het verhaal van Mara, een jonge vrouw die na de dood van haar vader en broers de Regerend Vrouwe van de Acoma-clan wordt. Terwijl de oorlog op Midkemia steeds slechter verloopt, moet zij de familie-eer hoog houden in het Grote Spel van de Raad, de ingewikkelde politiek tussen de heersende families in het Keizerrijk. Daarbij komt ze niet alleen in conflict met de Hoofden van de machtige families, allen mannen, maar ook met de gevreesde Zwarte Mantels, de magiërs die achter de schermen het leven op Kelewan besturen. De jonge Mara wordt uit het klooster gehaald na het overlijden van haar vader en haar broer, om leiding te geven aan de Acoma-clan. Het is aan haar het voortbestaan haar familie te waarborgen.

Lovelorn Loveworn Love Lost Perplexed Prince Dolph, Xanth's precocious shapeshifter, should be in love but isn't. Nonetheless, he must chose between two fiancées -- Nada the uninterested and Electra the uninteresting -- or all three of them will suffer the most dire 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 gir named Jenny from the World of Two Moons. If anyone can save the missing centaur...she sure can't.

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.

We See England, We See Xanth, We See Mels's Underpanth In fact, Gwenny Goblin, Che Centaur and Jenny Elf are just about the only creatures on Xanth who have been spared the sight of Mela Merwoman's undergarment -- preoccupied as they are with helping Gwenny beat out her awful half-brother Gobble for chiefship of the goblin horde. But first they must master space and thyme . . . and find the fabulous egg that sits between the Roc and the hard place. While Mela -- who would gladly relinquish her oft-viewed undies for a new husband -- joins the Adult Conspiracy . . . and quickly discovers the power of a perfect pair of panties! 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!

"Be careful what you wish for ... I'm actually a smart girl who would make any man an excellent wife. But no man sees that. No man is interested in my mind or personality, just my whatevers. So here is my wish: I'm board stiff. I want Adventure, Excitement, and Romance." So begins Piers Anthony's thirty-eighth Xanth novel, in which Irrelevant Kandy looks at her reflection in the water of the shallow well and sees luxuriant midnight-black hair reaching down to her breathtakingly slender waist, matching the dark eyes in her lovely face. A torso that comes close to absolute perfection. She is man's desire. That is part of the problem. In the shallow magic of the well, she asks that her wish be granted. Something happens. A sudden whirlwind surrounds her, lifting her up and ripping off her clothing. She is changing somehow. Then she falls flat on the ground. Literally. She has been transformed into a flat, stiff board with two knotholes for eyes.

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.

There are three times the thrills and nine times the nonsense in Anthony's 27th Xanth adventure. In the magical land of Xanth, wishes are more than words. So when a Plain Jane called Cube whispers a wish to be beautiful, she finds herself on a search for the mysterious Cube Route.

"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"--Amazon.com.

Here in a fourth complete-in-itself novel of the Incarnations of Immortality, Piers Anthony again combines fascinating magic with a gripping, complex struggle between good and evil. Mym was a dutiful son, but his father the Rajah interfered in his love life once too often. Rather than wed without love, he took up the Red Sword, symbol of office of the Incarnation of War. At first he thought his efforts could ameliorate some of the suffering caused by Earth's constant petty wars. But he found that behind all his involvement were the clever traps of Satan. When seeming mischance placed him in Hell, Mym organized a great rebellion among the Damned. And Satan seemed to capitulate. But free again, Mym learned that Satan had been busy stirring up riots and war. Now it seemed things had gone too far and Satan must surely win. There was only one desperate chance. . . .

In the magical land of Xanth, Bink tries to discover his own magical power, King Trent investigates the source of Xanth magic, and Dor, a young magician, travels back eight hundred years in Xanth's history

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!

Three installments of the New York Times—bestselling series set in a land of enchantment filled with magic, surprises, adventure, and—best of all—puns! The world of Xanth is a wacky one full of offbeat heroes and surprising journeys. In these three volumes of this hilarious series, characters bumble their way through many misadventures to find their happy ending on the other side, aided and hindered by puns along the way. Board Stiff: Thanks to a mental typo and an ornery wishing well the once beautiful Irrelevant Kandy is now a board of wood—with mind control powers. And Ease wishes everything wasn't so easy. Fortunately, Humfrey the Good Magician is there to provide them with a quest: saving the puns of Xanth. But who released a virus that could destroy Xanth's essence, and will Kandy and Ease figure out how to stop it in time? Five Portraits: Astrid Basilisk is a sweet girl whose very glance is deadly. As she embarks on a selfless mission to save five difficult children from future Xanth, she must fight the pun virus that threatens to destroy the magical world. Isis Orb: Hapless has the ability to conjure any musical instrument he wants, but he can't carry a tune in a bucket. All he wants is to learn to play an instrument and get a girlfriend. When the Good Magician hears about his desperate desire, he sends Hapless on a quest to find the elusive Isis Orb, a magical talisman that could fulfill his wish. But the mysterious Egyptian goddess guarding it isn't going to let him simply take it.

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

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.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 40. Chapters: Xanth books, Xanth characters, Family of Humfrey of Xanth, Magicians of Xanth, A Spell for Chameleon, Night Mare, List of Xanth characters, Geography of Xanth, Centaur family of Xanth, Other characters of

Xanth, Family of Ebnez of Xanth, Magician Bink, Heaven Cent, Family of Merlin of Xanth, Goblin family of Xanth, Demons Don't Dream, Mundanes in Xanth, The Source of Magic, The Dastard, Magician Trent, Crewel Lye: A Caustic Yarn, Man from Mundania, Centaur Aisle, Isle of View, Magician Dor, Sorceress Irene, Dragon on a Pedestal, Vale of the Vole, Yon Ill Wind, Sorceress Ivy, The Color of Her Panties, Pet Peeve, From the Gourd of Xanth, Air Apparent, Cube Route, Two to the Fifth, Castle Roogna, Question Quest, Ogre, Ogre, Roc and a Hard Place, Swell Foop, Xone of Contention, Companions of Xanth, Golem in the Gears, Stork Naked, Zombie Lover, Harpy Thyme, Up in a Heaval, Geis of the Gargoyle, Faun & Games, Currant Events, Jumper Cable, Knot Gneiss. Excerpt: The magician Humfrey has the largest known extended family in Xanth. Characters from nearly the beginning of Xanth to many in current day Xanth are included in this long list. Due to various events in Humfrey's history, he has found himself the husband of five and a half wives. After going to Hell to retrieve Rose in the novel Question Quest, he discovered that his other wives still wished to be a part of his life. In an exchange with the Demon Xanth, each wife now spends a set amount of time with Humfrey in rotation while the rest wait in Hell. The extended families will be listed under the wife who connects them to Humfrey. He is Humfrey's older brother and introduced in Question Quest. While telling the story of his past in Question Quest, Humfrey reveals that he has an older sister, whose name is not revealed. She is Humfrey's first wife. She left him shortly...

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

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. . . .

Gideon Crew. Scherpschutter, hacker en inbreker. Een man met een missie... Als er een verhoogde radioactieve straling boven New York wordt gemeten, wijst alles op een dreigende nucleaire aanval. Het ondenkbare staat te gebeuren: binnen tien dagen zal een grote Amerikaanse stad in rook opgaan door een terroristische aanslag. Gideon Crew heeft tien dagen om een mogelijke ramp te voorkomen, maar tegen wie is de dreiging eigenlijk gericht? Douglas Preston & Lincoln Child vormen al vijftien jaar een succesvol schrijversduo. Van hun bestsellerserie over FBI-agent Pendergast zijn meer dan 300.000 exemplaren verkocht in Nederland en Vlaanderen. Gideons strijd is het tweede deel in de Gideon Crew serie.

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 . . .

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.

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!

De Landover-boeken gaan over de Amerikaanse advocaat Ben Holiday, die op een dag voor een miljoen dollar een magisch koninkrijk koopt om het verlies van zijn vrouw en kind te verwerken. De avonturen zijn kleurrijk en licht van toon, Vol bijzondere wendingen en verbazende personages. Ben Holiday staat misschien wel het dichtst bij Terry Brooks, die, voor hij een succesvol schrijver werd, zelf advocaat was. Aanvankelijk lijkt het een goed idee: tovenaars Questor Teeuw kondigt aan dat hij de hofschrijver Abernathy – een zachtharige Tarweterriër – kan terugtoveren naar zijn menselijke gedaante. Maar waren het niet Teeuws stuntelige toverkunsten die hem in die vorm gebracht hadden? Als er in plaats van Abernathy alleen nog maar een fles overblijft met daarin een boze dwerg, weet koning Ben dat het al te laat is. Hij komt erachter dat de fles deel uitmaakt van de verzameling van Michel Ard Rhi, een voormalig koning van Landover die naar de aarde was verbannen en Ben concludeert dat zijn geliefde hofschrijver nu tot diens collectie behoort. Ben keert terug naar de aarde en hij neemt zijn geliefde Wilgje mee. Maar wat hij zich niet beseft is dat Wilgje zonder de vruchtbare bodem van Landover niet lang kan overleven...

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.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (books not included). Pages: 30. Chapters: Air Apparent, A Spell for Chameleon, Castle Roogna, Centaur Aisle, Crewel Lye: A Caustic Yarn, Cube Route, Currant Events, Demons Don't Dream, Dragon on a Pedestal, Faun & Games, Geis of the Gargoyle, Golem in the Gears, Harpy Thyme, Heaven Cent, Isle of View, Jumper Cable, Knot Gneiss, Man from Mundania, Night Mare, Ogre, Ogre, Pet Peeve (Xanth), Question Quest, Roc and a Hard Place, Stork Naked, Swell Foop, The Color of Her Panties, The Dastard, The Source of Magic, Two to the Fifth, Up in

a Heaval, Vale of the Vole, Well-Tempered Clavicle, Xone of Contention, Yon Ill Wind, Zombie Lover. Excerpt: A Spell for Chameleon is the first book of the Xanth series by Piers Anthony. In this adventure, Bink is exiled to Mundania because he has (inadvertently) broken Xanth law by not having a magical talent. He returns to Xanth with Chameleon, a woman whose intelligence and beauty vary inversely depending on the time of the month, and the evil magician Trent who was exiled 20 years earlier for attempting to usurp the throne of Xanth. At the beginning of the novel Bink is facing imminent exile from the magical land of Xanth and separation from his fiancée Sabrina for his lack of a magic talent. All human residents of Xanth possess some unique form of magic that ranges from incredibly powerful (such as the current King Aeolus's ability to summon and control storms) to relatively useless (such as the ability to make a spot appear on a wall). In the hopes of discovering his talent Bink sets out to see the Good Magician Humfrey, a magician whose talent has to do with the gathering of information. While on his way Bink fights his way through the perilous wilderness of Xanth, having several run-ins with dangerous plants and animals but always being saved by apparent coincidence. On this journey he...

Exciting, imaginative, and inspiring, Hope of Earth is the story of a group of heroic men and women, bound by ties of passion, honor, and blood, who struggle to transcend our violent past and forge a new and shining future. In Isle of Woman and Shame of Man, the first two volumes of the monumental Geodysey saga, bestselling author Piers Anthony chronicles the triumphs and tragedies of two remarkable families reborn again and again in some of the most turbulent eras of human history. Now, with Hope of Earth, Anthony brings us a stirring epic that ranges from our ancient beginnings in Africa's Great Rift Valley to the windswept Andes a century from now, and includes some of history's most fascinating figures--the mysterious "Ice Man" of the Swiss Alps, the decadent King Herod, the British Warrior Queen Boudica, the Mongol Chieftan Tamurlane, and King Louis XIV of France. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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 . . .

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.

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.

Like On a Pale Horse, this second, complete-in-itself novel of the Incarnations of Immortality is a richly imagined and always fascinating story. And again, Piers Anthony adds to his gripping plot a serious, though-provoking study of good and evil. When life seemed pointless to Norton, he accepted the position as the Incarnation of Time, even though it meant living backward from present to past. The other seemingly all-powerful Incarnates of Immortality—Death, Fate, War, and Nature—made him welcome. Even Satan greeted him with gifts. But he soon discovered that the gifts were cunning traps. While he had been distracted, he had become enmeshed in a complex scheme of the Evil One to destroy all that was good. In the end, armed with only the Hourglass, Norton was forced to confront the immense power of Satan directly. And though Satan banished him to Hell, he was resolved to fight on.

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.

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.

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!

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