

Get Free Split Infinity Apprentice Adept 1 Piers Anthony Pdf For Free

Split Infinity Blue Adept Split Infinity Phaze Doubt The Choice of Magic Juxtaposition Out of Phaze Letters to Jenny Alchemist Apprentice Quareia The Adept Magic Kingdom for Sale--Sold! Blue Adept Firefly Dead Morn Isle of View Shade of the Tree The Tangle Box Secrets and Spellcraft Vision of Tarot Chthon The Black Unicorn Black Sun Rising Man from Mundania Vale of the Vole Golem in the Gears Ogre, Ogre Disciple of War On a Pale Horse Quareia the Apprentice Source of Magic Scholar of Magic Bearing an Hourglass Diary of an Apprentice Astronaut The Good Apprentice The Iron Maiden Bio of an Ogre Another Fine Myth The Novice The Baker's Boy The Forbidden Library

In this brilliant continuation of the epic adventure that began in Split Infinity, Piers Anthony again proves himself a master of both fantasy and science fiction For Stile, life was a matter of shuttling madly between two worlds, with the problems growing greater on each. On the science world of Proton, he was a serf, trying to prove his right to exist by competing in the Great Games. On Phaze, where only magic worked, he was the Blue Adept, trying to master the powers of sorcery. And on both worlds, someone was trying to assassinate him. Aside from winning increasingly difficult contests with no time to prepare, all he had to do was win the love of the Lady

Blue, fight a dragon, discover the ultimate weapon—and, of course, seek the paranoid Adept or the all-powerful Citizen who was trying to kill him! And now, just when things were growing impossible, he had to fight a mortal duel with the unicorn Herd Leader, against whom his magic powers were useless! With humankind surviving underground in the twenty-fifth-century's last city, a courageous man journeys back in time into Cuba's history to try to alter the past and stop the worldwide conflagration that would leave Earth a nuclear wasteland. Reprint. Now a student at Wurthaven, Will is confronted with the truth of the present. The powerful magic embodied by wizards like his grandfather is but a distant memory, while the practice of the current day is timid and uninspired, and yet he needs the knowledge still preserved and managed by the college. At every turn he finds that sorcery is supreme, while wizards are trained merely to assist and support those who hold the real power—a power based on an evil so deep that few living know the truth of its foundation. As a student of wizardry, he's expected to know his place and stay in it, but Will isn't like the other students. His grandfather's teaching has made him into something different, something forgotten—something they will learn to fear. If he can grow into his power. With every choice, every refusal to submit, Will creates more enemies, enemies who aren't content to let him live in peace. Without friends or support, Will must survive the knives in the dark, for Cerria is no place for those who refuse to follow the rules. 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! 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. 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. War looms on the horizon but Selene's training as a wizard must begin, even though her age makes success nearly unattainable. Will searches for a solution, but their only hope may be a dangerous bargain with the king. The fate of two nations lies on Will's shoulders and the future is paved with violence. With few options, he needs the aid of uncertain allies and dubious friends. Traitors lurk among them, and soon he will be forced to choose who to trust—and who to sacrifice. For a terrible power has arrived in Darrow, and the price of victory will be paid in blood. The looming war with Darrow has faded to a distant shadow, but Will's continued studies at Wurthaven are disrupted by an unforeseen threat. Selene's absence has raised suspicion among her friends and more importantly the king, who is now directing his ire at the obvious culprit, her new husband. Meanwhile the citizens of Cerria have begun disappearing and a shadowy figure is stalking Will's half-sister, Laina. With his power pushed to the limit, Will finds himself attempting to preserve a family that rejected him from

enemies he never knew existed—all while trying to save a city whose king might rather see him dead. Desperate for help, he may not be able to trust the powers that have helped him in the past, for the fae could be the source of the catastrophe, even as they offer their assistance—for a price. Evil stalks the streets of Cerria at night, seeking the heart's blood of his family, the destruction of the city, and the death of the king. Will he have to decide what is most important for Terabinia, preserving the people of its most prosperous city, or saving its questionable ruler? 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. The ancient magic of wizards was anything but dark. It was the enlightenment that lifted humanity from the squalor of superstition, and the worship of fell spirits and capricious gods, but those days are gone. The shining glory of the sorcerers burned away the subtlety of wisdom, replacing it with easy power, held only in the

hands of the elite—a new age built upon the elemental supremacy of aristocrats and the ignorance of the masses. But this will change, for the greatest power comes with knowledge, and the deeper teachings of wizardry have not been utterly lost. The last wizard of the old tradition still survives in solitude, nursing tired grudges and waiting for death. His passing might have gone unnoticed, but for the imposition of a youth too stubborn to accept his refusal to take an apprentice. With a new student comes new hope, and that hope has caused old powers to stir again. That the world will change is inevitable, but the shape of the future is anything but certain. Here in his first non-Shannara novel, Terry Brooks has written a gripping story of mystery, magic, and adventure—sure to delight fantasy readers everywhere. Landover was a genuine magic kingdom, with fairy folk and wizardry, just as the advertisement has promised. But after he purchased it, Ben Holiday learned that there were a few details the ad had failed to mention. The kingdom was in ruin. The Barons refused to recognize a king, and the peasants were without hope. A dragon was laying waste the countryside, while an evil witch plotted to destroy everything. Ben's only followers were the incompetent Court Magician; Abernathy, the talking dog who served as Court Scribe; and the lovely Willow—but she had a habit of putting down roots in the moonlight and turning into a tree. The Paladin, legendary champion of the Kings of Landover, seemed to be only a myth and an empty suit of armor. To put the final touch on the whole affair, Ben soon learned that the Iron Mark, terrible lord of the demons, had challenged all

prospective Kings of Landover to duel to the death—a duel which no human could hope to win. The task of proving his right to be King seemed hopeless. But Ben Holiday was stubborn. . . . *****50 MILLION TERRY BROOKS COPIES SOLD AROUND THE WORLD***** 'Terry's place is at the head of the fantasy world' Philip Pullman An outcast king fights for his throne! A year has passed since Ben Holiday bought the Magic Kingdom and claimed the throne despite the machinations of the wizard Meeks. Three loyal friends had come to his aid: the incompetent Court Wizard, Questor Thews; the court scribe, Abernathy, a talking dog; and the lovely willow, who was sometimes a tree. Now Ben dreamt of a former partner, Miles Bennett, in grave trouble. But when he returned to Earth, Miles was in the best of spirits. His home-coming to Landover was shattered by the disappearance of Willow and the partial destruction of Questor's books of magic. Not only that, no one seemed to recognise Ben himself. And Meeks had taken on Ben's appearance, and the role of king. Ben Holiday and his kingdom were in deep trouble. Praise for Terry Brooks: 'A master of the craft . . . required reading' Brent Weeks 'I can't even begin to count how many of Terry Brooks's books I've read (and re-read) over the years' Patrick Rothfuss, author of *The Name of the Wind* 'I would not be writing epic fantasy today if not for Shannara' Peter V. Brett, author of *The Painted Man* 'If you haven't read Terry Brooks, you haven't read fantasy' Christopher Paolini, author of *Eragon* Late one night Alice Creighton hears her father having an argument with a fairy – a snarling, bald beast with warts and needle-like teeth. The next day her

father disappears, never to return. And Alice is sent to live with Master Geryon, an uncle she never even knew existed. Geryon has a dark, mysterious library which is strictly off-limits to Alice. But after meeting a talking cat who is willing to sneak her in, Alice opens a book and suddenly finds herself inside it – and the only way out is by conquering the dangerous creatures within . . . ***50 MILLION TERRY BROOKS COPIES SOLD AROUND THE WORLD*** 'Terry's place is at the head of the fantasy world' Philip Pullman
Horris Kew, conjuror and confidence-trickster, has returned to the Magic Kingdom of Landover, and a chorus of disapproval immediately assaults Ben Holiday's ears. Both Questor Thews, the Court Wizard, and Abernathy, the Court Scribe (currently, magically transformed into a dog) urge Ben to lock him up or exile him. Fair as ever, Ben decides to consider the problem rather than act immediately. Alas, this leads to disaster, for Horris's return is not what it seems, and Ben soon finds himself in deadly peril. Only his lady, Willow, holds the means to save him. But Willow has disappeared on a mysterious mission of her own . . . Praise for Terry Brooks: 'A master of the craft . . . required reading' Brent Weeks 'I can't even begin to count how many of Terry Brooks's books I've read (and re-read) over the years' Patrick Rothfuss, author of *The Name of the Wind* 'I would not be writing epic fantasy today if not for Shannara' Peter V. Brett, author of *The Painted Man* 'If you haven't read Terry Brooks, you haven't read fantasy' Christopher Paolini, author of *Eragon* 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. Book Twelve in the Quareia series of magical training. Out of print no longer: Book Four of the *Apprentice Adept* series--from the "New York Times" bestselling author. Two worlds--the scientific Proton, and the magical Phaze--exist side-by-side. Now, Mach has crossed from Proton to Phaze, switching places with his counterpart Bane. And both must learn to survive in environments alien to their own nature. 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. Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold, and the colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth images from a person's worst nightmare or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate the fae for their own profit, little realising that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of the dark fae multiply, four people - Priest, Adept, Apprentice and Sorcerer - are about to be drawn inexorably together for a mission which will force them to

confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy ... On the technological, decadent world of Proton, someone was trying to destroy Stile, serf and master Gamesman. His only escape lay in Phaze, a world totally ruled by magic. Soon he learned that his alternate self had already been murdered, and that he was next. On Proton, his fate depended on winning the great Games. On Phaze, he must master magic to survive. And if he used any magic at all, his friends were determined to kill him at once!

THE APPRENTICE ADEPT Book One
SPLIT INFINITY Book Two
BLUE ADEPT Book Three
JUXTAPOSITION ONE BOY'S POWER TO SUMMON DEMONS WILL CHANGE THE FATE OF AN EMPIRE ...

Demons, magic and epic adventure - introducing the first book in the New York Times bestselling Summoner Trilogy... Fletcher was nothing more than a humble blacksmith's apprentice, when a chance encounter leads to the discovery that he has the ability to summon demons from another world. Chased from his village for a crime he did not commit, he must travel with his demon to the Vocans Academy, where the gifted are trained in the art of summoning. The academy will put Fletcher through a gauntlet of gruelling lessons, training him as a battlemage to fight in the Hominum Empire's war against the savage orcs. Rubbing shoulders with the children of the most powerful nobles in the land, Fletcher must tread carefully. The power hungry Forsyth twins lurk in the shadows, plotting to further their family's interests. Then there is Sylva, an elf who will do anything she can to forge an

alliance between her people and Hominum, even if it means betraying her friends. Othello is the first ever dwarf at the academy, and his people have long been oppressed by Hominum's rulers, which provokes tension amongst those he studies alongside. Fletcher will find himself caught in the middle of powerful forces, with nothing but his demon Ignatius to help him. As the pieces on the board manoeuvre for supremacy, Fletcher must decide where his loyalties lie. The fate of an empire is in his hands ... **BONUS MATERIAL:** Find out more about Demons in an illustrated **DEMONOLOGY** - exclusive to this paperback edition. 'Friendship, loyalty, magic and political intrigue beckon ...' **The Bookseller** In this first novel of the Incarnations of Immortality, Piers Anthony combines a gripping story of romance and conflicting loyalties with a deeply moving examination of the meaning of life and death. This is a novel that will long linger in the reader's mind. Shooting Death was a mistake, as Zane soon discovered. For the man who killed the Incarnation of Death was immediately forced to assume the vacant position! Thereafter, he must speed over the world, riding his pale horse, and ending the lives of others. Zane was forced to accept his unwelcome task, despite the rules that seemed woefully unfair. But then he found himself being drawn into an evil plot of Satan. Already the prince of Evil was forging a trap in which Zane must act to destroy Luna, the woman he loved. He could see only one possible way to defeat the Father of Lies. It was unthinkable—but he had no other solution! In this brilliant continuation of the epic adventure that began in **Split**

Infinity, Piers Anthony again proves himself a master of both fantasy and science fiction. For Stile, life was a matter of shuttling madly between two worlds, with the problems growing greater on each. On the science world of Proton, he was a serf, trying to prove his right to exist by competing in the Great Games. On Phaze, where only magic worked, he was the Blue Adept, trying to master the powers of sorcery. And on both worlds, someone was trying to assassinate him. Aside from winning increasingly difficult contests with no time to prepare, all he had to do was win the love of the Lady Blue, fight a dragon, discover the ultimate weapon—and, of course, seek the paranoid Adept or the all-powerful Citizen who was trying to kill him! And now, just when things were growing impossible, he had to fight a mortal duel with the unicorn Herd Leader, against whom his magic powers were useless! 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. Fantasy-roman. From a New York Times–bestselling author: The revealing final book in this sci-fi epic tracks the rise and fall of Jupiter's tyrant—from the perspective of his sister. The final installment of the Bio of a Space Tyrant series covers the same period as the first five books, but with a twist. The Iron Maiden is told from the point of view of Hope's sister, Spirit. This book fills in the gaps when the two siblings were apart and perfectly wraps up this scintillating series! 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! At Castle Harvell, two fates collide. Melliandra refuses to marry the sinister Prince Kylock while an apprentice named Jack is terrified by his sudden

ability to work miracles. Together they flee the castle, pursued by the sorcerer Baralis, while elsewhere a knight embarks on a perilous voyage of his own. Soon destiny will draw the travellers together, and that meeting will shatter the world ... For more information on this or any other Orbit book, visit the Orbit website at www.orbitbooks.co.uk

Quareia The Apprentice: book Three is the third book in a series of fifteen books from the Quareia magicians training course that takes the student from apprentice to adept. Quareia is a magical esoteric training course designed and presented by Josephine McCarthy and Frater Acher. The estate was Joshua Pinson's inheritance from his oddball uncle Elijah: isolated in the deep Florida woods, with a half-built solar house stocked with enough supplies to weather a siege. Josh decided it was time to take his two young children away from New York and the memories of their murdered mother. Time to make a new life in sunny Florida. There was just one thing that Josh hadn't counted on. The place was haunted. A magician's apprentice teams up with the demon Aahz and experiences a variety of adventures with many strange, other-worldly characters. 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! The inspiring memoir of the superstar astronaut and TikTok sensation - now on her biggest space mission yet 'Today I woke up on Earth. And I will fall asleep in space' In space the sun rises and sets 16 times a day. You fly over every sea, every mountain and desert, every city and every port. The most ordinary things -- eating, sleeping, brushing your teeth or cutting your hair -- have to be relearned, until they become familiar again. This is the story of Samantha Cristoforetti's incredible journey to becoming an astronaut, and her journey beyond Earth. Her voyage as an apprentice astronaut began when she was in her early thirties: five years of intense training around the world, from Houston to Japan to the legendary Star City in Russia. Countless hours spent in centrifuges, spaceship simulators and under water for spacewalk practice. Then, one day, a rocket was waiting for her on the launch pad. And after eight minutes of wild ascent, she was on orbit, crunched up with her two crewmates in a tiny spaceship that took them to the International Space Station. With honesty and warmth, Cristoforetti chronicles the two hundred days she spent on the ISS, the joys and challenges of being in an extraordinary place, from the sublime sight of seeing Earth for the first time to more unusual concerns, such as mastering the art of floating.

How do you find your bearings when there is no up and down? What is it like to run in weightlessness? And how do you cook in space? This is an enthralling, inspiring and surprisingly down-to-earth story about what it really takes to pursue your dreams. The best-selling creator of the "Xanth" and "Apprentice Adept" series leads a fantastic journey through his own life, weaving a candid and compelling, real-life tale 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. Sam's desire to protect his sister leads him to magic he never imagined. The powerful arcane arts have kept Olway safe for generations, taught only to those tested and proven to have real potential at the prestigious Academy. That power has never been found on the edge of the kingdom where Sam and his sister struggle to survive. Until now. A terrible mistake puts Sam at the mercy of a master of the arcane arts who brings Sam to the Academy to help learn what happened to the last of the Alchemists. Posing as a student, and with

no magic of his own, he tries to navigate the Academy and discover the secrets of Alchemy. When he discovers a dangerous power that could destroy the Academy, Sam is tested in a way he'd never imagined. Having no magic of his own, his mind and wits might not be enough to stop a dangerous power that has turned its attention upon the Academy-and is now focused on Sam. The inhabitants of a remote estate in Florida's savannah country fall under the spell of a horrible predator who inflames and perverts their sexual desires, leading to a series of bizarre and deadly encounters

Stuart Cuno has decided to become good. Not believing in God, he invents his own methods, which include celibacy, chastity and the abandonment of a promising academic career. Interfering friends and relations question his sincerity, his sanity and his motives. Stuart's step-brother Edward Baltram is tormented by guilt because he has, he believes, killed his best friend. He dreams sometimes of redemption, sometimes of suicide. Funny, compelling and extremely moving, **THE GOOD APPRENTICE** is about guilt ridden despair, and the difficult problem of how to try to be good - and the various magical devices which console those who are sensible enough not to try. 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. The wanderer-monk Paul is trapped in a nightmare of dragons, demons, and spectacular lusts as the shimmering Animation curtain storms across the worldscape, changing fantasy into hideous reality. Reissue.

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