

Chapter 1 : Xanth: The Dastard 24 by Piers Anthony (, Paperback, Reprint) | eBay

The Dastard is a vile, loathsome man with the power to travel back in time. He uses this to neutralize people's joyous moments and if this includes removing the existence of sentient beings, so be it.

The puns are still so spectacularly bad they become good again, very convenient characters and magic happens to move the stories on and someone is always trying to get around the Adult Conspiracy. This is a quest to try and stop him made by If you have read one Xanth Book you almost feel like you have read them all. This is a quest to try and stop him made by three princesses. Its not a bad book, there are parts that are quite funny, but as I said earlier, if you have read one Xanth book this is nothing new that is going to leave a lasting impression. The book starts out with two events that are a large part of the story. The first is that Draco Dragon was on spying a delicious female morsel to eat, and both of them end up drinking from a love spring, the result of which was Becka. The second event is that a demon makes a trade with a human man named Anomy - the talent to be able to erase events for his soul. The result of this is The Dastard, who go Book 24 of the Xanth series is a fun book and a quick read that fans of the series will enjoy. The result of this is The Dastard, who goes around Xanth deviously undoing things. Becka becomes involved with this nefarious creature because she goes to the Good Magician to ask what her purpose is. The adventure becomes complicated right off because in order to stop The Dastard, he must break The Rule of 10, thereby making it possible for the secret mission to be exposed and not work because more than 10 people know about it. Also enlisted in the mission are the Princesses Melody, Harmony, and Rhythm. They actually see The Dastard doing a dastardly deed and are encouraged by their parents to seek out the Good Magician. While there they meet their friend Sim, and they find out that all four of them are to be involved, albeit not in the way they imagined. As it turns out, the only way to have a chance to stop The Dastard is for the young Princesses and Sim to travel to the world of Ptero and exchange with their adult selves. This is necessary not only for the maturity that is needed, but also to be able to handle Adult Conspiracy issues. Their Ptero selves come to Xanth and attempt to stop the Dastard. All in all this is a pretty good installment for the Xanth series. There are some areas that it seems rather farfetched, even for a fantasy book. For instance, having a vehicle from Mundania come to life in Xanth and end up at a love spring where it mates with the first female it sees is a little much! And the story seemed a little dragged out, though maybe that was because of the large amount of puns used. While the reader does not need all the background of the previous books, there are parts that would not make as much sense without previous books in the series having been read. Anyway, I think fans of the Xanth series will like this book.

Chapter 2 : The Dastard by Piers Anthony | eBay

The Dastard is the twenty-fourth book of the Xanth series by Piers Anthony.. The Dastard is a vile, loathsome man with the power to travel back in time. He uses this to neutralize people's joyous moments and if this includes removing the existence of sentient beings, so be it.

List of Xanth characters Each human character in Xanth is born with a unique magical ability, called a talent. Though many talents are limited in scope called the "spot-on-a-wall" variety , the series focuses mainly on individuals with "Magician" caliber abilities one of the criteria for serving as King of Xanth. In addition to the human characters, Xanth is populated by centaurs , demons , dragons , fauns , gargoyles , goblins , golems , harpies , merfolk , naga , nymphs , ogres , zombies , curse fiends , and other fictional beasts. Though initially introduced as obstacles to the human characters, some individuals from those groups become main characters in later books of the series. As the series progresses, some of the half-human species are discovered to have the potential to possess magical talents. The centaurs of the primary centaur community, Centaur Isle , exile any centaurs who demonstrate a magical talent although some centaur communities are more lenient about possession of talent ; however, they tolerate talents in "lesser" races such as humans. Goblins and harpies are shown to have the potential to possess half-talents, the complementary half existing in a member of the other species, i. Other non-human species are also shown to possess potential for talents. Geography of Xanth Geographically, modern Xanth [5] resembles the state of Florida in the United States in shape, but has landmarks that mimic well known geographical features from around the world. One major example of this is the Gap Chasm, an enormous canyon a mile wide which completely bisects the country, paralleling the DMZ of the Korean Peninsula. The position of the Chasm could also correspond with the Cross Florida Barge Canal , which, similar to the chasm, is generally forgotten except for those who stumble upon it. The Gap is guarded by a resident dragon, known as Stanley Steamer, and is crossed by means of treacherous bridges. The Florida Keys also exist, though they are, in Xanth, actual keys. The moon is close enough that flying creatures may land there; the back side is sweet and honeyish , the visible side has turned sour and become curdled cheese , due to observing what has happened on Earth and Xanth. Plants may bear fruit of all descriptions pie trees and shoe trees are common or they may be carnivorous such as the tangle trees , making travel in Xanth risky. Xanth has a connection with the normal world, which is referred to as "Mundania" [6] ; its people are called "Mundanes". Although any citizen of Xanth can enter Mundania at any time through an isthmus in the northwest, Mundanes enter the isthmus in Xanth from random geographic locations and time periods throughout history. In other words, Xanth does not have a fixed location or time in the mundane world; and the timeline between Xanth and Mundania seems to jump backwards and forwards. For example, within the lifetime of a normal citizen of Xanth, an American Mundane from and an Egyptian Mundane from 3, B. However, Mundanes seem to have trouble finding Xanth on a consistent basis, making any travel to Xanth a somewhat rare occurrence. Despite these seeming difficulties, Xanth was colonized in several waves by groups of invaders and nomads from Mundania over the course of several centuries. The series ties these colonization events to actual historical events on Earth , most notably the Punic wars. In an interview with Moira Allen, Piers Anthony referred to the "Adult conspiracy to keep interesting things from children" as a literary device "parodying current societal conventions" [7] Nearly all subsequent books contain references to the Conspiracy and its effects, particularly those novels in which the main characters are children. At its core, the Adult Conspiracy seeks to protect children from knowledge that could bring them to great harm. The precise age for entering into the world of adults is age 18, corresponding to the age of majority in most places. The primary principle that inducts children into the Conspiracy is the understanding of the secret of " summoning the stork ". In Xanthian terms, "summoning the stork" literally means to put out a call to summon a stork which will deliver to the couple a child. In Isle of View , it is revealed that summoning the stork will release an " ellipsis " This is a play on the joke that all the "adult" things happen after a paragraph ends in an ellipsis. Most inductees actually discover the specifics of the act "by accident" after marriage, or under the influence of a love spring a magical spring which causes two drinkers, not necessarily human, or even of the

same species, to fall madly, and lustfully, in love with one another at first sight. Other faculties of the Adult Conspiracy [8] include: Censorship of foul language "All foul words contain the ability to cause various effects the wilting of plants negative , removal of curse burrs positive , etc. These are automatically bleeped when said in the presence of someone who has yet to be inducted. Visual access to underwear "Because underwear is so closely tied to sexuality even more so than nudity in Xanth , men become automatically "freaked out" when they view panties. This is made a common joke, most prominently in the novel The Color of Her Panties , and is often used by women to gain advantage over men. Panties only carry their effects when worn, but because of their nature, they are forbidden to be shown to children. Inability to have childish fun "Children believe that once they join the Adult Conspiracy, they will no longer have pillow fights, eat sweets and drink "tsoda popka" soda pop , or want to have fun. While this belief is exaggerated, the entry to the Conspiracy does cause the couple to lose their bed monster, inadvertently creating the appearance of losing all childhood spirit under the responsibility of Adulthood. It is important to note that there have been occasions when children gained access to the Adult Conspiracy prematurely. In one rare instance, a little girl was born with the magic talent of immunity to the magical censorship of Adult Conspiracy, causing her family much distress. Mundania[edit] Whenever Xanth characters visit the nonmagical land outside of Xanth, called Mundania, its natives Mundanes speak what sounds like gibberish to the Xanth characters. The gibberish can be translated by a simple replacement cipher , depending on the Mundane language being spoken. Often the language is a simple shift in the alphabet, a letter or two forwards or backwards see Caesar cipher. Curse fiends[edit] Curse fiends are a fictional race created by Piers Anthony for the series Xanth. They are one of the earlier races in Xanth and are known for their talent to throw curses at their enemies. They are believed to be the primary cause of several different settings in Xanth: The curse fiends in the present day Xanth stay close to their own community where they put on plays. Because of this, they are widely known for their acting skills. They call themselves Curse Friends. I use these books not for the usual purpose of naming babies Retrieved 4 September

Chapter 3 : The Dastard | Xanth | FANDOM powered by Wikia

1 Dastard The Dastard walked through the forest, looking for mischief. It had taken him a while to get the hang of living without a soul, and to learn to use his talent effectively, but now it had been four years since his deal with the demon, and he was ready to make more of an impression on the Land of Xanth.

Chapter 4 : The Dastard - Wikipedia

Xanth # The Dastard, by Piers Anthony While most people in Xanth have a magic talent, many of the talents are minor - the "spot on the wall" variety. Usually only Magicians and Sorceress' have powerful talents, such as being able to transform any living creature into something else.

Chapter 5 : - The Dastard (Xanth) by Piers Anthony

The Dastard By: Piers Anthony © TOR Publishing pages Evil as the devil, the Dastard is nothing but trouble. The Dastard, a book in Piers Anthony's Xanth series, is about a young man, The Dastard, who gave up his soul to Lord Xanth in exchange for the power to go back in time and change events.

Chapter 6 : Xanth - Wikipedia

The Dastard is marvelously wicked and lacked only a moustache to twirl. Becka, the dragon girl assigned to the Dastard, could have been developed more. She showed promise early on, but was shunted to the sidelines when the narrative switched to a different character.

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Chapter 7 : The Dastard (Xanth) (October 14, edition) | Open Library

The Dastard (Xanth, book 24) by Piers Anthony - Fantastic Fiction Piers Anthony's comical chronicles of his enchanted realm of Xanth are among the most beloved fantasy series ever written, with millions of readers worldwide.

Chapter 8 : The Dastard : Piers Anthony :

The Dastard (Magic of Xanth Series #24) by Piers Anthony 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.

Chapter 9 : The Dastard (Xanth #24) by Piers Anthony

The Dastard (Xanth) by Piers Anthony, October 14, , Tor Fantasy edition, Mass Market Paperback in English.