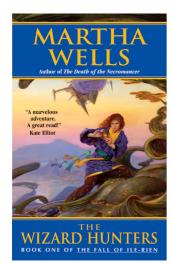
## **Author Essay**



## **Martha Wells**

The Wizard Hunters ISBN13: 9780380807987

## A few notes...

The Wizard Hunters is something of a departure for me, even though it revisits my favorite setting of Ile-Rien, which was introduced in my first novel The Element of Fire and appeared again in The Death of the Necromancer. The Ile-Rien of The Element of Fire is based on a seventeenth century time period where magic exists and the world of Fairy is a very real threat to the human inhabitants. The Death of the Necromancer took place a couple of centuries later in Ile-Rien's history and showed it in a more nineteenth century period, complete with gas light and trains. The Wizard Hunters is set about thirty years after the end of The Death of the Necromancer and involves travel to another world/dimension completely unlike Ile-Rien, the home of the main characters. So I had to update Ile-Rien to the early twentieth century, show the effects of three years of violent war and the looming threat of invasion, and create a different setting for the other world. The Wizard Hunters is also the first book in a trilogy, which is very different for me since I've never done a direct sequel to any of my books before.

One of the elements I've enjoyed including in the trilogy is the Queen Ravenna, a ship based on the Queen Mary, a Cunard ocean liner which has a fascinating history and can be toured now where she is permanently docked in Long Beach, California. The Queen Ravenna is named after one of the characters in *The Element of Fire*, who is now a historical figure in the present day Ile-Rien of *The Wizard Hunters*.

The trilogy also explores the story of two radically different cultures having to not only interact but learn to trust one another. The characters from Ile-Rien, some of whom are mages, all of whom are accustomed to magic, travel to a world where magic is considered a curse and all wizards are homicidally insane.

So instead of one setting, one book, I've got two settings in three books. The sequel to *The Wizard Hunters* also involves the characters traveling halfway across both worlds, and further in incursions into other worlds, so the complications continue.