



Martha Wells

The Wizard Hunters
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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.