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Literary Agents /u0026 Editors

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7 Red Flags | PART 1 | iWriterly

Agents of Artifice Interview: Part 3

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Agents of Artifice is a great

introduction to the more recent

storylines and characters of Magic:

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to Jace, Liliana, and Tezzeret, all of

whom go on to play major roles in

subsequent stories.

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Gathering: Planeswalker ...

The balance of power is shifting and

Agents of Artifice brings readers to

the heart of a planeswalker struggle...

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In *Agents of Artifice*, Ari Marmell reimagines planeswalkers, taking fans deeper than ever into the lives of the Multiverse's most powerful beings: Jace Beleren (TM), the prodigal son, a powerful telepath whose choice it is the dawn of a new age in the Multiverse.

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Agents of Artifice is a great introduction to the more recent storylines and characters of *Magic: The Gathering*. In it, we're introduced to Jace, Liliana, and Tezzeret, all of whom go on to play major roles in subsequent stories.

Agents of Artifice: A Planeswalker Novel (Magic The ...)
Agents of Artifice is the first book in

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the "A Planeswalker Novel" series. It is written by Ari Marmell. It was published on January 25, 2009. 1 Blurb 2 Plot Summary 3 Planes visited 4 Characters 5 Items and Artifacts 6 Special promotion 7 References 8 External links Of all the creatures in the...

Agents of Artifice | MTG Wiki |
Fandom

With Agents of Artifice, we move into a new, awkward, and brief phase of Magic novels: the Planeswalker novels. The idea was to release books focusing on the personal stories of the post-Mending Planeswalkers, at a rate of one per year, eventually covering all the new major characters.

Magic the Gathering #43: Agents of
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Buy Agents of Artifice (Magic the Gathering: Planeswalker) by Ari Marmell (2009) Mass Market Paperback by (ISBN:) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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Agents of Artifice | MAGIC: THE
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Agents of Artifice: A Planeswalker

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Novel (Planeswalkers...swalker 1

The A Planeswalker Novel series was a short lived publication system of Magic: the Gathering storylines that started with the Alara block. The series was described as follows: The following planeswalker novels have been published or announced: Agents of Artifice published on January 25, 2009...

A Planeswalker Novel | MTG Wiki | Fandom

In Agents of Artifice, Ari Marmell reimagines planeswalkers, taking fans deeper than ever into the lives of the Multiverse ' s most powerful beings: Jace Beleren(TM), the prodigal son, a powerful telepath whose choices now will forever determine his path as a mage; Liliana Vess(TM), a temptress whose beauty belies a dark secret and

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Agents of Artifice is a great
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storylines and characters of Magic:
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subsequent stories.

Amazon.com: Agents of Artifice
(Magic The Gathering ...
{{#vardefine:curpage|Template:TOPLE
VELPAGE}} Agents of Artifice is a
Magic: The Gathering novel by Ari
Marmell. It's the first of the
Planeswalker novel series, and it
focuses primarily on the blue-aligned
planeswalker Jace Beleren, although
Liliana Vess, Tezzeret, and Nicol Bolas

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have central roles as well. **Planeswalker 1**

Ari Marmell

Magic: The Gathering/Agents of
Artifice | The True Tropes ...

In celebration of today's launch of the new planeswalker novel, Agents of Artifice, Wizards has created an alternate art Jace Beleren card. This promotional version of the card features the cover art from Agents of Artifice by renowned Magic artist Aleksi Briclot. Here's how it works: Wizards has provided retailers who are running the Conflux pre-release tournament one card for every copy of the book they order* to use as a gift with purchase in their stores.

Agents of Artifice Promo Card |

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TLDR - Agents of Artifice - Magic: The Gathering Lore ...

Agents of Artifice A Planeswalker Novel. Ari Marmell. 4.4 • 14

valoraciones; \$7.99; \$7.99;

Descripción de la editorial. A new age dawns in the Multiverse—and the balance of power shifts—in this Magic: The Gathering novel that brings readers to the heart of a Planeswalker struggle

Agents of Artifice en Apple Books
Agents of Artifice, a media tie-in novel set in the Magic: The Gathering Planeswalkers game-setting, and published by Wizards of the Coast, followed in November 2009. His first

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novel that was not based on a role-playing game was 2010's *The Conqueror's Shadow*.

Ari Marmell - Wikipedia

Agents of Artifice is a *Magic: The Gathering* novel by Ari Marmell. It's the first of the Planeswalker novel series, and it focuses primarily on the blue-aligned planeswalker Jace Beleren, although Liliana Vess, Tezzeret, and Nicol Bolas have central roles as well. Jace Beleren, a powerful telepathic planeswalker, is the star of this show, and everyone seems to be interested in his abilities.

Agents of Artifice (Literature) - TV Tropes

It is the dawn of a new age in the Multiverse. The balance of power is shifting and *Agents of Artifice* brings

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readers to the heart of a planeswalker struggle. In Agents of Artifice, Ari Marmell ...

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That ' s all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she

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brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

Once upon a time, the plane of Alara was shattered into five planes, each distinctly populated with relative mono-magical culture that reflects each of the five colors. Now, the planes are beginning to realign and merge once more. As nefarious forces work to hasten the cataclysmic realignment for their own gain, the populations of once ordered planes struggle to come to terms with a new

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planar order in which long separated struggles between opposite clash once more; martyrs face executioners, fire and water, earth and air, growth and decay, the innate versus the artificial. Amid this chaos, Ajani, a fierce leonin planeswalker, struggles to bring justice and resolution to his brother's death. Noble warrior Rafiq searches for the source of the of this evil that has invaded his world. And Sarkhan Vol, planeswalker and dragon hunter, taps into a power so pure and ancient, it threatens to consume him even as he revels in its unadulterated totality. An action packed story from the mind of one of the creators, Doug Beyer opens up the Shards of Alara(TM) set like no one else can. From the Paperback edition.

A visual history of Magic: The

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Gathering's Gatewatch Mythology 1

Over the course of its 25-year history, Magic: The Gathering—the world's first and most popular trading card game—has redefined the fantasy genre through its exploration of diverse, fantastic worlds. And traversing those worlds are Planeswalkers, heroes who have sworn to defend the Multiverse from harm. Magic: The Gathering: Rise of the Gatewatch is a visual history and celebration of Magic's first team of Planeswalkers—Jace Beleren, Ajani Goldmane, Gideon Jura, Kaya, Chandra Nalaar, Nissa Revane, Liliana Vess, and Teferi. The Gatewatch's character histories, from their origins through their final confrontation with Nicol Bolas, are presented here via the very best card, packaging, and convention-exclusive artwork, all of it

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reproduced together here for the first time, some seen for the first time outside of the card frame. Rise of the Gatewatch is a giftable visual reference guide sure to appeal to new and longtime Magic fans alike.

Mirrodin—a world of living metal, an artificial ecosystem created by the Planeswalker Karn to support organic life—is on the cusp of cataclysm. When the Planeswalker Venser goes in search of his former mentor, he learns Karn ' s life hangs in the balance—and with him the entire plane of existence. For fans of the mega-selling trading card game, Magic: the Gathering®, the full story behind Scars of Mirrodin, a revisitation one of Magic ' s most popular settings.

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One courageous and honorable man sets out to stop the reign of terror perpetrated by a ruthless emperor and his scheming, power-hungry, and ambitious assassin. Original.

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

NEW YORK TIMES BESTSELLER •
Experience the first official adventure in Magic: The Gathering 's multiverse in nearly a decade as the ultimate battle begins on Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world 's vicious diamondstorms.

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When he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a world of stone, glass, and wonder: Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry for the ultimate prize: godhood itself. His unparalleled magic and unstoppable army appear poised to bring the city to utter ruin. Among those who stand in the way of Bolas's terrifying machinations are the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a defense of

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the city and its people, the terrifying truth of Bolas ' s plan becomes clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it ' s too late to escape. As forces great and small converge on the city and the battle rages, the stakes could not be higher. If the Gatewatch falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas.

Despite the state of turmoil in the world--with the forest growing out of control, the mountains erupting, the seas boiling, and the plains turning to desert--human civilization finds some relief in the brutal spectacle of the pit fights in which warriors battle to the death before huge crowds. Original.

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One guild ravages the streets. Teysa leads another to "cleanse" them. And Agrus Kos doesn't give a damn. But as he watches the guilds nip and tear at each other like snakes . . . something clicks. Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do. From the Paperback edition.

The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies. The saga of the Brothers ' War.

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