

## Action Beats

The following is a list of traumatic or life-changing events experienced by the main characters of *Children of Blood and Bone*. It does not include flashbacks; every plot point is listed in the order it occurs in the text. Death counts only include named/speaking characters.

- Zelie is groped by soldier during a shake-down at Mama Agba's
- Zelie and Tzain's father nearly drowns after being left home alone
  - They learn he was out trying to fish to pay for a tax. If the tax is not paid, Zelie will be sent to the stocks
- Binti, Amari's handmaiden, is murdered by Amari's father. **(Death count: 1)**
  - This is also when Amari learns about the magic scroll.
- Amari escapes palace, runs into Zelie in the marketplace and asks for her help to escape
  - Soon after, Zelie chokes Amari. This is the first time she'll attempt to kill/maim her.
  - Zelie and Tzain learn about the scroll
- Inan is sent to retrieve Amari and Zelie
- Mama Agba learns about the scroll, reveals she's a magic user. Sends kids on journey to ... restore magic? It's not clear at this point what they have to do.
- Inan and soldiers attack Zelie and Tzain's village. Bisi and four others die. **(Death count: 2)**
  - Zelie attempts to drag Amari into a fire. This is the second time she attempts to kill or maim her.
- Amari, Zelie and Tzain leave for the Western Air Temple (aka Chandomble).
- Inan learns he's been infected with The Magic
- Inan and Zelie [use the Force to have a dream conversation](#). Zelie learns Inan is a magic user.
- Amari, Zelie and Tzain reach the Western Air Temple. As far as the reader knows, the trip took two days. They enter the temple and are knocked out by poison gas.
- Inan and the Commander visit the shop where Amari and Zelie bartered for items and find Amari's tiara. They kill the shop owner. **(Death count: 3)**
- The crew finds the old man temple keeper or whatever and he tells them the long and convoluted myth of the magic users. Explains what they have to do to bring magic back. Sends them on a journey to find some third dumb magic thing. Does some other dumb magic thing to tap into Zelie's magic so she can begin to use her powers.
- Inan finds the group. The escape in a "thrilling" scene that ends with the old man temple keeper being killed. **(Death count: 4)**
- Crew ends up in a stock yard full of laborers. They learn that the laborers compete in battles to the death for their freedom, gold and that third dumb thing they need for the ritual. (How convenient.) SO MANY PEOPLE DIE. The crew tries to steal the dumb magic thing, get caught and are forced to enter the games themselves.

- Inan and Zelig have another dream argument. Commander Lady walks in on one, realizes the prince has The Magic and he accidentally kills her. **(Death count: 5)**
- Crew plans some kind of escape/revenge plot with the competitor-laborers. Lots of them still die. Zelig uses her powers to make zombie creatures from the previously slain competitors to kill the other competitors.
- She uses the special forbidden blood magic to win and they get the dumb magic thing.
  - THERE IS SO MUCH KILLING AND BLOOD.
- Inan catches up to the crew. Amari and Tzain get kidnapped by members of a hidden village and Inan and Zelig have to team up and find them. Zelig nearly kills a kid. Tzain gets stabbed. Fun times.
- Things pause long enough for Inan/Zelig and Tzain/Amari to begin some contrived and tiresome flirting.
  - Inan flips and decides to support the magic users.
- After the ritual to bring magic back, the guards attack the hidden village. Lots of people are killed. Zu and Kwame, two baby diviners, are killed. **(Death count: 6 and 7)**
- Zelig is captured and tortured by the guards. She gets the word “maggot” carved in her back. Inan angsts about it after flipping back on his father’s side for reasons.
- Tzain and Amari find some friends in some iron town to help break out Zelig. They storm the palace and get her out. Surprisingly, nobody dies.
- The crew IMMEDIATELY hooks up with another group led by a some fuckboy named Roen to head to some island they need for the solstice ritual thing. (I honestly don’t even know the mission anymore.)
- The two sides face off again. Before they fight, the king, Inan and the guards try to force Zelig, Amari and Tzain to surrender by threatening Tzain and Zelig’s father. Surprise! He gets killed. **(Death count: 8)**
- Zelig gets mad and kills a bunch of soldiers. The magic things are destroyed, killing all magic, I guess. There’s a melee. The king finds out Inan has The Magic and crushes his hand. Then the king is killed by Amari who drops a one-liner while doing so. **(Death count: 9)**
- Zelig has a vision where she sees her mother. Wakes up and magic is gone. The end, I guess.

Everything this Book Stole from *Avatar: The Last Airbender* and One Thing It (May Have) Stole(n) From *Star Wars: The Last Jedi*

- Zelig = Mean Katara
- Tzain = Black Sokka
- Amari = Nice Azula
- Inan = Boring Zuko
- Mama Agba = Lady Gyatso
- Everyone hitches a ride on a some type of giant flying beast

- Weird natural phenomenon deprives magic users of their magic (or in the case of Avatar, increases their power); evil person takes advantage of it to wipe out an entire population.
- A solstice with important plot implications
- Forbidden blood spells: blood bending and blood magic
- Mean Katara and Boring Zuko try to recapture the magic of Zutara and fail.
- Force/mental conversations between two adversarial characters

## Questions the Book Never Answers

- If seers can see into the future and apparently control when and what they see, how did they not see the Raid coming? They could have done a preemptive strike, hidden, anything. They have all this power, but they didn't see this coming?
- Why was Inan so affected by his magic? He hasn't been practicing and he's not from a family of magic users, but apparently his magic is so strong that it nearly knocks him out.
- WHY DO ALL THESE FUCKING BIG CATS HAVE HORNS?????
- How does colorism intersect with the magic oppression?