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A Virginian In The Celtic Wild Hunt

20 February 2013 Your Remarks

One of the best perks about doing this is that from time to time I get asked to read and review a book that, honestly, I'd never have picked up on my own. That's what happened in this case, and I am very glad it did.

Through the kind meddling of Sarah Hoyt (hi, Sarah!), author Karen Myers sent a copy of both <u>To Carry The Horn</u> and its sequel, <u>The Ways of Winter</u> to our editor, taskmaster, chief bottle-washer and assigner of reviews, Patrick Richardson (hi, boss!). Pat, in turn, sent them on to me with the veiled hint of dire consequences if I didn't do something about reviewing them. (Okay, maybe I'm exaggerating a little. Or am I?) Dire threat would suggest I didn't plan on carrying it out. Dire promise perhaps... Ed.

Anyway, I just finished *To Carry The Horn*, and as I indicated earlier, I'm indebted to Pat, Sarah, Karen, and anyone else whom I may have left out along the line that passed these books on to me.

We start off inside the head of a murderer, just after he or she (carefully not giving any hints here) has committed a murder. We quickly switch to following Virginian foxhunter George Talbot Traherne looking for a lost pack of hunting hounds on his horse. While looking for them, he stumbles through a "way" which leads him to the place and time of the aforementioned murder. The victim is Iolo ap Huw, the Huntsman of Gwyn ap Nudd, and leader of the annual Wild Hunt. With no huntsman, Gwyn questions whether or not the Wild Hunt can take place on the appointed night — Halloween, naturally — and worries that the failure of the Wild Hunt for the first time in his long reign would spell the end of that reign. Probably not surprisingly, George turns out to be a distant relative of Gwyn, so Gwyn invites his kinsman to stay with him for a while,

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to learn about this branch of his family.

What follows is a quite enjoyable tale of political intrigue, patiently explained to George by various characters in Gwyn's keep and the nearby village, and, of course, murders. George tries to decide if he can or should serve as Huntsman on the upcoming Wild Hunt, while at the same time trying to work out who's responsible for the murders that have been plaguing the Wild Hunt for many years. Of course, if he does serve as Huntsman, he's likely painting a big target on himself for the murderer, since the motive appears to have been to stop the Wild Hunt. You'll also read a lot of Celtic names drawn from Celtic mythology, and it seems that the storylines are fairly close to what might be called "accepted" Celtic myth, though I'm not an expert on that.

From the technical side — hey, it's my job to look for things like this — there are a few small flaws. Some of the phrasing is a bit clunky, as if a word or two had been left out somewhere or perhaps she went back and changed the wording of a sentence somewhere and didn't read it to make sure it still makes sense (something I do more often than I'd like to admit), and some of the concepts aren't really explained as well as they could be. However, bearing in mind that this is — unless I am mistaken — Mrs. Myers' first published work, it's easy to forgive her for these little slips.

As I mentioned at the start, this is not the kind of book I'd have been likely to pick up myself. That's nothing against Karen, there are a huge number of books out there, and the ebook revolution has accelerated it, with more independent stuff coming out all the time, so you have to pick and choose what sounds good, and, honestly, the whole "20th or 21st century human transported to a fantasy world" genre is of limited appeal to me for some reason. Well, it was... after *To Carry The Horn*, my mind might be changing on that topic. I'm certainly looking forward to *The Ways of Winter*, and would recommend *To Carry The Horn* to anyone who likes Celtic mythology, mysteries, or stories involving ordinary people taken to fantasy realms.

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Written by **David F.**

Contributing Nerd: David F is a 40-something kid-at-heart who has loved sci-fi and fantasy since he first read The Hobbit. When he's not reading, he can usually be found at a baseball diamond, in the kitchen, or playing games on his PC.

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