

TRANCE WARRIORS: THE SIEGE OF SCARN

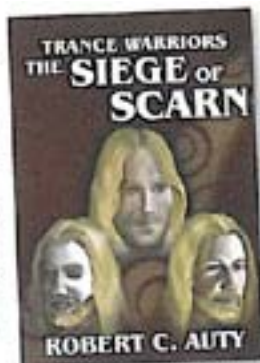
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Trance Warriors – The Siege of Scarn

Robert C. Auty

Most people know that old adage about not judging a book by its cover. Well, here is a classic example of why that is true. Behind a rather uninspiring cover, *The Siege of Scarn* provides a classic adult fantasy story filled with new and fresh ideas. Early chapters have

a tendency to lean towards some of the ideas created by Tolkien, but thankfully Auty soon releases these shackles and begins to explore and develop his own ideas to create the world of the Trance Warrior series.



Revolving around the battle between two gods, Scarn and Scarl, the story follows the adventures of the lead character, Connor, in his efforts to unite the forces of good against the evil followers of Scarl. Connor is a Trance Warrior, a powerful skill that Auty handles masterfully. As a result the trance magic, while extremely powerful, does not become 'all conquering', a trap that many rookie fantasy authors fall into.

As the plot unfolds, we meet a variety of characters and races as the story builds to a climatic battle. In fact this battle, the *Siege of Scarn*, constitutes the bulk of the book. While that may sound a lot it works very well, with sub-plots revolving around the action and with a great deal of character development taking place in and around the battlefield. As for the siege itself, in my opinion the author has penned one of the best fantasy conflicts that I have had the pleasure to read.

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