



## Hellboy, Vol. 9: The Wild Hunt

*Mike Mignola , Duncan Fegredo (Illustrator)*

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When ancient giants begin to reawaken in the British Isles, Hellboy is invited to join an ancient band of fellow monster hunters called the Wild Hunt and help bring them down. But an unexpected betrayal sends Hellboy after a quarry far more deadly: the Queen of Blood, first seen in 2007's best-selling Hellboy: Darkness Calls. This newly reborn evil has her murderous sights set on all of humanity, and the only way Hellboy can stop her is to finally confront the truth about his own dark heritage.

## **Hellboy, Vol. 9: The Wild Hunt Details**

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Author : Mike Mignola , Duncan Fegredo (Illustrator)

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## From Reader Review Hellboy, Vol. 9: The Wild Hunt for online ebook

### Steven Harbin says

Finished this one in two sittings at my local bookstore cafe. I think it's the best Hellboy in a while. I particularly liked how Mignola returned to much of the mythological and fantastic threads or themes from "The Corpse" and "Darkness Calls". Artist Duncan Fegredo did an excellent job of capturing the Hellboy gothic feel that Mignola did in the best of the series. Some new characters are introduced, with some old ones re-appearing. I think those people who are already Hellboy fans will really like this volume. If you are new to the series of graphic novels I'd suggest reading the earlier ones to understand the many different plot and character threads that this book starts bringing together.

Regardless, I'd have to say this book whetted my appetite for the next volume. I can hardly wait...  
5 definite stars

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### Sam Quixote says

Hellboy comes out of hiding to take part in the Wild Hunt where giants are hunted and beheaded. This leads to a bigger story where his life's purpose is brought up, his heritage is revealed, and his destiny is presented to him. A new enemy, a dead blood witch, is raising an army to slaughter England and Hellboy needs to take up his mantle and raise an army to fight them.

Duncan Fegredo once again takes over the art with Mike Mignola scripting the story. Fegredo is, I'm convinced, one of the best, if not arguably the best, comics artist around at the moment. All of the scenes he draws are utterly beautiful and more than once I was stunned to see a page size illustration of awe-inspiring brilliance. A room of dead knights was so well illustrated I wished it was poster sized so I could put it up on my walls. Morgan le Fay's castle is fantastic and his various depictions of faerie land, Hell, rural Ireland, and Avalon were top quality. I love Mignola's art but Fegredo's is a fantastic substitute.

"The Wild Hunt" sets the stage for a larger story that'll take place in a future book. Meanwhile the story features giants, ghosts, witches, demons, a Duke of Hell, faeries, spirits, bird women, Morgan le Fay, and lots of references to Arthurian legend. It all adds up to an incredible story, one of Mignola's best and a fantastic read. The ending really makes you wishing you had to the next book to hand as it's ended at such a tantalising point. I can't wait for the next installment!

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### Siria says

(Probably about a 2.5 star rating for me.) I'll admit that I'm not the ideal audience for this volume of *Hellboy*—I've got no prior knowledge of the character (either in the comics or the movies) so jumping in at volume 9 is maybe not the best way to go about things. I was interested in it for its use of Celtic mythology, but not particularly engaged by how it was presented here (not least because the writer doesn't seem entirely clear on the difference between Britain and Ireland, or know what Irish people sound like.)

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### **Bradley says**

This one may be the very best of the Hellboy comics I've read. There have been a number of really good ones before, but this one pulls out all the stops and has stopped teasing us about the end of the world.

All this time, Hellboy has been refusing his destiny while always inching ever closer to fulfilling it anyway. Just how many times has he regrown his horns only to break them off again? Let's not forget all the times the demons keep trying to ingratiate themselves in his good graces or ALL the manners of beasties and witches steering him toward the final horrible annihilation of everything.

It's great fun. :)

But now the armies finally getting arrayed and the Wild Hunt is just a presage of all that's to come. I really liked the Arthurian tie-in. It worked really well here.

I can't believe how big the over-arching story is getting. I'm giddy with excitement. All these other pieces are finally coming together and what first seemed like an episodic series that jumped all over the place has now grown into an epic. Mythology and history and tons of thoughtful storytelling. What more can we ask for?

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### **Canavan says**

★★★★★

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### **Siri says**

Many of my favorite parts of the Hellboy comics have been the seemingly out-of-arc stories incorporating old fae and folk tales into BPRD cases. I've always adored the overall arc, the blending of mythos. And this for me was the pièce de résistance; pulling all of it together with an additional Arthurian twist I was not expecting.

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### **Sud666 says**

This is what Hellboy comics are all about. A cool story with a lot of mythological folklore thrown in and mixed with a great, fluid art style.

Hellboy joins forces with the ancient Wild Hunt in order to prevent the rise of the Giants. At the same time Queen Mab, Queen of the Witches of England, is being resurrected from her prison. What follows is a great tale of Hellboy fighting everything from giants to witches. The pacing of the story and the mixing of folklore with a comic story is something Mignola does with the best of them (think Neil Gaiman). It's not only a fun read, but it makes you think about the old lore. I appreciate that in a comic. I love his art style and how it works with the plot. The colors are also amazing. This is a book that after I finished reading I flipped through

again just to appreciate the art.

I really enjoyed the Arthurian touch. Having Morgan Le Fay and Excalibur as part of the plot was very well done. So this one has it all- a fun and great plot, cool folklore, great art and wonderful colors. There are even some great fight scenes. This is why I read Hellboy comics. This is why YOU should read Hellboy comics as well.

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### **Melissa McShane says**

As usual, the team of Mignola and Fegredo serve up a beautiful, haunting story rooted in folklore, this time featuring their take on the Wild Hunt and Herne the Hunter. It's longer than most of the others, which is suitable because it's a bigger story in which the folklore is paired with several revelations about Hellboy's origins, hinted at in earlier books. We also learn who the mysterious new queen of the otherworldly creatures is, the Gruagach becomes a little more understandable (if not terribly sympathetic), and Alice returns, this time as a partner for Hellboy. She works as a sort of mystic guide/maiden, and I found it interesting that even though she's fragile by comparison to the big guy, she never needs saving on an emotional level.

So why four stars? Because I'm not sure if they jumped the shark on this one.

(view spoiler)

So basically I'm withholding judgment until I see how that all plays out. If I like where it goes, I may change this to a five.

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### **Mandy says**

While the cliffhanger ending left me gnashing my teeth, I'm pretty sure that I'm gonna have to see how the entire multi-arc plays out. I like where some of this is going, but I'm not sure I like ALL of it... I mean, we've got a lot of mythos balls in the air, everything from King Arthur to the Wild Hunt, to all sorts of Faerie critters and Gods and witches...

Gonna be interesting to see how this plays out.

I have to say, I really like Fegredo's work on this, and his Hellboy is a little more organic, a little more -- expressive, I think, than Mignola's. In some way their art is almost too alike, but I think it's a good fit for Hellboy stories.

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### **Artemy says**

In *The Wild Hunt*, Mike Mignola makes Hellboy face his past and embrace his future. Without spoiling anything, I'll just say that this is one of the best, if not THE best Hellboy book. Mignola masterfully weaves so many storylines, characters, myths, lores and ideas into one epic story, and it all works together so naturally. Surprisingly, this volume isn't as action-packed as I remembered, although it still delivers plenty of giant-punching goodness. But mostly, this book delves deeper into the history of Hellboy as a character,

deals with all the prophecies regarding his fate, ties up many lose ends from previous books and sets everything up for the final showdown that's coming in Hellboy, Vol. 12: The Storm and the Fury. It's glorious.

Duncan Fegredo's art in this volume is phenomenal, especially in the oversized library edition (which is how I actually read it). He does big scenes really well, like massive armies, or epic fights with giants, or splash pages with enormous castles. This volume is full of scenes that are perfectly suited for his impressive style, and almost every page is worth hanging on the wall. Yes, I miss Mike Mignola's artwork, but Fegredo is absolutely the best possible replacement artist. As a result of their collaboration, *The Wild Hunt* is a masterpiece in both storytelling and visuals.

*First read: October 29, 2015*

*Rating: ★★★★?*

*Second read: October 12, 2017*

*Rating: ★★★★★*

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### **Mateen Mahboubi says**

Oof. Great volume setting up something big. We get lots of backstory and the series is gearing up for something huge. This is definitely the type of Hellboy story that I love.

### **Jared Millet says**

#### **2017 Hellboy Re-Read**

When I first read this as the individual issues came out, I can clearly remember thinking, "Whoa... didn't see that coming."

The "Wild Hunt" of the title is really a bait-and-switch, as the supposed traditional giant hunt Hellboy is invited on goes sideways in the very first issue and the comic heads off into familiar, and then unexpected, territory. As with many of the central arc-related Hellboy tales, *The Wild Hunt* focuses on Hellboy's temptation to take up his destined crown - but this time it's a different crown that he's tempted with, and boy is it a doozy.

Meanwhile, the series' new Big Bad marshalls her forces and continues to look menacing without really accomplishing much in this volume. But that's not the point. The point is Hellboy coming face-to-face with an all-new revelation of who he is and what part he might eventually play in the fate of the world.

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### **Orrin Grey says**

I've spent the last few days trying to articulate or quantify my feelings about *The Wild Hunt*. It's pretty much the biggest turning point in the Hellboy universe up 'til now, and a lot of stuff happens in these eight issues.

It's *good*, of course, but it's also a lot to take in and contextualize. I have a feeling that I won't *really* know how I feel about it until a little bit down the road.

Some of the stuff that happens here sounds, on paper, like decisions I might not like, but Mignola pulls off his usual magic and makes it all awesome. My favorite bit in the whole thing is the wonderfully Mignola-ish moment with the "slug house."

It'd be hard to say a whole lot more than that without getting into a lot of spoilers. The art by Duncan Fegredo is still pretty much excellent throughout, and while I of course miss Mignola's drawings I think Fegredo is a perfect person to tell these stories. I don't think that this volume is quite as solid all the way through as *Darkness Calls*, but it's a lot bigger and more ambitious to make up for it.

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### **Brendan Nicholls says**

Another great story as Hellboy rises to the top of my list of favorites. I actually thought this might connect with some of the Witcher video game mythos but I couldn't have been more wrong. This twisted until the anti climatic finale but you just know a great battle is coming and it will be done justice by Mignola. The King Arthur inclusion was interesting and a good deviation from the normal story. The great thing with Mignola is the ability to mould well established myths and legends into Hellboys world. This story is leading to a battle with Hell and the players of the side who are essentially pushing Hellboy to where he needs to be.

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### **Lata says**

Poor Hellboy! Spears through his chest, everyone wanting to either kill him or use him to kill everything. Hellboy gets to do a lot of punching, of course, in these stories, which reference some of his earlier adventures/cases. A number of little details from his past become clearer, along with an enemy's plot. And what gives with all those secret societies peopled with titled, ruthless jerks, who seem to be constantly pulling strings on Hellboy's and the B.P.R.D.'s cases and invoking spirits for unknown, dastardly purposes?

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### **Sesana says**

Directly following up *Darkness Calls*, this volume follows up on the story thread of the new witch queen, which had run in the background in the previous volume. It also explores Hellboy's maternal line, and sets up what will probably be another interesting phase in Hellboy's life. The pace wasn't perfect, but overall, I was very happy with this installment. I'm still loving Fegredo's art.

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### **J.G. Keely says**

It's hard to overstate how impressed I continue to be with Fegredo's artwork as this series continues. He took in Mignola's style, refined it, and recreated something which perfectly captures that feel--which is somehow even more Mignola than the original. The fact that his work on other books explores completely different styles with equal effectiveness has left me with the strong impression that he is one of the most skilled artists

working in the medium today.

I'm also glad that Mignola has been freed up to concentrate just on the writing, and all of the allusions, references, and loving homages to the great horror authors and tales of myth are delightful. There is here, in terms of depth, just as much in play as in *Sandman*.

Unfortunately, I am not always pleased by the pacing. Too much of what goes on is given to us as explanations, as exposition. I would really like to be able to see these stories and characters playing out before my eyes rather than be told the state of things. The moment we are introduced to the Arthurian mythos, the whole thing is explained to us in a few brief scenes. It would have been much more satisfying if it had been introduced, allowed to build, then turned on its ear as a climax. Subverting it at the same moment as its introduced doesn't give the reader much time to get into the story.

But then, much of it feels like it was thrown together from disparate parts instead of planned from the beginning. Previous characters are resurrected in new, odd roles, events are reinterpreted, and it sometimes felt a bit forced. I really liked the odd, scattered, brief tales we get of Hellboy exploring a grand, disconnected world, and so the idea that Mignola would try to simplify and streamline that into something small and digestible is not appealing. There's also a lot of redundancy of Hellboy recalling things people have said, rehashing of old scenes, and other such bits which made me feel like Mignola was striking me in the head with the plot.

It's not as bad as *Strange Places*, which is one long piece of overblown exposition sucking all the wind out of the series, but it's hardly ideal. I am glad that Mignola recovered from the dull storytelling of *The Island*, and from the doltish Hellboy of the movies, whose influence could be felt in the clangy dialogue of the previous volume.

It gives me hope for the future of the series. The complexity and drive of the plot is promising, and if Mignola can find a way to show more and tell less (which should be less of a chore with Fegredo as master-shower), the series could again reach the heights to which it sometimes magnificently rises.

### **My Suggested Reading In Comics**

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#### **José Manuel says**

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Buena historia, mejores dibujos, pero.. todo queda abierto después de un arco de 8 cómics, así que un poco choff

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#### **[Name Redacted] says**

Nothing is as it seems when giants rise from the dead, faerie courts lose their kings, and Hellboy learns the hard way that no good deed goes unpunished. Possibly the best "Hellboy" story in ages, full of stunning revelations, shocking betrayals, terrifying new foes, heartbreakng choices and a spectacular mixture of Hellboy's past, present & future.

While the "B.P.R.D" series faces the coming apocalypse with unflagging seriousness, "Hellboy" is a

beautiful mixture of light and dark. The title character may be the Hell-born offspring of a rapacious demon and a penitent witch; he may be destined to overthrow the Devil and bring the world to ruin and ash; but Hellboy refuses to accept that his unholy origins must define him or that this dark fate is unavoidable. A sarcastic, no-nonsense character in the vein of old school pulp heroes, he faces every challenge with grim humor, a good heart, and a strong right hook. Given the horrors that he faces, especially in this volume, these frequently prove both his most powerful weapons and his strongest armour. But, as "The Wild Hunt" reveals, in the end even they may not be enough.

NOTE: One of the funniest scenes occurs early in the volume. Old acquaintances mention that Hellboy has been staying with a pair of sisters in Italy; Hellboy acknowledges that and calls them a couple of "nice old ladies" he met a few years back; the old acquaintances point out that he met them two decades ago and that they've been dead for years. Hellboy's response? "Well I don't see how that's any of your business."

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### **Martha says**

The only problem with this Hellboy installment is the ending cliffhanger! I want to know what happens! ;p

Okay, that aside, this is definitely one of the most enjoyable Hellboy editions, along with *Wake the Devil* and *Darkness Calls*. The references to mythology and folklore are bountiful and varied. I also loved how bit players from previous stories are included in the major plotline; it was unexpected and I wonder if Mignola knew what was going to happen all along or if it just ended up fitting together.

While I do miss Mignola drawing Hellboy, Fegredo is definitely a great choice to continue the series.

I think Hellboy just keeps getting better over time. Reading this also feeds something in me that desperately craves stories packed with folklore and morbidity. I can't wait to read the next one!

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