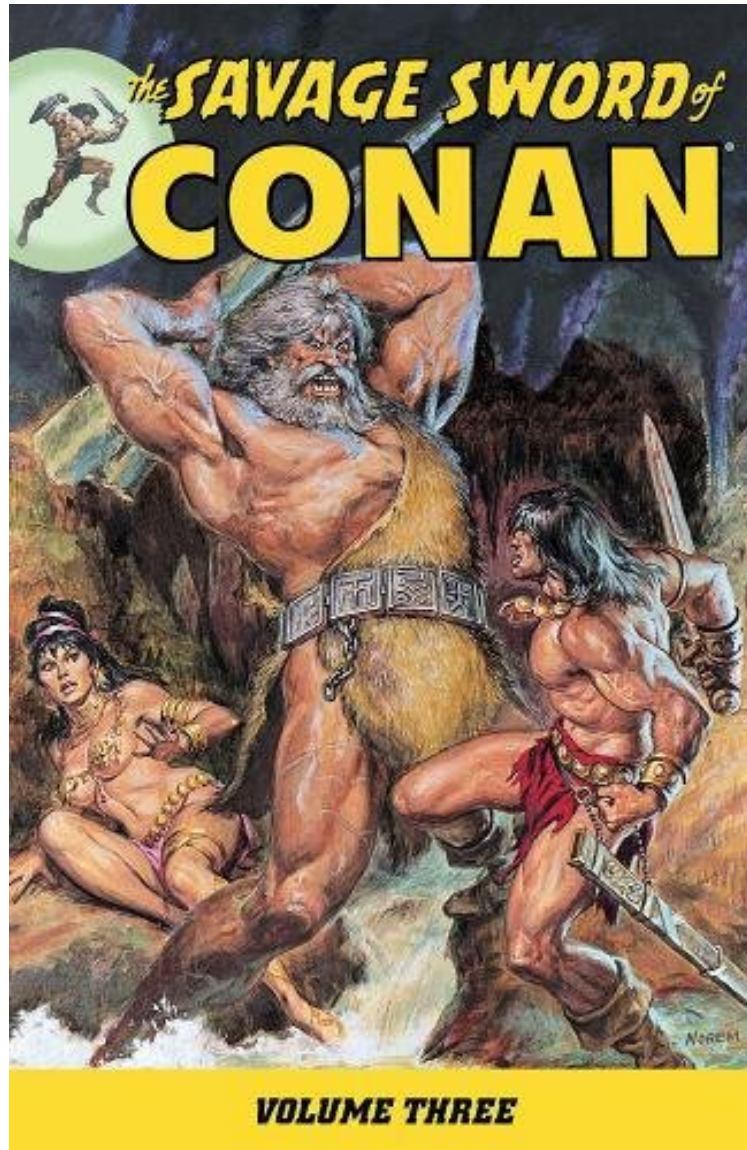


(Download free ebook) The Savage Sword of Conan Volume 3 (v. 3)

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Roy Thomas

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Roy Thomas : The Savage Sword of Conan Volume 3 (v. 3) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Savage Sword of Conan Volume 3 (v. 3):

8 of 9 people found the following review helpful. Prime Conan For Action LoversBy Bill SlocumMan, I love these Savage Sword reprints. How did the Marvel Comics team publish such richly illustrated adventures on a monthly basis, and put out a color comic at the same time? They must have had some help from the dark wizards whose spells make Volume 3 such powerful fun.This, Volume 3, represents the output of thirteen issues published in late 1977 and

1978, not including a two-page map of Hyboria from 1975 tacked on at the end. You get three sprawling adaptations of stories by Conan creator Robert E. Howard, including "Beyond The Black River," considered his very best Conan story by many Howard-ophiles. It's hard to argue with that judgment here, as Conan does battle with brutal Picts threatening helpless settlers in the frontier forest of western Aquilonia. It's like a John Ford western with swords and witchcraft, a gripping two-parter drawn with flair and lush intensity by the one and only John Buscema along with the able Tony DeZuniga as co-artist. Just as good in the same Fordian way, though miles apart both geographically and spiritually, "The Scarlet Citadel" is another Howard adaptation which sings in comics form, inking this time by an inspired Frank Brunner whose work I hope to see more of. This time, the story is even better by my lights, with Conan as an imprisoned king trying to save his people from a conniving band of marauders led by a cruel and powerful wizard. There's a sense of involvement with Conan's plight, and that of another wizard he befriends, that lifts this out of the straight pulp-adventure category, even if the bloodshed is ample and gleefully twisted. At one point, a disemboweled jailer is resurrected for the sole purpose of lifting a gate. The ending is so good you may lose your head - and you won't be alone in that state. If the rest of the stories can't quite be as fine, it's hard to quibble with the more than 130 pages devoted to these two stories alone. The fact is that Robert E. Howard wrote only so many Conan stories, and Vol. 1 and 2 contains many of them. You only get one other pure Howard Conan story here, "Jewels Of Gwahlur," a satisfying-if-less-thrilling item that features the Cimmerian in thief mode trying to hoodwink some priests out of their divine treasure with the help of a nubile young woman who pretends she's a god. Things get hairy when the temple they are in turns out to be occupied by more than a few visiting clergy... Beyond that, you get a Howard poem about Conan illustrated by the legendary Barry Windsor-Smith (it's not much, but it was maybe the last thing he did for Marvel and Conan and worth having for that alone) and some Howard stories once removed, either reworked by scripter Roy Thomas or rewritten by L. Sprague de Camp (and sometimes also Lin Carter) which Thomas then adapted for the comic. De Camp's reputation with Conan enthusiasts is at best spotty, and since I have not read his Conan stories first-hand, this represents my first exposure to his work. I liked it more than I expected to. The worst of it is also the longest story, "The Flame Knife," which takes an unfinished Howard story and turns it into a sometimes exciting, often shambolic adventure that goes on and on for over 100 exhausting pages. An assassin, a mountain tribe, naked chicks, zombie attacks, and an evil overlord with designs to rule the world, "The Flame Knife" has everything, too much in fact, including a villain from Conan's past whose presence in the story makes zero sense. I took it with a grain of salt, and suggest you do the same. A couple of other weaker stories - a gauzy Thomas piece apparently for teenaged female fans, "Child Of Sorcery," and a dim-witted de Camp monster tale called "The Lair Of The Ice Worm" - are warnings of how tricky Conan stories get when written from whole cloth rather than Howard ideas. Neither are completely bad, however, and a couple of the other de Camp adaptations are actually terrific. "The Curse Of The Monolith" is a clever variation on a theme Howard employed in other, non-Conan works with a nod to penpal H. P. Lovecraft. Here Conan is laid out defenseless before a sentient pile of goo. It works precisely because neither de Camp nor scripter Thomas try to push it too far into the cosmic realm, and for how artists Gene Colan and Pablo Marcos manage to solve the tricky issue of depicting a moment-by-moment battle where Conan can hardly move. "Hawks Of Shem" is a nifty potboiler featuring the most wonderful character in the book, a mad king convinced he's a god as his domain plunges into civil war. He's like a priggish Caligula missing a screw or two more. Thomas does a great job pacing these stories, and throwing in clever lines (either his own or the original authors) in the right places to make them sing. "All mistresses are actresses in their way," he observes of one dissembling character in "Hawks Of Shem." Leaving aside the weaker fruit and the fact that Conan is moving farther by necessity from his long-dead creator's designs, Vol. 3 is a rich and inspiring collection of mostly-good-to-great stories that will leave you wanting more. 1 of 1 people found the following review helpful. Volume 3 Far surpassed 1 2 !!! By Stan Lord The first story about the "picts", with Balthus and the dog (Slasher), is by far the best I've read yet! Volumes 1 2 are filled with good back-story for Conan but volume 3 is about where Roy and his minions (artists) really begin to "hit the mark" with their combined talents. The stories begin to "pick up" by having the correct amount of violence, sorcery, and dialogue such as... "THE HEADS OF TEN PICTS SHALL PAY FOR BALTHUS' DEATH... AND SEVEN HEADS FOR THE DOG, WHO WAS A BETTER WARRIOR THAN MANY A MAN!" --CONAN 0 of 0 people found the following review helpful. I love these re-prints. By Christopher Summers These are just like the old magazines I used to get as a kid. Each volume contains about six-eight complete stories that were split up between multiple magazines from the old series. Well worth the price.

Conan's phenomenal popularity in the early comics series Conan the Barbarian would soon reach new heights thanks to a supplementary publication whose very name would come to represent quality in epic-fantasy storytelling - The Savage Sword of Conan! These pulp tomes would become an inspiration to generations of Conan fans, containing some of the best adaptations and pastiches of Robert E. Howard's work ever to be seen in sequential form.