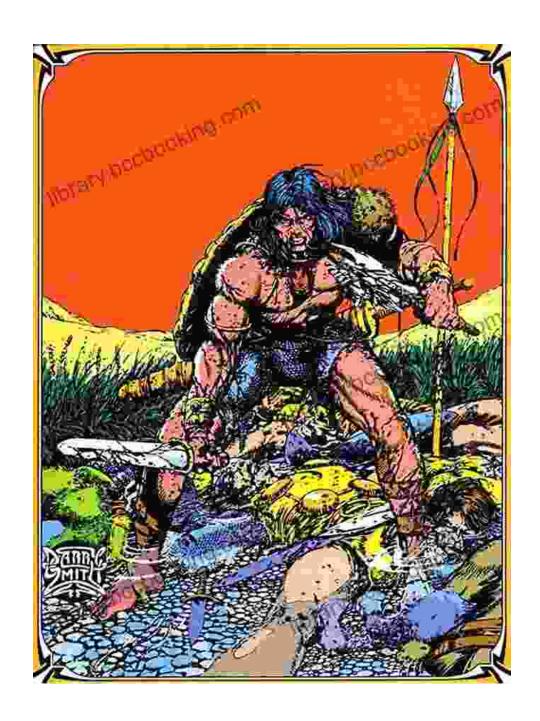
Journey into the Savage World of Conan the Barbarian: Exploring the Epic Saga from 1970 to 1993



In a realm of swords and sorcery, where barbarians clash against ancient evils, there exists a legend that has captured the imagination of

generations. Conan the Barbarian, the iconic creation of Robert E. Howard, first emerged in the pulp magazines of the 1930s, and his adventures have since been immortalized in countless stories, comics, films, and television shows.



Conan The Barbarian (1970-1993) #60 by Roy Thomas

★★★★★ 4.5 out of 5
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Print length : 19 pages



Among the most beloved iterations of Conan's saga is the comic book series published by Marvel Comics from 1970 to 1993. With brilliant storytelling by Roy Thomas and breathtaking artwork by renowned artists like Barry Windsor-Smith, John Buscema, and Neal Adams, this series redefined the character of Conan for a new era.

In this comprehensive article, we delve into the captivating world of Conan the Barbarian: 1970-1993, exploring its origins, iconic characters, epic storylines, and the enduring legacy it left on the fantasy genre.

The Genesis of a Comic Book Legend

The Marvel Conan series was born out of a collaboration between Stan Lee, the legendary editor-in-chief of Marvel Comics, and Roy Thomas, an avid fan of Robert E. Howard's original Conan tales. Inspired by the success of their adaptation of Howard's Kull the Conqueror, Lee and

Thomas saw an opportunity to bring Conan to a wider audience through the medium of comic books.

In 1970, the first issue of Marvel's Conan the Barbarian hit the racks, introducing readers to a world of prehistoric adventure and savagery. The comic quickly gained a loyal following, capturing the essence of Howard's original stories while introducing new elements that would become synonymous with the character.

Roy Thomas: The Architect of Conan's Comic Book Legacy

Roy Thomas served as the primary writer for the Conan series throughout its 25-year run, shaping the character and his world in profound ways. Thomas meticulously studied Howard's original stories, preserving their spirit while adapting them for a new medium.

Under Thomas's pen, Conan evolved from a one-dimensional pulp hero into a complex and multifaceted character. Thomas explored Conan's inner thoughts and motivations, revealing his vulnerability beneath his savage exterior. He also expanded Conan's supporting cast, introducing memorable characters like Valeria, Red Sonja, and the wizard Thoth-Amon.

Legendary Artists Bring Conan to Life

The art in the Conan series was as integral to its success as the writing. A cadre of talented artists contributed to the visual splendor of the comic, each bringing their unique style and vision to the world of Hyboria.

Barry Windsor-Smith's iconic covers for the first 25 issues of the series are considered among the finest comic book artwork ever produced. His

evocative compositions, vibrant colors, and dynamic figures captured the essence of Conan's savage nature and the epic scope of his adventures.

Other notable artists who worked on the series include John Buscema, Neal Adams, Herb Trimpe, Alfredo Alcala, and Ernie Chan. Their contributions brought a diverse range of styles, from Buscema's intricate line work to Adams' dynamic storytelling and Chan's lush fantasy landscapes.

Unforgettable Stories and Epic Adventures

The Conan series is renowned for its epic storylines that transported readers to a world of ancient civilizations, forgotten realms, and supernatural horrors. Thomas and his collaborators crafted tales that showcased Conan's indomitable spirit, his cunning mind, and his unwavering sense of justice.

Some of the most memorable storylines include "The Tower of the Elephant," in which Conan confronts a towering serpent god; "The Hand of Nergal," where he battles a demonic cult; and "The Song of Red Sonja," which introduces the titular warrior woman who becomes Conan's ally and lover.

In addition to the main series, a number of spin-off titles were also published, including Conan the King, Conan the Adventurer, and Savage Sword of Conan. These spin-offs explored different aspects of Conan's life, from his time as a king in Aquilonia to his adventures in the frozen wastes of Cimmeria.

Conan's Impact on the Fantasy Genre

The Conan series had a profound impact on the fantasy genre in both comics and literature. Its gritty realism and focus on character development helped to redefine the genre, inspiring a new generation of fantasy writers and artists.

The series' depiction of violence and sexuality was groundbreaking for its time, pushing the boundaries of what was acceptable in mainstream comics. It also challenged traditional gender roles, with female characters like Valeria and Red Sonja becoming iconic symbols of female empowerment in a male-dominated genre.

The End of an Era and a Legacy that Endures

The Marvel Conan series came to an end in 1993, but its legacy continues to this day. The series has been reprinted in numerous collections and editions, and its characters and stories remain popular with fans around the world.

Conan's influence can be seen in countless other works of fantasy, from the novels of George R.R. Martin to the video games of Blizzard Entertainment. The character has also been portrayed in several successful films, including the 1982 classic starring Arnold Schwarzenegger.

Marvel's Conan the Barbarian: 1970-1993 is a seminal work in the history of fantasy comics. With its masterful storytelling, stunning artwork, and unforgettable characters, it brought the legendary barbarian to a new generation of fans and helped to redefine the genre forever.

Whether you are a long-time Conan enthusiast or a newcomer to the world of sword-and-sorcery, the Marvel Conan series is an essential read.

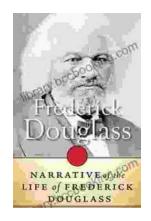
Immerse yourself in the savage world of Hyboria, where the adventures of Conan the Barbarian continue to inspire and captivate readers of all ages.



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