

Heavy Metal Presents:

The Swords of Heavens, the Flowers of Hell

By Howard V. Chaykin Conceived by Michael Moorcock

The Swords of Heaven, the Flowers of Hell

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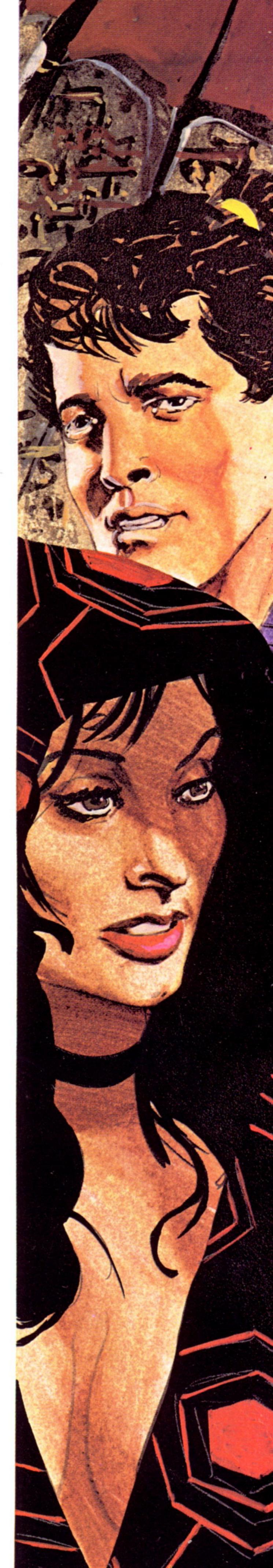
For Leslie, for the best reasons.

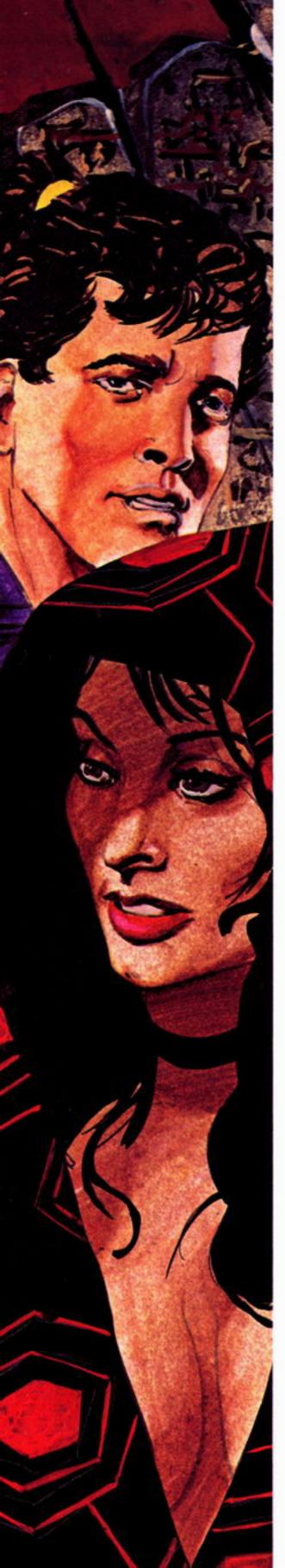
An enormous thank-you to Peter Kuper, whose assistance on this project was invaluable.

MERODUCEÍON

by Michael Moorcock

Readers who have followed the long Eternal Champion cycle will know that I completed it several years ago with a sequence of books known as *The Chronicles of Castle Brass*. That sequence was designed to bring all the threads together. Since then, however, I have had a good many letters asking me for another book dealing with John Daker/Erekosë/Utlik Skarsol, hero of *The Eternal Champion* and its sequel, *Phoenix in Obsidian* (retitled in the US *The Silver Warriors*). I believed that there was little fresh material I could add to the saga, so I resisted the idea. It is all too easy for writers to be lured into self-parody; and on past occasions I have come either dangerously close or succumbed, depending on your point of view. Then came the opportunity to produce a detailed outline for Howard Chaykin, one of the very few illustrators associated with comics whom I admire. The chance to offer Chaykin something that would enable him to employ his considerable gifts of dramatic action and narrative skill was far too tempting for me. Moreover, it meant that I could add to the Eternal Champion cycle, could produce the third John Daker volume, and not fall into the trap of stylistic self-parody or simple weariness that one finds in so many long-lasting series.





I have not written a lot in the way of comic strips for many years. Much of my early free-lancing (from the age of fifteen) was for comics. I wrote rafts of scripts for the English weekly and monthly magazines, doing everything from Westerns to SF. Among the characters I wrote about were Dogfight Dixon, RFC, Dick Daring of the Mounties, Buck Jones, Kit Carson, Buffalo Bill, Captain Condor of the Space Patrol, Jet Ace Logan, Danny Jones and his time machine, The Spider, Dick Turpin, Karl the Viking (drawn by the great Don Lawrence), Olac the Gladiator; and among my finest moments, a comic strip "Life of Constantine, the First Christian Emperor" and a comic strip "Life of Alexander the Great." I also did a great deal of scripting for a weekly called Bible Story, which was one of the best-paying markets at the time, and was distinctive in that everyone who worked on it became, after a while, a thoroughgoing atheist. I worked with some excellent artists including Frank Hampson (of "Dan Dare" fame) and the Embleton brothers. With photogravure, the English comics at that time were far more ambitious than their US counterparts and tended to go for good drawing rather than the sensationalism associated with, for instance, many of the Marvel artists. As a result, though, I became sick of comics. When people began to dignify perfectly respectable comic work with titles like "graphic narrative art" (French intellectuals, who can't leave anything alone, started that stuff in the sixties), I found myself turning my back on it. I wrote part of the "Jerry Cornelius" strip for International Times, largely in order to send up the more idiotic aspects of the alternative society; and that was about all I would do.

My reaction against the more elaborate and ambitious forms of comic books (whether in hardcover or not) remained with me for many years until I began to notice the work of Howard Chaykin, who seemed to me to be superior both in his draftsmanship and his composition. I am a great admirer of the so-called Golden Age illustrators—Howard Pyle, Charles Robinson, W. Heath Robinson, Willy Pogany, and several others—and I thought that Chaykin, in a very different way, was developing this tradition rather than merely imitating it as so many lesser draftsmen seemed to be doing. I enjoyed, as well, the powerful and concentrated romanticism of his short-lived "Iron Wolf" comic, his "Cody Starbuck" stories in Star*Reach; and I was delighted by his ability to pack an enormous amount of action into a single frame. When I at last met Chaykin a few years ago in New York, I was pleased to learn that he showed a sophisticated familiarity for the work of the Golden Age illustrators (most American artists are not at all familiar with them). It was a relief to talk to Chaykin because he used none of the earnest bullshit one had come to expect from some of his contemporaries in the comic book field. In short, I took to him instantly. He had a good idea of what he wanted to do, a good idea of what value to place on his own work, a clear-sighted understanding of the possibilities of his chosen medium. It was at this time that I began to consider the idea of asking him if he would like to collaborate with me on an illustrated narrative. Admiring his narrative skill as I did, I thought it would be better if I provided a detailed outline of the story and he took off from there. Far too many editors in the comic book world have far too little imagination, and screw themselves by never allowing a good artist their head. As an editor, myself, I had a policy of never dictating how an artist should go about interpreting a subject. This paid off for me—you pick good artists, and they'll almost invariably do a better job if left to themselves, simply because they tend to know far better than you do what can be done. Give a good professional illustrator a chance to stretch and the chances are you'll be astonished.

I knew the frustrations Chaykin was facing with some of the commissions he had; I knew how much commitment he was capable of putting into a job; I knew the enormous potential he possessed and his impatience with the kind of restrictions placed upon him. I felt that if I handed him an idea, he would make far more of it than I could. What you see is a result of true collaboration—ideas fed back and forth, with one sparking the other. I think it is Chaykin's best work to date, and I think it is, too, only a beginning. He produces well-drawn, finely realized pictures that acknowledge the standard set by the Golden Age of illustration but develop from that. He achieves his best effects through original and well-controlled draftsmanship, rather than through hugeness and elaborate attention to minutiae. And he maintains a respect for older narrative values, which makes him a very approachable illustrator. If Chaykin is self-indulgent, then his self-indulgence lies in his facility rather than in any attempt to dress up a bad drawing with flimflam and exotic buttons and bows. But he is rarely self-indulgent when he has his teeth into a subject that interests him. He has a respect for the audience, a strong interest in the objective world, a considerable intelligence, and an excellent eye. He is a professional in a world that has begun to celebrate amateurism, and that is why I feel such a strong affinity with him and why I was so glad of the chance to work with him.

I think you will find the quality of illustration in this book superior to most currently available, and I hope that my final tale of the Eternal Champion will afford you some reasonably interesting entertainment.

Michael Moorcock Los Angeles, 1979





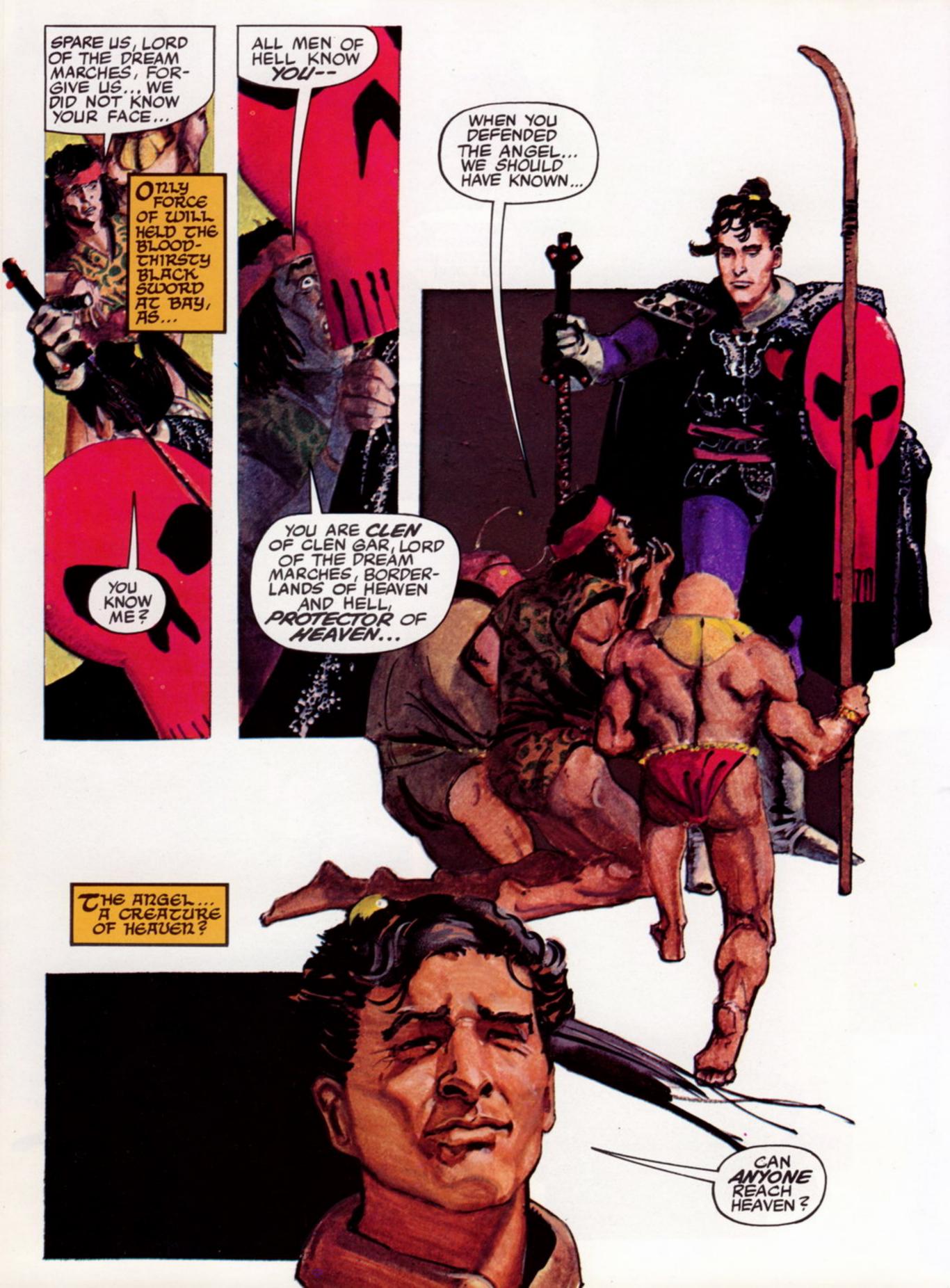


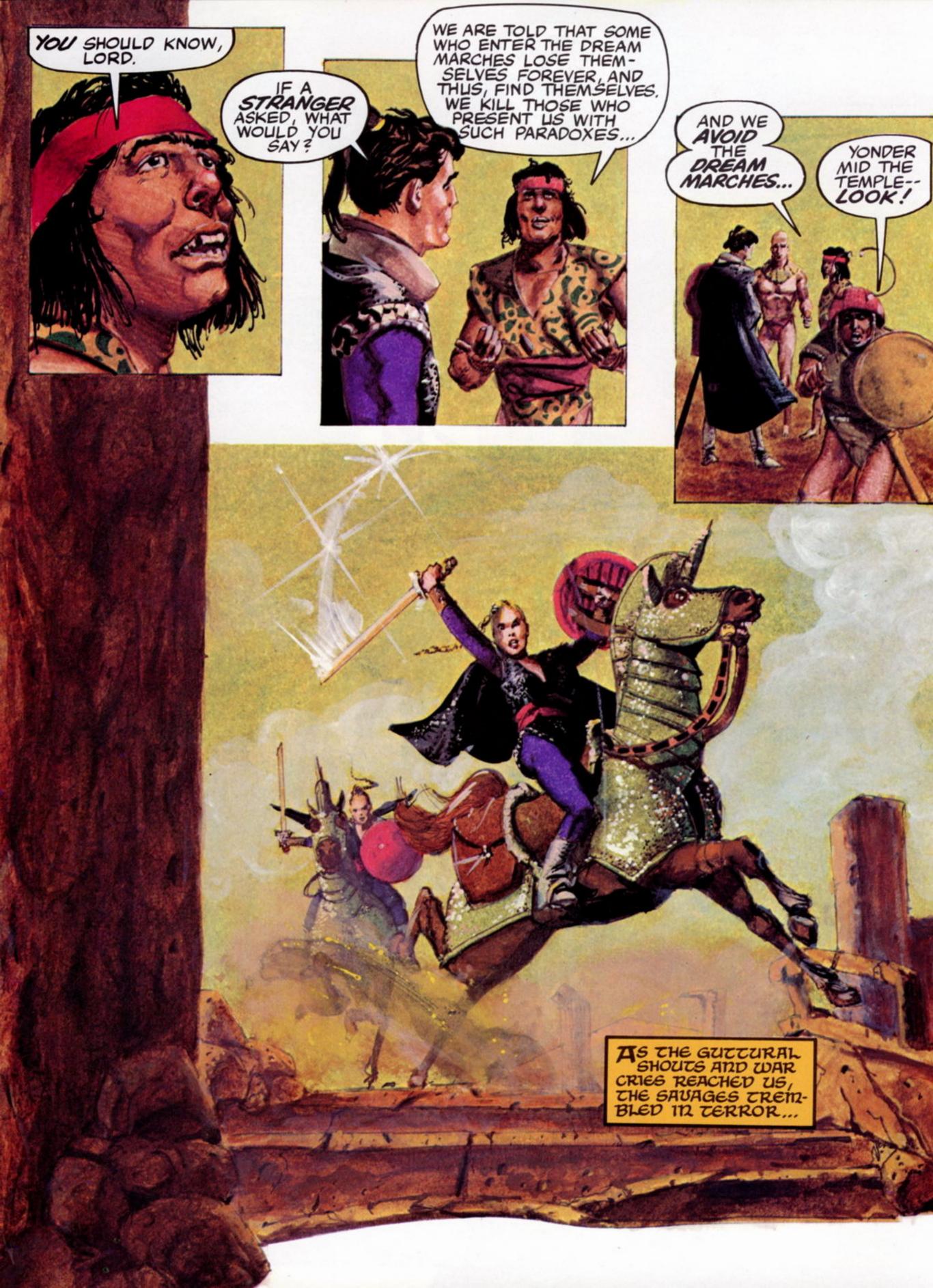
I EXAMINED MYSELF. MY
ARMOR WAS LEATHER,
WORKED IN SILVER. THE
WEIGHT OF THE CLOTH
AND CUT OF MY GARMENTS TOLD ME...
THESE SUN-SCORCHED
HILLS WERE NOT MY
HOME.







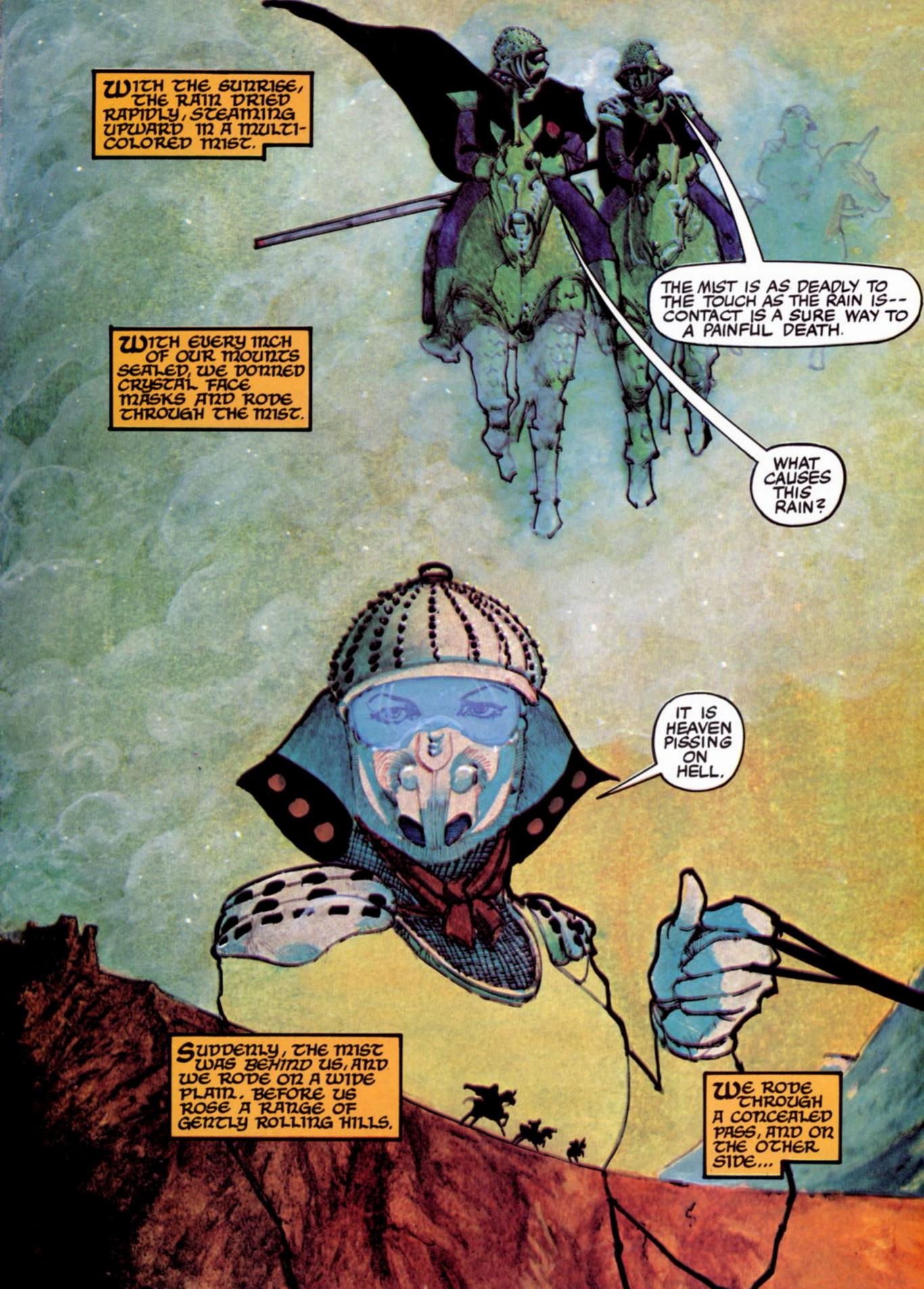




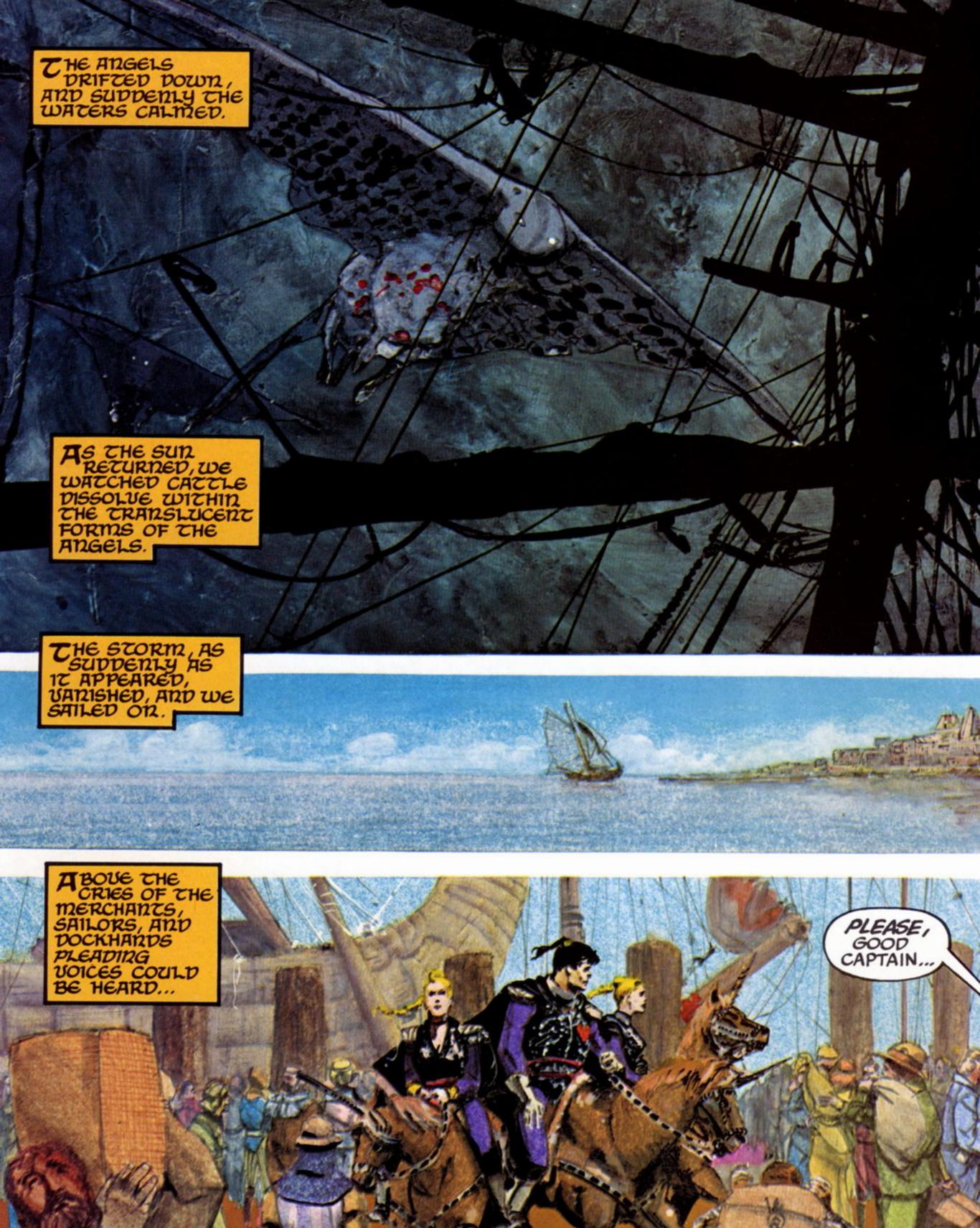








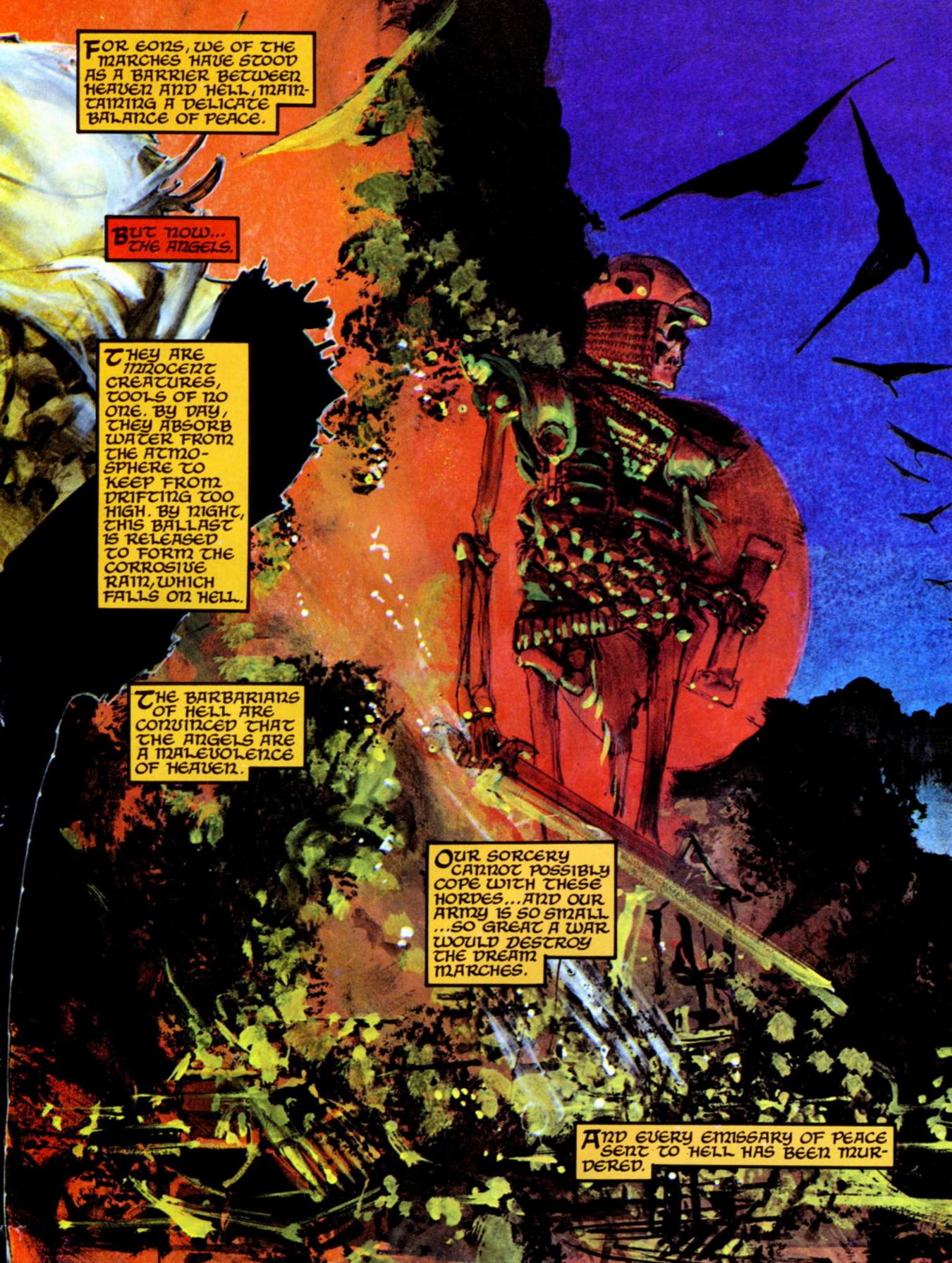




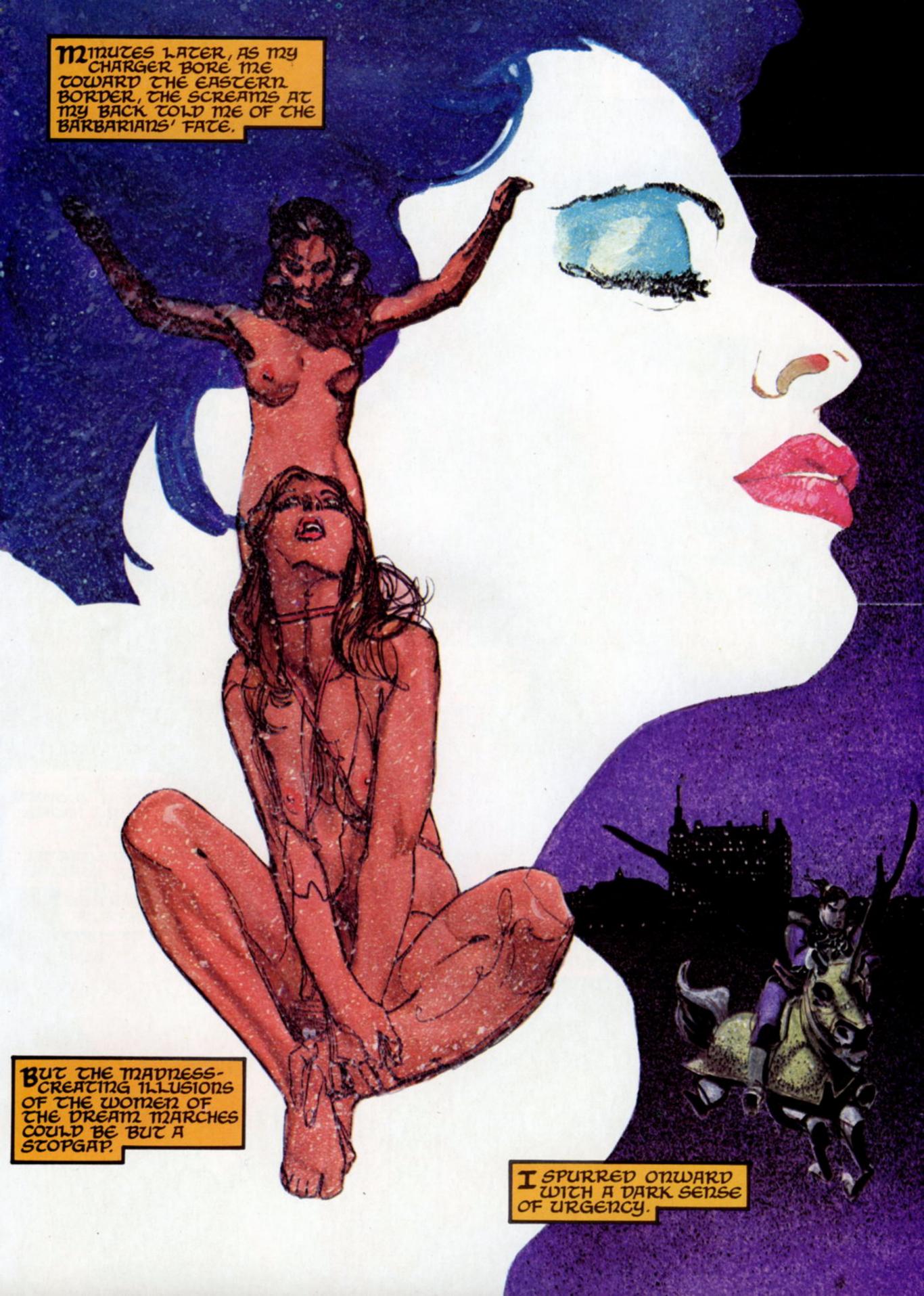


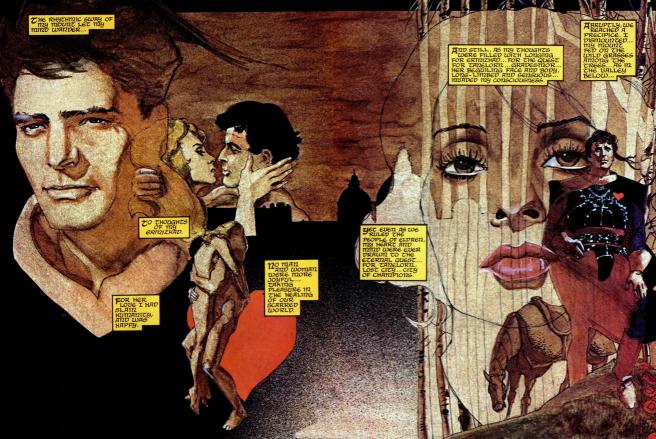








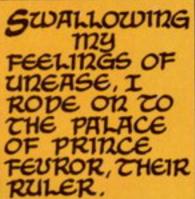








AT CLOSE
QUARTERS,
THE SILVERY
SHIMMER
BECAME THE
SEQUINS OF
A WELLUSED WHORE.





FEUROR'S
HOME WAS
A RAMBLING
UILLA, EACH
ROOM A
LABORATORY
FILLED
WITH HALFCOMPLETED
EXPERIMENTS.

THOPED HIS

WELL
DOCUMENTED

INTERESTS

IN THE

NATURAL

SCIENCES

HAD TOUCHED

HIM WITH

MORE

HUMANITY

THAN HIS

PEOPLE

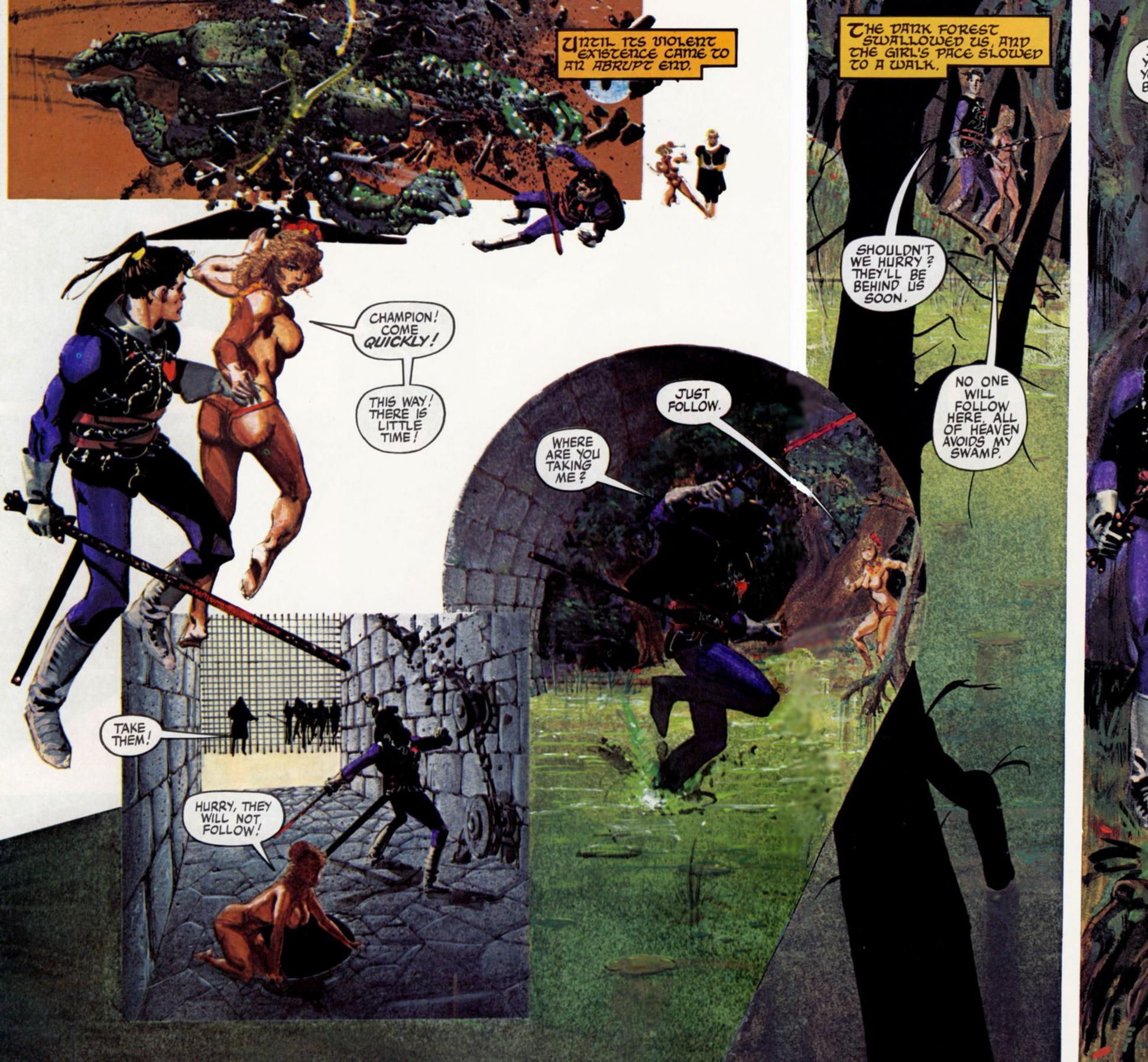
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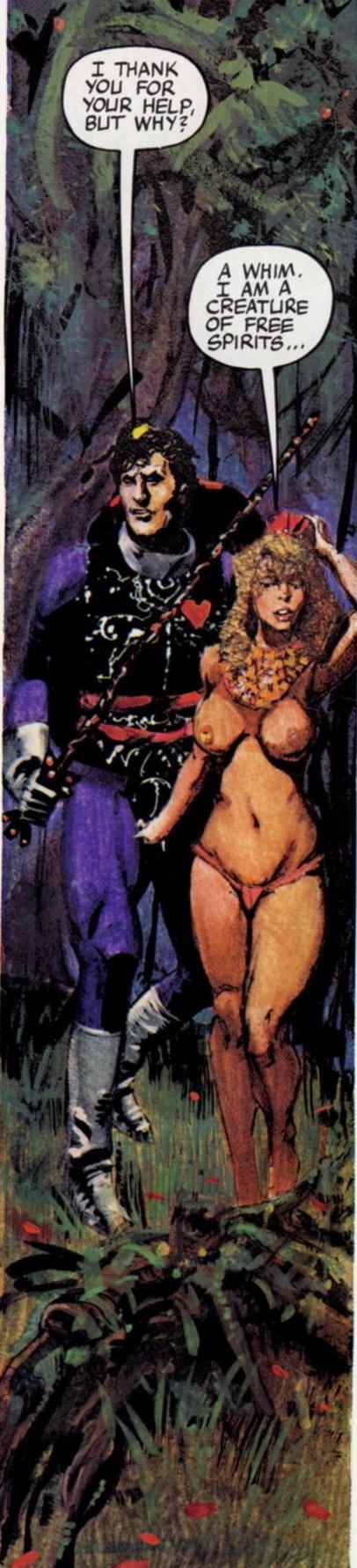




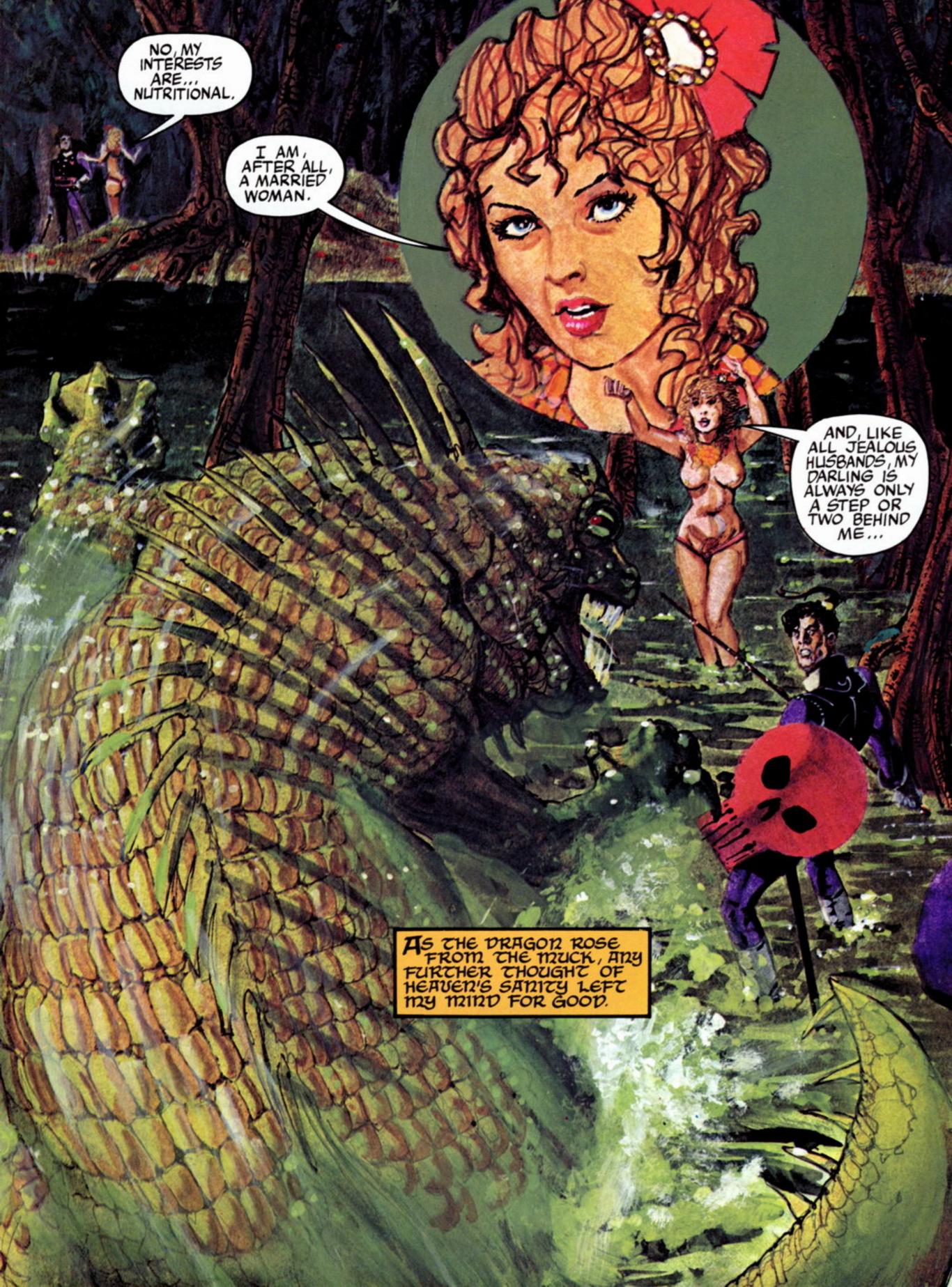








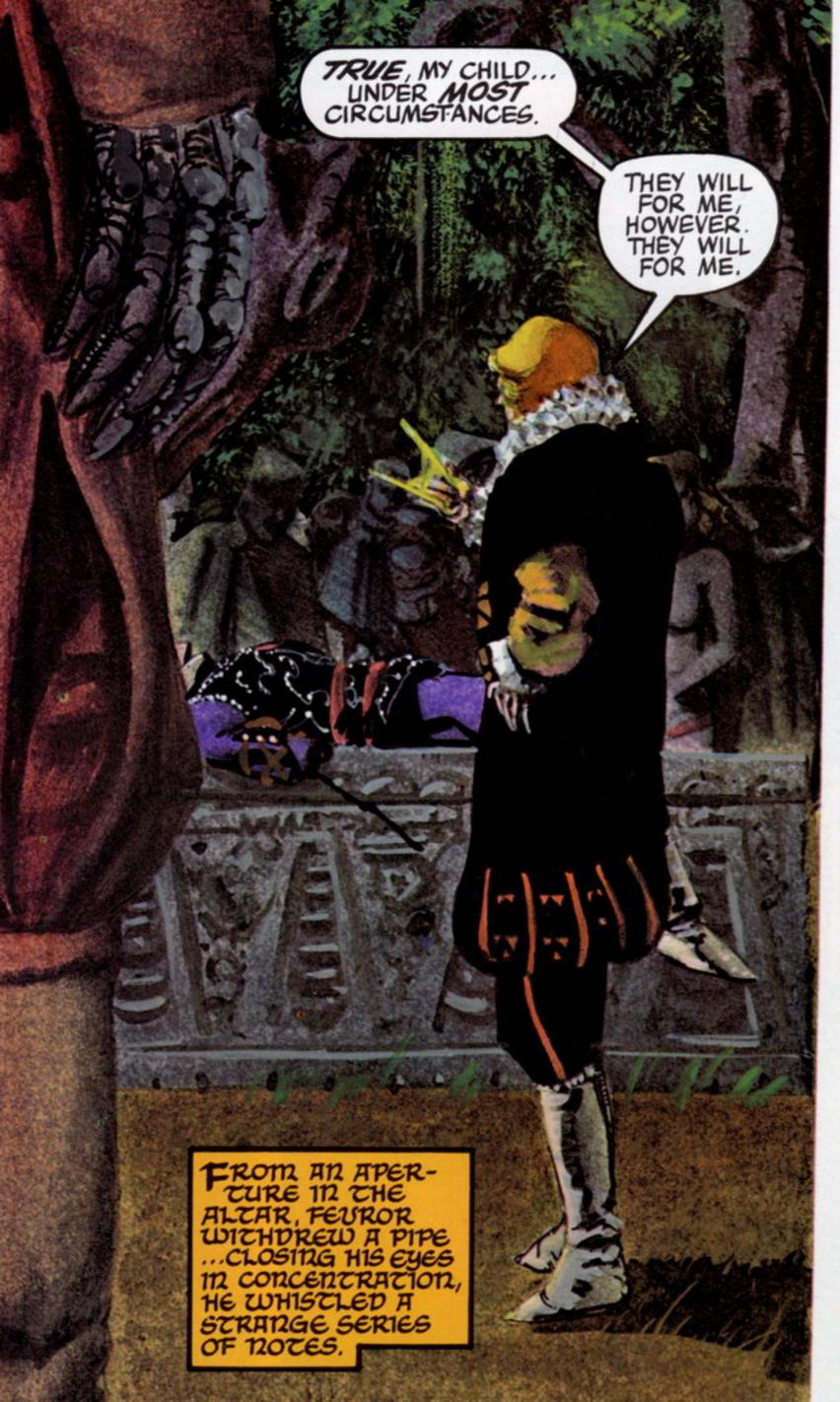




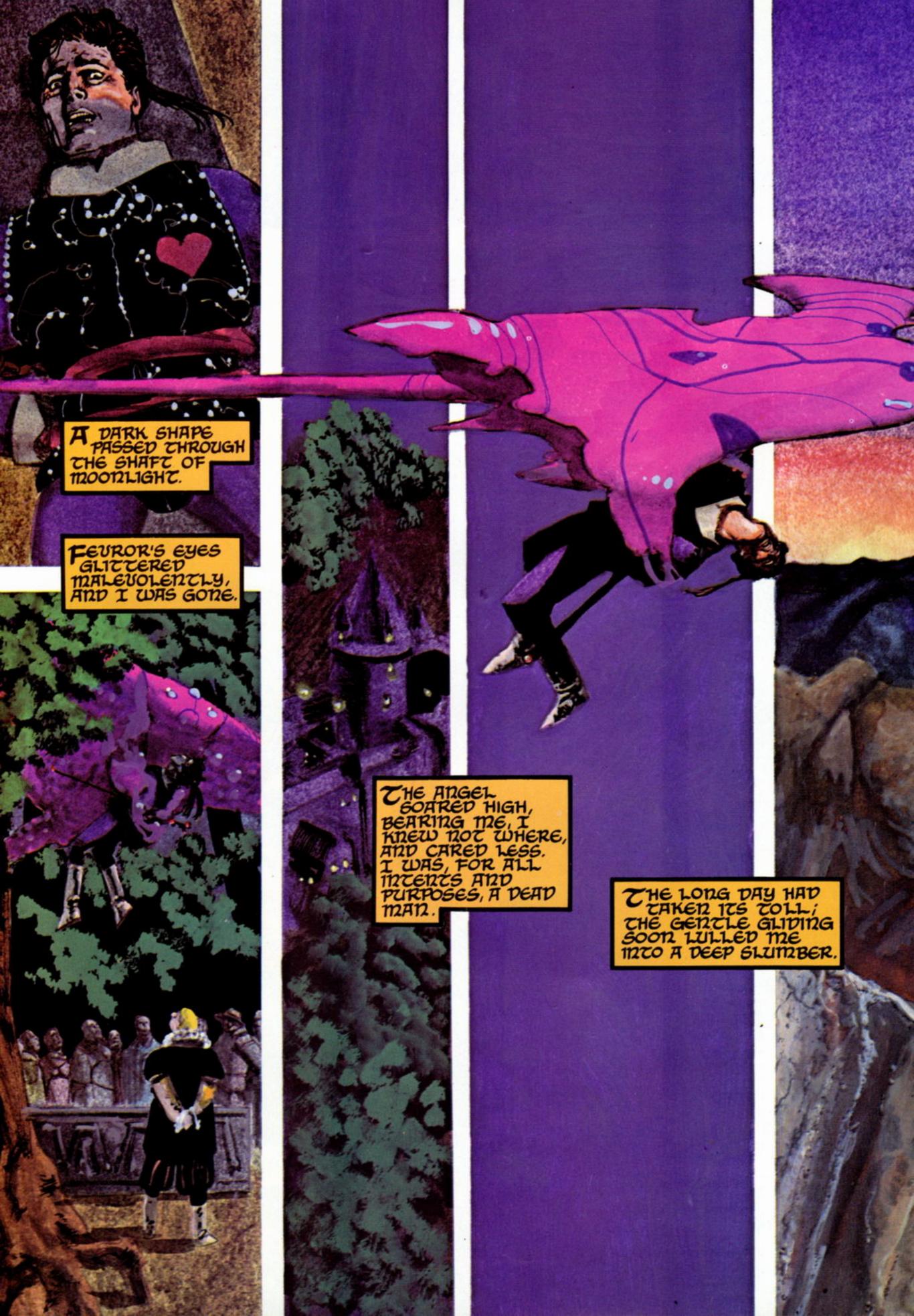






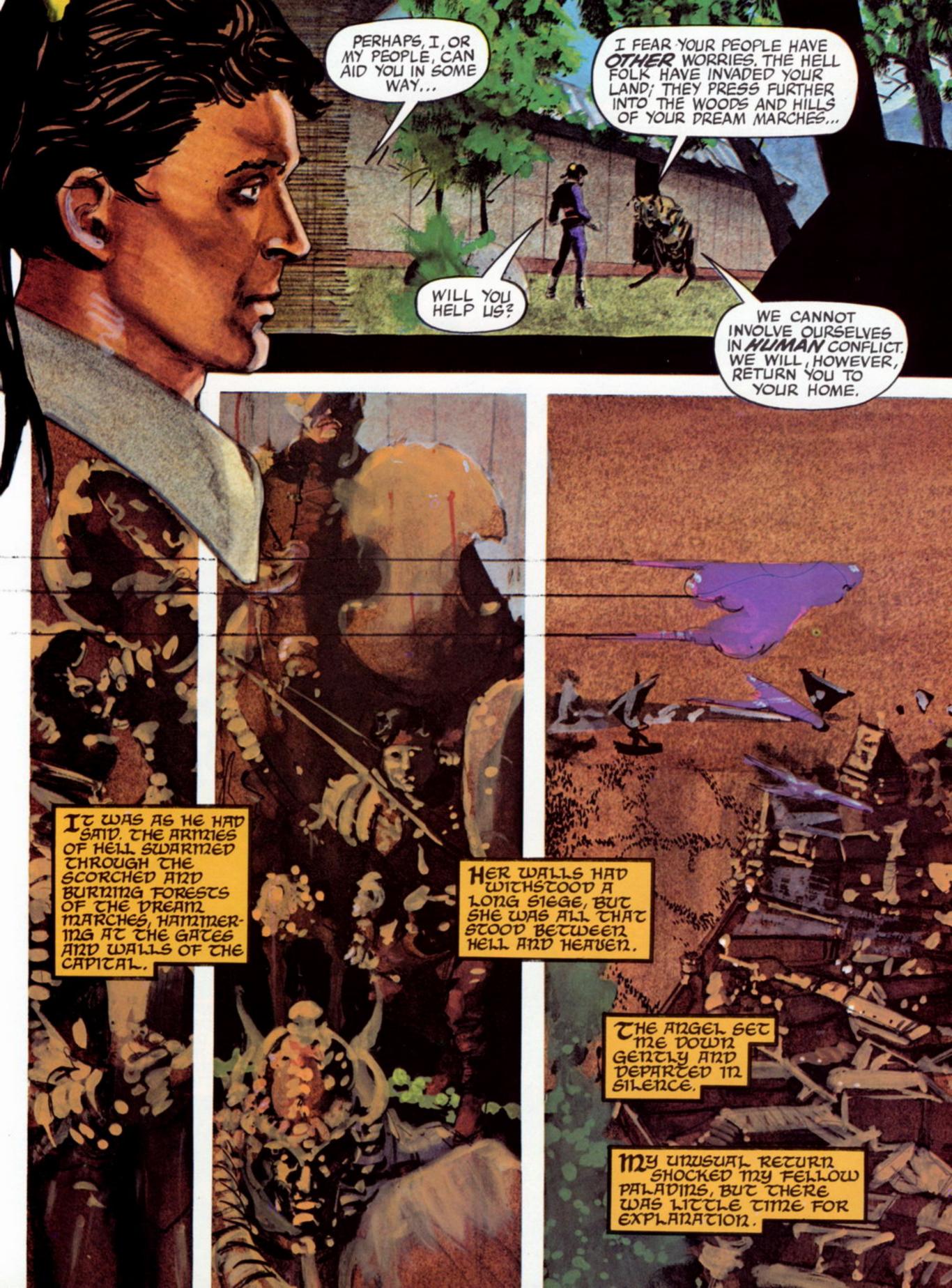




















































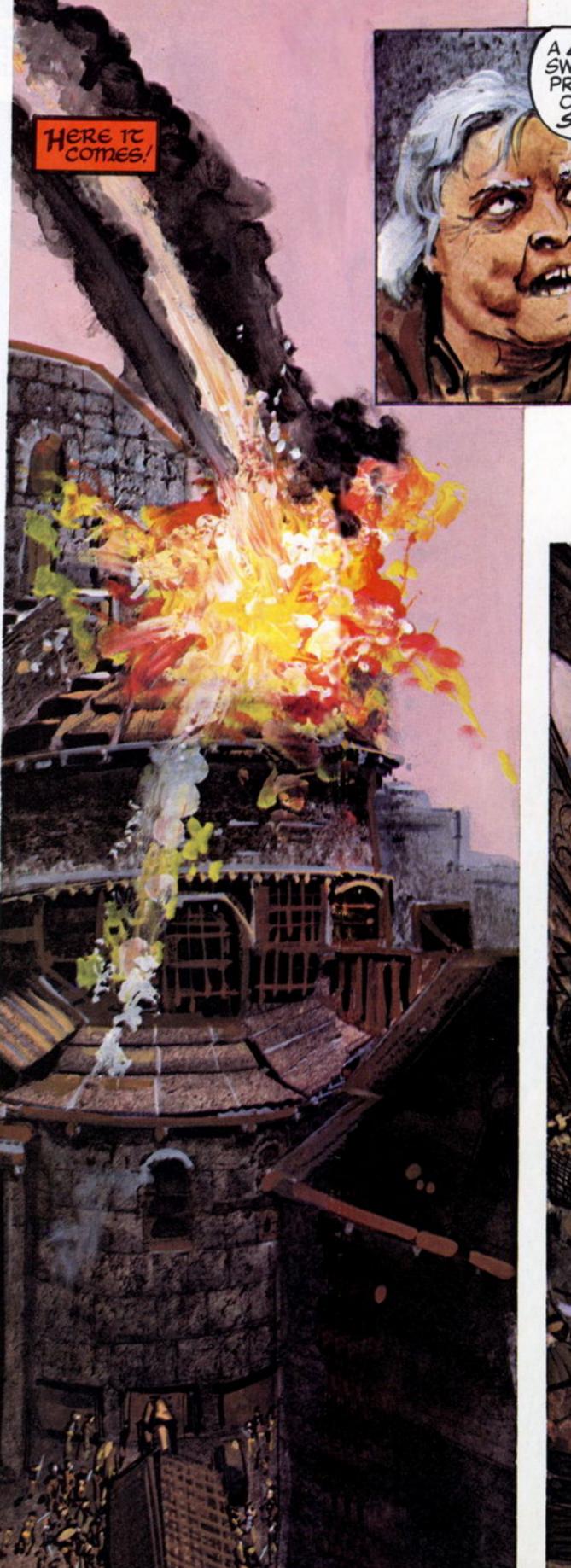


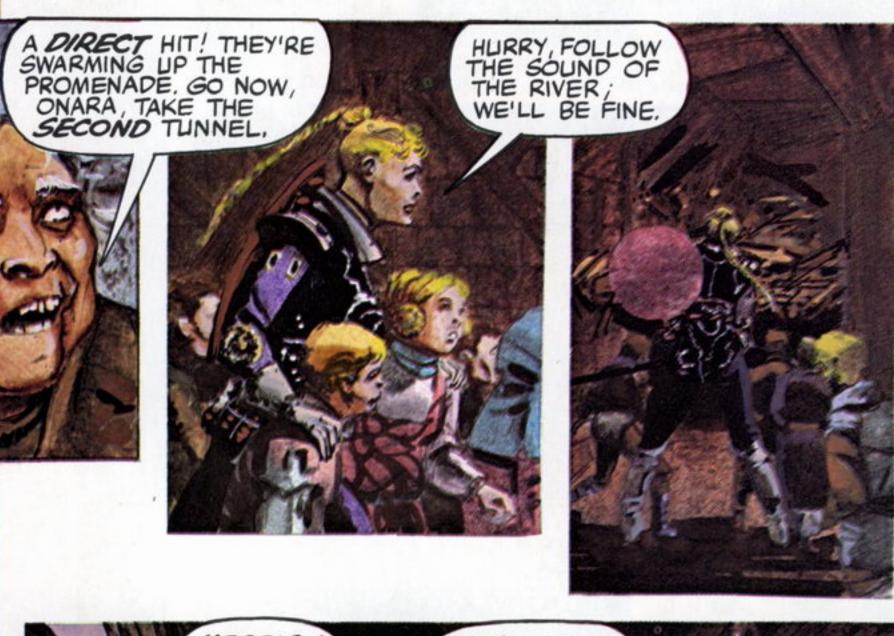


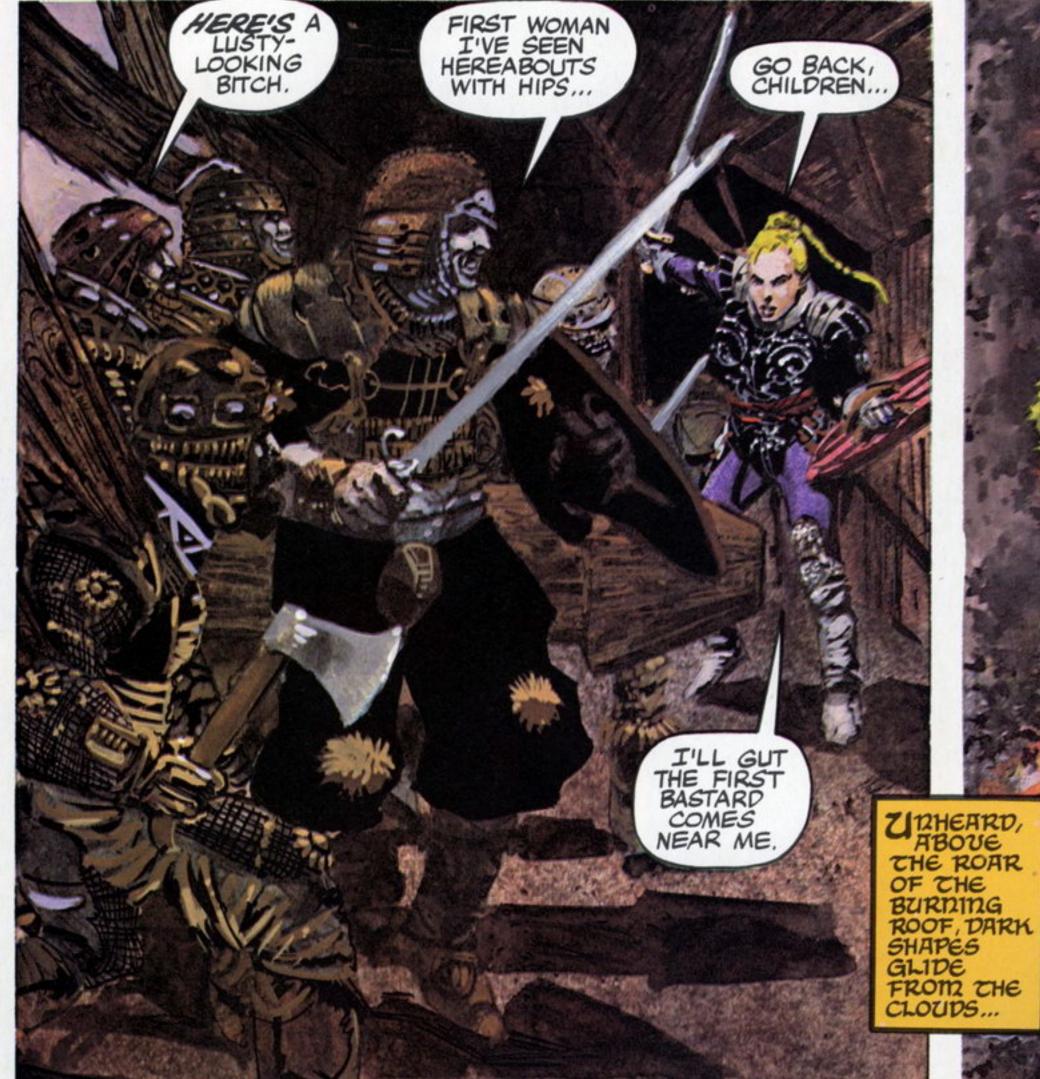






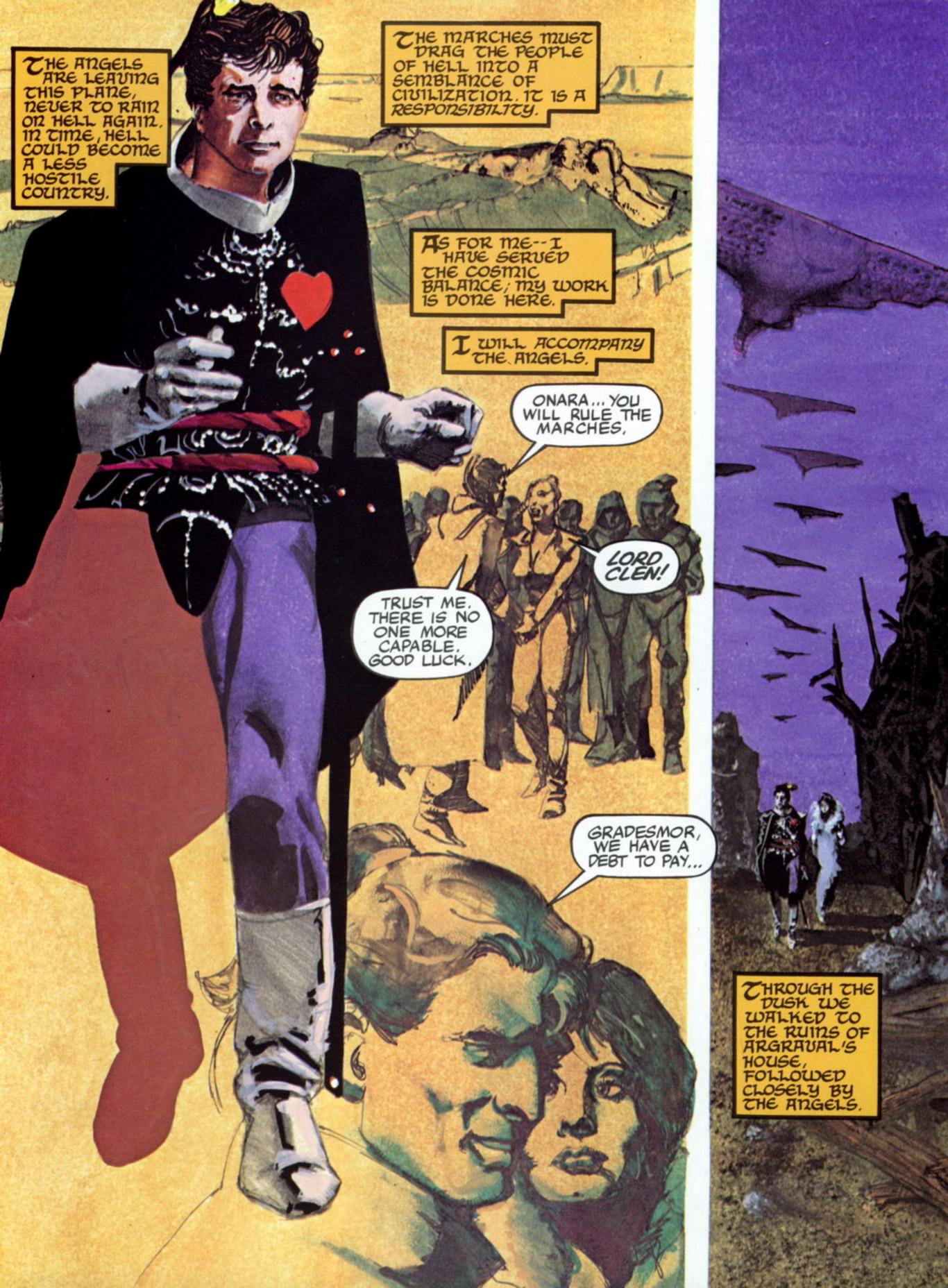


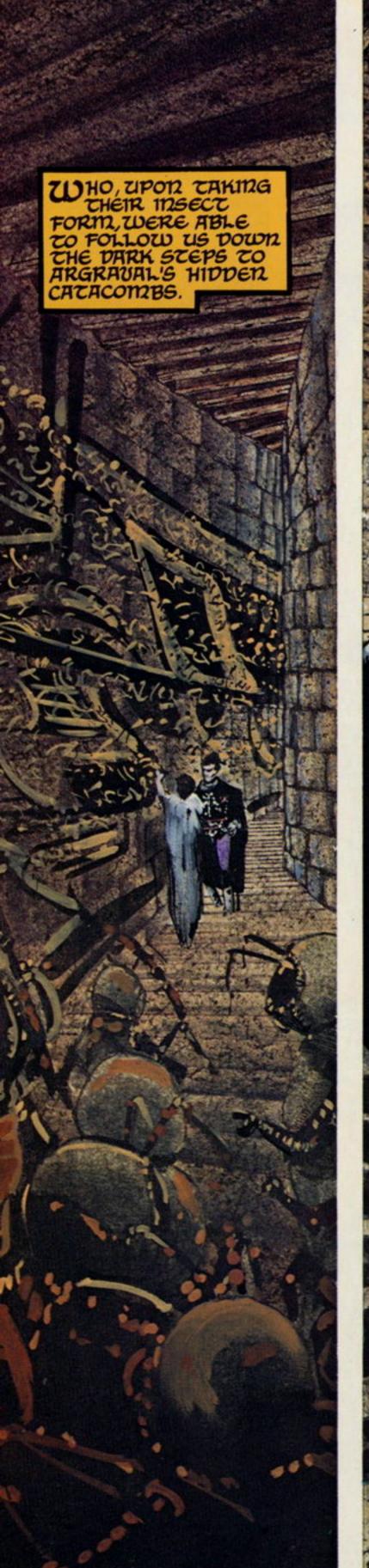






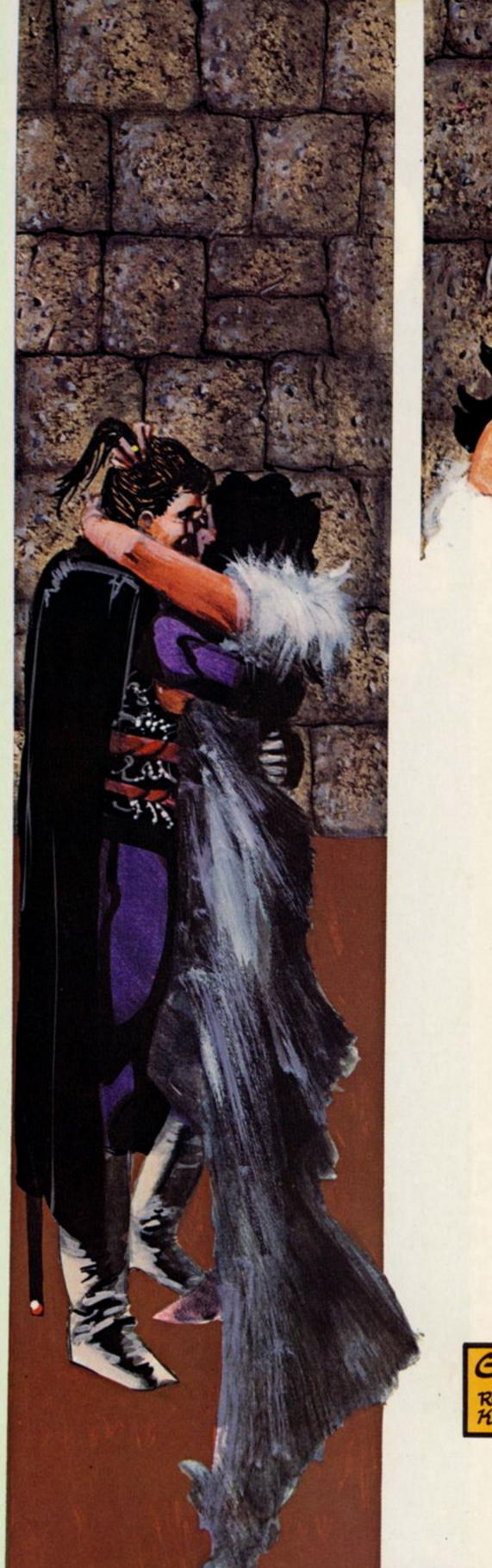






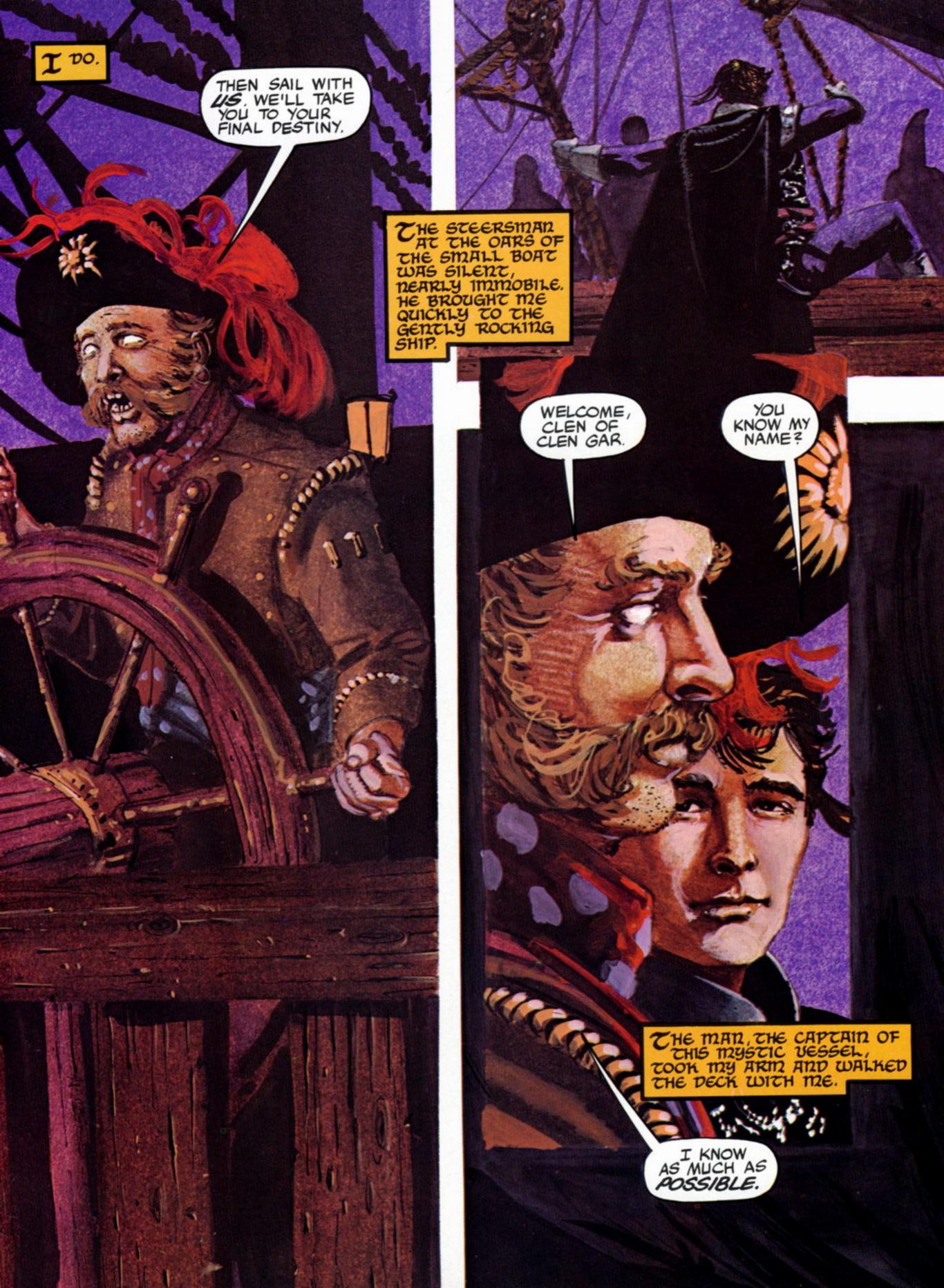


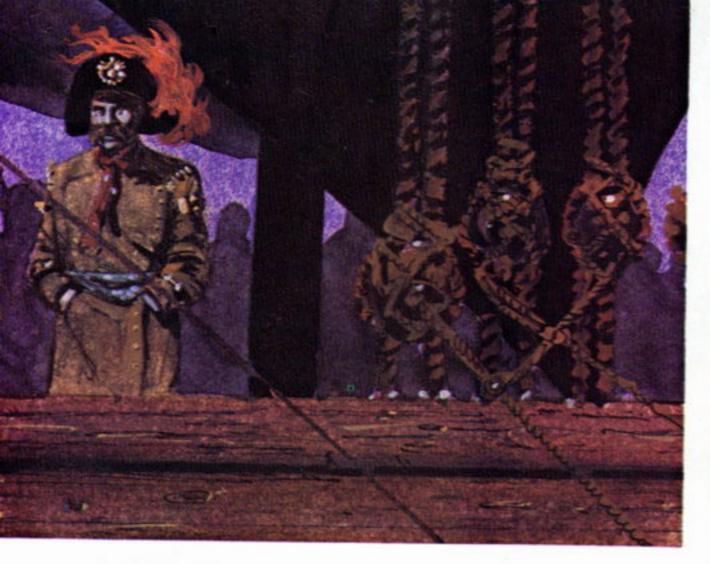




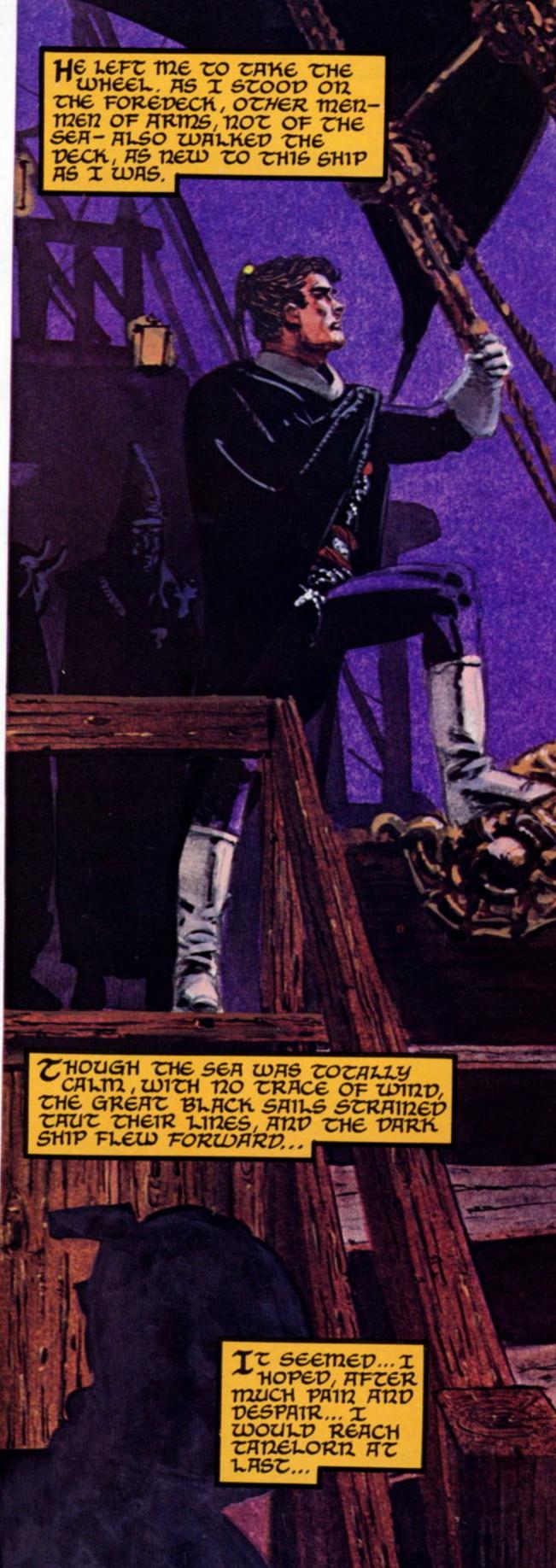
















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