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The Hyborian Age



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[Transcriber's Note: This etext was first published in The Phantagraph February, August, and October-November 1936 issues. Extensive research did not uncover any evidence that the U.S. copyright on this publication was renewed.]

(Nothing in this article is to be considered as an attempt to advance any theory in opposition to accepted history. It is simply a fictional background for a series of fiction-stories. When I began writing the Conan stories a few years ago, I prepared this 'history' of his age and the peoples of that age, in order to lend him and his sagas a greater aspect of realness. And I found that by adhering to the 'facts' and spirit of that history, in writing the stories, it was easier to visualize (and therefore to present) him as a real flesh-and-blood character rather than a ready-made product. In writing about him and his adventures in the various kingdoms of his Age, I have never violated the 'facts' or spirit of the 'history' here set down, but have followed the lines of that history as closely as the writer of actual historical-fiction follows the lines of actual history. I have used this 'history' as a guide in all the stories in this series that I have written.)

Of that epoch known by the Nemedian chroniclers as the Pre-Cataclysmic Age, little is known except the latter part, and that is veiled in the mists of legendry. Known history begins with the waning of the Pre-Cataclysmic civilization, dominated by the kingdoms of Kamelia, Valusia, Verulia, Grondar, Thule and Commoria. These peoples spoke a similar language, arguing a common origin. There were other kingdoms, equally civilized, but inhabited by different, and apparently older races.

The barbarians of that age were the Picts, who lived on islands far out on the western ocean; the Atlanteans, who dwelt on a small continent between the Pictish Islands and the main, or Thurian Continent; and the Lemurians, who inhabited a chain of large islands in the eastern hemisphere.

There were vast regions of unexplored land. The civilized kingdoms, though enormous in extent, occupied a comparatively small portion of the whole planet. Valusia was the western-most kingdom of the Thurian Continent; Grondar the eastern-most. East of Grondar, whose people were less highly cultured than those of their kindred kingdoms, stretched a wild and barren expanse of deserts. Among the less arid stretches of desert, in the jungles, and among the mountains, lived scattered clans and tribes of primitive savages. Far to the south there was a mysterious civilization, unconnected with the Thurian culture, and apparently pre-human in its nature. On the far-eastern shores of the Continent there lived another race, human, but mysterious and non-Thurian, with which the Lemurians from time to time came in contact. They apparently came from a shadowy and nameless continent lying somewhere east of the Lemurian Islands.

The Thurian civilization was crumbling; their armies were composed largely of barbarian mercenaries. Picts, Atlanteans and Lemurians were their generals, their statesmen, often their kings. Of the bickerings of the kingdoms, and the wars between Valusia and Commoria, as well as the conquests by which the Atlanteans founded a kingdom on the mainland, there were more legends than accurate history.

Then the Cataclysm rocked the world. Atlantis and Lemuria sank, and the Pictish Islands were heaved up to form the mountain peaks of a new continent. Sections of the Thurian Continent vanished under the waves, or sinking, formed great inland lakes and seas. Volcanoes broke forth and terrific earthquakes shook down the shining cities of the empires. Whole nations were blotted out.

The barbarians fared a little better than the civilized races. The inhabitants of the Pictish Islands were destroyed, but a great colony of them, settled among the mountains of Valusia's southern frontier to serve as a buffer against foreign invasion, was untouched. The Continental kingdom of

the Atlanteans likewise escaped the common ruin, and to it came thousands of their tribesmen in ships from the sinking land. Many Lemurians escaped to the eastern coast of the Thurian Continent, which was comparatively untouched. There they were enslaved by the ancient race which already dwelt there, and their history, for thousands of years, is a history of brutal servitude.

In the western part of the Continent, changing conditions created strange forms of plant and animal life. Thick jungles covered the plains, great rivers cut their roads to the sea, wild mountains were heaved up, and lakes covered the ruins of old cities in fertile valleys. To the Continental kingdom of the Atlanteans, from sunken areas, swarmed myriads of beasts and savages – ape-men and apes. Forced to battle continually for their lives, they yet managed to retain vestiges of their former state of highly advanced barbarism. Robbed of metals and ores, they became workers in stone like their distant ancestors, and had attained a real artistic level, when their struggling culture came into contact with the powerful Pictish nation. The Picts had also reverted to flint, but had advanced more rapidly in the matter of population and war-science. They had none of the Atlanteans' artistic nature; they were a ruder, more practical, more prolific race. They left no pictures painted or carved on ivory, as did their enemies, but they left remarkably efficient flint weapons in plenty.

These stone-age kingdoms clashed, and in a series of bloody wars, the outnumbered Atlanteans were hurled back into a state of savagery, and the evolution of the Picts was halted. Five hundred years after the Cataclysm the barbaric kingdoms have vanished. It is now a nation of savages – the Picts – carrying on continual warfare with tribes of savages – the Atlanteans. The Picts had the advantage of numbers and unity, whereas the Atlanteans had fallen into loosely knit clans. That was the west of that day.

In the distant east, cut off from the rest of the world by the heaving up of gigantic mountains and the forming of a chain of vast lakes, the Lemurians are toiling as slaves of their ancient masters. The far south is still veiled in mystery. Untouched by the Cataclysm, its destiny is still pre-human. Of the civilized races of the Thurian Continent, a remnant of one of the non-Valusian nations dwells among the low mountains of the southeast – the Zhemri. Here and there about the world are scattered clans of apish savages, entirely ignorant of the rise and fall of the great civilizations. But in the far north another people are slowly coming into existence.

At the time of the Cataclysm, a band of savages, whose development was not much above that of the Neanderthal, fled to the north to escape destruction. They found the snow-countries inhabited only by a species of ferocious snow-apes – huge shaggy white animals, apparently native to that climate. These they fought and drove beyond the Arctic circle, to perish, as the savages thought. The latter, then, adapted themselves to their hardy new environment and thrived.

After the Pictish-Atlantean wars had destroyed the beginnings of what might have been a new culture, another, lesser cataclysm further altered the appearance of the original continent, left a great inland sea where the chain of lakes had been, to further separate west from east, and the attendant earthquakes, floods and volcanoes completed the ruin of the barbarians which their tribal wars had begun.

A thousand years after the lesser cataclysm, the western world is seen to be a wild country of jungles and lakes and torrential rivers. Among the forest-covered hills of the northwest exist wandering bands of ape-men, without human speech, or the knowledge of fire or the use of implements. They are the descendants of the Atlanteans, sunk back into the squalling chaos of jungle-bestiality from which ages ago their ancestors so laboriously crawled. To the southwest dwell scattered clans of degraded, cave-dwelling savages, whose speech is of the most primitive form, yet who still retain the name of Picts, which has come to mean merely a term designating men – themselves, to distinguish them from the true beasts with which they contend for life and food. It is their only link with their former stage. Neither the squalid Picts nor the apish Atlanteans have any contact with other tribes or peoples.

Far to the east, the Lemurians, levelled almost to a bestial plane themselves by the brutishness of their slavery, have risen and destroyed their masters. They are savages stalking among the ruins of a strange civilization. The survivors of that civilization, who have escaped the fury of their slaves, have come westward. They fall upon that mysterious pre-human kingdom of the south and overthrow it, substituting their own culture, modified by contact with the older one. The newer kingdom is called Stygia, and remnants of the older nation seemed to have survived, and even been worshipped, after the race as a whole had been destroyed.

Here and there in the world small groups of savages are showing signs of an upward trend; these are scattered and unclassified. But in the north, the tribes are growing. These people are called Hyborians, or Hybori; their god was Bori – some great chief, whom legend made even more ancient as the king who led them into the north, in the days of the great Cataclysm, which the tribes remember only in distorted folklore.

They have spread over the north, and are pushing southward in leisurely treks. So far they have not come in contact with any other races; their wars have been with one another. Fifteen hundred years in the north country have made them a tall, tawny-haired, grey-eyed race, vigorous and warlike, and already exhibiting a well-defined artistry and poetism of nature. They still live mostly by the hunt, but the southern tribes have been raising cattle for some centuries. There is one exception in their so far complete isolation from other races: a wanderer into the far north returned with the news that the supposedly deserted ice wastes were inhabited by an extensive tribe of ape-like men, descended, he swore, from the beasts driven out of the more habitable land by the ancestors of the Hyborians. He urged that a large war-party be sent beyond the arctic circle to exterminate these beasts, whom he swore were evolving into true men. He was jeered at; a small band of adventurous young warriors followed him into the north, but none returned.

But tribes of the Hyborians were drifting south, and as the population increased this movement became extensive. The following age was an epoch of wandering and conquest. Across the history of the world tribes and drifts of tribes move and shift in an everchanging panorama.

Look at the world five hundred years later. Tribes of tawny-haired Hyborians have moved southward and westward, conquering and destroying many of the small unclassified clans. Absorbing the blood of conquered races, already the descendants of the older drifts have begun to show modified racial traits, and these mixed races are attacked fiercely by new, purer-blooded drifts, and swept before them, as a broom sweeps debris impartially, to become even more mixed and mingled in the tangled debris of races and tag-ends of races.

As yet the conquerors have not come in contact with the older races. To the southeast the descendants of the Zhemri, given impetus by new blood resulting from admixture with some unclassified tribe, are beginning to seek to revive some faint shadow of their ancient culture. To the west the apish Atlanteans are beginning the long climb upward. They have completed the cycle of existence; they have long forgotten their former existence as men; unaware of any other former state, they are starting the climb unhelped and unhindered by human memories. To the south of them the Picts remain savages, apparently defying the laws of Nature by neither progressing nor retrogressing. Far to the south dreams the ancient mysterious kingdom of Stygia. On its eastern borders wander clans of nomadic savages, already known as the Sons of Shem.

Next to the Picts, in the broad valley of Zingg, protected by great mountains, a nameless band of primitives, tentatively classified as akin to the Shemites, has evolved an advanced agricultural system and existence.

Another factor has added to the impetus of Hyborian drift. A tribe of that race has discovered the use of stone in building, and the first Hyborian kingdom has come into being – the rude and barbaric kingdom of Hyperborea, which had its beginning in a crude fortress of boulders heaped to repel tribal attack. The people of this tribe soon abandoned their horse-hide tents for stone houses, crudely but mightily built, and thus protected, they grew strong. There are few more dramatic events

in history than the rise of the rude, fierce kingdom of Hyperborea, whose people turned abruptly from their nomadic life to rear dwellings of naked stone, surrounded by cyclopean walls – a race scarcely emerged from the polished stone age, who had by a freak of chance, learned the first rude principles of architecture.

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