

of years old.

TIR-NAN-OG - The Land of the Young.

TRIBES OF THE EARTH GODDESS - The legendary Northern tribes, including the Sessair.

WARP-SPASM - A strange and terrifying battle-frenzy, much worn than a Berserker fury. Caused by Earth Power which some warriors can warp through their bodies.



Slaine is based on Celtic history and legend and is set during a legendary golden age of Celts. His world of Tin Nan Og, the Land of the Young, appears in many Celtic myths under different names. They are full of stories of lost lands beneath the waves and terrible disasters. The question was where too locate this lost world. Somewhere close to home seemed most locate this lost world. Somewhere close to home seemed most were thousands of years ago — when the North Sea was a Landmass and Britain was still connected to the Continent.

Gaelic Legends

The historical Celts, of course, only arrived in Britain around 700BC. When it was already an island. But in Slinie we are dealing with legendary Celts... memories in myth and legend of earlier peoples who would still have much in common with their historical successors. The Gaetic (Irish) legends are the oldest, so they have provided the best background. But their application is much wider — historians have used them to describe the Celts in Britain and Europe as well.

Thus Sláine is really a general Celtic hero — as much British as Irish.

The Earth Goddess

These Gaelic legends are grouped together in veyles: The oldest is the Mythological Cycle featuring the Tautha De Dannan—the Tribes of the Earth Goddess Dann. They may have come from Britan originally and were skilled in Secience. When the Common section of the Common section of the scribes them flying through the air. They probably built dodinens and other megaliths. To this day they are comboting with the common section of the common section of the three shallows one historical basis for them.

The Warp-Spasm

Another legendary source was the Ulster cycle that followed. Many feature Cuchulain who went into weird battle-frenzies.



In this he was not unique. Other lesser-known, historical warriors (Murdach and Congal, for instance) had these warp-spasms in which they'd attack friend and foe alike. There are historical records of early Celts charging into battle naked, demented with rage. All this indicates there was once a class of Celtic berserker who put the Viking variety in the shade. Naturally Slåine had to be one.

Cuchulain was famous for his great agility. So, too, were all Celtic warriors. The Romans record how Ancient Britons ran up and down the yoke poles of their chariots as they charged into battle.

A strange spiked spear — the gae bolga — is also mentioned in this cycle. From other records it seems likely it existed and many Celtic warriors used this ghastly weapon.

Finn

The next cycle features Fionn or Finn mac Cumaill and his legendary knights, the Fianna. I haven't actually referred to it for Slaine, but Celtic legends present universal themes — stories told again and again, in new ways with new names, so some readers have noticed a connection.

The Red Branch

The Red Branch is a good example. It definitely comes from the Ulster cycle — but several Irish readers refer to Finn and his Red Branch knights. I believe they've been mixed together in Irish folk tales.

In Slaine I wanted to have a group of mighty heroes and noticed the similarity between the Red Branch. the Fianna and the Round Table — all groups of mystical, powerful heroes. Also how, in drawings of the Celtic Round Halls, the warriors' compartments faced inwards in a circle — so all were equal before the king sitting at the centre. A striking similarity to the Round Table.

Rather than make up names. I prefer to use the correct titles where I can. Hence the Red Branch in Slaine with its great Round Hall. The connection with the sun (see "Warrior's Dawn') and Celtic occult themes also suggested this was the right name.

Druids

The Celtic Druids, via Roman records, are seen as a wicked, blood-crazed lot. This is at variance with wise sorcerts like Myrddin (Merlin) described in British myths. Hence the two factions — the evil Drunes of the south (from Drunemeton, which means 'sacred grove') and the good Druids of the north who we should meet later on.

Slough Feg

Wherever possible, real names and real places are used. Thus Slough Feg's gruesome cave exists. It's the Trois Freres cave in the Pyrences, superbly brought to life by artist Bellardinelli, in an episode told not in this current book.

The tunnel approach is remarkably like the labyrinth idea in the Minotaur. In use for over twenty thousand years, there is a drawing of its foul guardian on the wall . . . the famous 'Sorcerer of Trois Freres' is Slough Feg.

Earth Power

Other themes also come into Slaine — like Earth Power, the secret energy source of the megaliths. E. P. 3 too involved to go into here, but it's intriguing how ideas about the megalith sate changing. Radio-carbon dating shows them to be much older than was once thought. Strange theories about their uses are now given serious consideration.

Even the Druids may be connected with them after all. According to The Origins of Britain by L and J Laing: There is growing evidence that the Celtic religion of the Druids stemmed from something much older, something which was part of prehistoric European beliefs. It can therefore be claimed with some validity that Stonehenge was indeed built by Bronze Age "Druids".

Celtomania

Everyone has his own, often fiercely held views on all this. One writer believes the Tribes of the Earth Goddess Danu came from the Middle East. Another that they were actually Danes. Few sources completely agree on the Celts. Our serial is, of course. a fantasy, designed basically to entertain. Thus, when I've come across different theories, I've used the ones that fit the serial's concept and are most exciting and entertaining.

Pat Mills













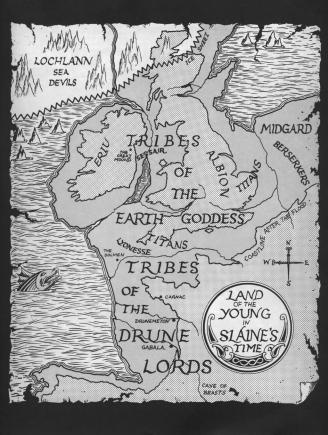












And it came to pass that . . . Slaine and I encountered a wealthy man who wanted us to rescue his daughter Medb.a Priestess of the Badb, who was due to be sacrificed at Samain. This we duly did, only to discover that she did not want to be recucued. Indeed, so infuriated was she by the rescue that, she sought aid from her former captor, to hurry the denies of Slaine and myself. And so, unbeknownst to us, her former captor Slough Trot, the most powerful Drune Lord of Slough Free was sent out alone with a company of Skulls words, to hunt us down.















































































































































THESE WERE THE MEN WHO TORE OUT THROATS WITH THEIR TEETH AND WRESTLED WITH TREES OR BOULDERS IF NO ENEMY WAS AVAILABLE!

































































































































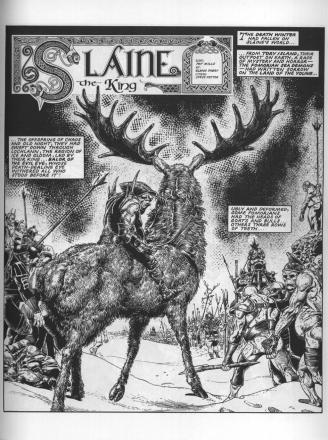


















































































































































































































































































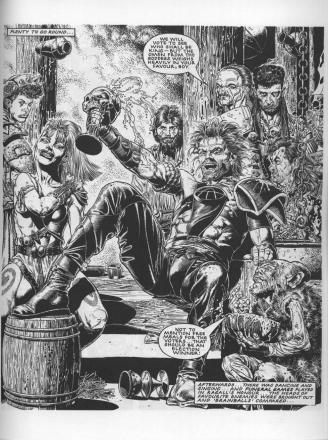


















































EARTH GODDESS AND SUN KINS.
WE ARE GATHERED HERE THAT THROUGH
YOUR COSMIC UNION THE COWS WILL
GIVE MILK, THE CORN GROW
HIGH AND THE FISH FILL
THE RIVER'S ONCE
MORE...





ES REMEMBER...
HOULD YOUR LOVE
LIKE A STONE
OVE BE STRONG...
TLETOE SHOULD















































































KISS MY AXE!



Out of a world of mists and magic, sword and sorcery, comes the ultimate Celtic

Exiled from his tribe, he is forced to roam the land of Tir-Nan-Og with his dwarf, Ukko, Ahead of him lie terrifying ordeols that will require all of Slaine's famed warrior strength if he is to return victorious, to claim his rightful place as King.







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