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In hiding for generations, the evil Sith have waited for the precise moment to reveal themselves and take vengeance upon the Jedi Order. But in the final days before the Trade Federation blockade of the planet Naboo sets into motion the Sith plan for the overthrow of the Republic, the scheming Sith Lord Darth Sidious becomes concerned about the potential interference by the criminal syndicate Black Sun, a vast and powerful organization feared throughout the galaxy. Sidious cannot allow anything or anyone to hinder his purpose, and so he unleashes his merciless apprentice, the death-dealing destroyer, Darth Maul, to eradicate his adversaries; as only a master of the dark side can! *Star Wars: Darth Maul* is the first-ever graphic-novel adventure of the ultimate Sith enforcer, an explosive tale of intrigue, mystery, and blistering action. Collecting the action-packed four-issue comic series.

**Available worldwide from Dark Horse Comics (available in the UK from Titan)*

Star Wars: Darth Maul Details

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From Reader Review Star Wars: Darth Maul for online ebook

Iset says

First thing's first, truly gorgeous art work. Jan Duursema, for me, has never failed to deliver on the visuals. As someone who's dabbled in art but never really had the skill to pull off decent likenesses, I have to say I've always been in awe of and envy of Duursema's skill. So. Darth Maul. One of the few cool things to come out of Episode I. Every fibre of this guy is a killing machine, and yet he contains it beneath an exterior of ice cold control and efficiency. Plus the Sith have always been some of fiction's most intriguing and mysterious villains. Well, we don't learn much more about the Sith here, but we do get to see more of Maul in action. And that's pretty much what this collection is; Maul in action. The plot is simple. Sidious orders Maul to keep criminal organisation Black Sun out of their business by causing chaos and eliminating their leaders. Everything else is just how this unfolds, as it's inevitable. I first read this years ago, but re-reading it doesn't change my opinion of it. Great art work, simple plot, on the whole too short as a story. Also it's obvious to the reader that the writers just pulled the "bad guys versus bad guys" angle in order to make Maul work as a protagonist. But hey, they didn't have that many pages to work with, and let's face it, setting Maul up as a sympathetic anti-hero just can't be done. A successful anti-hero needs an empathetic back story for us to take their side and back them through all the gleefully dark actions they thereby undertake. Maul's just a killing machine. A cool killing machine. It's a simplistic solution to set bad guy against bad guy but probably the best one given that there's no time for back story here. Given Sidious' comments at the end of the story, I would place this just before the EU novel *Darth Maul: Shadow Hunter* by Michael Reaves in the overall chronology. Enjoyable for what it is, but that's all it is. Recommended for Maul and action fans. Probably missable though if you're not that bothered.

6 out of 10

Terence says

The most interesting part of the prequel trilogy, Darth Maul, is off destroying the Black Sun on Darth Sidious's order.

This is light of story, but high on action. The general story is Darth Sidious being commanded to destroy the Black Sun and him stoically following orders.

I really like seeing Darth Maul intimidate and annihilate his adversaries so this was really fun for me.

3.5 out of 5 stars

Richard L. Haas III says

If you want to read how you shouldn't write Darth Maul as a lead character, read this. Not to be confused with Cullen Brunn's 2017 miniseries of the same name, in Ron Marz's miniseries, Maul is written to be just a character who kills a bunch of enemies on a mission and barely bothers talking or thinking. Such a bland portrayal that even a reader in the Letters to the Editor section picked up on but it was dismissed as "he's a

character of few words.” Bullsh*t. In Cullen’s run he spoke just as much but we got to read his thoughts. Understand motive. In this one it’s just played off as action. The art was alright but very uninventive and seemingly repetitive action. Reading this was a bit of a bore and I was honestly excited to finish it. If you want to read a good prequel Maul comic, read Brunn’s.

Jared says

Star Wars Legends Project #62

Background: *Darth Maul* came out in 4 issues from September to December of 2000. The trade paperback was released in May of 2001, and the comic was collected again in *Star Wars Omnibus: Rise of the Sith* (my review). The story was written by Ron Marz with art pencilled by Jan Duursema. Marz has also written several issues for the *Empire* series and *Jango Fett*. Outside of Star Wars he is best known for his Green Lantern and Silver Surfer stories, as well as various other DC and Marvel works. Duursema has drawn a huge number of Star Wars comics, including most of *Legacy*, dozens of issues of *Republic*, and the entire *Dawn of the Jedi* series. She has also done work for both DC and Marvel, including a number of issues of X-Men, among others.

Darth Maul is set 33 years before the Battle of Yavin, the year before *The Phantom Menace*. Aside from Darth Maul and Darth Sidious, there is a brief cameo by Qui-Gon and Obi-Wan. There is also a brief appearance by the Neimoidian Hath Monchar, who had a minor role in *Darth Maul: Saboteur* (the story that immediately precedes this one, my review) and a much more important role later in *Darth Maul: Shadow Hunter*.

Summary: Darth Sidious is almost ready for the Trade Federation's blockade of Naboo to go forward, but aside from the Republic and the Jedi, there's one other galactic player who could disrupt his plans: Black Sun, the massive, centuries-old criminal organization. To nullify any possible threat, Sidious sends Darth Maul to destroy the Master of Black Sun and his nine Vigos, a group of the most dangerous and powerful criminals in the galaxy. They don't stand a chance.

Review: The first thing you notice about this is that the artwork is *spectacular*. The marriage between the style, the colors, and the story is flawless throughout. Maul is frequently surrounded by blacks and reds, like the comic itself is a visual embodiment of him as well. The flow from panel to panel, particularly during the fantastic action sequences, is brilliant. I would be hard-pressed to name a flaw anywhere in the visual aspects of this book.

The story is alright. It's basically a paper-thin set-up that exists to create an excuse for Maul to tear through a series of intense fight scenes, raining destruction down on anyone that gets in his way. And it does a really good job of being exactly that, thanks in particular to the amazing art. What it is not, though, is a story with any insight whatsoever into its central character or how he operates when he's not dicing beings into tiny pieces with his lightsaber. Maul is an unstoppable evil force, but he's also a total enigma who mostly just shows up out of nowhere and starts slashing. A large portion of the story is told from the point of view of his targets, not his, because once again, he really has no point of view. He's not a character, or at least he's not developed as a character.

So, I wouldn't say that I was disappointed by this story, but I did expect more of a story out of it. I thought it was odd that a quarter of the way through the book, Maul had just received his assignment. The remaining pages didn't really seem like enough for him to complete it. As it turned out, it *was* enough, but only because we only saw the part of his mission that involved him showing up and killing everyone. How did he find

them? How did he infiltrate them? How did he rig an entire space station to explode, and where did he get the explosives? These are interesting questions, and questions that could tell us a lot more about Maul and how he operates when his lightsaber isn't lit . . . but there aren't any answers here, which feels like a wasted opportunity.

But far be it from me to fault a story *too* much for being what it is rather than what I wanted it to be. The visuals alone make this a great read, and any shortcomings in developing Maul as a character could be attributed to the same causes I mentioned while discussing *Saboteur*.

B+

47Time says

[He begins by offering his services for a vigo of

Prasidh Ramson says

A prequel to a prequel! Set before the events of Episode 1, this story tells of Darth Sidious' enforcers first mission. To create discord amongst the powerful Black Sun squad, Darth Maul is asked to infiltrate this organization. To say more is to give the story away, but suffice to say high action and dual light saber battles abound.

I really enjoyed this - simple storyline with lots of action. Side characters from the Star Wars Universe get woven into the story as well. Perhaps keeping with the nature of the Sith, the drawings are intense, brooding and menacing. The writing is sparse at times, capturing Darth Maul's laconic style.

A thrilling read for anyone with fanboys and fangirls enjoying it more. #Recommended

Crystal Starr Light says

"I want you to strike at the heart of the Black Sun"

Darth Maul. A Sith Apprentice with barely 5 lines of speech in *The Phantom Menace*, but his very name is enough to make you stop and wonder.

Just before the Blockade of Naboo by the Trade Federation, Darth Sidious approaches his apprentice with a task: destroy Black Sun. Maul unwaveringly agrees. He penetrates their compound and his bloody rampages again.

The art is magnificent. Darth Maul is displayed in all his radiant (and little seen in the movie at least) glory. He is beautifully rendered in each page. Other characters are likewise beautifully rendered--Qui-Gon and Obi-Wan as one. The actions sequences are well drawn and easy to follow. And new characters appear on each page. No confusion over who is who and what is what. However, I will say that the Nightsister was a little odd...almost reminded me of the drawing Ian McCaig did of the first Sith Apprentice (go to [...] to get an idea of what I mean). Not bad, but definitely unexpected.

There is a high body count in this novel, but not much gory factor. Also, this is not a highly complicated novel. Most of it is just following Maul as he kills people. I was able to stop halfway through and pick up almost a month later having no troubles. If you don't mind a threadbare plot and lots of action, this is your

best bet.

So, I highly recommend to Darth Maul lovers with want to see him do what he does best: kill people.

tenienteross says

Para cualquiera que tenga un mínimo interés en el personaje de Darth Maul, creo que es una lectura que podrán disfrutar mucho (a mí al menos me ha sorprendido para bien). Es una historia corta y sencilla que tiene un propósito claro: mostrar que Maul es el puño armado de Palpatine, al que ha entrenado para ser su matón personal y no un aprendiz con el que continuar el legado de los Sith. El dibujo es espectacular y en ese sentido ayuda mucho a reflejar lo que es Maul y lo que hace el personaje (vamos, una máquina de matar que sigue obediente las órdenes de su maestro).

La trama en sí no es nada espectacular, pero mantiene suficientemente el interés y, como he dicho, sólo por el dibujo ya vale la pena echarle un vistazo. Quizás no sea parte del canon ya de Star Wars, pero como complemento a La Amenaza Fantasma es muy recomendable :D

Teresa says

32 BBY

This is the first of the Darth Maul string of comics. It features Darth Maul and his apprenticeship to Darth Sidious. In order to prove himself a worthy apprentice, Darth Maul must slaughter the Black Sun crime syndicate because they are a road block for Sidious's plans. Once Black Sun is eliminated, the two Sith can move into their plans to eradicate the Jedi. When slaying the members of Black Sun, Maul encounters a with of Dathomir, Maul's home planet. She proves to be a strong enemy, but not strong enough.

This series also comes available as the 30th anniversary edition of the Star Wars special releases (volume 3). While the art is beautiful and the fight scenes have elegant flow, the story itself is not as interesting as some of the other stories in the Darth Maul series. It is worth the read for an introduction to the character and a small glimpse of what he has done for his master, but fighting a crime syndicate for the entire four issues was a bit dry.

Alex says

Is Darth Maul really a character that Star Wars fans care for? Well, you'd have to be quite obsessed with him to get anything out of this story of Darth Maul killing a few people. That's the entirety of the content of these 4 issues. Darth Maul kills a few people. One can't help feeling that this series was nothing more than an excuse to show off Jan Duursema's striking artwork, someone saying "hey, she'd draw a really cool Darth Maul". And she does. Ron Marz writes a dull story to go with it though.

Anime Mage says

It was OK. Entertaining, but really forgettable. 3/5

Martin Kilbane says

Darth Maul was one of the criminally underused characters in the Star Wars prequels, so when I saw this book I felt intrigued to pick it up. However, finding it in The Works for a quid should have told me something about it.

Set just before The Phantom Menace, the four issue story tells of Maul being sent to decapitate a galactic gangster clan called Black Sun. Unfortunately being only 4 issues long, it doesn't have much time for a story and so most of it is action. The action scenes are generally ok, if a little rushed, leaving you with what feels like edited fights rather than quick and succinct bouts. (In fact, one poor fellow dies and I really can't tell how, it just happens.)

The main gripe I have with the story is that it falls into the role of bad guy taking on more bad guys. We are expected to side with the bad guy we recognise. They choose to do this rather than having Maul being the villain he is and dispatching with a group of good guys or innocents, as this may open up moral quandries such as 'Can we side with bad guys if they do bad things?' Of course, another way to avoid such quandries would be not to do a book starring a villain to begin with.

Back to the book, the art is nice but a few of the character models doesn't quite fit in some of the panels. The dialogue is clunky, with far too much exposition than what is required in most of the book. Suffice to say, it's a good job I picked it up for a pound, anything more and I would have felt ripped off. Which coincidentally sums up my opinion of the prequel series as well.

Christian Smith says

Story: 7/10

"as the events of the Phantom Menace draw nearer... Darth Maul is sent on missions more and more to bring lord Sidious's plans to fruition."

Joshua says

This book was a lovely albeit frustrating reminder that Darth Maul was arguably the best thing to come out of the Prequel Star Wars films, and the guy got fridge to shit after one movie. This graphic novel was a blast to read, and I loved every page of it. My only complaint is that while this book is a reminder of Darth Maul's badassery, the book suffers from its four issue limit. This book could have given the reader more of Darth Maul himself, his motivations, his history, his personal eccentricities, but all we get is one badass lightsaber slaughter after another.

Though, I suppose, this in itself might be all the real characterization the reader really needs to understand a

man covered from head to two in tattoos and who's only response when put to the task of disrupting an intergalactic crime syndicate is "Sure, why not?"

Ill D says

Ever other panel feels like it's littered with the corpses of the fallen in Star Wars: Darth Maul. And the body count only racks up high and higher as this unconsciously simplistic yet hardly unenjoyable yarn unfurls across a heap just a few scraps of paper short of the 100 page mark. Most interestingly enough, the very greatest strength of the character of Maul (his opaque shrouds of unexplained mystery) embodies the very flipside of this poorly sautéed character. From the very shrouds of the unknown that seek to cloak Maul not just literally but figuratively – reflect their own flimsy values as a story as equally murky and unrefined in its growth performs its own far from perfect dance of the Yin and the Yang just shortly before the title crawl to I were to have taken place...

Seemingly cut from the same cloth, this offering arrived two years after the movie and with it, a reverberation of echoes that both inform and incestualize the atrocity of the Episode I era. Case in point: all out platonic cookie-cutter manufactories have spewed out our Knights [Qui-Gon/Kenobi], Damsel in... [Amidala], and so on and so forth until we get to the bad guys who while fulfilling their molds well – fogs of literary war merely grant us cheap facsimiles of something that could at least be a tad more complex and slightly better reasoned. Just as Qui-Gon hardly lives up to his "Grey" Jedi status – neither does Darth Maul who ends up representing first and manifesting second the prototypical bad-guy/arch-enemy/black-knight etc... Rehashing well worn and known roads and trails and instinctual pathways of rhythm and metaphor and meaning with little more than an extra dash of Violence – it's just merely more of the same.

And that sameness (for better and for (hella) worse) that reverberated from Episode I and it's decaying influence of mediocrity – so too does an equally boring tale in the SW universe recall, reclaim, and then rebind itself to the internal-timestream. Case in point: when the plot boils down to an assassination on the capos of the ever burgeoning Black Sun criminal enterprise (ltd?) in the pre-fall-of-the-Republic era – another loop of written intertextuality becomes closed. With SOTE tied into its chronologically preceding story, loops are tethered into the meaning of the text which have not had a moment to unfurl and lose any connections that could have had (before functionally damning themselves to the aberrations that are closed loops of nihilism).

So even with some level of connection to bind this standaloneytale* gossamer threads as thin as their length see fit, at the hands of authors and illustrators alike, to merely focus upon it's own story. And thus constrained to it's own hamster wheel level production, a puerile inversion of a goo' ol' fashioned Good Vs. Evil tale is shockingly replicated the internal values reversed... Just as Luke and Co. effortlessly plow through hundreds of the Empire's seasoned guards with high power(ed) weaponry, effective armor, and the best training the galaxy can grant – I wasn't the least bit surprised to see the same alacrity in application as well as appropriation to hustle and bustle this story through its second, third, and Final Act.

For in our Post-Modern Era (all over again) it is just as crucial to dot our I's and cross our t's that we firmly not just cast out floating kites of ideas thoughtlessly but, that we must firmly plant it's meaning into something else lest it find itself astray ready for appropriation and bastardization. With firm roots in the known- a quilt work of conscious and unconsciously known-known's can bind themselves into something coherent, seeking-truth, and reflecting the values and prejudices of the culture(s) that birthed them first, and then sustained themselves upon once the first loops were lain down.

With everything mind-stretching you've heard today, it might surprise you to find out that while hardly the

apple of the eye's delight, neither does this rouge-tinged tale deserve to be merely relegated to the annals of published history. No burnings or dustbins are required- merely an eye our for pleasure and an eye with a scintilla of critical-thinking. In a rare case of mixing uppers and downers – I heartily exhort you to dose yourself with an extra dose of *suspension of disbelief setzer (now in a disposable tablet! - \$9.95!). Then curl up the left of your upper lip to read this with a smug knowingness that the unabashed hyper-commercialism of the Prequel's Era exposed evil Jorge to be the Emperor of his Era who actually never did wear any clothes (Despite what any of his fans wouls say otherwise)

So, there you have it. Dudes get thwacked with D. Maul's lightsaber, bodies drop, and (in an unusual occurrence) Bad Guys win and other (seemingly) mutually nasty Others lose. Sure, it's odd to cheer for the bad guy but, maybe we're never meant to cheer for anybody? Commercialist production sure but, there's a reasonably decent product here within and without it's ex/internalized muck(s).
