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Fearsome Sith Lord Darth Maul, rescued and restored after surviving his confrontation with Obi-Wan Kenobi in *The Phantom Menace*, wreaks havoc through the galaxy with his brother Savage Opress! When the brothers' murderous rampage through the Outer Rim is interrupted by a bounty placed on their heads by Ja'Boag, a wealthy mining magnate, the duo decides to target him - only to be met by a team of Jedi and Ja'Boag's own private army! This would be the break the Jedi have been hoping for, if it weren't for the fact that Ja'Boag's ruthless oppression of the native population has given Darth Maul an army of his own!

Star Wars: Darth Maul - Death Sentence Details

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From Reader Review Star Wars: Darth Maul - Death Sentence for online ebook

Tony Romine says

This is a short, four issue miniseries about the newly resurrected Darth Maul and his brother attempting to just wreak havoc and kill anyone they meet, but are thwarted when they get a bounty put on their heads. They go to find the guy who put the bounty there and are met by more Jedi attempting to hunt them and get involved with a disputer between that guy and the natives of the planet.

So getting past how stupid it was to bring back Darth Maul, this is just a bad story because, like any other story where you just want to show how badass a character is, it has no where to go. The Mauls have no agenda whatsoever beyond killing everyone and hoping one of them is Kenobi. To see Darth Maul working with natives to help them form an army is laughably weird and ends predictably. I guess there is supposed to be some sort of dramatic moments here, but they are overshadowed by a bad premise that is taken too far.

Eli says

Set over a decade after Death Maul was supposedly killed, but was only cut in half. A few jokes made around that. He's back for revenge with his brother Master Opress.

"It mocks? Kill it."

"You think killing innocents makes you a big man? You know what I think? I think you're the one who's weak. You're the one who's afraid."

Roberto Diaz says

Incluso si no es canon luego de la fusión de Lucasfilm con Disney, esta historia por Tom Taylor (Injustice) sigue secuencia de eventos de la serie animada de The Clone Wars para expandir el universo de Star Wars previo al imperio.

47Time says

This is a fun short story in the expanded Star Wars universe. Darth Maul returns from an apparent death and Kenobi, one of coolest Jedi, also makes an appearance. It's a pretty standard story that outlines the Jedi's mission to aid the galaxy. The characters stand out, though, even if they are only created for this story, and their interactions are what you might expect from a good Star Wars story.

Darth Maul wasn't killed in that epic fail of an Episode I. He was saved by his brother Savage Opress and healed by Mother Talzin of the Dathomir Nightsisters. Still, his injuries took a toll on his mind. Now the Jedi sent Masters Salmara, together with her apprentice Dray, and Judd to follow the two brothers' path of

destruction.

(view spoiler)

Craig says

Meh...well, it wasn't a complete waste of time. Some good stuff in this, particularly the moral choices that must be considered. Ja'Boag, a mining tycoon, has taken over the planet Moorjhone with his own private army, and exiled the native people to the planet's surface, with just a few days to go before the "dawn of the three moons," a day when the combined heat of three moons rising at the same time will burn anything on the planet's surface. Darth Maul and his brother, Savage Oppress (where'd they come up with that ridiculous name?), have target Ja'Boag, after a bounty was placed on their heads. With Savage captured and encased in carbonite within the mine, an injured Maul raises a makeshift army of the indigenous population to retake the mines and rescue his brother. And that's basically it. There's some pretty good artwork on display throughout and quite a few battle scenes, as well as the eleventh-hour arrival of Obi-Wan Kenobi and a team of clone warriors, but not really a whole lot more to this story. It's quick and dirty and over before you know it. I guess I would have appreciated a bit more development (such as, how exactly did Darth Maul survive his original, apparent "death" at the hands of Obi-Wan?) and detail. **ARC provided by NetGalley

StoryTellerShannon says

Somehow Darth Maul is alive and back and mostly droid made. He and his brother are going across the galaxy causing trouble and irking the Jedi.

Why can't they leave two brothers who just want to be left alone?

Mostly a tale you would expect with a big fight at the end.

MY GRADE: C plus (probably a B minus if I could get past the stupid way they brought Maul back)

Stephen says

Big ol' meh. Not bad but also not great. I do like the art well enough. It's clean with vibrant color though nothing out of the ordinary for Star Wars comics. The plot is kind of paint-by-numbers Star Wars. There's the Jedi. There's the Sith. There's a prophecy. There's a conniving businessman. For a story that's supposed to have Darth Maul as a main character he's not very developed beyond standard Sith Lord tropes. There are a couple of instances that go a little deeper but these are soon abandoned. Perhaps he doesn't need to be examined that much though. Maul is a fierce and cunning warrior and not much else. The character who seems the most well-rounded is actually Jedi Master Judd. We also get to see Darth Maul's brother, Savage Oppress. Star Wars names can be hokey but that one's a little too on-the-nose I think. You might as well call him Evil Badness. One aspect of this story I did like though is the message about how indigenous cultures often get forced out of their homes by relentless industry. Mining boss Ja'Boag is the real villain here. Darth

Maul is just an opportunist. Overall though this is a decent action series but doesn't go in-depth enough to warrant re-reading for me.

Terence says

Being cut in half wasn't enough to stop Darth Maul. He's returned with metal legs and his brother Savage Opress.

Their first target is a foolish business man who put a price on their heads.

There are so many stories the prequel trilogy could have told them would have improved it. Among my favorite is the idea that Darth Maul survived being cut in half and obtains metal legs. The fearsomeness of Maul along with massive cyborg legs would have at the least added to the cool factor of the prequel series. This story touches on an expanded universe where Maul survived, takes his brother as an apprentice, and seeks to destroy Obi-Wan Kenobi.

It's a much better story than Attack of the Clones and there is no whiny teenager Anakin Skywalker with his unbelievable love interest to bog the story down.

Death Sentence shows Darth Maul is a sith through and through while demonstrating just how dangerous he truly could be.

Richard L. Haas III says

It's a shame this one is under the Legends Banner and considered Non-Canon, as this was holistically even better than the canon, "Son of Dathomir." Both comics take place during the Clone Wars but this one flows a lot more naturally. I will say the first issue is a bit rocky, but once you get into the meat of it, it becomes a solid storyline. While this was pretty much filler and unnecessary, it was still entertaining and worth reading—especially the concept of the Three Suns and that planet's dynamic.

Kathleen says

This collection of comics is set sometime during the Clone Wars, before Dathomir gets burned but after Maul gets rescued from the random trash planet by his brother, Savage Opress. Yes, really. Those are their real names. Anyway.

Maul is racketeering around the galaxy with his brother, rampaging and murdering, as you do. The Jedi have sent a master and padawan after them. The pair catch up with Maul and Savage in a factory belonging to Ja'Boag, who's a smuggler or a crime lord of some sort? I'm unclear on it, but the Jedi seem to feel they can't call him on his gross criminal shenanigans and must instead protect him from Maul and Savage. The Jedi Master sent after them ends up dead, but Savage is captured, as Obi-Wan Kenobi shows up with another Jedi Master in tow. Maul, badly injured, manages to escape and is saved by the locals, who- get this- think Maul is their messiah. Yeah. That ends about as badly as you'd expect, though with a surprisingly low body count.

This story is just bonkers enough to make me think it was originally supposed to be a Clone Wars episode. And don't get me wrong, it's a good story, I think it's just not told quite as well as it could be. Add to that the art being slightly weird, and it's not my favorite. Still, it's fun, and the ending is great. Recommended.

Teresa says

20 BBY

This series takes place during the Clone Wars. Maul, thought to be dead, was recovered and given robotic legs. Him and his brother, Savage, have a bounty placed on their heads by the minder Ja'Boag. Seeking to kill this miner, Maul and Savage head to the planet where he resides. The Jedi Council gets words and dispatches Judd, Salmara, and her Padawan Dray to investigate the Darth Maul rumors. It is true that he is still alive and as strong as ever. Now the Jedi must vanquish Maul, end Ja'Boag's tyranny, and free the inhabitants of the planet.

This book was interesting in that we get to see what happened to Darth Maul, and that he is not actually dead. We are also introduced to some other Jedi, which is always interesting. Despite these two facts, the story was slightly boring. The most interesting thing is Maul's subconscious thoughts about Kenobi and the introduction to these other Jedi (who don't exactly last long, but they are interesting nonetheless).

Nicholas Driscoll says

Pretty mediocre, but I love the idea that Darth Maul survived getting chopped I half because he was so mad he just kept living. Oh, and his brother's name is Savage Opress. Really?

Jared says

Star Wars Legends Project #150

Background: *Darth Maul—Death Sentence* was released in four issues from July to October 2012. The trade paperback came out in May 2013. The story was written by Tom Taylor with art by Bruno Redondo. Taylor is an Australian writer who has done several Star Wars stories, but is apparently best-known for his theatrical work. Redondo This is Redondo's only Star Wars work.

Darth Maul—Death Sentence is set sometime between seasons 4 and 5 of The Clone Wars animated series (20 years before the Battle of Yavin). The main characters are Darth Maul and Savage Opress. There are several Jedi characters, many of them familiar, but the main Jedi characters appear here for the first time.

Summary: When a wealthy Republic power player puts out a bounty on their heads, Darth Maul and Savage Opress set out to make an example of him. But things don't go as planned after a couple of Jedi Masters

show up. Soon, the Sith and the Jedi are all unexpectedly embroiled in a prophecy and a people's desperate struggle for survival.

Review: Finally . . . *finally*. *This* is how you do a Darth Maul story in comic book form; really, a story starring anyone who is primarily an antagonist in the series. No one else has gotten that as right as this does. The first thing it just crushes is the art. The whole thing is exhilarating to look at: the way the characters are drawn, the spectacular action scenes, the angles and staging of individual frames. Nailing the visuals this well means that almost nothing else even matters.

But whether it matters or not, the rest is good, too. I consistently complain about one-off, throwaway Jedi characters in these stories. If Jedi characters you've never heard of show up in a group of Jedi you know, they're marked for death. And, usually, they're really lame and bland to boot. This story avoids those irritating cliches, introducing some really compelling new Jedi characters and imbuing them with real personalities so that they hold their own, even when Obi-Wan shows up.

The story also does a great job at weaving several disparate threads through each other to deliver outcomes that you won't see coming a mile out. It's never quite clear where it's all going or how it's going to end. Along the way, it ends up not being about anything I would have expected from a Darth Maul story.

And that's probably my favorite thing about it. We get to see Maul in a context that, as far as I know, doesn't exist anywhere else (at least until *Rebels*). It's a side of his character that isn't a murderous force of nature unleashed on a target (or army of targets). Not that he isn't a murder machine here, but he shows that he's capable of a lot more than that, too. And the result is worth checking out.

A

Roger Bellini says

This book is far from bad, but after strong Star Wars graphic novel entries like *Darth Vader and the Ghost Prison*, this one just felt a little underwhelming. Perhaps the bar was raised a bit too high, too fast. It's also possible that the immortalized clout and villainy of Maul is just too great for any writer to live up to. It was certainly not a waste of my time to read, but I'll not be rushing to buy this one either.

I've come to expect nothing less than superb artwork from Darkhorse Comics, and they never cease to deliver. The artwork is definitely the strong suite of this graphic novel. We get some very cool fights and I enjoyed seeing Maul making use of his robotic legs in high resolution bone crushing awesomeness. The thing I most enjoy about these comics is the ability the artists have to render a far darker character than live action really can. I mean common, compare this cover picture of Maul to the face of the actor. Both are awesome, but the only one who truly invokes Sith fear is the animated rendering with his face distorted with hatred and suffering.

The story seemed to be a typical Clone Wars animated movie's worth of substance. That's not to bash the show at all, as I love it and watch almost every episode I can, but I expect a little more from these types of novels. I want something deeper that might not be so easily rendered on the show, maybe a little darker or edgier. I'm an adult, and I feel like these graphic novels are where I turn for my adult content (No, not the graphic nature you might be thinking, you deviants, you!) Star Wars fix. I just like a bit more to the story than what can be explained in a couple sentences. For the sake of remaining spoiler free, I'll not be doing that

though.

Okay, despite my little rant about the lack of scope demonstrated in this story, I have to give credit to some good character development. Master Judd, a character who I had no knowledge of coming into this, was very fun to read about. His character offers a wide set of emotions that many Jedi's fail to show. Also, he seemed to be more of a Knight class Jedi rather than one who relies too heavily on force powers during combat. You know what that means, right? Yep, he has some pretty cool fight scenes as well. Despite the title of this book being "Darth Maul - Death," Judd definitely stole the show for me.

So lets see, how should I wrap this up... Is it good? Yes. Is it great? No. If you're a die-hard Star Wars fan and a completionist, it's not a waste to pick this one up. If you are more of a casual fan such as myself, I'd encourage you to save your money til this one goes down from the cover price or something truly exceptional comes out. I only say this because Dark Horse has a lot of truly exceptional comics that are worth far and beyond what they charge.

This book was provided to me in exchange for an honest review.

Thanks,
Roger Bellini

Wilde Sky says

Good and evil ?battle in this graphic short story.

The graphics and storyline were reasonable, but I expect only fans of the series will get into book.
