Encyclopedia > Darth Maul

Darth Maul

Darth Maul is a fictional character in the Star Wars universe. He was introduced in Star Wars Episode I: The Phantom Menace where he is portrayed by Ray Park.

Contents
- Biography
- Echo in the Force
- Non-canon resurrections
- Appearances
- Influences on popular culture
- References
- See also
- External links

Biography

As portrayed in the Expanded Universe novel Darth Maul: Shadow Hunter, Maul was kidnapped from his Jedi training by the Sith Lord Darth Sidious at an early age. Maul was told to forget what he had learned from the Jedi and was indoctrinated in the ways of the dark side of the Force from youth. Maul had no memories of his homeworld of Iridonia, and was incapable of emotion aside from bloodlust and rage. During his training, any show of fear was severely punished by Sidious and any hint of mercy was rewarded with cruelty. By the time Maul reached adolescence, his master had forged him into a weapon of pure hatred. Marked by Sith tattoos that cover his entire body, Maul was now the ultimate tool of the dark side. Despite this rather traumatic childhood, Maul adored his Master, and never once contemplated killing him — until his final test. Sidious abandons Maul on an isolated Outer Rim world, forcing him to survive alone while being hunted by hordes of assassin droids. After a month's time, his master returned and challenged him to a duel, which, already weakened, Maul quickly lost. Sidious then told Maul that he had failed and is soon to be replaced. Overwhelmed by hatred, Maul nearly defeated his master. When Maul's emotions were finally spent, he prepared to die, only having been met by Sidious' satisfaction. By wanting to kill his own master, Maul had in fact passed the final test. His master proclaimed him Darth Maul, Dark Lord of the Sith, and took him to a new home on Coruscant.
According to *Star Wars Insider* #52, Darth Maul is trained by Darth Sidious to be a master of lightsaber combat. Unlike the traditional dueling techniques of most Jedi, Maul combines his swordsmanship with incredible acrobatic and hand-to-hand combat skills, making him a nearly unstoppable deviser of destruction. When fighting multiple opponents, Maul extends the second blade of his double-bladed lightsaber to form a sabrestaff. Maul often uses this to catch opponents by surprise, as few are prepared for the extra blade. Maul constructs this weapon himself, using ancient plans stored within one of the Sith Holocrons.

His master gives Maul the funds and schematics he needs and provides him with a secret facility on Coruscant in which to work. There, Maul constructs his signature speeder bike, Bloodfin, and his Dark Eye probe droids. Sidious also gives Maul a powerful transport—a Sith Infiltrator called Scimitar, which features a cloaking shield generator.

Maul originally goes on countless missions of terror for his master, killing politicians, crime bosses, merchants and warlords. His victims include Neimoidian Hathi Monchar, the Black Sun leader Alexi Garyn, the Nightsister Mighella and all of the Black Sun vigos and their bodyguards. Maul also kills many Jedi, including Barco Trellius, Roro Fergus, Ji-Dis Flar, Darsha Assanti and Annan Bondara. During the events of *Episode I: The Phantom Menace*, Maul is sent to capture Queen Amidala and eliminate the two Jedi, Qui-Gon Jinn and Obi-Wan Kenobi, who have been dispatched by the Galactic Republic to settle the conflict and protect the queen. Maul just barely fails in this task on Tatooine, and he thirsts for revenge.

Upon arriving on Naboo, Maul goes straight at the two Jedi, ignoring the queen and allowing her to escape. In a vicious duel during the *Battle of Naboo*, Maul fends off both of his opponents with the help of his double-bladed lightsaber. After separating the Jedi Master from his Padawan, Maul finally succeeds in slaying Jinn. He then challenges Kenobi. The young Padawan, enraged at his master's death, strikes out at Maul with a furious assault, during which he manages to cut the Sith's lightsaber in half. However, Maul manages to hold his ground, and eventually Force-pushes Kenobi into a pit. He taunts the Padawan, who dangles helplessly by a ledge, and kicks his lightsabre down the shaft. However, Kenobi calms himself and connects with the Force. He makes a spectacular leap out of the shaft and Force-guides Jinn's lightsaber into his own hands. Wasting no time in striking as he landed from his jump, Kenobi cuts the astounded Maul in two before he can react. Maul barely has time to grimace as his body tumbles down the shaft in two pieces. (A few release prints during the Episode I premiere showed Maul fall down the shaft intact, leading to speculation that he may return.)

**Echo in the Force**

As a testament to his skill and power in the dark side of the Force, an apparition of Maul would appear years later to the Jedi Anakin Skywalker in a crystal cave on Tatooin, only a few years after his death. Anakin was to enter a cave similar to the one Luke Skywalker would later have to enter on Dagobah. When Anakin went into a trance-like state, Darth Maul appears and Anakin immediately attacks him. After a furious battle, in which Maul taunts Anakin about his lightsaber training and gives him his future red-bladed lightsaber, Anakin wins.

**Non-canonical resurrections**

It should be emphasized that none of these stories are at all likely to be canonical, as they are not only completely irreconcilable with each other (or subsequent EU media), but the first two were published under the explicitly out-of-continuity "Infinities" imprimatur. The first story actually is canon [1]. The second story was part of an anthology of stories with no clearly stated canonical status.

As depicted in the story *Resurrection* from 2001's *Star Wars Tales* #9, a dark side splinter group called the Prophets of the Dark Side resurrects Maul at about the same time that *A New Hope* takes place. Darth Vader is chosen as the first target for the resurrected Maul. Vader ultimately wins the resulting duel, however, by stabbing his lightsaber through himself into Maul who is standing behind him.

The story "Phantom Menaces" in *Star Wars Tales* #17 depicts a post-*Return of the Jedi* Luke Skywalker visiting Maul's home planet of Iridonia in an ambassadorial capacity. In his guest quarters, Luke is attacked by a ghostly but evidently solid apparition of Darth Maul, which fades away after a short fight. He is informed by his hosts that it is supposedly the ghost of their infamous former countryman. Doubting this explanation, Luke hunts for the source of the phenomenon. Luke is confronted by the spirit once more before finding a hidden laboratory where the mad Iridonian scientist Drell Kahmf is tending to a cyber-scythe. Kahmf reveals that he regards Maul as "Iridonia's greatest champion" and had salvaged the Sith's brain, resuscitated it, and installed it in his lab with a device granting it the ability to generate a "solid-state hologram" projection of its former body. Luke declares that "artificially keeping him alive is causing an unnatural disturbance in the Force" and scares Kahmf away before switching off the life support system sustaining Maul's disembodied brain.

Subsequently, in 2005, *Dark Horse Comics* published Star Wars: Visionaries, a compilation of comic art short stories written and illustrated by members of the *Revenge of the Sith* art department and ILM artists. The opening story, "Old Wounds" by Aaron McBride, is set in "the third year Imperial Occupation" and begins with Owen Lars trying to teach new words to a toddler-age Luke Skywalker. They see a strange figure on the horizon running towards the Lars homestead, and Owen instructs his wife Beru to bring him his rifle and take the boy inside. The figure dodges warning shots with ease and uses the Force to disarm Owen before smashing the weapon over his head. Standing on triple-jointed droid legs and concealed by a dark hood, the figure calls out through the Force to an unseen enemy. The voice claims to have been tracking this adversary for years, just missing him by two days on Kamino, Geonosis and Mustafar. He had then killed witnesses on Polis Massa before finally gaining crucial information on Mos Espa from an aged Watto, whom he beheads for his greed. The creature declares that he knows threatening Luke would bring his adversary out into the open, to which the hidden voice finally asks through the Force, "Does Palpatine know?" The exocyan-legged monster replies, "No.
There is no Palpatine. No Empire. No Jedi. There is no Light. No Dark... Just you and I here now.” At this point, Obi-Wan Kenobi bursts out from the sand. The dark figure casts off his hood and reveals himself to be Darth Maul, his severed lower body replaced by a pair of large cybernetic legs and abdomen, and his cranial horns having grown, to over three times their original length. Kenobi and Maul engage in furious combat, in which Maul loses a further arm and four horns before being held at Kenobi’s mercy. With his lightsaber hilt to Maul’s forehead and his finger on the blade-ignition button, Kenobi hesitates to execute his helpless opponent, but has the decision taken out of his hands when the revived Owen blows the former Sith’s head apart with his damaged rifle.

Appearances

According to IMDb, “…Though curious Star Wars fanatics clambered to rumors that Ray Park would return as Darth Maul in Star Wars Episode II: Attack of the Clones (2002), their many speculations were shot down by George Lucas himself with the announcement that although that specific character would not return for the sequel, Park would indeed play a role in Episode II.”

Maul’s earlier escapades are documented in the following works:
- Jedi Council: Acts of War
  - “Darth Maul: Saboteur”
  - Darth Maul
  - Episode I Adventures: The Fury of Darth Maul
  - “Marked”
  - Darth Maul: Shadow Hunter
  - The Phantom Menace
  - Episode I Journal: Darth Maul

Darth Maul is a playable character in Star Wars: Battlefront II for the Confederacy of Independent Systems, a secret character in the video game Tony Hawk’s Pro Skater 2, a secret character in the PlayStation game Star Wars: Demolition, an unlockable playable character in Jedi Power Battles, and a playable character in Lego Star Wars: The Video Game, and again in the sequel Lego Star Wars II: The Original Trilogy through using an old save from the previous game with himself unlocked and again in the penultimate saga, Lego Star Wars: The Complete Saga.

Influences on popular culture

The popularity of Darth Maul and his double lightsaber had a direct influence on the Third Edition of the role playing game Dungeons and Dragons, which made its debut in 2000. The new release featured double bladed weapons, which were essentially two of the same type of weapon fused at the hilt. Examples of those included the two-bladed sword, the dire flail and the orc double axe. [citation needed]

The “Star Wars kid” video clip, popular in 2003, is of a child imitating Darth Maul

A weapon resembling a double-bladed lightsaber (albeit with solid, breakable ‘blades’) was used by the Colonel during a storyline of the Ultimates comic, with one of the heroes explicitly referring to it as Darth Maul’s.

In the video game Phantasy Star Universe - the weapon “cres doubles”, itself a revamped version of the Phantasy Star Online double saber, looks to be clearly influenced by Darth Maul's lightsaber, albeit with pointed tips. The sound effect attached to the weapon when it is used is also a typical lightsaber noise.

In the simpsons episode "Treehouse of Horror X", Comic Book Guy uses a Darth Maul Double Bladed lightsaber, in the Treehouse of horror story "Desperately Seeking Xena", only to panic when he realized he opened the box.

Darth Maul among other evil imaginary characters also appears in a episode of South Park in “Imaginationland Episode II”.

References

- The make-up design for the demon Belthazor in the TV show “Charmed” was based on the same
Darth Maul is a Star Wars Episode I: The Phantom Menace minifigure released in 1999. He is based on the Zabrak Sith Lord character from the Star Wars universe of the same name. Originally released in the first year of Star Wars LEGO (1999), a total of seven variations have been made of the Sith Lord to date. The first Minifigure form of Darth Maul was released in 1999, as a part of the Star Wars Episode I line, in two sets. This variant of Maul has black legs and a black torso piece with grey printing.