Encyclopedia > Darth Maul

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This *Star Wars*-related article or section describes an aspect of the *Star Wars* universe in a primarily in-universe style. Please rewrite this article to explain the fiction more clearly and provide non-fictional perspective.

**Star Wars** character

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**Table: Darth Maul**

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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.

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**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 has 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. 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 #62, 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 devour 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 Hoth Monarch, the Black Sun leader Alexi Gryn, the Nightsister Mighella and all of the Black Sun vigors and their bodyguards. Maul also kills many Jedi, including Barco Trellius, Roro Fergus, J-Dis Fiar, Darsha Assanti and Annon Bonarda. 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 his threats 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 the former countryman. Doubting this explanation, Luke hunts for the source of this phenomenon. Luke is confronted by the spirit once more 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-wired brain suspended in a vat of liquid. Kahmf reveals that he regards Maul as "Iridonia's greatest and eliminate the two Jedi, Queen Amidala and Qui-Gon Jinn."

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-wired brain suspended in a vat of liquid. 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 exobytes-legged monster replies, "No.
Darth Maul, a character in the "Star Wars“ franchise, is known for his double-bladed lightsaber. In real-world popular culture, this weapon has influenced various works of fiction. For example, the Phantasy Star Online double saber, which appears in the video game Phantasy Star Universe, looks to be clearly influenced by Darth Maul’s lightsaber. The video game Lego Star Wars II: The Original Trilogy includes a revamped version of Darth Maul’s lightsaber, and a playable character in Lego Star Wars: The Video Game and again in the sequel Lego Star Wars: The Complete Saga. The "Star Wars kid" video clip, popular in 2003, is of a child imitating Darth Maul’s earlier escapades are documented in the following works:

- "Darth Maul: Saboteur"
- "Episode I Adventures: The Fury of Darth Maul"
- "Marked"
- The Phantom Menace
- Episode I Journal: Darth Maul

Darth Maul is a playable character in Star Wars: Battlefront II for the Con Federacy of Independent Systems; a secret character in the video game Tony Hawk’s Pro Skater 3; a secret character in the PlayStation 1 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 hilts. Examples of those included the two-bladed sword, the dire flail and the orc double axe. [citation needed]

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

References

- The make-up design for the demon Belthazor in the TV show “Charmed” was based on the same
Darth Maul is a fictional character in the science fiction saga Star Wars. He is one of the main antagonists of Star Wars Episode I: The Phantom Menace, portrayed by martial artist Ray Park and voiced by Peter Serafinowicz. In the film, Maul serves as the apprentice of Darth Sidious, a mysterious Sith Lord who is manipulating galactic events from behind the scenes. Wielding a double-bladed lightsaber and trained as a master of lightsaber combat, Maul serves as a personal assassin for Darth Sidious.