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Despite his successful mission on Dathomir, the Jedi Council still feels that Quinlan Vos walks dangerously close to the dark side. Kiffex, a prison planet under watch by the Guardians, is suddenly thrust into chaos when an unidentified enemy decimates a security compound. Quinlan Vos is specifically requested to investigate because of his Guardian ancestry, and he soon finds himself on another deadly mission. Developing subplots first introduced in *Twilight* and *Infinity's End* and debuting new Star Wars characters, *Darkness* is a harrowing tale of horror and adventure.

Star Wars: Darkness Details

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From Reader Review Star Wars: Darkness for online ebook

Teresa says

30 BBY

This graphic novel consists of issues 32-35 of Star Wars. It features Quinlan Vos and his padawan Aayla Secura after having lost their memories. Quinlan had to be retrained, and when a Guardian from his home planet seeks only him for a mission, the Jedi council is wary, since Quinlan has touched the Dark side and is still very close to darkness. Meanwhile, Aayla hates Quinlan for what he has done in the past, but all Quinlan wants is to find his lost padawan and restore her. When Anzati wreak havoc, and show Quinlan some disturbing memories, he must fight his greatest fear once more, and save his padawan from the darkness!

I was very excited to come across this at a comic book store. I always check the Star Wars selections from the original Dark Horse publications, and I had actually never seen this one before. With the same writer and artists as the Clone Wars, this was a great edition to Quinlan Vos's character, adding even more detail to an already phenomenally interesting Jedi.

Yves says

Quinlan Vos a réussi sa rééducation de Jedi et il reçoit sa première mission. Il doit aller sur la planète jumelle de sa planète natale pour essayer de régler des problèmes. Ce qu'il ne sait pas c'est que sa Padawan qui a elle aussi perdu la mémoire serait peut être la source de ces troubles.

Encore un fois, Ostrander nous offre une très bonne BD avec un bon équilibre entre l'histoire et l'action. J'ai beaucoup aimé la noirceur du personnage de Quinlan Vos et l'apparition d'un nouveau personnage, celui de Master Tholme, l'ancien maître de Vos. Comme à l'habitude, les dessins de Duursema sont parfait.

C'est une très bonne BD dont j'ai envie de lire la suite.

Jared says

Star Wars Legends Project #77

Background: *Republic: Darkness* came out in 4 issues from July to October 2001. The trade paperback was released in August 2002. It was written by John Ostrander and drawn by Jan Duursema. Ostrander and Duursema are frequent collaborators who worked together on dozens and dozens of issues, including *Republic*, *Legacy*, and *Dawn of the Jedi*.

Darkness is set the year after *Infinity's End* (my review), 30 years before the Battle of Yavin. Quinlan Vos returns, along with Vilmarh Gahrk and Vos's wayward padawan, Aayla Secura.

Summary: Quinlan Vos still hasn't fully recovered from his brushes with darkness after the loss of his

memory, and the Jedi Council is cautious about sending him on any further missions. Unfortunately, they are left with very little choice when Quin's great-aunt, the leader of his home planet, demands that the Jedi send Vos to investigate a troubling attack on the surface of the prison planet his people oversee. Still lost and seeking him for revenge, Quinlan's memory-wiped padawan Aayla Secura has found her way to Kiffex and awoken something dark, terrible, and long-dormant that threatens to swallow both Jedi forever.

Review: This story had me worried at first. The last two storylines, particularly *Infinity's End*, start off in much the same way, with a strong, action-packed opener and some interesting unanswered questions. And then they both kind of devolve into a rushed conclusion that's a bit silly. Plus, within the first few pages, we see Aayla Secura awake what appears to be some kind of long-dormant Dark Jedi, which is a storyline that is almost as done to death at this point as the superweapon plot.

Slowly, though, I got drawn into it largely thanks to some great characters, including the aforementioned villain, who is pretty interesting and also legitimately scary. That said, what the heck, Ancient Jedi? Do not try to imprison the super-evil bad guy forever. Eventually, *this* is going to happen. Just off him next time. Yeesh.

Mainly, of course, I'm just happy that Villie is back! I also quickly grew to appreciate Quin's old master, Tholme, and the other new Jedi characters, including a Neti! Most of all, though, the events in this story really felt consequential to the lives and journeys of the characters (particularly Quin, obviously), and I really felt like I didn't know what the outcome would be at the end.

This is a solid chapter in the ongoing Quinlan Vos saga. I'm excited for the next one, and just quietly pretending the last one never happened.

B+

WyrnbergMalcolm says

Another masterpiece from what I consider to be the team-up in the industry: John Ostrander & Jan Duursema. A deeply compelling story with first-rate artwork. Quinlan Vos is totally bad-ass as always, he's by far the most interesting Jedi character in the 'verse. Despite being a Jedi, he's not adverse to toeing the line close to the dark side. Villie keeps the story getting too dark in the way that only Villie can. Aayla'Secura is also a rich and complex character, something that got her to feature in two of the prequels (only to have them totally ignore any of it).

It was an interesting thought that not all species are suitable for being a Jedi. I loved the Anzati Jedi, there was a definite Dracula vibe going on there.

There were perhaps too many Jedi in this one, certainly some characters were sidelined a fair bit to the point that I wondered why they even include them in the first place.

Adam says

Republic has had so many duds so far I was beginning to wonder if I'd just fanboyed my way through it the first time. But things start to come together here, and this is a genuinely enjoyable arc. It largely achieves that ideal 'feels like the movies without reminding you of the movies' balance. There are some things I don't

love about it (the Kiffar aren't my favs, the prison planet idea is silly, and I hate Aayla's mind control trope), but it has a lot to like, too. I'm a big Anzati fan, and though they feel almost like Witcher vampires here, I like the idea of the ancient Jedi imprisoning Karkko, etc. There's some neat art here of giant flying manta mounts and Tr'a Saa hiding in the jungle. And the cast introduces some good characters that build nicely on Villie and Quin's existing dynamic. Tr'a Saa is fun, and Tholme, but it's really Zao that makes this.

On my first reading I might have lumped Zao in with the rest of the fun ingredients here, but on this reading it seems clear that he's the secret spice that makes it all hang together. His Yoda-ish Zen Force sayings aren't especially impressive but they're an important part of how the Force should be depicted that the other Jedi in the series often neglect. It brings Tholme's hectoring about the Dark Side into a broader context, makes it feel less like dogmatic scolding. The party feels compelling and complete, with Villie coming into a Han-esque role but maintaining his individuality.

Noah Soudrette says

This is just a smidge shy of the quality of the Twilight storyline. Still, we get to see Vos reunited with Aayla which is nice and the return of Grarhk! Plus, a cool new Jedi called Tr'a Saa. A good continuation of the Quinlan Vos storyline.

Crystal Starr Light says

Embracing the "Darkness"

Aayla Secura, memory wiped Jedi Padawan of Quinlan Vos, arrives on Kiffex to release Volfe Karkko, a Jedi Anzati, from his long slumber. Meanwhile, the Jedi Council send Quinlan Vos to Kiffex for an entirely different matter: apparently, the Guardians on Kiffex were brutally killed by unknown assailants. Vos teams up with his former master, Tholmes; a sprightly Jedi chef (of sorts), Zoa; and Jedi Watchman of the sector, T'ra Saa.

I had just about given up hope that I liked any graphic novels. Seemed like all the ones I got my hands on were mediocre: mediocre to bad art, sloppy plotting, boring story, unremarkable characters. I got so many in fact, that I was thinking it was just me; I just wasn't a graphic novel person.

And then I found this one.

I bought "Darkness" during a Star Wars comic binge, and after a slew of meh graphic novels, I was beginning to regret that purchase. I really didn't expect to like this graphic novel much. Sure it stars Quinlan Vos and Aayla Secura, two characters I really like, but it had the potential to go South really quickly.

Fortunately, it didn't.

The part where I knew I was going to like this graphic novel was during the introduction of Villie, a wily Devaronian (I think I've read something about him before, but I can't remember which comic that was). He is asked why the Jedi should trust him, and his answer is, "I know. Terrible moral dilemma. Trust Villie and maybe live or go by selves and most certainly die! How to choose?" That line made me laugh out loud--

something that a lot of novels don't get me to do!

In fact, that very scene showcases a lot of what I liked about this graphic novel:

The story: Quinlan Vos meets up with his former master, Tholmes, on Kiffex, investigates a compound filled with the dead, and meets up with Villie. Then the story takes a new twist--we learn about Vos' tangle with the Dark Side, his hatred for the Anzati, and how he became a Jedi (and no, it didn't involve the Jedi stealing him as a baby! I can't tell you how I wish that horrible bit had never been included into Star Wars canon!). This story, even with its great action, is ultimately a personal story of Quinlan Vos overcoming the Dark Side.

The characters: Villie is the comic relief of this graphic novel--and yet, he doesn't resort to being stupid or slapsticky in the slightest. All of the characters were awesome--Quinlan Vos, Tholmes, Zoa, T'sa (loved the hint at a romance between her and Tholmes!), Aalya, Karkko--each one of these characters were real and important to the story, not thrown in as a special cameo or just because.

The art: Good action scenes. Clear transition between panels. Characters who stay the same in appearance from panel to panel. Not too much verbiage cluttering the panels (the beginning gets a bit crazy with a weird narration that sounds like something you would see in a comic from the 70's, though). Not too overdone with colors, and yet enough colors to see what is happening. Sure, I wasn't fond of the cover art included at the end (there is one that makes it look like Aayla has a runny nose!), but overall, the art was clean and helped tell the story, instead of distracting from it.

This sort of quality ran throughout the novel. It was obvious that a lot of effort and care had been put into this. I had such a good time reading this graphic novel, I was almost upset to reach the end. This graphic novel has restored my faith in graphic novels and I am no longer as scared to open one up.

Alex says

Too tired to write a review. Basically this one was fucking great.

As has been proved time and again, filming or writing a really satisfying Star Wars adventure is a tall order. In most people's heads you can give someone a lightsaber or a blaster, throw in a few droids or bad guys or Hutts and the work is done for you. But it's not that simple. In some ways writing good Star Wars - or any genre fiction - is as tough a challenge as writing something psychologically interesting or literary, and that's precisely because you have to take the complex and literary away but still provide the goods that yet another action scene can't always supply.

John Ostrander and Jan Duursema are a killer combination, since Duursema is able to visualise exactly what Ostrander wants and more importantly she can visualise a compelling, exciting and vibrant Star Wars universe that looks fresh and dangerous rather than just making us feel that we're seeing the same old worlds and the same old things for the 1,000th time. Ostrander doesn't push it with Quinlan Vos. He's not out to give the reader everything s/he wants in 2 or 3 comics and just as the character's stories in the original trilogy build slowly, so does Vos'. The central concepts are there and there's plenty of time to play with them. He's the Jedi that everyone wanted Jedi to be, more Han Solo than Mace Windu, always on the edge, acting in

ways he shouldn't, risking everything for the big win that he inevitably pulls off. He's always conflicted but pulled back by his moral centre.

Darkness has it all but complexity, but sometimes damn complexity. The ebb and flow of this story is perfect. The setting is brisk, interesting characters are introduced gradually into the fray and the sense of threat and danger keeps increasing. Character building flashbacks, faint hint of politics, former Padawan turned raging maniac menace, fun comic relief, oh and a badass fight with a Sith lord featuring some serious Sith lightning pyrotechnics.

This is Star Wars at its coolest. Having read The Clone Wars saga comics and the end of Vos' story it's great to go back to the early days of the character. This is not as complex as those later Clone Wars comics but boy is it good.
