

revan comic

Revan comic: The Ultimate Guide to the Star Wars Legend

The Revan comic stands as a pivotal piece in the expansive Star Wars universe, offering fans a compelling glimpse into the enigmatic life of one of the franchise's most iconic characters. Released as part of the Star Wars Legends canon, this comic series delves deep into the mysterious origins, complex morality, and enduring legacy of Revan, a Jedi Knight turned Sith Lord. Whether you are a seasoned Star Wars aficionado or a newcomer eager to explore the galaxy far, far away, understanding the Revan comic is essential to appreciating the rich lore that surrounds this legendary figure.

Introduction to Revan and the Comic Series

Who is Revan?

Revan first appeared in the Star Wars: Knights of the Old Republic video game, where he was depicted as a Jedi Knight who fell to the dark side during the Jedi Civil War. His story is characterized by themes of redemption, identity, and the ongoing battle between light and dark. The Revan comic expands on his saga, providing fans with a detailed narrative of his adventures, struggles, and the complex choices that define him.

Overview of the Revan Comic Series

The Revan comic is a multi-issue series published by Dark Horse Comics, originally released between 2011 and 2012. It is authored by Drew Karpysyn, who also wrote the novel Star Wars: Revan, and illustrated by Dustin Weaver. The series is renowned for its meticulous storytelling, rich artwork, and its ability to weave new elements into the established Star Wars mythos.

The comic serves as both a prequel and a sequel to the novel, filling in gaps and offering visual storytelling that enhances understanding of Revan's character. It explores his early days as a Jedi, his fall to the Sith, and his subsequent quest for redemption.

The Storyline of the Revan Comic

Part 1: Origins and Fall

The series begins with a focus on Revan's early life as a promising Jedi Knight. His dedication to peace

and justice sets the stage for his eventual downfall. Key plot points include:

1. The discovery of a Sith artifact that corrupts his perception of the Force.
2. His confrontation with dark side temptations during a pivotal mission.
3. The betrayal by his own allies, leading to his fall and transformation into a Sith Lord.

This part of the story emphasizes the internal conflict Revan faces and the seductive nature of the dark side.

Part 2: Revan as a Sith and the Galactic Turmoil

Once Revan embraces the dark side, he adopts a new identity as a Sith Lord. His actions significantly impact the galaxy, leading to chaos and war. Highlights include:

1. The rise of the Sith Empire under his leadership.
2. His strategic battles against the Jedi and Republic forces.
3. The moral dilemmas he encounters as he seeks power and control.

This phase shows Revan's mastery of the Sith arts, his ruthless tactics, and his complex motivations.

Part 3: Redemption and Legacy

The final arc of the comic explores Revan's journey toward redemption, culminating in a confrontation with his past self. Major themes include:

1. His realization of the destructive path he has taken.
2. The struggle to resist the dark side's influence.
3. The ultimate decision to seek forgiveness and restore balance.

This part underscores the enduring theme of redemption that has made Revan a beloved figure among Star Wars fans.

Key Characters in the Revan Comic

Revan

The protagonist, whose complex personality and moral ambiguity drive the narrative. His character arc is one of the most compelling aspects of the series.

Malak

Revan's close friend and fellow Jedi turned Sith apprentice. Malak's betrayal and rivalry with Revan are central to the story, symbolizing the tragic consequences of the dark side.

Jedi and Sith Allies

Various supporting characters include:

- Jedi Masters who oppose Revan's dark path.
- Sith Lords who serve as antagonists and foils.
- Revan's allies and enemies scattered across the galaxy.

Supporting Characters

The series also features characters like Bastila Shan, whose relationship with Revan adds emotional depth and personal stakes to the story, as well as other figures from the Old Republic era.

The Artistic Style and Visual Elements

Illustration and Artwork

Dustin Weaver's artwork in the Revan comic is praised for its dynamic action sequences, detailed character designs, and atmospheric backgrounds that evoke the grandeur of the Star Wars universe. The visual storytelling enhances the emotional intensity of key scenes and helps convey the shifting allegiances and internal struggles of characters.

Color Palette and Design

The color palette often shifts to reflect the mood—dark, muted tones for Sith-related scenes and brighter, more vibrant hues during Jedi and redemption moments. This visual contrast underscores the thematic duality inherent in Revan's story.

Layout and Pacing

The comic employs a cinematic layout, with well-paced panels that guide readers through complex battles, introspective moments, and pivotal revelations seamlessly.

Significance and Impact of the Revan Comic

Expanding Star Wars Canon and Legends

While the Revan comic is part of the Legends universe, it has a significant impact on Star Wars lore by deepening understanding of Revan's character and the broader Sith-Jedi conflicts. It bridges the gap between the video game and novels, enriching the narrative tapestry of the Old Republic era.

Influence on Fans and Extended Universe

The comic has inspired fan art, cosplay, and discussions about morality, redemption, and the complexity of characters in the Star Wars universe. It has also influenced subsequent stories and adaptations.

Relation to Other Star Wars Media

The themes and characters from the Revan comic are often referenced or expanded upon in other media, including:

- Video games like Star Wars: Knights of the Old Republic II
- Novels and comics exploring the Old Republic era
- Fan theories and speculative stories about Revan's destiny

Where to Read the Revan Comic

Availability

The Revan comic is available through various outlets, including:

- Digital platforms like Comixology and Marvel Unlimited
- Print editions available via online retailers and comic book stores
- Collected editions or trade paperbacks for comprehensive reading

Tips for New Readers

For those new to the series:

1. Start with the Star Wars: Knights of the Old Republic game or novel for context.
2. Read the Revan comic alongside other Old Republic stories to get the full picture.
3. Engage with fan communities for discussions and insights.

Conclusion: The Enduring Legacy of Revan

The Revan comic is a masterful addition to the Star Wars Legends, offering a nuanced portrayal of a hero who embodies the eternal struggle between good and evil. Its compelling storytelling, intricate characters, and stunning artwork make it a must-read for fans eager to explore the depths of the Old Republic era. Revan's journey from a noble Jedi to a Sith Lord, and ultimately a figure seeking redemption, continues to resonate, highlighting the timeless themes of morality, choice, and legacy that define the Star Wars saga.

Whether you are captivated by the action, the character development, or the artwork, the Revan comic stands as a testament to the rich storytelling potential of the Star Wars universe. Dive into Revan's story and discover why he remains one of the most enigmatic and compelling characters in galactic history.

Frequently Asked Questions

What is the 'Revan' comic book about?

The 'Revan' comic explores the backstory of the iconic Sith Lord Revan, detailing his origins, fall to the dark side, and his influence on the Star Wars universe during the Jedi Civil War.

Who is the author of the 'Revan' comic series?

The 'Revan' comic series was written by Drew Karpyshyn, who also authored the novel 'Revan' and has been heavily involved in the Star Wars expanded universe.

Is the 'Revan' comic part of the official Star Wars canon?

No, the 'Revan' comic is part of the Star Wars Legends continuity, which is considered non-canon following Disney's acquisition of Lucasfilm. However, it remains popular among fans.

Where can I read the 'Revan' comic series?

The 'Revan' comic series was published by Dark Horse Comics and can be found through comic book stores, online retailers, or digital platforms that sell Dark Horse titles.

Are there any upcoming 'Revan' comics or related media?

As of now, there are no announced new 'Revan' comics. However, Revan remains a popular character, and there are ongoing discussions about future projects related to his story.

How does the 'Revan' comic expand on his character compared to the games?

The comic provides deeper insights into Revan's motivations, his journey through the Jedi Civil War, and his complex moral choices, complementing the story told in the Knights of the Old Republic games.

What are the main themes explored in the 'Revan' comic?

Themes include redemption, identity, the struggle between light and dark, and the nature of power, all centered around Revan's complex character arc.

Is the 'Revan' comic suitable for new Star Wars fans?

While it offers great insights into Revan's character, the comic is best suited for fans familiar with Star Wars lore, especially the Old Republic era, due to its complex story and background.

Additional Resources

Revan Comic: An In-Depth Investigation into its Narrative, Artistry, and Cultural Impact

The Revan comic has emerged as a pivotal piece within the expansive Star Wars universe, captivating

fans and critics alike with its intricate storytelling and compelling artwork. As a cornerstone in the ongoing expansion of the Star Wars lore, this comic series offers a nuanced exploration of one of the franchise's most enigmatic characters—Revan. This investigative article delves into the origins, narrative themes, artistic style, and cultural significance of the Revan comic, providing a comprehensive analysis suitable for enthusiasts, critics, and scholars alike.

Origins and Development of the Revan Comic

Background and Context

The Revan comic was first announced by Marvel Comics in 2018, coinciding with the release of the Star Wars: Knights of the Old Republic (KOTOR) video game and the subsequent renewed interest in the Old Republic era. Crafted by writer C.B. Cebulski and artist Marco Castiello, the series aimed to breathe new life into the character of Revan—originally introduced in the KOTOR video game (2003)—by exploring his origins, moral complexities, and legacy.

The comic's development was influenced by the broader Star Wars renaissance, which sought to diversify storytelling mediums and deepen character backstories. The creative team approached Revan not merely as a legendary figure but as a complex individual whose actions and choices reverberate through galactic history.

Publication and Reception Timeline

The comic series was structured as a multi-issue run, beginning with a limited arc that served as both a prequel and a reinterpretation of Revan's earlier adventures. Its release was met with anticipation, especially among the dedicated KOTOR fanbase. Critical reception highlighted its fidelity to the source material while also offering fresh perspectives on familiar themes.

Notably, the series was praised for:

- Its innovative narrative structure
- Its artistic fidelity to the Star Wars visual aesthetic
- Its ability to balance nostalgia with originality

Narrative Analysis: Unveiling the Complexities of Revan

Character Arc and Moral Ambiguity

At its core, the Revan comic explores the character's evolution from a Sith Lord and Jedi hero to a nuanced figure caught between light and dark. Unlike traditional hero narratives, Revan embodies moral ambiguity—a reflection of the franchise's broader themes of redemption and fallibility.

Key elements of his character arc include:

- His initial identity as a Sith turned Jedi
- The internal struggle with his past actions
- The influence of external forces, such as Sith and Jedi factions
- Moments of introspection that challenge traditional notions of good and evil

This layered portrayal invites readers to question the binary morality often associated with Star Wars, positioning Revan as a symbol of the gray areas in moral decision-making.

Plot Themes and Storytelling Devices

The comic employs several storytelling devices to deepen its narrative:

- Flashbacks that reveal Revan's origins and pivotal moments
- Multiple timelines that show the repercussions of past choices
- Interwoven perspectives from allies and enemies
- Symbolic imagery representing Revan's internal conflict

Major plot themes include:

- The corrupting influence of power
- The possibility of redemption despite past sins
- The importance of identity and memory
- The impact of leadership and sacrifice

Through these themes, the comic crafts a compelling narrative that challenges readers' perceptions of heroism and villainy.

Artistic Style and Visual Storytelling

Art Direction and Aesthetic Choices

Marco Castiello's artwork for the Revan comic is characterized by its dark, atmospheric palette that echoes the shadowy universe Revan inhabits. The visual style balances realism with stylized elements typical of Star Wars comics, emphasizing:

- Dynamic action sequences
- Expressive character designs
- Intricate backgrounds depicting starships, planets, and urban landscapes

Color schemes often contrast stark blacks and reds with softer blues and whites, visually reinforcing the moral dichotomy central to Revan's character.

Panel Composition and Narrative Flow

The panel layouts are carefully orchestrated to enhance pacing and emotional impact:

- Cluttered, chaotic panels during intense battles
- Wide, expansive panels during moments of reflection or revelation
- Use of shadow and light to symbolize inner turmoil

This visual storytelling approach allows readers to immerse themselves fully in Revan's journey, understanding not only what is happening but also its emotional resonance.

Cultural and Fandom Impact

Relevance within the Star Wars Expanded Universe

The Revan comic is significant for its role in revitalizing interest in the Old Republic era, a period long cherished by fans but underrepresented in mainstream media. It expands upon the lore established in the KOTOR games, integrating new characters, factions, and mythologies.

By doing so, the comic:

- Reinforces Revan's status as an iconic figure
- Bridges gaps between various Star Wars media
- Inspires new fan theories and discussions about morality and identity

Fan Reception and Community Engagement

The comic has fostered a vibrant community of fans who analyze its nuances, dissect its symbolism, and speculate on its implications for future Star Wars projects. Online forums and fan art frequently explore Revan's character arc, illustrating its deep resonance.

Moreover, the comic's success has prompted:

- Reprints and special editions
- Adaptations into other media
- Influence on upcoming Star Wars narratives

Critical Perspectives and Future Prospects

Strengths and Contributions

Critics have lauded the Revan comic for its:

- Depth of character development
- Artistic excellence
- Faithfulness to established lore while offering innovative ideas

It stands as a testament to the potential of comics as a medium for storytelling within expansive universes.

Limitations and Challenges

However, some critics point out:

- Its dense narrative can be challenging for new readers

- Certain plot points may feel disconnected from broader Star Wars continuity
- Artistic style, while evocative, may not appeal to all audiences

Potential for Future Exploration

Looking ahead, the Revan comic sets the stage for:

- Further explorations into Revan's legacy
- Cross-media adaptations, such as animated series or novels
- Deeper dives into the Old Republic era

The character's multifaceted nature ensures that Revan remains a compelling subject for future storytelling endeavors.

Conclusion: The Lasting Legacy of the Revan Comic

The Revan comic represents a significant milestone in Star Wars storytelling, blending intricate narrative layers with striking visual artistry to explore one of its most complex characters. Its success underscores the importance of nuanced storytelling in expanding beloved universes and engaging diverse audiences.

As both a standalone work and a part of the larger Star Wars mythos, the comic invites ongoing reflection on themes of morality, identity, and redemption. Its influence continues to ripple through fan communities and future projects, cementing Revan's status not only as a legendary figure but as a symbol of storytelling depth and creative courage within the galaxy far, far away.

In sum, the Revan comic exemplifies the power of comics to deepen franchise lore, provoke thought, and inspire passionate fandom—making it a must-study piece for anyone interested in the evolving narrative landscape of Star Wars.

Revan Comic

revan comic: The Comic Spirit of Henry Fielding in Theory and Practice Ruth Christie, 1928

revan comic: Star Wars: Knights of the Old Republic Alex Kane, 2019-04-09 Set an even longer time ago in a galaxy far, far away, BioWare's 2003 Star Wars: Knights of the Old Republic wowed players with its compelling characters, lightsaber customization, complex morality choices, and one of the greatest plot twists in both video game and Star Wars history. But even for veteran studios like LucasArts and BioWare, the responsibility of making both a great game and a lasting contribution to the Star Wars canon was no easy task. Featuring extensive new interviews with a host of KotOR's producers, writers, designers, and actors, journalist Alex Kane weaves together an epic oral history of this classic game, from its roots in tabletop role-playing and comic books, to its continued influence on big-screen Star Wars films. Whether you align with the light or the dark side, you're invited to dive into this in-depth journey through one of the most beloved Star Wars titles of all time.

revan comic: Manga Eike Exner, 2025-07 A groundbreaking story of Japanese comics from their nineteenth-century origins to the present day The immensely popular art form of manga, or

Japanese comics, has made its mark across global pop culture, influencing film, visual art, video games, and more. This book is the first to tell the history of comics in Japan as a single, continuous story, focusing on manga as multipanel cartoons that show stories rather than narrate them. Eike Exner traces these cartoons' gradual evolution from the 1890s until today, culminating in manga's explosion in global popularity in the 2000s and the current shift from print periodicals to digital media and smartphone apps. Over the course of this 130-year history, Exner answers questions about the origins of Japanese comics, the establishment of their distinctive visuals, and how they became such a fundamental part of the Japanese publishing industry, incorporating well-known examples such as Dragon Ball and Sailor Moon, as well as historical manga little known outside of Japan. The book pays special attention to manga's structural development, examining the roles played not only by star creators but also by editors and major publishers such as Kōdansha that embraced comics as a way of selling magazines to different, often gendered, readerships. This engaging narrative presents extensive new research, making it an essential read for enthusiasts and experts alike.

revan comic: Science Fiction Video Games Neal Roger Tringham, 2014-09-10 Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieux or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical a

revan comic: **Star Wars** Pablo Hidalgo, 2012 From the original movie tie-in novel through the monumental Fate of the Jedi series, legions of devoted readers have helped expand science fiction's most celebrated film saga into a page-turning print sensation. Now, a comprehensive overview of these sweeping adventures is presented in one beautifully illustrated volume.

revan comic: *Pokémon: Meisterdetektiv Pikachu - Comic zum Film* Brian Buccellato, 2020-06-24 Macht euch bereit für ein Abenteuer mit Meisterdetektiv Pikachu! In Ryme City leben die Menschen harmonisch mit den Pokémon zusammen: ein vielfältiges Ökosystem aus geheimnisvollen und farbenfrohen Kreaturen, die eine enge Bindung zu ihren menschlichen Partnern eingehen. Als Tim Goodmans Vater unter mysteriösen Umständen verschwindet, macht er sich auf die Suche nach ihm und tut sich mit einem einzigartigen Pokémon zusammen: Meisterdetektiv Pikachu! Aber das ungleiche Paar stolpert über ein noch größeres Geheimnis: Warum fehlen so viele Pokémon? Und wer steckt hinter ihrem Verschwinden? Die offizielle Geschichte zum Film!

revan comic: Krieg in Comic, Graphic Novel und Literatur Claudia Junk, Thomas F. Schneider, 2018-12-03 Kriege und ihre Folgen spielen in Comics und Graphic Novels seit dem Beginn des 20. Jahrhunderts eine thematisch herausragende Rolle. Die Beiträge dieses Bandes widmen sich verschiedenen historischen Ereignissen. In ausgewählten Beispielen wird die Frage nach dem vermittelten Bild des Krieges betrachtet. In den Blick genommen werden sowohl Werke von Jacques Tardi und Joe Sacco, die kurze Phase der amerikanischen Antikriegscomics der frühen 1950er Jahre als auch aktuelle Auseinandersetzungen wie das Tagebuch 14/18 oder der Band Kriegszeiten. Darüber hinaus widmen sich Beiträge den Nachkriegstexten von Hermann Löns, Wolfgang Borchert und Hans-Werner Richter sowie der Darstellung des Koreakrieges in der koreanischen Literatur. Wars and their effects play an essential role in comics and graphic novels since the beginning of the 20th century. The contributions in this book deal with different historical events. Selected examples show how the image of war is conveyed. The authors also focus on works of Jacques Tardi and Joe Sacco, the short period of American anti-war comics of the early 1950s as well as recent approaches like Tagebuch 14/18 (Diary 14/18 by Hogh and Mailliet) or the volume Kriegszeiten (Times of war by Schraven). Furthermore, the contributions focus on the postwar lyrics of Hermann Löns, Wolfgang Borchert and Hans-Werner Richter as well as the presentation of the Korean war in Korean literature.

revan comic: **Out of the Blue** Kristiaan Versluys, 2009-07-29 Writers have represented 9/11 and its aftermath with varying degrees of success. In Out of the Blue, Kristiaan Versluys focuses on novels that move beyond patriotic clichés and cheap sensationalism and provide new insights into

the emotional and ethical impact of these traumatic events and what it means to depict them. Versluys focuses on Don DeLillo's *Falling Man*, Art Spiegelman's *In the Shadow of No Towers*, Jonathan Safran Foer's *Extremely Loud and Incredibly Close*, Frédéric Beigbeder's *Windows on the World*, and John Updike's *Terrorist*. He scrutinizes how these writers affirm the humanity of the disoriented individual, as opposed to the cocksure killer or politician, and retranslate hesitation, stuttering, or stammering into a precarious act of defiance. Versluys also discusses works by Ian McEwan, Anita Shreve, Martin Amis, and Michael Cunningham, arguing for the novel's distinct power in rendering the devastation of 9/11.

revan comic: Das grosse Comic-Lexikon Marcel Feige, 2001 Nachschlagewerk zu Autoren, Zeichnern, Verlagen, Genres, Themen, Serien u.a.m.

revan comic: Opus international , 1968

revan comic: *Real Cost of Prisons Comix* Lois Ahrens, 2008-09-01 One out of every hundred adults in the U.S. is in prison. This book provides a crash course in what drives mass incarceration, the human and community costs, and how to stop the numbers from going even higher. Collected in this volume are the three comic books published by the Real Cost of Prisons Project. The stories and statistical information in each comic book are thoroughly researched and documented. *Prison Town: Paying the Price* tells the story of how the financing and site locations of prisons affects the people of rural communities in which prison are built. It also tells the story of how mass incarceration affects people of urban communities where the majority of incarcerated people come from. *Prisoners of the War on Drugs* includes the history of the war on drugs, mandatory minimums, how racism creates harsher sentences for people of color, stories of how the war on drugs works against women, three strikes laws, obstacles to coming home after incarceration, and how mass incarceration destabilizes neighborhoods. *Prisoners of a Hard Life: Women and Their Children* includes stories about women trapped by mandatory sentencing and the "costs" of incarceration for women and their families. Also included are alternatives to the present system, a glossary, and footnotes. Over 125,000 copies of the comic books have been printed and more than 100,000 have been sent to people who are incarcerated, to their families, and to organizers and activists throughout the country. The book includes a chapter with descriptions of how the comix have been put to use in the work of organizers and activists in prison and in the "free world" by ESL teachers, high school teachers, college professors, students, and health care providers throughout the country. The demand for the comix is constant and the ways in which they are being used are inspiring.

revan comic: *Our Gods Wear Spandex* Chris Knowles, 2007-11-30 From occult underground to superhero! Was Superman's arch nemesis Lex Luthor based on Aleister Crowley? Can Captain Marvel be linked to the Sun gods on antiquity? In *Our Gods Wear Spandex*, Christopher Knowles answers these questions and brings to light many other intriguing links between superheroes and the enchanted world of esoterica. Occult students and comic-book fans alike will discover countless fascinating connections, from little known facts such as that DC Comics editor Julius Schwartz started his career as H.P. Lovecraft's agent, to the tantalizingly extensive influence of Madame Blavatsky's Theosophy on the birth of comics, to the mystic roots of Superman. The book also traces the rise of the comic superheroes and how they relate to several cultural trends in the late 19th century, specifically the occult explosion in Western Europe and America. Knowles reveals the four basic superhero archetypes--the Messiah, the Golem, the Amazon, and the Brotherhood--and shows how the occult Bohemian underground of the early 20th century provided the inspiration for the modern comic book hero. With the popularity of occult comics writers like *Invisibles* creator Grant Morrison and *V for Vendetta* creator Alan Moore, the vast ComiCon audience is poised for someone to seriously introduce them to the esoteric mysteries. Chris Knowles is doing just that in this epic book. Chapters include: *Ancient of Days*, *Ascended Masters*, *God and Gangsters*, *Mad Scientists and Modern Sorcerers*, and many more. From the ghettos of Prague to the halls of Valhalla to the Fortress of Solitude and the aisles of BEA and ComiCon, this is the first book to show the inextricable link between superheroes and the enchanted world of esoterica.

revan comic: *FILMAUSWEIDER, Ausgabe 1* Filmausweider, 2012 Deutschlands neues

Magazin rund um den blutigen Film Ausgabe:1 Mit den top-aktuellen Reviews zu REC 3: Genesis, The Human Centipede 2, Piranha 3DD, Nazi Sky, The Bunny Game, Hellraiser: Revelations, Hobo with a Shotgun und noch Vielen mehr... Inklusive ausführliches Preview-Spezial zur dritten Staffel von The walking Dead und einem Interview mit dem deutschen Godfather of Gore Timo Rose

revan comic: *Jim Henson's Fraggle Rock Classics Vol. 1* Jim Henson, 2011-09-07 Archaia Entertainment and The Jim Henson Company are proud to present a new reprinting of the original Fraggle Rock comic book series, which first debuted in 1985. Look back into the history of your favorite Fraggles with stories such as "The Magic Time Machine," "The Trouble With Being #1," "The Monster That Could Be Anything, and "The Doozer Who Wanted to Be a Fraggles." Digitally remastered and beautifully bound in softcover for a new generation of Fraggles fans, this series will make you want to dance your cares away — '80s style!

revan comic: Dictionary of National Biography , 1898

revan comic: Los Angeles Stories Ry Cooder, 2011-10-04 A Los Angeles Times's and Southern California Indie Bookseller Association's Bestseller! Los Angeles Stories is a collection of loosely linked, noir-ish tales that evoke a bygone era in one of America's most iconic cities. In post-World War II Los Angeles, as power was concentrating and fortunes were being made, a do-it-yourself culture of cool cats, outsiders, and oddballs populated the old downtown neighborhoods of Bunker Hill and Chavez Ravine. Ordinary working folks rubbed elbows with petty criminals, grifters, and all sorts of women at foggy end-of-the-line outposts in Venice Beach and Santa Monica. Rich with the essence and character of the times, suffused with the patois of the city's underclass, these are stories about the common people of Los Angeles, a sunny place for shady people, and the strange things that happen to them. Musicians, gun shop owners, streetwalkers, tailors, door-to-door salesmen, drifters, housewives, dentists, pornographers, new arrivals, and hard-bitten denizens all intersect in cleverly plotted stories that center around some kind of shadowy activity. This quirky love letter to a lost way of life will appeal to fans of hard-boiled fiction and anyone interested in the city itself. Taken as a whole, this collection offers a panoramic view of a rapidly changing Los Angeles and its immigrant communities, rich in period detail and idiomatic dialogue, sometimes based on Cooder's own memories of growing up in the same neighborhoods in which the stories are often set.—Uncut Magazine Cooder shouldn't stop making records. He should keep writing, too.—Rolling Stones The stories of Ry Cooder are a lot like his music: stately, precise, well constructed; they grab you by the throat, quietly, and never let go ... —Andrew J. Khaled Madigan, The Iowa Review The strict Los Angeles setting—the city's highs and lows romanticised ceaselessly—make them like Raymond Chandler or Mickey Spillane.—Chris Johnston, Sydney Morning Herald In Los Angeles Stories, his first published collection of stories, Cooder pays homage to the jazz, the blues and the Latin beat of a bygone era. He also honors a cast of boisterous musicians, some murdered, others spared to tell their gritty tales of life and death. A few famous musicians—John Lee Hooker and Charlie Parker among them—make cameo appearances in these pages, but most of the guitar players, drummers and lounge singers are as unknown as the repossession men, waitresses and mechanics they entertain in forgotten bars and derelict nightclubs.—San Francisco Chronicle Ry Cooder is a world-famous guitarist, singer, and composer known for his slide guitar work, interest in roots music, and more recently for his collaborations with traditional musicians from many countries, including The Buena Vista Social Club. He has composed soundtracks for more than twenty films, including Paris, Texas. Two recent albums were accompanied by stories Cooder wrote to accompany the music. This is his first published collection of stories.

revan comic: The Dictionary of National Biography Leslie Stephen, Sir Sidney Lee, 1909

revan comic: The Dictionary of National Biography, Founded in 1882 by George Smith , 1917

revan comic: Evliya Çelebi's Book of Travels: Evliya Çelebi in Diyarbekir Evliya Çelebi, 1988

revan comic: The Old Republic Series: Star Wars Legends 4-Book Bundle Sean Williams, Paul S. Kemp, Drew Karpyschyn, 2016-03-15 Not just an epic videogame from BioWare and LucasArts, Star Wars: The Old Republic™ spawned a New York Times bestselling series of novels—which are now

together in one electrifying ebook bundle. Fatal Alliance, Deceived, Revan, and Annihilation tell four daringly original stories of Jedi and Sith that embody this unique, beloved era in Star Wars Legends storytelling. . . . FATAL ALLIANCE by Sean Williams From across the galaxy they've come: a Jedi Padawan, an ex-trooper drummed out of the Republic's elite Blackstar Squad, and a mysterious Mandalorian. An extraordinary auction has drawn them all together, in quest of a prize whose value may be the wealth of a world itself. None intend to leave empty-handed. All have secrets, desires, and schemes. And nothing could ever unite them as allies—except the truth about the deadly danger of the object they covet. But can Sith and Jedi, Republic and Empire, join as one against the certain doom of the galaxy? DECEIVED by Paul S. Kemp A Sith warrior to rival the most sinister of the Order's Dark Lords, Darth Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace will transform him into something far more heinous—something Malgus would never want to be but cannot stop becoming, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Jedi Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. REVAN by Drew Karpysyn Hero, traitor, conqueror, villain, savior—Revan has been all of these. He left Coruscant a Jedi, on a mission to defeat the Mandalorians. He returned a Sith disciple, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was the loss of his memories. All that's left are nightmares—and deep, abiding fear. One thing he's certain of: Something very dark is plotting against the Republic. With no idea how to identify the threat, let alone stop it, Revan may be doomed to fail. But only death can stop him from trying. ANNIHILATION by Drew Karpysyn After his triumphant destruction of a Sith superweapon arsenal, covert agent Theron Shan is recruited for an even more dangerous mission. A power struggle has the Empire in flux, but Darth Karrid remains bent on total domination, using a fearsome Imperial cruiser in her reign of terror. Now, joined by a hotheaded smuggler and Karrid's former Jedi Master, Theron must match wits and weapons with a crew of the most cold-blooded dark side disciples. And if they don't seize their one chance to succeed, they will have countless opportunities to die.

Related to revan comic

Revan | Wookieepedia | Fandom Revan—renowned as the Revanchist, honored as the Revan, reviled as Revan the Butcher, dreaded as the Dark Lord of the Sith Darth Revan, and praised as the Prodigal Knight—was a

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